

Introduction

This document contains a list of magical sports and competitions that are played by the magically adept. The sports are often intended for elite warriors, particularly for training and athletic upkeep. Competitions are intended for a variety of magical talents: intellectuals, strategists, spycraft, alchemists, engineers, pilots, etc.

All my content is free and publicly accessible on Patreon: https://www.patreon.com/Nexus_Games

Competitions

Competitions	Description
Botanical Tournaments	Participants are judged at performing a variety of feats in a magical garden. Tasks include deciphering the needs of the garden, identifying plants, attuning or communicating with the garden, tending to plants correctly, harvesting supplies, etc. High marks or victories are considered highly prestigious among alchemists.
Brewmaster Tournaments	Alchemists compete in a variety of potion categories: ability, resistance, restorative, sensory, etc. Professional judges are present to ensure safety and quality of potions, and only those that meet sufficiently high standards will be admitted for final testing. Victory in a category is highly prestigious.
Enigma Rooms	Teams participate in magical escape rooms that require logic, tactical planning, and a variety of magical skills to score points and make progress. Perception and physical magic tends to be highly important. Victory is judged based on combination of speed and number of overall tasks completed.
Familiar Tournaments	Participants bring their own familiars and are judged at their handling and caretaker skills. Categories include familiar bond, attunement, skills relative to their capacity, magical training, athletic performance, grooming, etc. Mounted and combat familiars have additional testing since they are considered highly prestigious.
Forgemaster Tournaments	Magical forgemasters compete in a variety of categories: armor, weapons, accessories, mobility items, etc. Each class has different expectations and criteria for judgment. Victory in a category is highly prestigious.
Golem Athletics	[Requires sufficiently advanced tech] Magical engineers create golems that compete in several athletic tasks, including obstacle courses. They are generally piloted by remote control from the engineering team. These tournaments are very complex, and even admission into the competition is seen as highly prestigious.
Golem Wars	[Requires sufficiently advanced tech] Magical engineers create magical robotics that compete in battle, generally piloted by remote control from the engineering team. These tournaments are very rare due to the complexity and tech required. Even admission into the competition is seen as highly prestigious.
Linguis Tournaments	Speakers of magical languages compete in a variety of categories: animal communication, spirit tongues, druidic tongues, intuitive speech, etc. Professional judges will assign points based on a variety of criteria for each classification of language.
Psionic Fair	Magical and alchemical scientists present their alchemical projects and research, each giving presentations to professional judges and scientists. Competitions include many categories: casting tech, language, ritual tech, alchemical applications, energy science, etc. Victory in a category is extremely prestigious.
S&S Schemes & Spycraft	20+ players assume the roles of diplomats at royal court. Each has personal agendas, as well as a family house with agendas of their own. Victory requires alliances, compromises, scheming, betrayal, strategy, diplomacy, intel gathering, etc. Magical spycraft is allowed: charm, domination, disguise, psychic, perception, etc.
The Shimmer Awards	Participants compete as entertainers in a magical talent show. Categories include: song, dance, music, comedy, acting, athletic competitions, etc. Lesser venues may feature broad categories instead. Any form of safe, non-domination magic is allowed.
Vehicle Battles	[Requires sufficiently advanced tech] Forgemaster mechanics are given up to a year to outfit a magical vehicle for battle, and choose a representative to compete. Battles are intended to be non-lethal, but there is risk involved. The nature of the tournament challenges or arenas may vary widely between hosts.
Vehicle Racing	[Requires sufficiently advanced tech] Forgemaster mechanics are given up to a year to outfit a magical vehicle for a predefined track, and choose a representative to race. Tracks pose significant challenges, and are often dangerous or impossible for non-magical vehicles. Challenges may vary widely between hosts.

