

Sports

Augmented sports are primarily played by magically augmented athletes, particularly huntsmen, alchemists, and other individuals that compete at levels beyond terrestrial capabilities. These sports are often intended for intense physical or academic training and may include a variety of talents: general warfare, tactics, field combat, athleticism, engineering, magical craftsmanship, environmental stunts, acrobatics, discipline, team coordination, animal kinship, etc.

Sports List

Sports	Description
Ace	A time trial competition through an obstacle course that requires magical stuntwork to complete.
Apex	Magical track & field, hoverskate racing, gymnastics, etc. The final competition is a magical marathon.
Bastion	Base setup and assault. Simulates a war game against a fortified opponent.
Beastmaster	Teams of caretaker Huntsmen compete in battle with their trained familiars (domesticated beasts).
Beast Rider	A beast-jockeying competition through a large obstacle course designed for mounted familiars.
Conqueror	A simulated war game with military troops and/or phantoms guarding or attacking a castle.
Cyclone	A time trial competition through a flight-based obstacle course designed for aerial athletics and stuntwork.
Gauntlet	Players ride on hoverbikes in closed arenas, knocking out opposing players to win.
Glider	Players use gliders, wind-suits, or familiars to complete airborne challenges, often through hovering rings.
Heist	Players infiltrate a Phantom Lair or Estate to secure protected relics while avoiding Phantom guards.
Hunter	A large-scale free-for-all with ranged weapons, played on an obstacle-strewn arena.
Kickball	Similar to football (soccer), but with a second ball and additional rules to elevate the challenge.
Legends	A mixed combat tournament between magical warriors. Solo and multiple team formats available.
Ninja Ball	A team-based dodgeball game with special rules, in an arena built for magical athletics and stuntwork.
Odyssey	A Phantom Labyrinth filled with challenges, traps, and quests to train adventurers. Operated by Phantoms.
Paladin	Magical engineers tailor a set of battle equipment for a Paladin that represents them in battle.
Phantasm	A team of Huntsmen fight to kill Grimm Phantoms on enchanted battlegrounds.
Reign	A wargame simulation involving multiple factions, combat, diplomacy, sabotage, and special events.
Relic	A mixed combat tournament with special weapons and resources that can change hands during battle.
Sentinel	A heavy contact sport played in an arena filled with obstacles designed for magical athletics and stuntwork.
Slipstream	Players race on hoverbikes through complex, enchanted racing arenas.
Sorcerers	A large-scale free-for-all among ranged casters, played on an obstacle-strewn arena.
Spider-Swing	Players compete in lapped aerial races using ‘spider-swing’ artifacts that simulate rope physics.
Tempest	A full-combat hoverskating game where points are scored by passing balls through nets.
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.

Competition Terminology

Sports use specific terminology to represent official matches. “Blocks” represent a 3-hour scheduled slots for major events. A “Semi-Finals” block, for example, would be concluded by the end of a single 3-hour block.

Term	Blocks	Description
League	N/A	“Regular season” games that occur prior to the playoffs. Teams can be eliminated during this stage.
Qualifiers	{Varies}	Some participants may have to qualify during these time blocks to enter the playoffs.
Playoffs	1 or 2	Teams compete to avoid elimination and to progress to the next stage: Semi-Finals, Finals, etc.
Semi-Finals	1	The elimination playoffs that occur immediately before the Finals.
Finals	1	The elimination playoffs that occur immediately before the Championship.
Championship	1	The final competition to determine the ultimate victor.

Ace

Overview	Details
<i>Arena</i>	A large, pre-built obstacle course time trial designed for magical free-running and stuntwork.
<i>Avg. Course Duration</i>	Arenas vary, but generally keep their expected course duration between 1 to 3 minutes for experts.
<i>Avg. Game Length</i>	A single player is released into the arena every 30 seconds to avoid (or reduce) player collisions.
<i>Victory Condition</i>	Complete the course route in the fastest time.
<i>Magic Restrictions</i>	Internal and physical is allowed, but some magic may be restricted to certain zones.

