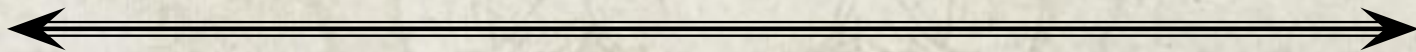


THE REDHURST ACADEMY OF MAGIC™



SPELLFLAG RULES

WEB ENHANCEMENT #2

For use with the



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v. 3.5 revision.

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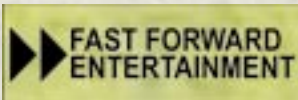
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ABOUT THIS "BOOK"

Those of you who have purchased *The Redhurst Academy of Magic* and read it through know that it's a gold mine for DMs hungry for adventure ideas. Due to the nature of the book, however, we weren't able to spell out adventure hooks directly in the book, as that would have broken the metaphor under which the book was constructed. The spy who wrote the bits in the margins, for instance, couldn't just throw in advice for DMs as she went along. It just wouldn't fit.

Through the wonder of the World Wide Web, however, we're able to offer you the first official enhancement to *The Redhurst Academy of Magic*, free of charge. Since this is an adjunct to that book and not actually part of it, we are free to break the book's fourth wall, so to speak, and address d20 System DMs directly.

OTHER ENHANCEMENTS

This is the second of a number of web enhancements planned for *The Redhurst Academy of Magic*. The first in the series — *The Redhurst Academy of Magic: Adventure Seeds* — features a baker's dozen of adventure ideas to help you tie Redhurst into your campaign. Next up, we present an adventure for use on the Redhurst campus.

To keep up to date on the latest Redhurst developments, as well as to learn all about other upcoming releases from Human Head Studios, be sure to visit www.humanheadgames.com.

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SPELLFLAG: THE SPORT OF WIZARDS

LET THE GAMES BEGIN!

Spellflag is a game played by the student-wizards of Redhurst, as described on in *The Redhurst Academy of Magic: Student Handbook*. The sport was founded at Redhurst ten years ago under the guidance of the game's creator Andarlin, Redhurst's current headmaster, and its skyrocketing popularity has spawned teams in most of the best arcane colleges throughout the Known Realms.

This document records the official rules of spellflag as Andarlin first set them forth, including various modifications he has made over the years. As with many new sports, the various teams playing the game often experiment with all sorts of new ideas during their intramural matches, but these rules are the final arbiter for interacademic play.

WINNING THE GAME

The first team to score three points — and at least two more than the other team — wins the game. Time has no factor in the game, and contests between evenly matched opponents can last hours. Other games can be over quickly. In such cases, the losing team at least doesn't have to suffer long.

THE PITCH

The playing surface for any spellflag match is properly known as the "pitch," although many refer to it as the "field." The standard pitch is one hundred yards long by fifty yards wide. A square scoregate thirty feet wide and ten feet tall stands squarely at the center of each end of the pitch. Each team's spellflag starts out hanging from a post standing twenty-five yards out from the scoregate.

To score a point, you must take the opposing team's spellflag from its flagpost and carry it through your own scoregate.

DESIGNING THE PITCH

In many spellflag games, the pitch is simply a flat, even grassy field. The boundaries are clearly marked with wide stripes of white chalk. Additionally, there is a mid-field line and a penalty box that sits up against each scoregate. The box is forty yards across, centered on the scoregate, and it runs twenty-five yards out from the scoregate.

In official spellflag games, each team is allowed to design the terrain of one half of the pitch before the game begins. Some teams simply add hills, walls, and other obstacles, while other teams are a bit more inventive. In one match, a team replaced its half of the field with a bottomless pit dotted with floating islands of turf that the players had to navigate by leaping from bit to bit.

Custom-field matches are a bit more involved than the standard fare. They must be lined up at least a week in advance. This gives each team enough time to design its end of the field and to fashion it according to their designs. They are permitted to use magic of any kind to implement their vision.