Sports

Quick Summary

Sports	Description
Apex	Magical variants of track & field, swimming, and gymnastics. Has indoor games in the winter.
Bastion	Base setup and assault. Simulates a war game against a fortified opponent.
Beastmaster	Domesticated beasts are ridden through a giant obstacle course.
Cyclone	Team-based tag in a free-running obstacle arena designed for magically enhanced athletes.
Hunter	A large-scale free-for-all with ranged weapons, played on an obstacle-strewn arena.
Legends	A mixed combat tournament between magical warriors. Solo and multiple team formats available.
Paladin	Magical engineers tailor a set of battle equipment for a Paladin that represents them in battle.
Relic	A mixed combat tournament with special weapons and resources that can change hands during battle.
Sentinel	Played on a field with two nets and two balls. Each team has a Sentinel that can cast magic.
Sorcerers	A large-scale free-for-all among ranged casters, played on an obstacle-strewn arena.
Terraform	Teams of terraforming and sorcery casters destroy opposing territory while defending their own.
Vigilante	Tag out opponents by throwing balls, save allies by reaching end-zones. Heavy reliance on physical magic.
Wardens	Players run downfield past Wardens, evading tackle, to score points. Physical magic is allowed.

Apex

Apex is a magical variant of track and field, swimming, and gymnastic competitions. There are indoor and outdoor competitions, which may affect training or tournaments based on the season and location of the events. Competitions between nations or major regions may include the Apex Olympics.

Most events will challenge each competitor in a set of feats and stunts, particularly as it pertains to complex maneuvering. Whereas the standard track and field typically judges competitors on jumping, speed, or strength, Apex tends to have much more elaborate challenges or marathons that test multiple skills and magical abilities. It often requires a fantastical display of complex and elaborate stunts to be victorious.

Physical and perception magic is allowed, and some forms of utility magic are also allowed.

Bastion

Bastion is high-strategy game of defense and infiltration. It requires a very large, open field with two mirrored forts (called “bastions”) assembled on each side. Depending on who is hosting the event, bastions may be fast constructions with snap-on walls or well-constructed buildings that host major tournaments. Bastion fields are often left up during the season unless they can be quickly disassembled after games.

Some Bastion fields are far more elaborate and expensive than others. As long as the bastions are identical on each side, nearly any configuration is allowed. The only strict rule is that there must be at least three entrances on any outer walls.

There are three stages to Bastion: Setup, Assault, and Retaliation.

Setup Phase

At the start of the game, during the Setup stage, each team is given 100 coins and a list of supplies that can be purchased. The supply list may or may not vary between games, and is highly dependent on who is hosting the competition. Common supplies include weapons, sets of armor, barriers, ladders, small fortifications, turrets, etc. Each team has 20 minutes to purchase their supplies and prepare their bastion for defense.

Some supplies may only be usable for defensive purposes, and may be less expensive as a result. However, since each host is responsible for supply costs, the nature of these costs may greatly diverge. Each team has to think strategically what supplies to purchase, how to distribute them, and how to tactically use the supplies to benefit their teammate's abilities.

One Minute Warning

When the Setup stage is near its end, the referee will signal a one minute warning and declare an assault from one team or the other. The named team then becomes the "Assault" team, and the unnamed team becomes the "Defense" team. The Defense team has the remaining minute to remove all but seven players from their side. After a minute has passed, the referee will signal again, indicating that the Assault stage has begun.

Assault Phase

When the Assault stage begins, 2 to 10 players from the Assault team begin their attack against the Defense team's bastion. For every player sent above 2, the Defense team scores 4 points. For every minute that passes, the Defense team earns another point. This continues until bastion has fallen or until the Defense team has scored 50 points. The Assault team can call in a recruit (an extra player) at any time, which scores 7 points for the Defense team.

The goal of the assault phase is to break through the enemy defenses and complete three victory tasks. The tasks are typically something simple like pressing a button, popping a balloon, etc. Some may be possible from a ranged attack, others might require physical contact, and others may be more intricate.

Both teams will engage in combat using any of the supplies they possess. If a player's aura limit drops below the allowed threshold (around 30%), they are considered "downed" and must raise their hands above their head and quickly leave the field of play without inciting any further conflicts. Penalties or point losses may be applied to anyone breaking these rules.