Gameplay

Ace takes place on a large, pre-built, time trial obstacle course designed for magical free-running and stuntwork; some of which are impossible without supernatural athletic abilities. Courses often have several routes to choose from, providing variety between beginners and experts. Professional routes typically range between 500 and 1000 meters. Beginner routes are generally 300 to 700 meters.

The goal of Ace is to complete a route in the fastest time possible. Multiple players can enter the same course in the order of their fastest times, but their start times must be separated by at least thirty seconds. This effectively eliminates the possibilities of overlap, barring unusual circumstances. In the rare circumstance that players are about to cross paths, the player in front must step aside to make way to the one behind.

Depending on the tournament host and the size of the course, a full route may be considered more than one lap. There may also be branching paths that are taken on different laps.

Regulations & Restrictions

Nearly all forms of internal and physical magic are allowed. Magic such as flight, levitation, phasing, and jumping magic are considered “restricted.” Restricted magic can only be used in designated zones that specifically allow them, ensuring that certain obstacles remain challenging. No magic is allowed that would damage any part of the arena itself, such as bursting through walls. Magic equipment is not allowed.

Some routes may require certain magic to participate, such as needing magic to land safely, run across walls that would be impossible without gravity manipulation, and so forth. Players without these advantages are simply unable to compete.

Victory Conditions

Scoring is based on the players with the fastest time. Records are kept for each official track.

Apex

Overview

Apex is a magical variant of many indoor and outdoor competitions: track and field, skating, swimming, gymnastics, etc. The Apex Olympics is the highest tournament hosted between major nations.

Apex Tournaments traditionally rewards the top three ranks of each competition with Gold, Silver, and Bronze medals respectively. The Apex Marathon, the most prestigious and challenging competition, is rewarded with crowns instead of medals; representing its significance in the games.

List of Competitions

Competition	Details
Climbing	Player must scale a series of obstacle walls of increasing complexity. Ranked by time trials. Most physical magic relating to athleticism is allowed; jumping and vertical movement is not.
Gymnastics	Player must perform acrobatic and gymnastic feats in an obstacle arena to impress judges, scoring points as they do. Top half of gymnasts continue each round. Nearly all physical magic is allowed.
Running, Stunt	Player runs and jumps through a series of complex stunt-like obstacles that gradually increase in difficulty. Some zones may be enchanted. Ranked by time trials. Nearly all physical magic is allowed.
Skating, Stunt	Player skates through a series of complex stunt-like obstacles that gradually increase in difficulty. Hover-skates are used for professional matches, but lesser avenues may use regular skates or ice skates. The arena’s zones may be enchanted. Ranked by time trials. Nearly all physical magic is allowed.
Strength	Player competes in a series of strength competitions: lifting, moving heavy objects, pushing, bending, etc. Scores points for force influenced or weight moved. Nearly all physical magic is allowed.
Swimming	Player must swim through a series of complex stunt-like obstacles above and below the water, gradually increasing in difficulty. Ranked by time trials. Nearly all physical magic is allowed.
Throwing	Player competes in a series of precision throwing challenges that get progressively harder. Magic is allowed while still in contact with the thrown object, but not after it has been thrown.

These competitions are grouped into two categories: Fitness and Stunts. Fitness covers Climbing, Gymnastics, Strength, Swimming, and Throwing. Stunts include the Stunt Running and Stunt Skating competitions.

The Apex Marathon

The Apex Marathon is a combination of many competitions in one. It takes place on a large marathon course with obstacles pertaining to five major competitions: Climbing, Strength, Stunt Running, Stunt Skating, and Swimming. Not necessarily in that order.

The goal of the marathon is not focused on endurance since many magical athletes practically ignore fatigue. The course is usually balanced for a fifteen minute duration for expert marathon runners, with an intended balance of about three minutes per competition style.