Most teams rely on illusionists to realize their more creative designs. While these don't have the same effects as reality, many matches are played under "real illusion" rules. These state that the players will treat illusions as real at all times.

The reasons for this are practical. It's far less trouble to have an illusionist mock up a false version of an outlandish pitch design than it is to actually create it. It allows for a wider variety of pitch designs that otherwise could never see the light of day.

A custom pitch end must be completed at least a full day before the match is to begin. After that point, the team is not allowed to make any further adjustments. The opposing team is then allowed to practice for at least half a day on the newly created pitch end. The team who customized this end of the pitch gets to practice on it for the other half of the day.

THE TEAMS

A proper spellflag team consist of six players on each side. One player — known as the flagkeeper — is usually left behind to guard the team's flagpost. The others can help with defense or work on scoring as they like.

Many coaches set back two or three defenders to help the flagkeeper with defense. The remaining players are sent forth to grab the opponent's flag and bring it back through their scoregate.

EQUIPMENT

Spellflag players wear uniforms lined with strategically placed padding to help protect them from injury. They also wear a padded leather helmet that covers their ears and is strapped under their chin.

SUBSTITUTIONS

While only six members of a spellflag team are allowed on the pitch at one time, a full team normally consists of ten players. The three players who do not start the game on the pitch can come in as substitutes for the other players at specific points in the game: either during an injury time-out or directly after a point is scored.

Some coaches don't like to use substitutes, only calling on them if one of the players on the pitch is injured or otherwise incapacitated. Others make full use of these extra players, putting them in to cast their spells once the other players have exhausted theirs. It all depends on the coach's style.

INJURIES

If a player is hurt, play stops at the next opportunity. Play does not stop while any carrier is within scoring range. This is defined by the carrier being within the penalty box around his scoregate.

If the player can leave the pitch under his own power once play stops, he is encouraged to do so. Otherwise, the team healer is sent out to offer aid.

Once a healer attends to the player, the player must leave the pitch. A substitute player can take his place if one is available. If the injured player feels better later, he can rejoin the game as a regular substitute.

After the injury is resolved, any player carrying a spellflag brings it to the nearest sideline. There he must try to pass the flag to one of his teammates. Failure to manage this within fifteen second results in the spellflag being turned over to the other team to pass in.

PLAYING SHORT

In some circumstances, a spellflag team may end up short of the ideal number of players on a team. This normally happens due to injuries on the pitch, although it can result from players being tossed out of the game for flagrant violations of the rules.

A team can play with as few as four members on the pitch. However, if the team is unable to field at least four members, it automatically forfeits the game.

THE FLAG

The spellflag is enchanted. When removed from its flagpost, it begins to keen loudly, effectively announcing its location to any within earshot, which includes anywhere on the pitch. Muffling this sound is illegal.

SCORING

To score a point, a player holding the opposing team's flag must carry it through his team's scoregate. It cannot be thrown or dropped through. The point is scored once any part of the flag breaks the plane formed by the edges of the scoregate, as long as it is in the grasp of a player on the proper team.

MOVING THE SPELLFLAG

Once a player has the spellflag, he can run with it as he likes. The spellflag must be held in the hand and cannot be tucked into, tied around, or otherwise fastened to the player's clothing or equipment.

The carrier—as the player with the spellflag is known—can give the spellflag to another player in one of two ways.

First, the carrier can hand the spellflag to another player on his team.

Second, the carrier can attempt to pass the spellflag to another player on his team by throwing it. Due to the nature of the flag, this can be difficult. Most players tie the spellflag into knots once they get their hands on it, to make for easier passing.

TAKING THE SPELLFLAG

Grabbing the spellflag from your flagpost is simple. You simply reach up and take it. Players are not permitted to remove the spellflag from their opponents' flagpost. Also they are not allowed within a twenty-by-twenty-foot box around that flagpost, which is usually marked off with chalk.

Once someone has the spellflag, there are four ways to relieve him of it.

First, the carrier may drop the spellflag. While it is not in any player's possession, any player can grab it at will.

