

Come of Magika

2025 Edition, Patch B

"A millennia ago, five dragons conquered the Source of All Things and harnessed its 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 the player by stating the name of the spell or ability they want to use before making contact with their Focus Weapon at a legal target. What a player can use as their class's Focus Weapon is covered below in the class description. Unless otherwise noted, the target area must be at least touched by the Focus Weapon for the spell or ability to take effect. Spells and Abilities are used in place of a normal weapon strike.

For example, if a player 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. If a spell is unable to affect the target for any reason, it simply does nothing (aka a fizzle), this includes missing your target or casting on a player affected by Ward.

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 backlash of energy that powers the class.

The Classes

Champion

The epitome of knighthood is the Champion and their magical knowledge. After achieving the status of Knight within a recognized Order, the player can begin their study of magika, gaining the ability to learn two 1st level spells and one 2nd level spell from a single path. This denotes their class name: Paladin (White Path), Dragoon (Blue Path), Reaver (Black Path), Templar (Red Path), and Warden (Green Path). Champions can use any gear except Heavy Shield and Special Weapons. Their focus must be a single melee weapon from their list, even if they are dual wielding.

Cleric

The Cleric is a spellcaster who gives up the ability to cast from more than one spell path in exchange for more versatile combat ability. When a Cleric decides which spell path they will buy spells from after achieving 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 cannot 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 one-handed blunt weapon as a backup.

Hunter

Hunters are **not** magic users; they have their own abilities called Arts, not linked to the magika spell paths. They are lightly armed and armored warriors who prefer to combat those who do use magic, removing their advantage by utilizing their Arts to nullify magical effects. Their weaponry is limited to hand weapons, two-handed (non-great) weapons, light shields, bucklers, spears, javelins, chakrams, throwers, and bows. A Hunter's Focus Weapon must be a single melee weapon from their allotted list, even if dual wielding.

Mage

The Mage is a master of magic and has access to three of the paths of magic; thus, they can access more spell paths at a single time than the Cleric. They are, however, limited in their weapon choices. 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.

Monk & Barbarian

Monks and Barbarians are **not** magic users but rather channel their spirit energy into abilities that enhance their own combat capabilities and are therefore not linked to the Paths of Magika. Preferring speed and closing the distance to utilize their Spirit abilities, Monks favor small, quick weapons. A Monk can use daggers, bucklers, and all thrown weapons. Only daggers can be used as a Focus Weapon for the Monk, highlighting their dedication and training in their Spirit abilities. The Barbarians are the polar opposite of the Monk; instead of using a still mind and quick actions, they use brute strength and ferocity in combat letting their ancestors' rage flow through them. Barbarians can use hand weapons and all thrown weapons.

Apprenticeship

Someone interested in becoming a class would need to become an apprentice under a currently classed player who does not already have an apprentice. Someone to help mentor them through understanding spells and abilities. 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 by taking the Apprentice Test, they can graduate, choose their class, and gain a 1st-level ability.

Spellbooks

All classes must keep a "spell book" containing: Player Name, Field Name, Class, Faction, Guild, and any titles; their mentor's Player Name, Field Name, and Class; color Paths, spell counts, and purchase dates; and experience details (dates earned, total earned, and spent). The spell book must be present in the field to use spells or abilities. Experience gains or usage must be approved by KBA Staff or the Magistrate, who will sign their initials next to the date.

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's 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, campouts, etc.), help with group operations and events, or through other special means announced by KBA staff.

Experience ("XP") costs per Spell:

1st Level	2nd Level	3rd Level
Champion 15 XP	Champion 30 XP	N/A
Cleric 10 XP	Cleric 20 XP	Cleric 30 XP
Hunter 10 XP Monk 10 XP Barbarian 10 XP	Hunter 20 XP Monk 20 XP Barbarian 20 XP	Hunter 30 XP Monk 30 XP Barbarian 20 XP
Mage 5 XP	Mage 10 XP	Mage 15 XP

Spending Experience

When spending experience, a player must check in with KBA Staff to declare their purchase, confirm eligibility, and have the new spell added to their spell book. In a single path, a player can purchase up to five 1st Level spells, three 2nd Level spells, and one 3rd Level spell, with Champion being the exception to this rule at two 1st Level spells and one 2nd level spell. For example, a maxed-out White Path caster can use Mend five times, Restore three times, and Resurrect once per battle. Spells and abilities must be purchased in order, and a player must buy two copies of a lower-level spell before gaining access to the next level. For example, you must buy two Mend before you can buy Restore. Once those two are purchased, you may continue purchasing Restore up to the limit. All purchases must be made during the Opening Day or Mid-Day Council, at which time the spell or ability will be announced. Any new spells must be added to the player's spell book and signed by a KBA Staffer or the Magistrate.

Changing Your Class or Path

If for some reason you become disinterested in your class, you may switch to another. Once you choose to do this, your current abilities are removed, and you receive half of your total experience (both spent and earned, rounded up) to spend on abilities for the new class. As an example, a Hunter with 3 Neutralize and 1 Drain that had decided to change their class would receive 25 XP to spend on abilities for their new class.

