

Tome of Magika

2024 Edition

"A millennia ago, five dragons conquered the Source of All Things and harnessed it's power. May the knowledge they found be our sanctuary in times of need."

- Conrad, the first Archmage of Earthaven

Spells and Abilities are used by a Spellcaster or Hunter stating the name of the spell or ability they want to use before making contact with their Focus Weapon at a legal target. Unless otherwise noted, the target area must be at least touched by the Focus Weapon for the spell or ability to take effect. Magic is used in place of a normal weapon strike.

For example, if a Spellcaster were to cast Fear on a target's leg, the targeted player would NOT lose that leg; the spell effect replaces the weapon strike completely. The only exception to this is the spell Wither, which shrivels the target's limb as if damaged. You cannot accidentally kill your teammate by healing them, in other words if the spell is unable to affect the target for any reason, it simply does nothing (aka a fizzle).

Unless otherwise specified in the spells description, 1st and 2nd level spells must make contact with the target's body in a legal strike zone, spells of the 3rd level are so powerful they can target through the equipment a target is wielding. So if a Mage or Cleric are attempting to cast Charm and the opponent blocks it with a shield, the spell still takes effect.

Anyone who picks up a Focus Weapon that doesn't belong to them and uses it in combat dies from a magical backlash of energy.

All rules pertaining to Magik are subject to change when a rulebook update is issued.

Apprenticeship

Someone interested in becoming a Spellcaster or Hunter would need to become an apprentice under a current classed player who does not already have an Apprentice. Someone to help guide their Magikal journey. The Apprenticeship will last at least four weeks of attendance at the end of which, if the Apprentice can prove their knowledge of the Magika system, they can graduate, choose their class and gain a 1st Level ability.

Cleric

The Cleric is a spellcaster who gives up the ability to cast more than one spell path in exchange for more versatile combat ability. When a Cleric decides which spell path they will buy spells from when they achieve enough experience; the chosen spell path will then be the only path the Cleric may use. Clerics can choose between a two-handed club, maul or mace (no Great Weapons) and dual wielding maces, hammers or clubs. They can NOT use any other weapons. If a Cleric is dual wielding, they may choose to have both of their weapons be Focus Weapons. If they choose a two-handed weapon then they may carry a single hand blunt weapon as a backup.

Hunter

Hunters are NOT magic users they have their own abilities, not linked to the magika spell paths. Lightly armed and armored warriors who prefer to combat those who do use magic, removing their advantage by utilizing their arts and abilities to nullify magical effects. Their weaponry is limited to: hand weapons, two-handed (non-great) weapons, light shield, buckler, spear, javelin, chakram, throwers, bow. A Hunter's Focus Weapon must be a single melee from their allotted list.

Mage

The Mage is a master of magic and has access to three of the paths of magic and thus they can access more spell paths at a single time than the Cleric. They are, however, limited in their weapon choice. They may only use a magistaff and a dagger, and the magistaff must be the Mage's Focus weapon. A magistaff must be at least the same height as the mage, and up to a maximum of 7 feet long.

Gaining Experience

Experience points are gained by players through attendance and fighting using their specified class allowed equipment. For example, a Mage will not gain experience for the day unless they fight using their focus weapon for the majority of the day. Members with classes will be allowed two battles per day in which they may fight using equipment not typically allowed by their class without an experience penalty, but they may not use their class' spells or skills during that battle. If a magic user runs out of spells during a battle they may NOT pick up other gear, they are learning to work within their limitations, and if they do pick up non-class gear they will risk losing the ability to earn experience.

When a player with a class shows up to fight for the day, they must check in with the KBA Staff member in charge of taking attendance and recording gained experience. players gain one (1) experience point per full day shown up and fighting as their class. Extra experience may be granted to members who show up during special KBA events (woods battles, camp outs, etc), help with group operations and events, or through other special means announced by KBA Staff.

Experience ("XP") costs per Spell:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
Cleric 10 XP	Cleric 20 XP	Cleric 30 XP
Hunter 10 XP	Hunter 20 XP	Hunter 30 XP
Mage 5 XP	Mage 10 XP	Mage 15 XP

In a single path, you can purchase a max of five 1st Level spells, three 2nd Level spells and one 3rd Level spell. (In all a maxed out Spellcaster using the White Path can have 5 uses of Mend, 3 uses of Restore and 1 use of Resurrect per battle.)