Second, the spellflag can be torn from the carrier's grasp. This is not easy to do, as most players carry the flag close to them, away from grasping hands.

Third, the carrier can be downed. When this happens, the carrier must give up the spellflag for a face-off.

Fourth, the carrier can try to pass the spellflag, and the pass can be intercepted by an opponent before it reaches its intended receiver.

DOWNING THE CARRIER

A carrier is considered down when at least one part of his body below his waist and above his feet—normally a knee or hindquarters—touches the ground and he is in contact with an opposing player.

When the carrier is downed, the judge following that spellflag blows his whistle two short blasts to stop play around that flag. Play around the other flag continues normally. The judge takes the play from the carrier and conducts a face-off.

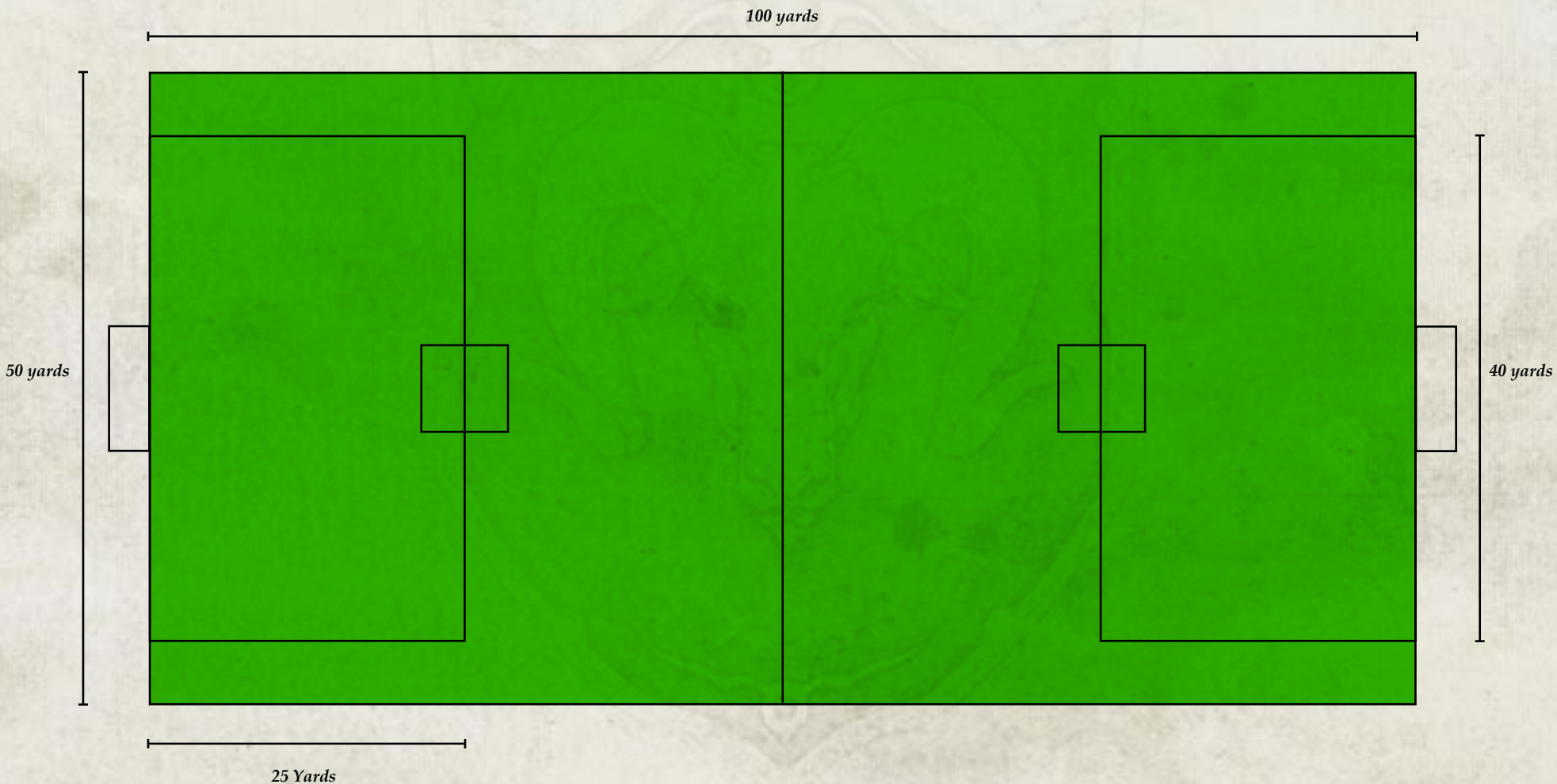
Some venues play a less rough version of spellflag in which the carrier is downed as soon as an opponent manages to get two hands on him at once. The players at Redhurst don't think much of this, but they can play this way when required.