Once per class, a player can elect to re-spec a single chosen Path. As with the above, they get back half the experience from the Path they are re-specing. For example, this means that a Cleric who chose the Black Path can liquidate their spells and re-spec into a new Path, or a Mage who finds they want more support spells could re-spec from the Red Path into the Blue Path.

Enchanted Weapons

These very rare items forgo the Focus Weapon rules, as they are not a class's conduit to unleash their spells or abilities; rather, they are imbued with magical energies that anyone who can wield the weapon type can take advantage of. Enchanted weapons cannot be made; they are ancient relics unearthed and awarded. The Cold Steel Classic tournament sees one of these items awarded to the champion, and every year it is put up as the prize, with the winner deciding which 1st-level spell it will contain. Enchanted weapons can go outside the normal bounds of spells and abilities found in the Tome of Magika. Ancient, powerful factions once had enchanted weapons for their Lords, such as the infamous claymore Soulstealer and longsword Soulburner, weapons forged for the siblings Daemon and Skii. These examples go outside the norm: Soulstealer could capture the soul of anyone slain with it, while Soulburner, when touched to Soulstealer, would consume the soul trapped within. Powerful tools to ensure one's enemies never return.

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 both have been removed by a strike to the hips. This requires a Restore. It does not affect limbs that have been the target of the "Wither" spell.

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. Ward prevents a dead combatant from being the target of Resurrect.

Blue Path - (Enchantment)

Level One:

Fear - The affected 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 they may still only defend themselves. If they are missing both legs and cannot 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 lies 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 awakened. 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 the 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 its 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, they are immune to Fear and Sleep; this means they also die when the caster dies.

Level Two:

Seeker - Raises a dead player with all limbs and all unused abilities for that battle. They are then given the names of 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 attacks 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 affected by 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. A Seeker is powered by the will of the caster; this means they also die when the caster dies..

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 limbs "wither" and cannot be healed; the limb acts as if it has been struck, so weapon strikes to the 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 are effectively 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:

Freeze - This spell can hit multiple targets as long as it is cast in a single strike. Freeze causes its victim(s) to stop in place and begin a count from 1 to 60. They cannot move their heads or limbs, but are free to move their eyes until the countdown ends; if they lose count, they die. If another combatant touches or strikes the frozen player, they too become frozen and must wait for the countdown to end. No damage is dealt to a player affected by the Freeze spell. The caster can target themselves, allies, and opponents.

Abilities

Yellow Path - (Arts)

Level One:

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

Level Two:

Drain - When this Art is used on a target live Spellcaster, it will 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 have not yet used, and that is the Art level replenished for the Hunter. If a Hunter drains a 3rd Level but does not yet have access to Mute, they still drain the spell, but it replenishes the highest slots available to the Hunter instead.

Level Three:

Silence -Target combatants who are struck with Silence cannot talk for the remainder of the battle. This means that, among 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.)

Orange Path - (Spirit)

Level One:

Sunder- Any piece of equipment hit with Sunder is broken for the remainder of the battle. Just like any legal attack, the player's weapon must make solid contact with the targeted piece of equipment.

Level Two:

Ironhide - This ability must be channeled on to the player, and can only be channeled onto one's self, before taking damage. Once applied, if the player takes any legal damage, they can say "Ironhide," and the damage is instead reflected onto the attacker's limb dealing the strike. If the attacker is using a weapon with both arms, they lose their off-hand limb (e.g., a left-handed player loses their right arm). If struck by an arrow, chakram, javelin, or thrower, the player can still use Ironhide to stop the damage, but the combatant who attacked them takes no reflected damage.

Level Three:

Avatar - When the player channels this ability, their damaged limbs are healed, and they begin a count from 1 to 30. During this time, their limbs take no damage, their gear cannot be broken, and their attacks break shields with a single solid strike. If the player loses count, the ability ends immediately. The Monk can still be dispatched with a lethal shot. While in Avatar form, they cannot use any other abilities, such as Sunder, and any other spells or abilities affecting them, such as Ironhide or Charm, will fall off.

Class Perks

Class Perks are unique skills that players can choose to enhance and personalize their classes. Players are not required to pick a Perk, and there is no limit to how many Perks they can select for their class.

Path Specialist

Mage - 20 XP

The Mage gives up their ability to use spells from one of the three spell paths they are allowed to pick from in order to strengthen a path they currently have. The “specialized” path will double in spell slots, gaining an additional five 1st-level spells, three extra 2nd-level spells, and one extra 3rd-level spell. The Mage cannot choose the same path to sacrifice more than once, meaning they can select this perk multiple times but must sacrifice access to both of their other paths.

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 and Cleric - 1st level = 5 XP, 2nd level = 10 XP, 3rd level = 15 XP

The player makes a spell packet that matches the color of the spell they wish to use at range (for construction regulations, see below), which they can then throw to simulate ranged spells. The player must say the spell's name a number of times equal to its level. For example, to cast Sleep as a ranged spell, the player would say “SLEEP, SLEEP” and then throw their blue packet. They do not have to cast the spell at range and can still channel their spells through their focus weapon. Each spell must be paid for individually, so to cast Fear and Sleep at range, the player must purchase Ranged Casting for each. Spell packets cannot be picked up and re-used in a battle.