Retaliation Phase

Once the assault has concluded, either by timeout or victory, a 15 minute break commences. The roles now reverse: the Defense team becomes the Assault team and vice versa. Each team can switch out players during this break, or let supplies change hands. Defensive placements (such as barriers, turrets, etc) cannot be altered during the break.

Victory

The team with the highest score wins. If both teams scored equal points, victory goes to whichever team completed the most victory tasks. If equal, victory goes to the team who downed the most enemies. If equal, victory goes to whoever recruited the fewest teammates during their assault. If equal, victory goes to whoever spent the fewest coins.

If all victory conditions are still equal, a very rare event occurs: a team death-match. Each team selects three players to represent their team as champions. Straightforward combat ensues between the two teams until one player is downed. Whichever team downs the first opponent wins.

Beastmaster

Beastmaster takes place on a large obstacle course suitable for mounted familiars. The course is typically wide, with interspersed sections of obstacles that are suited to large beasts. Each beast must be ridden by a caretaker that jockeys them through the course.

Official matches require at least three players (an intentionally loose requirement), but in practice most major Beastmaster tournaments will have several more. Depending on the tournament host, more than one lap around the course may be required. There may also be branching paths that are taken on different laps.

Any beast that can be ridden is allowed, as long as it has passed the necessary qualifications of domestication. However, flying beasts are not allowed to fly and may be penalized by time if the caretaker fails to enforce the effect or is forced to use it.

Beastmaster tournaments are very popular and can highlight the talents of many caretakers. However, the sport is somewhat uncommon due to the rarity of beast trainers; particularly those with riding beasts.

Cyclone

Cyclone is an athletic and gymnastic spectacle, meant to be played in a pre-built arena designed as an obstacle course for the magically enhanced. The arena is filled with many complicated obstacles, walls, ropes, balancing boards, swings, bars, slides, barriers, fences, tunnels, ramps, platforms, pits, etc. The host of the arena gets to decide the layout and complexity.

There are two roles: the chasers and the runners. Chasers chase down and tag the runners, while runners avoid being tagged. If tagged, the runners must immediately signal they've been tagged out and leave the arena. A new runner will enter the arena, replacing the one that just left.

For official matches there are two chasers and five runners. Before a match begins, runners can position themselves anywhere in the arena. Chasers, however, must enter the arena from a specific location. All adept magic (athletic, gymnastic, physical augmentation, etc) is allowed in Cyclone, giving an edge to anyone that is magically buffed in these traits.

The match lasts for 15 minutes. The Chasers score a point for every runner they tagged in that time. When the match is over, a 5 minute break commences, and the teams switch roles. This cycle repeats for a total of four matches with a total playtime of 1 hour. In the event of a tie, the game goes into overtime and is instead judged on the fastest speed of tagging three players.

Hunter

Hunter is a game for ranged warfare. It is played on a large, pre-built battle arena. The arena has many walls, barriers, hideouts, platforms, ramps, and a variety of other obstacles to navigate around and take cover behind. The host of the arena gets to decide the layout with significant flexibility.

In official matches there must be at least 10 Hunters, but there can be up to 20 based on the interests of the tournament. Before the match begins, each Hunter selects their ranged weapon(s) of choice: throwing knives, bow, slingshot, etc.

Life Sashes

Every Hunter starts with a "life sash" that represents their health. If a Hunter is hit by an enemy, they lose a life

sash. If they lose all of their life sashes, they are considered “downed” and knocked out of the match. The player downed must surrender immediately, drop a single life sash where they fell, and leave the arena. Failure to follow these protocols may result in tournament penalties.

Hunters can retrieve life sashes that were dropped by a downed player, making it easier to survive. This gives a compelling incentive for Hunters to be the first to take down targets and stay on the move rather than camping.

Victory Conditions

A Hunter wins when there are no other Hunters on the field, or if the match reaches 30 minutes and they scored the highest number of downed players. If equal, the victor transfers to whoever had the most overall hits. If equal, the victor transfers to whoever had the first knockout.