FACE-OFF

If a player is downed, the carrier gives up the spellflag to the judge following that spellflag. The judge holds the spellflag up in the air, and it magically projects a circle around it with a ten-foot radius. The carrier and one of the players who downed him face off against each other across the circle, each facing the end of the pitch where his team's scoregate stands.

When the judge drops the spellflag, the two opponents dive for the flag. No others are allowed within the circle until one player manages to grab the spellflag. Most players try to pass the spellflag as soon as they have it. Otherwise, they risk being downed right away again.

THE OFFICIAL SPELLFLAG PITCH



THE OFFICIALS

While all spellflag players are assumed to be honest and honorable contestants, each game is officiated by a team of three wizards trained in the rules of the game. These are selected by lottery from a pool of impartial, eligible wizards.

The referee is the head official, and two judges assist him. The referee roams the field, often observing play from above. The two other judges are each assigned to follow one of the two spellflags. Throughout the game, the officials keep a careful eye out for rules infractions.

When an official spots an infraction, he blows a long blast on his whistle, stopping the game. The players then wait for the official's ruling and the assigned penalty.

PENALTIES

There are several kinds of penalties in the game, each described here in full.

Pass-In: For most infractions committed by the team without the spellflag involved in the foul, play is stopped, and the spellflag is given to a member of the team who suffered from the infraction. That player must toss the flag in from the nearest sideline. If the player does not manage this within 18 seconds (three rounds), the spellflag is returned to its flagpost.

Returned Spellflag: For most infractions committed by the team carrying the spellflag involved in the foul, play is stopped and the spellflag is returned to its flagpost.

Free Shot: Any infractions committed against a carrier within his penalty box result in a free shot. The carrier is award the opposing team's spellflag at his own flagpost. No other players are allowed within the penalty box until the carrier crosses into the penalty area.

Ejection: For major infractions, the officials have the option of ejecting the offender. This penalty can be applied not just to players but also to coaches, substitutes, fans, and anyone else in the playing area. The offender must leave the area until the game is over.

FOULS

Here is a list of common fouls.

Illegal Spell: Minor infraction.

Ignoring Illusion: Minor infraction.

Flag Muffling: Minor infraction.

Unwizards Conduct: Minor infraction. If conduct is repeated or is dangerous to others, this may be cause for ejection.

Faking an Injury: Minor infraction. Faker not permitted to return to pitch.

Illegal Tackle: You are not permitted to tackle or trip a player who is not carrying a spellflag. Overrunning any opponent is perfectly legal though. Minor infraction.

Holding: You are not permitted to grapple a player who is not carrying a spellflag. Minor infraction.

Harming Opponent: Player causes real damage (1 hp or more) to another player. Minor infraction. If referee rules that this was intentional, it can be cause for ejection.

GETTING STARTED

At the start of each match, the referee tosses a magic-proofed gold piece into the air. The captain of the designated visiting team calls the toss in the air, either heads or stars.

The head is that of the Redhurst ram mascot, embossed on one side of the coin. The stars are a circle of eight stars, each representing one of the eight major schools of magic.

The team that wins the coin toss gets to decide which flagpost it wishes to protect first.