Spending Experience

When spending experience a player must check in with the KBA Staff and alert them to their desired experience expenditure, have them verify the new spells are attainable, and then they may add them to their "spell" book. A player must purchase the spells or abilities of their path in succession, and must purchase two copies of the previous level's spell before being able to purchase a higher level ability. For instance, they must purchase two (2) Mend before they can purchase one (1) of the 2nd level, Restore. Once they have purchased these two copies they may purchase as many of the next level as they wish. Buy those two copies of Mend and you are free to max out your copies of Restore. The player must purchase their spell or ability at the Opening Day Council or the Mid-Day Council. It will be announced so everyone knows the player has the spell or ability.

The Paths of Magika

White Path - (Healing)

Level One:

Mend - A SINGLE damaged limb is instantaneously regenerated by this spell. It cannot regenerate either leg if they have both been removed by a strike to the hips. This requires a Restore. Does not affect limbs that have been the target of the Poison "Wither".

Level Two:

Restore - Instantaneous regeneration of all missing limbs on the target player. Does not affect limbs that have been the target of "Wither".

Level Three:

Resurrect - Instant restoration of life to a fallen player. All missing limbs are restored simultaneously. If a victim of Wither is Resurrected, the withered limb returns and functions normally.

Blue Path - (Enchantment)

Level One:

Fear - Effected player must run away in "fear" for 10 steps while only defending themselves. The victim is not required to turn completely around and run UNTIL they are out of melee range, but still may only defend themselves. If they are missing both legs and can not crawl away, the victim must count to approximately 10 seconds while only defending, since they cannot take 10 steps.

Level Two:

Sleep - The target falls to the ground and lays there with their main weapon pointed in the air. They cannot speak, move, cast spells, or resist being moved around (though their grip on weapons and shields may remain the same), and must be shaken and verbally told "Wake up <insert victim's name>!" or "Wake up! Wake up! Wake up!" to be awoken. While asleep, they are invulnerable to all attacks and spells. The second they are woken up, they are fully vulnerable but able to defend themselves and attack.

Level Three:

Charm - Target player becomes allied with the caster until the caster or targeted player dies, or another Charm spell is cast on them. The "charmed" player will defend the caster and fight as though they are in the same Faction as the caster. If Charm is cast on a Seeker the undead is destroyed as Charm severs the link between the undead and it's raiser.

Black Path - (Necromancy)

Level One:

Zombie - Raises a dead player; all missing limbs are STILL MISSING. The player cannot speak (aside from groans, or to answer field status questions) and thus cannot use abilities if they have them. They must follow the caster's orders and fight as part of their Faction. Whether a Zombie has both legs or not when raised, they cannot run. If struck with ANY legal attack (Arm, Leg, Torso, etc; Legal target areas are covered in the Combat Rules section), the Zombie dies. The only exception is a leg that was removed before the Zombie was raised; getting hit in an already injured leg will not kill a Zombie, although a Mend or Restore spell on an already injured leg WILL kill a Zombie. This spell cannot raise a dead player who has been targeted with Ward. Because a Zombie is powered purely by the will of the caster, zombies are immune to Fear, Sleep and Charm, this means they also die when the caster dies.

Level Two:

Seeker - "Resurrects" a dead player with all limbs and all unused abilities for that battle. They are then given a target player to SEEK out and destroy. Using any and all means necessary, so long as they make sure that their target dies as QUICKLY as possible. A Seeker is immune to physical attack from all players except for their target, and can only attack other players if they are directly protecting their target. Other players may, however, affect a Seeker with abilities. If the Seeker's target dies, so too does the Seeker. This spell cannot raise or target dead players targeted with Ward. When a Seeker is confronted by an enemy player that is not their target, the Seeker must announce that they are, in fact, a Seeker and that player cannot harm them.

Level Three:

Clone - The player must carry a token that is unique to them. This should be no larger than a half dollar and can be made of wood, light metals (like a coin or medallion), plastic, leather or even duct tape. This requires a dead player, the caster targets them with the spell and gives them the token to hold onto, the targeted player must remain where they are. Once the caster dies they may return to collect their token (sneakily or with haste) and are brought back to life. The dead player is then removed from the battlefield. Ward and Resurrect will nullify the spell. When the caster dies they can return to a Zombie or Seeker who is carrying their token and destroy them by returning to life. The token MUST BE RETURNED to the caster.

