

Volleyball Tournament

These rules for a no-holds-barred volleyball tournament, with magic and any skills allowed. For this three-day tourney, one match is played per day. Each team against the players' team gets progressively harder.

Rules

These are the only rules to the tournament:

1. Four players per team, with two in the front row and two in the back row. Players take their actions clockwise, with the front row player on the left (facing the net) going first. (DM should diagram the players for ease of reference.)
2. Only three actions affecting the ball can be played be turn, per side.
3. Points are made on every serve for winning team of rally (rally-point scoring).
4. A ball hitting a boundary line is in.
5. A ball is out if it hits the net, the floor completely outside the court, or the referee stand or pole.
6. It is illegal to catch, hold, or throw the ball with any physical appendages.
7. Matches are made up of sets; the number of sets depends on level of play. Each set must be won by two points. The winner is the first team to win two sets.

Actions

Players on each team may choose one of the following actions for their turn:

- **Assist.** Choose a player on the same team that hasn't yet performed their action and declare an assist. The assisted player gains a +2 on any check they make that round. This does not count as an action affecting the ball.
- **Cast a spell and describe how it's being used.** If the description seems plausible, add +3 to the score for this set or -3 to the score for the other side, as applicable. This counts as an action affecting the ball.
- **Play the game.** The player chooses a target from the opposing team and they roll opposing Athletics checks. The player with the higher roll gains +2 for their side. This counts as an action affecting the ball.
- **Smack talk.** The player rolls an Intimidate, Deception, or Persuasion check, as applicable. (Other social skills may be used at the DM's discretion.) The player chooses one opposing player to target, who then must roll either an Insight (Wis) or Wisdom saving throw. If the opposing player succeeds their check (rolling a higher result than the player smack talking), nothing happens. If they fail, however, their team takes -3 to the score for the round. Player doing the smack talk must at least give the gist of their smack talk. This does not count as an action affecting the ball.
- **Use a skill or ability.** If the player can describe a feasible way their skill or ability could assist the team (or hurt the other team), the DM can rule it an acceptable action. Depending on the skill or ability, it may or may not be considered an action affecting the ball (DM's discretion). Points gained or removed should be between 1 and 3 and should be determined by DM and player discussion.

- **Wildcard Strategist.** The player rolls an Intelligence check (DC 16). If they succeed, an additional card is dealt face-down for each team. This typically involves maximizing the ball's angle or players' positions, and counts as an action affecting the ball.

Determining the Set Winner

To determine the results of each set:

1. From a full, shuffled deck of cards, deal each team a card, face-down.
2. The team that goes first (determined by a higher roll on the d20) serves the ball. Each player on the team can take one action; however, only three actions can affect the ball. Players should describe their actions. The DM will determine how their actions affect the ball and the team's score.
3. The opposing team takes their round. Each player on the team can take one action; however, only three actions can affect the ball. Players should describe their actions. The DM will determine how their actions affect the ball and the team's score.
4. The cards are flipped over and the set is scored. Number cards represent their number in score; face cards are worth 10 each, and aces are worth 11. One side must win the set by at least 2 points or the set is continued another round.

Setting up Teams

The DM should create the opposing teams before beginning the tournament. The following pages have example teams used for a high-level campaign; however, DMs are welcome to use the same teams with modified scores, if they're short on time. If creating new teams, the following stats/info for each player should be generated:

- Athletics
- Persuasion
- Insight
- Wisdom
- Intelligence
- General (used as a bonus whenever the existing stats don't cover a check)
- Any spells they might cast during the game
- A favored action (whichever action they're most likely to use)