To begin the game, the players line up inside of their own scoregate. The referee blows a whistle to begin the match.

AFTER SCORING

Once a team scores a point, the judge following that flag blows a whistle to stop play and assign the point. The teams then switch sides of the pitch. The players line back up in their new scoregate, and the flags are replaced on their new flagposts. Any knots in the spellflag are removed.

Flipping sides ensures a more evenly matched game. Besides the obvious advantages offered by customized ends of the pitch, there are other variables to consider, like the angle of the sun, the direction of the wind, and the effects of inclement weather.

Most importantly, each team's coaches and trainers can dispel any spell effects affecting their players. This is an all-or-nothing affair, as it involves the use of an area-effect *dispel magic*. In other words, if a coach decides to use *dispel magic* on a particular player, any spells affecting that player—for good or ill—are dispelled.

Any spells that were cast after the start of the game that still affect conditions on the pitch are also dispelled at this time. Care is taken to leave any spells cast before the match began—to design the pitch, for instance—are left in place.

SPELLFLAG MAGIC

One problem that Coach Andarlin immediately spotted in the first spellflag games he set up is that the standard spells—even the low-level ones—are often too powerful for the game. Andarlin tried several different changes, from moving the flagposts around to working with a double-sized field, but none of his early ideas gave him the kind of game he wanted.

Then an idea struck Andarlin. If the spells were too powerful, he would just change the spells. He created lesser versions of many of the most popular spells. At Redhurst, players are limited to the use of these spells during a standard match.

SPELLFLAG SPELLS

The following spells are usable in a Redhurst spellflag match. If a spell is listed as "lesser," wizards who know the standard version of the spell automatically know the lesser version as well. If a spell isn't listed as "lesser," then the standard version is permissible.

O-LEVEL SPELLS

Daze
Flare
Light
Mage Hand
Message
Resistance
Snowball
Touch of Fatigue
Wake

1ST-LEVEL SPELLS

Alarm
Ball of Light
Cause Fear
Color Spray
Endure Elements
Enlarge Person, Lesser
Expeditious Retreat, Lesser
Grease (can't use on a spellflag)
Hold Portal, Lesser
Jump
Mage Armor
Obscuring Mist, Lesser
Mage's Floating Disk
Protection from Chaos/Evil/Good/Law
Reduce Person, Lesser
Shield
Sleep, Lesser
Stick (can't use on a spellflag)
True Strike
Unseen Servant

2ND-LEVEL SPELLS

Arcane Lock, Lesser
Arcane Lock, Lesser One-Way
Continual Flame
Bear's Endurance, Lesser
Bull's Strength, Lesser
Cat's Grace, Lesser
Darkness, Lesser
Darkvision
Ghoul Touch
Glitterdust
Eagle's Splendor, Lesser
Fox's Cunning, Lesser
Knock
Levitate, Lesser
Mage's Hideous Laughter
Mirror Image, Lesser
Owl's Wisdom, Lesser
Touch of Idiocy, Lesser
Touch of Inspiration, Lesser
Scare
Spectral Hand
Spider Climb, Lesser
Web, Lesser

LESSER SPELLS

Here's how the lesser spells differ from the standard.

Arcane Lock: Duration: 1 round/level.
Arcane Lock, One-Way: Duration: 1 round/level.
Bear's Endurance, Lesser: Duration: 1 round/level.
Bull's Strength, Lesser: Duration: 1 round/level.
Cat's Grace, Lesser: Duration: 1 round/level.
Darkness, Lesser: Duration: 1 round/level.
Eagle's Splendor, Lesser: Duration: 1 round/level.
Enlarge Person, Lesser: Duration: 1 round/level.
Expeditious Retreat, Lesser: Adds 10 feet to your base land speed, not 30. Duration: 1 round/level.
Fox's Cunning: Duration: 1 round/level.
Hold Portal, Lesser: Duration: 1 round/level.
Levitate, Lesser: Duration: 1 round/level.
Mirror Image, Lesser: Creates only a single duplicate for every three caster levels.