Participants in the marathon don’t need to place (or even participate) in the other competitions. Anyone can compete in the marathon, though it may require the individual to pass certain qualifying events. The winner of the Apex Marathon is considered the winner of the tournament overall.

Bastion

Overview	Details
Avg. Game Length	20-30 minutes.
Arena	A large field with two identical fortifications on either side, designed like mini-castles.
Match Style	A 25-minute combat engagement between two 8-player teams competing to earn victory points.

<i>Victory Condition</i>	Defeat all other players or earn three victory points before the opposing team does.
<i>Tie-Breaking Rules</i>	Tie goes to whichever team knockout out the most opposing players.
<i>Magic Restrictions</i>	Most magic is allowed, including combat magic.

Official Matches	Details
<i>League</i>	Teams compete in round-robin style match-ups. The top 16 teams continue to playoffs.
<i>Playoffs</i>	Top 16 semi-finalist teams compete in single-elimination match-ups. Top 4 continue to finals.
<i>Finals</i>	Top 4 teams play in single-elimination, best-of-three match-ups.
<i>Championship</i>	Two championship teams play in a best-of-five match-up.

Field Design

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 usually left up during the season unless they can be quickly disassembled after games.

Some Bastion fields are far more elaborate and expensive than others. Major academies have very impressive arenas set up and may modify the constructions annually. 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 the exterior walls of the Bastion.

Official matches involve teams of eight players on each side, but this number may vary for unofficial games.

Setup Phase

There are two stages to Bastion: Setup and Assault.

At the start of the game, during the Setup stage, each team is given a list of supplies. The supply list may or may not vary between games; it is highly dependent on who is hosting the competition. Common supplies include bundles of weapons, armor, ladders, small fortifications, turrets, movable barriers, deeds for familiars, etc.

Each team is given 100 “marks,” a fictional in-game currency used to purchase supplies. The costs of supplies is identical for both sides, but may vary between games to encourage different tactics. Each team has to decide which supplies to purchase and how to adapt their tactics given the options available. They have 10 minutes to choose the supplies they want, distribute equipment to players, and place defensive supplies around their bastion.

Each team leader has the authority to decide all purchases. In practice it’s not uncommon for purchases to be delegated among additional strategists on the team.

Assault Phase

The referee will signal a whistle when the Setup stage is over, indicating the Assault stage has begun.

The goal of the Assault phase is to break through the enemy defenses and complete three victory tasks, while simultaneously stopping the enemy from doing the same. 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 can 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.” Downed players must ‘play dead’ in a safe

location and avoid inciting any further conflicts. Penalties or point losses may be applied to anyone breaking these rules.

Regulations & Restrictions

Most forms of magic are allowed, including combat magic. Notable exceptions include any form of levitation, teleportation, or phasing. Players are not allowed to utilize magic in a way that would damage property in a way that cannot be easily repaired, or any excessive use of force.

Players cannot bring their own weapons or magical items. However, they can bring their own non-magical armor, and purchase it as a supply.

Victory

The first team to complete all three objectives within the enemy’s bastion wins. If the Assault stage lasts longer than 15 minutes, the game will end, and victory will go to the team with more victory points, or who downed the most enemies. If equal, victory goes to whoever spent the fewest coins. If equal, whoever scored the first victory point. If no victory points were scored, whoever downed the first enemy.

Game Variant: Phantom Bastion

This game variant is a cooperative game of Bastion in which the team competing is playing against Phantoms. It is common to have custom rules applied to these matches, particularly depending on the academy that is hosting the event. This game variant may receive significant media attention, and tends to be a good measure of how Bastion teams will perform in competitive leagues, but generally isn’t a part of any official tournaments.

Beastmaster

Overview	Details
<i>Avg. Game Length</i>	5-10 minutes.
<i>Arena</i>	A large combat arena. Often includes enchantments and obstacles for team combat.
<i>Team Size</i>	Multiple team formats: Solo (1 vs. 1), Partners (2 vs. 2), and Team (4 vs. 4).
<i>Victory Condition</i>	Defeat the most opposing players and beasts on the other team.
<i>Tie-Breaking Rules</i>	Score the first elimination. Failing that, impress the judges more than the opposing team did.
<i>Magic Restrictions</i>	Nearly all forms of magic is allowed.

