Classes

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Format: Class Name -- +XP needed (Total XP)

Student -- 0 XP

You are able to cast the spells you came into the academy with and LV3 spells.

Anything else knocks you out. You may also ask for admin approval to specialize in a specific type of spells. A specialization may be a creature type, a mechanic, etc. Please see here for a incomplete list of specializations.

Apprentice -- +500 XP (500 total)

You are able to cast LV4 spells.

When you reach this level, you can also get an additional copy of any two cards in your library with a lvl 1 or less for free. You may now add a third color which you may not be tutored in.

Mage -- +1000 XP (1500 total)

You are able to cast LV5 spells

Now you can now tutor Students in any spell you know, though you cannot tell if they succeed or fail.

You can get two free copies of any lvl 2 or below spell upon reaching this level.

Wizard -- +1500 XP (3000 total)

You are able to cast LV6 spells

You are capable of determining whether a Student failed or succeeded to cast a spell.

You can tutor any spell you know to an Apprentice

You can get two free copies of any lvl 3 or below spell upon reaching this level.

Summoner -- +3000 XP (6000 total)

You can now cast a LV7 spell once per duel or similar encounter

You are capable of determining whether an Apprentice failed or succeeded to cast a spell.

You can tutor any spell you know to a Mage.

You can also try to research an existing spell on your own, although success is not guaranteed.

\*New\* You can get two free copies of any lvl 4 or below spell upon reaching this level.

After that, Classes go from learning-based to research based:

Master Wizard- +1000 XP (7000 total)

You gain 25 research points to be spent on spells level four or less and one ritual.

Sage -- +1250 XP (8250 total)

You gain an additional 25 research points to be spent on spells level five or less.

Master Sage -- +1750 XP (10000 total)

You gain an additional 25 research points to be spent on spells level six or less.

Master Summoner -- +2500 XP (12500 total)

You gain a final allotment of 25 more research points to be spent on spells level seven or less. You also gain another ritual.

Gaining XP

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Experience points (XP) are gained by interacting in the Academy. You gain points by doing such things as training in your spells, taking part in duels with other students, going on adventures in and about the academy as well as attending classes. The following is a list of ways to earn XP points.

Legend: Activity: + XP

Completing a Lesson: +50 (Whenever class is on)

Learning a spell: +5 (Once per spell learned)

Training: +20 - (Once per post of something signifigant, eg: You attempt to cast a spell. You may only cast ten spells per day in the Training Area. You may only train in the Training Area.)

Partaking in a Duel: +50 (Once per duel, naturally)

Winning a Duel: +50 (Again, once per victory)

During an Adventure:

(Same limits apply as in the Training Area. Ten posts a day)

Cast a spell/remove a creature: +20 (Once per post)

Using an Ability you control: +15 (Once per post)

Triggering an ability on something you don't own: +15 (Once per post)

Specializing and Point Redemption

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When redeeming, you may either get a new spell or another copy of a spell you already have. To redeem you points, PM a Keeper, probably one one that matches the colour of the spell that you want. You may purchase as many spells per level as you can afford.

Table of Point Redemption Levels

LV1 – 75 XP

LV2 – 150 XP

LV3 – 300 XP

LV4 – 450 XP

LV5 – 750 XP

LV6 – 1200 XP

LV7 – 2000 XP

Spell Levels

LV1: Spells with a CMC 2 or less; Common and Uncommon Non-Basic Lands

LV2: Spells with a CMC 3; Rare Lands

LV3: Spells with a CMC 4; Legendary Lands

LV4: Spells with a CMC 5

LV5: Spells with a CMC 6

LV6: Spells with a CMC 7

LV7: Spells with a CMC 8

LV8: Some Spells with a CMC 9 or more (Ritual or Keeper Only)

LV9: Some Spells with a CMC 9 or more and the "Power 9" (Ritual or Keeper Only)

Rare spells add 1 to the level of the spell

Legendary spells adds one to the level of the spell

Legendary Rare spells (logically) adds 2 to the level of the spell

Banned Cards and the Power 9 can't be cast by a single caster (Keepers Excepted)

Spells of your minor color cost 1/4 more experience points to redeem.

If you specialize and buy a spell that is not in any colors your characters knows, it cost twice as much experience. This holds true for research slots.

Research points

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Once you have research points, you may spend them by pming a keeper or apprentice and asking if you are allowed to. Each spell costs one point. You may not redeem a lv8 or 9 spell. Once you have research points, you may not continue redeeming experience points for spells.