Obscuring Mist, Lesser: Duration: 1 round/level.
Owl's Wisdom: Duration: 1 round/level.
Reduce Person, Lesser: Duration: 1 round/level.
Sleep, Lesser: Duration: 1 round/level.
Spider Climb, Lesser: Duration: 1 round/level.
Touch of Idiocy, Lesser: Duration: 1 round/level.
Touch of Inspiration, Lesser: Duration: 1 round/level.
Web, Lesser: Duration: 1 round/level.

FAMILIARS

Familiars are not permitted on the spellflag pitch.

MAGIC ITEMS

No magic items of any kind are permitted on the pitch or to affect the players on the field. The only exception are the two spellflags, and these cannot be modified from their original state.

Some schools permit limited use of magic items, particularly for certain kinds of terrain. Aerial battles between teams using magic items to fly, for instance, are popular.

WEATHER

Spellflag games are played in all sorts of weather. The only time that games are called off is when the weather is potentially lethal, as during a thunderstorm.

The referee is the only person who can call off a game on account of foul weather. Coaches can petition for this, but those who pull their teams off the pitch without the referee's consent immediately forfeit the game.

ALTERNATE RULES: FULL-ON MAGIC

Spellflag is played in different ways throughout the Known Realms. Some venues eschew the use of the spellflag list of permitted spells, preferring to permit players to have access to a wider range of spells. Still, even in such cases, there are limits. These are described below.

Teams planning to use the full-on magic rules should realize that they drastically change the nature of the game. Andarlin is often heard to say, "If you're having fun, you're playing it right," but he doesn't permit the use of these rules himself.

BANNED SPELLS

Even in full-on magic games of spellflag, the use of spells is strictly regulated. Spellflag players are permitted to any of the standard spells—from 0 to 2nd level—to which they have access, except the following:

*Acid splash**
*Burning hands**
*Chill touch**
*Disrupt undead**
*Flaming sphere**
*Mage's acid arrow**
*Magic missile**
*Mount**
Ray of enfeeblement
*Ray of frost**
*Scorching ray**
*Shocking grasp**
*Summon monster I**
*Summon monster II**
*Summon swarm**

* On the Redhurst pitch, these additional spells are also allowed. Due to the nature of the pitch, all damage these spells do is considered subdual damage.

RESTRICTED SPELLS

The following spells can be used only certain ways:

Ghost sound (cannot be used to mimic the sound of a spellflag or a whistle)

Grease (cannot be cast upon spellflag)

HIGH-LEVEL GAMES

You can try games with higher-level wizards as well. If you do, there are a few guidelines you should keep in mind when building lists of permitted spells.

Spells of any kind can be allowed in the game as well, as long as both coaches agree upon each suggested spell. Spells that cause damage or summon creatures are usually banned anywhere but at Redhurst. Those that damage ability scores for anything longer than 10 minutes per level are banned as well.

In general, spells cannot be used to break the rules of the game. This is considered cheating, and those repeatedly caught casting such spells can expect to be banned from the game.

One additional rule applies. Any spells that involve leaving the current plane, even for a moment, are not permitted. This includes spells like *teleport* or *blink*. Players that voluntarily leave the pitch in this way are normally ejected from the game.

D20 RULES

Spellflag translates well in to the d20 System rules. Here are some guidelines for playing spellflag with the d20 System.

PLAYING SURFACE

Spellflag is best played on a surface with a battle grid. The pitch is 60 squares long by 30 squares wide. Be sure to mark the locations of the flagposts and scoregates, as well as the line around the penalty area.

If a rule states that a player must be outside of a certain area, the figure for that character cannot be in a square through which the border of that area passes.

INITIATIVE

Make initiative checks at the start of the match and write down the order on a piece of paper. This establishes the order of actions until any break in the action, whether due to a penalty, an injury, or a score. At any of those points, make initiative checks again.