Spell packet regulations: A 2-inch piece of PVC pipe filled with bird seed and sealed with tape is wrapped in strike-legal foam, primarily insulation or foam noodles, with at least 1 inch of foam surrounding the core. This is then completely sealed with tape and wrapped in a cloth cover with a tail, either bunched together with tape, a hair tie, leather strip, or paracord. The cover must be the same color as the path the spell is from; some design is acceptable, so something like a bandana could be used.

Shield Proficiency

Cleric and Barbarian - 20 XP

The player gains the use of a small shield with a maximum face area of 452 sq in. It is considered a Light Shield and thus can be broken by two strikes from a great weapon. It must have a grip for the hand and therefore cannot be a buckler.

Piousness

Cleric - 20 XP

The Cleric gains limited 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 the 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.

Ascendant

Champion - 45 XP

Once a Champion attains this level of devotion, they earn the knowledge to cast a Level Three spell once per battle. This is the very pinnacle of their magika knowledge.

Spirit Blast

Monk - 20 XP

Channeling their Spirit into a chakram (which must be marked as a Focus Weapon), the Monk can launch the weapon at opponents with a Sunder channeled into it. Similar to Ranged Casting, the Monk must channel a Sunder into the weapon and then throw it at their target.

Prowess

Monk - 20 XP

Having trained harder in martial prowess, the Monk has learned to use more advanced weapons and are no longer limited to Daggers. Now they can use a weapon with a maximum overall length of 24 inches.

Frenzy

Barbarian - 20 XP

Calling on their ancestors the Avatar ability of the Barbarian no longer removes beneficial enhancements, such as Ironhide.

Frequently Asked Questions

What happens if I cast Wither on a Zombie?

The limb will still be withered, but it does not cause limb damage and therefore the Zombie is still active.

What happens if I cast Cripple on a Zombie?

The Zombie is killed as Cripple deals damage equivalent to weapon strikes on both legs simultaneously, if the Zombie doesn't have legs (both have already been damaged previously) then it has no effect.

What happens if I use a spell or ability on someone under the effects of Sleep?

Nothing. Sleep is a stasis spell and anyone under its effect can not be harmed in any way.

What happens if I use a spell or ability on someone under the effects of Freeze?

You become frozen with them and the spell fizzles.

Can I use Ward or Neutralize on spells or abilities that hit gear?

No, both of those require bodily contact and gear is outside that domain of influence.

What happens if two players are fighting and hit each other at the same time with spells or abilities?

Both go off. So for example, one casts Sleep and the other casts Charm, one of the players is now asleep and the other charmed. Both players then act out the effects, in this instance the charmed player is loyal to the sleeper and now fights like they are on the same side, so the charmed player would defend their new ally and wake up the sleeper if possible.

What happens if two magic users are fighting and hit each other at the same time with Charm?

They have to fight like they are on the same side and do exactly what the other person says. This means they will help and protect each other's Factions. Keep in mind though, they are loyal to each other and will do all that they can to keep each other alive until one of them dies and the other goes back to normal.

What happens if a magic user calls Wither and strikes a lethal area instead of a limb?

The spell fizzles as it can only affect limbs.

What happens if magic user A Charms a combatant, then magic user B Charms the same combatant, and then magic user B dies?

The combatant goes back to normal. The combatant was first under control of Player A and then of Player B, Player B's Charm overwrote Player A's so when Player B died the combatant was then free.

What happens if someone is casting a 3rd level spell and grazes a shield?

A graze is a graze regardless of the target, the spell would therefore fizzle.

Can spells hit dead limbs?

Yes, otherwise Mend would never work. Remember spells and abilities only require contact and deal no weapon damage, even just touching an opponent with the focus is enough to use the spell or ability. A damaged limb is not missing completely; it is just damaged and unusable.

If a Zombie is missing a leg and is raised, and I hit him in the dead leg, does he die?

No zombies must be dealt a damaging shot in order to die, the leg was already gone so you didn't damage it.

A player casts Resurrect and hits my shield instead of my body, what happens?

You are Resurrected. 3rd level spells all take effect even through gear.

Does Ward stop the effects of Barbarian, Hunter or Monk abilities? How about Neutralize?

No, Ward and Neutralize can only stop spells from the five Paths of Magika.

What happens if a Hunter uses Drain on a Barbarian, Monk or another Hunter?

The Drain has no effect and fizzles. Drain only works on spells from the five Paths of Magika.

Can a Ward or Neutralize stop a Ward?

Yes. In fact, if Player A casts Ward on Player B to stop a spell from taking effect, then Player C could also cast Ward on Player B to stop the Ward cast by Player A, and so on. Neutralize, on the other hand, cannot be stopped by Ward or even another Neutralize, as it is not a spell.