Official Matches	Details
<i>League</i>	Teams compete in round-robin style match-ups. Best cumulative wins continue to playoffs.
<i>Playoffs</i>	Top 32 teams compete in double-elimination. Losses transfer into finals.
<i>Finals</i>	Remaining teams compete in double-elimination, retain previous losses. Top 8 teams continue to finals.
<i>Championship</i>	Final 8 teams compete in double-elimination. Previous losses are cleared.

Gameplay

Beastmaster is a wargame encounter between beast caretakers and their familiars. The goal of the wargame is to defeat all of the opposing players and familiars. A player (or familiar) is eliminated from the match when their aura has dropped to the 30% threshold (or below). When knocked out, the subject must end all attacks and promptly leave the match area. Failure to comply with this rule may result in significant penalties, including temporary or permanent bans from the game.

Even when a player is “knocked out” of the match (or “downed”), their familiar can still participate in the fight if its aura is above 30%. However, the player is not allowed to provide any additional instructions to the familiar. Enchantments are often used to restrict mental connections when a player is downed.

Participation

Only caretakers with a valid familiar bond are allowed to participate in Beastmaster games. Their familiars must pass multiple training requirements, and certain equipment is also required. In particular, every beast must have an aura collar to identify and report their aura levels during the match.

Format

There are three official formats of Beastmaster: Solo (1 vs. 1), Partners (2 vs. 2), and Team (4 vs. 4). Each format indicates the number of players participating, but each player also has a single familiar on the field. Each player is restricted to exactly one familiar, even if they are caretakers to multiple beasts.

Matches are limited to 10 minutes each, or until all players on one team have been eliminated.

Magical Restrictions

Nearly all forms of magic are allowed. Magical equipment is also allowed, but some tournaments may apply balancing rules if there is a significant disparity in equipment.

Nearly any beast is allowed as long as it has passed the necessary qualifications of domestication and all training requirements to participate.

Victory Conditions

The team that eliminates the most opponents within the designated time are the victors. If equal, the winner is whoever made the first elimination. If no players were eliminated, judges must choose a winner based on their perceived performance.

Beast Rider

Overview	Details
<i>Avg. Game Length</i>	10-15 minutes.
<i>Arena</i>	A large obstacle course suitable for mounted familiars.
<i>Match Style</i>	Players jockey their mounted familiars through the course, trying to arrive at the end first.
<i>Victory Condition</i>	Arrive at the finish in the shortest time.
<i>Magic Restrictions</i>	The player can only use internal magic. The familiar may use any natural magic they possess.

Overview & Gameplay

Beast Rider tournaments is an excellent way to showcase talented caretakers. However, the sport is less common than others due to the rarity of beast trainers; particularly those with riding beasts. The race track is a large, wide course with interspersed sections of large obstacles suitable for mounted familiars. Each familiar must be ridden by a caretaker that jockeys them through the course.

Official matches require at least three jockeys (an intentionally loose requirement), but in practice most major Beast Rider tournaments will have several more. Most courses will require several laps to make the course sizes

more manageable for the audience.

Participation

Any familiar that can be properly mounted and ridden is allowed, as long as it has passed the necessary qualifications to participate. It must have a sufficient strong aura, be in possession of the appropriate equipment (including a properly calibrated enchanted Aura Collar), and be trained for competition.

Flying beasts are not allowed to use full flight, but may be allowed long leaps or gliding options in designated areas. The trainer may be given a time penalty if they use any flight-based advantages in excess of the track's allowances.

Magical Restrictions

The trainer is allowed to use internal magic and physical magic that only affects themselves, such as to stay balanced. They cannot affect or augment their familiar in any way, but most familiar powers are allowed.