Legends

Legends is a mixed combat tournament, allowing its participants to do any form of natural or magical combat they want. Weapons and armor are allowed. Magical enchantments on equipment is also allowed, but some tournaments may apply score balancing based on how significant the equipment advantage is.

There are five official formats: Solo (1 vs. 1), Partners (2 vs. 2), Allies (3 vs. 3), Team (4 vs. 4), and Squad (8 vs. 8). Solo is often the most chaotic format since the advantages over other styles may widely vary, but is usually one of the most popular variants.

Matches are limited to 10 minutes each, or until all players on one team have been eliminated. A player is eliminated when their aura has dropped to the 30% threshold (or below). If a player is knocked out, they must leave the match area immediately or incite penalties for their team.

The winner of a match must be designated by the judges. However, assuming there is no score balancing, the winner is whichever team eliminated the most opponents within the designated time. If equal, the winner is whoever made the first elimination. If no players were eliminated, judges must choose a winner.

Official tournaments use double elimination to determine the tournament victors.

Paladin

Paladin is typically considered a battle of engineers. Its purpose is to showcase the talent of alchemists, weapon engineers, armorers, and other magical craftsmen that produce combat equipment.

The primary team consists of one to six engineers that have registered themselves for the Paladin tournaments. That team then selects an additional teammate to serve as the role of the Paladin. The Paladin’s purpose is to serve as the fighter in the tournament, wearing the equipment created by their engineering team.

Engineers are given a maximum allowance of 500 total hours worth of engineering time to create Paladin equipment throughout the season. This time is scheduled with the engineering and alchemy labs that oversee the tournament. Teams can schedule less engineering time if they want (or if they just don’t have the engineers to accomplish it), which can boost their prestige if their equipment proves to be impressive.

Engineers are allowed to design any equipment they are capable of creating, including magically augmented. They work with their Paladins to tailor equipment that will benefit them the most. In addition to the prestige of being selected as a Paladin, the tailored equipment is another incentive to join a team. A Paladin in high demand can accept an offer with an exceptional team and receive excellent equipment out of the deal.

The Paladin tournaments are typically double elimination, improving the visibility of their work under different circumstances.

Relic

Relic is a team combat scenario where two teams battle each other in a pre-built arena. Official tournament matches consist of five players per team, but unofficial matches often have different numbers to accommodate demand. Each arena can be different and is designed by the host. It usually has obstacles, walls, barriers, fences, ramps, and platforms to maneuver around and attack from.

Relic Selection

Before play begins, the arena host provides an assortment of six or more “relics” to choose from (ideally at least 10 with a variety of choices). A relic can be a melee weapon, a ranged weapon, a shield, a utility item, or a magical artifact of some kind. The host is supposed to provide relics that are roughly equal in desirability. However, each relic must be something that can be disarmed and dropped; armor is not allowed.

A coin flip is used to decide picking order of relics. One team will pick first, fourth, and sixth. The other team will pick second, third, and fifth. Players without relics must rely on their unarmed and athletic skills, as they will not begin with any sort of equipment.

Arena Positioning

Once each team has selected their three relics, before the game has begun, players can freely move around the arena. Players are not allowed to intentionally make contact with the opposing team during this time, but are free to get into positions they believe are favorable for a starting position.

Gameplay

When the game begins, players initiate battle. Players are allowed to disarm relics and claim them for themselves. This is known as “scraping.”

To knock a player out of the match, their aura must be reduced below the 30% threshold. When this happens the player must immediately surrender and hurry out of the arena bounds. If the player is holding a relic when knocked out, they must drop it immediately. Penalties can be applied (such as automatic forfeits, lost points, or player bans) if a player does not follow the appropriate protocols.

Victory Conditions

A team scores a point when an enemy player is knocked out of the match. The round ends after 15 minutes, or when one team no longer has any players remaining. If a round times out, 1 point is scored for every relic a team ended the match with. The highest score wins, and equal scores are considered draws.