Volleyball Tournament Teams

Day 1

Player	Bonuses	Spells	Favored Action
<p><i>Chloe Murtle</i></p> <p>A nondescript human woman with a blank expression.</p>	<p>Athletics: +2 Persuasion: +6 Insight: +10 Wisdom: +2 Intelligence: +6 General: +5</p>	<p>Fireball (-3 to other team)</p>	<p>Assist</p>
<p><i>Sparrow Blackcrow</i></p> <p>A lithe kenku of indeterminate gender.</p>	<p>Athletics: +10 Persuasion: +4 Insight: +4 Wisdom: +2 Intelligence: +6 General: +8</p>		<p>Play the game</p>
<p><i>Spear</i></p> <p>A tall man with a bit of troll in him. Smokes a pipe even while playing.</p>	<p>Athletics: +6 Persuasion: +8 Insight: +4 Wisdom: +0 Intelligence: +0 General: +3</p>		<p>Play the game</p>
<p><i>Ali Maclay</i></p>	<p>Athletics: +2 Persuasion: +10 Insight: +8 Wisdom: +4 Intelligence: +2 General: +4</p>		<p>Smack talk</p>

Volleyball Tournament Teams

Day 2

Player	Bonuses	Spells	Favored Action
<p><i>Essen Nelgrave</i></p> <p>An elven man who takes exceptional pride in his looks.</p>	<p>Athletics: +4 Persuasion: +14 Insight: +14 Wisdom: +4 Intelligence: +10 General: +10</p>	<p>Darkness Light</p>	<p>Wildcard Strategist</p>
<p><i>Barelli</i></p> <p>A coal-skinned sprite from the plane of Fire. Fairly goodly, and willing to help strangers in need.</p>	<p>Athletics: +2 Persuasion: +12 Insight: +10 Wisdom: +4 Intelligence: +2 General: +6</p>	<p>Faerie Fire (+1 for their team)</p>	<p>Persuasion/Deception</p>
<p><i>Monika Taylor</i></p> <p>Not incredibly pretty or bright.</p>	<p>Athletics: +8 Persuasion: +12 Insight: +4 Wisdom: +2 Intelligence: -1 General: +4</p>	<p>N/A</p>	<p>Assist</p>
<p><i>Perish</i></p> <p>Very fond of puns. A middle-aged Halfling man with dark brown, unruly hair and a very large tunic belted to look like robes. Typically takes a shot before doing any spells.</p>	<p>Athletics: +8 Persuasion: +10 Insight: +8 Wisdom: +2 Intelligence: +4 General: +6</p>	<p>Wave—Wis save DC 14; on failure causes two targets to wave at each other for a round</p> <p>Crone of Cold: summons any old lady who laughs knowingly before disappearing in a burst of ice. Anyone within 15 feet must make a Dex save or take 1d6 cold damage. (-3 to other team)</p>	<p>Cast a spell</p>

Volleyball Tournament Teams

Day 3

Player	Bonuses	Spells	Favored Action
<p><i>Dell O'Farrah</i></p> <p>Very unlucky.</p>	<p>Athletics: +6 Persuasion: +4 Insight: +8 Wisdom: +3 Intelligence: +6 General: +6</p>	<p>True Polymorph (sort of) that creates tentacles on the netting to grab the ball (-3 to other team)</p> <p>Cast fog cloud (-2 to other team)</p>	<p>Cast a spell</p>
<p><i>Raog</i></p> <p>Half stone giant, which ranks him slightly higher than Elmore in the ordning. He's seven feet tall and huge, with grey skin and no hair.</p>	<p>Athletics: +18 Persuasion: -2 Insight: +10 Wisdom: +6 Intelligence: +2 General: +8</p>	<p>N/A</p>	<p>Play the game</p>
<p><i>Pearl</i></p> <p>A human woman with dark skin and red hair. She's a terrible fisherwoman, but competent at volleyball.</p>	<p>Athletics: +12 Persuasion: +6 Insight: +4 Wisdom: +2 Intelligence: +2 General: +6</p>		<p>Play the game</p>
<p><i>Wilson</i></p> <p>A gnomish man with large spectacles with silvered lenses. Very fond of cats.</p>	<p>Athletics: +12 Persuasion: +8 Insight: +4 Wisdom: +4 Intelligence: +3 General: +11</p>	<p>Summon cats</p>	<p>Smack talk/distraction</p>