Conqueror

Overview	Details
<i>Arena</i>	A large fortified location, such as a castle or fortress.
<i>Avg. Game Length</i>	35-45 minutes; 15m setup, 15m timer, 10m of time extensions for completing side objectives.
<i>Team Size</i>	Special team setup; {4, 8, 16} Huntsmen officers, each leading aura-users as supplementary troops.
<i>Victory Condition</i>	Take control of the final capture point (for attackers), or prevent its capture (for defenders).
<i>Magic Restrictions</i>	Nearly all forms of magic is allowed.

Team Setup

Before the game begins, one team is assigned as the attacking force, and the other as the defending force. Each team has four, eight, or sixteen officers assigned. Officers are usually Huntsmen. The defending team begins inside of the fortification, and the attacking team outside. The setup phase is 15 minutes long, giving all officers time to strategize, coordinate, and prepare themselves and their troops for the attack.

Each officer is then given a batch troops that are instructed to follow their orders during the match. Most matches will provide at least ten troops to each attacking officer, but it can be as many as thirty. Defending officers are given fewer troops (such as half the amount), to balance out the defensive advantages of the fortification. Troops are randomly assigned from the game's military participants (and/or phantoms) that have been chosen for play. Military troops must past a certain safety threshold of aura use and/or combat expertise to participate.

Huntsmen officers are allowed to equip their troops with a few equipment choices: defensive melee (sword and shield), offensive melee (spear or halberd), or ranged (rifle). Phantoms may be allowed to simply exist in their most optimized enchanted form, and are assigned last as balancing measures.

Military Involvement

This is one of the most prestigious and admired games for the military, since they have the opportunity to witness their fellow soldiers participating beside Huntsmen in official games. There have been cases of military troops performing so well in matches that they are given an opportunity to participate in the Huntsmen Trials or receive special recruitment opportunities.

Participating in the Conqueror games as a soldier is considered an honor, and those who get to participate have

proven themselves as good candidates. Since the games also count as strategic and leadership training for Huntsmen, they are expected to react to and follow their officer’s orders as though it were a real combat scenario.

Gameplay

When the setup phase has completed, a whistle will blow indicating the game timer has begun. The timer will begin to count down from 15 minutes, indicating the attacking force has 15 minutes to invade and take control of the final capture point inside.

In order to control the final capture point, the two other capture points (A and B) must be taken first. Each additional capture point taken will extend the timer by five minutes.

Any officer or troop that drops below the designated aura limit is considered “out” and must stop participating immediately.

Victory Conditions

Victory is given to the attacking team when they have taken control of the final capture point. If the attacking team fails to take control of the final capture point before the timer expires, the defending team is victorious.

Cyclone

Overview	Details
<i>Arena</i>	A large, flight-based obstacle course, designed for aerial athletics and stuntwork.
<i>Avg. Course Duration</i>	Arenas vary, but generally keep their expected course duration between 1 to 3 minutes for experts.
<i>Avg. Game Length</i>	A single player is released into the arena every minute to avoid (or reduce) player collisions.
<i>Victory Condition</i>	Complete the course route in the fastest time.
<i>Magic Restrictions</i>	Flight magic is required, either naturally or with equipment.

Gameplay

Cyclone is the flying equivalent of “Ace,” and is identical in several ways. It takes place on a large, flight-based obstacle course designed for aerial athletics and stuntwork; often on a circular track, or one that has several routes near the main loop. It is impossible to participate in Cyclone without the ability to fly. Each course often has several routes to choose from to provide variety between beginners and experts.

The goal of Cyclone is to complete a route in the fastest time possible. Multiple players can enter the same course, but their start times must be separated by at least one minute; and the order is determined by roughly-anticipated completion time. This practically eliminates the chance of overlap during races, barring any unusual circumstances or recurring laps.

Depending on the host and the size of the course, a full route may be considered more than one lap. There may also be branching paths that are taken on different laps.