A standard relic game requires the most victories in a best-of-five match result. Each match is scored separately. If the score is equal after five matches due to draws, whichever team was the first to win a match wins.

Sentinel

Sentinel takes place on a rectangular field, with a halfway line splitting the middle. Two teams compete, each with a netted goal on the far end of their side to defend. Five points are scored by throwing or kicking one of the balls into the opponent’s net. Each team starts with a ball in their possession, but possession of the balls regularly changes throughout the game.

Players can move freely on the field unless they grab a ball with their hands. Once a player is holding a ball, they are unable to move from their position, and must throw or kick it at least 5 meters from their current position. During this time, all opposing players are allowed to tackle them or knock them over. If the ball holder's position is disrupted (such as if they are tackled), the opposing team scores 1 point. Kicking a ball is always allowed, even while moving.

The goal zones that surround each net are off limits to the opposing team. The team defending a net can move into its goal zone without penalty.

Each team has four standard players that called "forwards." Each team also has a special fifth player called the "Sentinel." The Sentinel is dressed uniquely to easily identify them from others. They must stay on their team's side of the field, but they can use any legal power they possess that does not disrupt the field itself. This gives them far more flexibility and influence than other members on the team, and is considered the most prestigious and difficult position.

Each game is an hour long, with a 15 minute break at halftime. If the score is tied at endgame, Sentinels must abandon their posts, leaving only forwards on the field. Victory then goes to the first team that scores in overtime.

Sorcerer

Sorcerer is nearly identical to Hunter, but with slightly altered rules to allow ranged casters instead of weapons. Both Sorcerer and Hunter are played during the same season, share the same arenas, and may allow cross-over participation between the two. It is common for Hunter and Sorcerer teams to practice together for unofficial matches.

Sorcerer is played on a large, pre-built battle arena. The arena has many walls, barriers, hideouts, platforms, ramps, and a variety of other obstacles to navigate around and take cover behind. The host of the arena gets to decide the layout with significant flexibility.

In official matches there must be at least 6 players (called Sorcerers), but there can be up to 20 based on the interests of the tournament. Each player must possess at least one ranged power they can use without equipment.

Life Sashes

Every Sorcerer starts with a single "life sash" that represents their health. If a Sorcerer is struck by an enemy's casting attack, they lose a life sash. If they lose all of their life sashes, they are considered "downed" and knocked out of the match. The player downed must surrender immediately, drop a single life sash where they fell, and leave the arena. Failure to follow these protocols may result in tournament penalties.

Players are supposed to use the lowest power of their casting attacks that doesn't affect their chance to hit. They can be penalized if they deal too much damage to another player, especially if it appears to be intentional. If a player's aura drops below the 30% safety threshold while playing Sorcerer, they must drop out.

Sorcerers can retrieve life sashes that were dropped by a downed player, making it easier to survive. This gives a compelling incentive for Sorcerers to be the first to take down targets and stay on the move rather than camping.

Victory Conditions

A Sorcerer wins when there are no other Sorcerers on the field, or if the match reaches 30 minutes and they scored the highest number of downed players. If equal, the victor transfers to whoever had the most overall hits. If equal, the victor transfers to whoever had the first knockout.

Terraform

Terraform is a terrain deformation game where participants must possess some form of long-range magic. It is designed for conjurers, enchanters, elementalists, terraformers, psionic casters, illusionists, mental casters, etc.

Terraform takes place on a small, 20 to 30 meter long field, with a dividing section in the middle. Each team is considered to be guarding the statues and terrain on one side of the field. Players stand outside of the field around the edges, but cannot pass the dividing section to the other team's side.

Each side of the field is flattened before the match begins. There are three different statues on each side, which can be positioned by that team. One statue is made of ice, another is made of stone, and another is wood. Each team is responsible for protecting their statues and terrain while disrupting the opposing side as much as possible. Points are rewarded for damaging (or destroying) opposing statues, disrupting opposing terrain, leaving negative enchantments on the opposing side, or leaving beneficial enchantments on the allied side.