Red Path - (Destruction)

Level One:

Wither - Targeted limb "withers" and can not be healed, the limb acts as if it has been struck, so weapon strikes to arms against the body carry through to the body, while withered legs stop any running or quick movements.

Level Two:

Cripple - Target player loses both of their legs, as if they were struck in each of them separately and simultaneously. A Mend can still make a victim of Cripple stand and walk again, but it takes

two Mend castings, or one Restore, to be cast so that they may run. Cripple is considered an instant death to Zombies, since they effectively are struck in each leg simultaneously. Cripple affects a Seeker as it would any other player.

Level Three:

Destruct - Target player is instantaneously killed as though struck in a lethal target zone. This spell affects the target even through gear they are wielding, such as a sword, spear or shield.

Green Path - (Elemental)

Level One:

Tangle - Target opponent can no longer run for the remainder of the battle. If they die and return to the battle, such as through Resurrect, Seeker or Clone, they can run once again. There is no way to "heal" this spell.

Level Two:

Ward - Can be used on a dead player to prevent them from being Resurrected or raised in any fashion for the remainder of the battle. Ward also destroys raised Zombies or Seekers (See Black Path). IF another player casts an offensive spell such as Destruct, Fear, or Charm then Ward may be cast on the same targeted zone and cancel the effect of that spell, so long as Ward is cast immediately.

Level Three:

Shock - This spell makes its victim toss all their gear away from themselves in dramatic fashion, as if they were struck by an electrical shock. Once the gear touches the ground they can retrieve it. If the piece of gear can not be removed, then damage is dealt to the area(s) it is touching as per a weapon strike.

Arts & Abilities

Yellow Path- (Arts)

Level One:

Neutralize- Stops the effect of a spell cast on a target by touching the exact legal targeted area effected by a spell and saying "NEUTRALIZE". Must be used immediately. Fizzles if gear blocks contact or if the Focus Weapon hits a different area.

Level Two:

Drain - Cast on target live Spellcaster and drain them of a spell slot, this gives the user that energy in the form of a replenished equal level slot. The Spellcaster being affected MUST immediately say the name of a spell in any slot they had not yet used and that is the spell slot replenished for the user. If a Hunter Drains a 3rd Level but does not yet have access to Mute, they still Drain the spell but it does not replenish any slots for the Hunter.

Level Three:

Mute - Target combatant who is struck with Mute cannot talk for the remainder of the battle. This means that, amongst other things, they cannot verbally give orders, warn teammates or cast spells. (All combatants must always communicate their life and limb status if asked and anyone can communicate a HOLD.)

Class Perks

Path Specialist

Mage - 30 XP

The Mage sacrifices their ability to use spells from one of the three spell paths they have chosen in order to bolster one of their remaining paths. The "specialised" path will gain access to an extra three 1st level spells, two 2nd level spells and one 3rd level spell. The Mage cannot sacrifice the same path twice.

Spell Sword

Mage - 20 XP

No longer bound to using a Magistaff, the Mage has learned to channel Magika through a single handed sword (max 36" core). They can switch between their staff and the sword before battle, but cannot carry both. The Mage can still carry their dagger.

Ranged Casting

Mage - 1st - 5 XP, 2nd - 10 XP, 3rd - 15 XP

The Mage makes spell packets that match in color of their path that they can throw to use for the ranged spells. The Mage must say the spells name a number of times equal to its level. For example, to cast Sleep as a ranged spell, the Mage would say "SLEEP, SLEEP" and then throw their Blue packet.

Shield Proficiency

Cleric - 30 XP

Cleric gains the use of a small shield with a maximum of 452 sq in face. This can be broken by two stikes from a great weapon. Cannot be a buckler.

Piousness

Cleric - 20 XP

The Cleric gains access to a second path of Magika. They gain the ability to cast three 1st level spells, two 2nd level spells and one 3rd level spell of the chosen path.

Spell Immunity

Hunter - 1st - 20 XP, 2nd - 30 XP, 3rd - 40 XP

Gains permanent immunity to selected spell. The Hunter can take this multiple times but must gain access to the 1st level spell immunity before they can access the 2nd level immunity of the same path. If a Hunter takes this perk, they immediately become immune to all White Path spells.