ATTACKS OF OPPORTUNITY

Since all spellflag players are unarmed, they don't normally get to make attacks of opportunity. However, a spellcaster delivering a touch attack spell counts as armed, so take this into account.

Many spellflag players have the Improved Unarmed Strike feat. This allows to make attacks of opportunity too.

TACKLING

Tackling is considered an attempt to trip your target. Follow the standard rules for tripping. If you succeed, the carrier is considered downed.

You can try to grapple a carrier instead if you like, but this is usually less efficient. You must then pin the carrier for him to be downed.

GRABBING THE SPELLFLAG

Taking the spellflag from its flagpost is considered a move action. It provokes an attack of opportunity.

STEALING THE SPELLFLAG

Snatching a spellflag from an opponent qualifies as a standard disarm attempt. A spellflag is considered to be neither poorly or well secured. In other words, you don't get any bonus to your attempt, but you do not have to pin the wearer before you can try to take the flag.

Since the attacker is unarmed and is trying to take a spellflag, not a weapon, each of the opposed attack rolls suffers a -4 penalty. These effectively cancel each other out, so you can ignore them.

CHEATING

The d20 System assumes that everyone means everything they do. There are no accidental means of committing penalties. That doesn't mean that the players who commit fouls are always caught.

Every time a player commits a foul, the player may try to hide the infraction by making a Hide check. Any official that could be watching the play must make a Spot check against the player's Hide check. The referee has a chance to see any play, while the judges can normally only see plays within 10 yards of the flag they follow.

Don't forget to figure in penalties for the official's distance from the foul. The judges are almost never distracted, but the referee can't look in two directions at once. If both spellflags are in action (not on their flagposts), apply the -5 penalty to him for a distracted spotter.

SPELLFLAG STATS

A spellflag is considered a one-handed weapon for purposes of throwing it, making such throws a standard action. It starts out knotted but can be unknotted during play.

When knotted, a spellflag has a Range Increment of 10. Unknotted, it has a Range Increment of 5 and a maximum range of 20. Unknotting a spellflag is a standard action.

PASSING THE SPELLFLAG

To pass a spellflag, you must throw it to another player. Treat this as a ranged touch attack, but if the player wants to catch it, add his Dexterity bonus to your attack roll instead of to his AC. If you score a hit, the target player catches the spellflag.

If you miss, check to see where the spellflag lands by rolling 1d8. See the "Missing with a Thrown Weapon" diagram near the "Throw Splash Weapon" entry in the "Combat" chapter of the *Player's Handbook*. If a player is in the square in which the spellflag lands, he can make a Dexterity check (DC 10) to catch it.

PROFILES FOR OFFICIALS

The referee is considered to be hovering just above the exact center of the pitch at all times. The judges hover just above the spellflag to which they are assigned. They can move as fast as is necessary to keep up with the spellflag.

Each judge has the following skill totals, which include any ability modifiers:

Spellcraft: +10

Spot: +10

The referee has the following skill totals, which include any ability modifiers:

Spellcraft: +15

Spot: +15

SAMPLE PLAYER

Spellflag Player: Male human; Enchanter 3; hp 9; Init +0; Spd 30 ft.; AC 11 (+1 padded armor[†]); Atk melee +1, ranged +1; AL NG; SV Fort +1, Ref +1, Will +3; Str 11, Dex 11, Con 11, Int 17, Wis 11, Cha 11.

Skills: Balance +3, Concentration +6, Hide +3, Knowledge (Arcana) +9, Spellcraft +9.

Feats: Eschew Materials, Improved Unarmed Strike, Scribe Scroll.

Spells Prepared: (5/4/3) 0—*daze* (x2), *mage hand*, *touch of fatigue* (x2); 1st—*color spray* (x2), *lesser expeditious retreat*, *lesser sleep*^{*}; 2nd—*ghoul touch*, *glitterdust*, *lesser touch of idiocy*. Specialized School: Enchantment^{*}. Prohibited Schools: Abjuration, Evocation.

[†]The padded armor has a 5% chance of arcane spell failure.

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