Players can use any of their magic to affect the field, or to affect opposing players with non-lethal effects. Matches end after fifteen minutes, when a team has lost all of their statues, when a forfeit occurs, or when the judge calls a match finished due to overwhelm of terrain destruction.

Official matches occur in three formats: Doubles (2 vs. 2), Allies (3 vs. 3), and Squad (5 vs. 5).

Vigilante

Vigilante takes place on a 100 meter long rectangular field with two end-zones; one for each team. Each team starts in their end-zone with three "vigilante balls" that they can throw at players to tag them out. There are five vigilante balls placed on the center line that either team can collect. Nearly all forms of perception and physical magic are allowed, with a notable exception that levitation or flight magic can only be treated as a large jump (with an enforced height limit).

Official matches consist of 8 players on each team, but unofficial matches may use alternative team counts to accommodate demand. In addition to the players, this game requires at least three active referees. Referees restock balls that go out of bounds, assign penalties, verify tag-outs, and keep the game running fairly.

Tagging

Players are free to move anywhere on the field and pick up any loose vigilante balls, but can only throw from the predefined throwing zones. There are twenty four throwing zones in total, twelve on each side of the field. The throwing zones are small; they are designed for one person, but could hold up to three.

If a player is hit by a vigilante ball, they are tagged out and must move the shortest distance out of bounds without disrupting play. They must then return to their end-zone, waiting to be freed by an allied player.

Fireballs & Recovery

If a player safely reaches an opponent's end-zone, they are allowed to recover a single "fireball." Fireballs are smaller than vigilante balls, and considered faster and easier to use. They cannot be picked up after use, so they are one-use items only. After reaching the opponent's end-zone, the player must return back to their own end-zone to reset.

If a player safely reaches their own end-zone while carrying a fireball, they can free one of their allies that was tagged out, allowing them to return to the game. They must exchange the fireball for this transaction. Returning to

one's own end-zone lets the player "reset," allowing them to retrieve another fireball if they safely reach the opponent's end-zone.

Victory Conditions

Official matches last for 10 minutes, or until all players on one team have been tagged out. If all players on one team are tagged out, the opposing team wins the match. If the timer ends, victory goes to the team with the most remaining players. If equal, victory goes to the team that scored the first tag or collected the first fireball.

Overall victory requires a team to win the best of five matches, forcing at least three matches to be played.

Wardens

Wardens takes place on a 100 meter long rectangular field with two end-zones; one for each team. Each team takes turns between being the Runners (the team on offense) and the Wardens (the team on defense) until twenty turns have been completed; ten turns each. Runners score by making progress toward the opponent's end-zone, which the Wardens actively try to prevent.

When a turn begins, the team on offense prepares six Runners anywhere in their end-zone. The team on defense prepares ten Wardens anywhere on the field that is at least 20 meters away from the Runner's end-zone. The referee will signal when the set begins. Once the signal triggers, everyone is allowed to move freely along the field as long as they don't go out of bounds.

Runners score 1 point for every 10 meters they run before being downed; with a possible 10 points for reaching the opponent's end-zone. Wardens can "down" Runners by tackling them or otherwise forcing them to be prone. Attacks are not allowed, but due to the danger of rough conflict, players must be removed from play if their aura drops below a 30% threshold. Players can be penalized if they deal too much damage to another player, especially if it appears to be intentional.

Physical magic is allowed. In most official matches magical equipment is also allowed, as long as it is only being used to enhance physical magic. Smaller venues may disallow magical equipment due to a larger disparity of availability between the participants.

If the score is tied after all turns have been completed, victory goes to whichever team was the first to hold the highest score after a full rotation (2 turns). In the extremely unlikely event that no team ever held a score advantage, the game continues into overtime until one team scores higher in a full rotation or until the referee is forced to make a judgment call (or coin flip) due to time restraints.