Regulations & Restrictions

Nearly all forms of internal and physical magic are allowed, but flight magic is required to play. No magic is allowed that would damage any part of the arena itself, such as bursting through walls. Magic equipment that grants flight is allowed up to a certain threshold of power.

Victory Conditions

Scoring is based strictly on the final times of each player, ranked in order from fastest to slowest.

Gauntlet

Overview	Details
<i>Avg. Game Length</i>	3-5 minutes per match, upper limit of 6 minutes.
<i>Arena</i>	A closed hoverbike arena with enchantments, obstacles, stunting ramps and platforms, etc.
<i>Match Style</i>	Two teams of five players attempt to dislodge opponents from their hoverbikes.
<i>Victory Condition</i>	Knock out the opposing team's players before yours are knocked out.
<i>Magic Restrictions</i>	Internal and physical magic is allowed. Casting magic is only allowed in Combat Gauntlet.

Official Matches	Details
<i>League</i>	Teams compete in round-robin style competitions. Top 16 teams are determined by total victories.
<i>Playoffs</i>	16 teams compete in tournament- style double-elimination until 8 teams remain.
<i>Championship</i>	8 teams compete in tournament-style double-elimination.

Gameplay

Gauntlet is a team-based game played in a closed arena of obstacles designed for hoverbike maneuvers and stunts. Two teams of five players each must dislodge the other team from their hoverbikes using any magic and offensive maneuvers they have available. Alternatively, players can damage opponents to reduce their aura.

A player is eliminated from the match when they are dislodged from their hoverbike (such as crashing or knocked off) or their aura drops below the allowed threshold (30%). Eliminated players must immediately end all attacks and leave the match area. Failure to comply with this rule may result in significant penalties, including temporary or permanent bans from the game.

Stunting ramps and platforms may be affected by the arena's magical enchantments. Players that perform stunts can get speed boosts or other small advantages for utilizing them. However, stunting opportunities also force a higher level of difficulty, creating a risk vs. reward mechanism.

Participation

Gauntlet is very restrictive, and typically exclusive to Huntsmen with powerful auras. It considered one of the most dangerous sports due to the combination of high-speed impacts and intentional damage. Players must have very high survival ratings; enough to exceed high thresholds that prove they can survive crashes that would otherwise be lethal. Due to these restrictions there have been no fatalities and serious wounds are rare.

Players must have a valid hoverbike license and access to a street-legal hoverbike that they have permission to use. Players cannot enter the arena until their aura is fully recovered.

Magical Restrictions

Nearly all forms of magic are allowed, but players are not supposed to use powers that would cause excessive damage to the arena that takes a significant time to repair. Most tournaments allow the use of magically enchanted hoverbikes, but some may apply balancing rules if there is a significant disparity in equipment.

Victory Conditions

The first team that eliminates the most opponents is victorious. If the timer ends before a team has been defeated, the team with the most players remaining wins. If equal, the winner is whoever made the first elimination. If no players were eliminated, judges must choose a winner based on their perceived performance.

Glider

Overview	Details
Arena	A flight path starting from a high altitude, using hovering obstacles designed for aerial stuntwork.
Avg. Course Duration	Arenas vary, but generally keep their expected course duration between 3 to 10 minutes for experts.
Avg. Game Length	A single player is released into the arena every minute to avoid (or reduce) player collisions.
Scoring	Score points for speed, precision, challenge completion, and avoiding penalties.
Victory Condition	Complete the course with the highest score.
Tie-Breaking Rules	Ties are broken by whoever had the fastest speed, calculated down to milliseconds.
Magic Restrictions	Flight magic is required, either naturally or with equipment.

Gameplay

Glider is similar to “Cyclone”, but with significantly different aerial challenges and scoring systems. Arenas start in high locations, often at high cliff peaks or actively dropped from airships. Passing through the “starting hoop” will start the timer and begin the challenge.

Each arena decides what sort of equipment the players will equip. Options may include gliders, wind-suits, jet-packs, or sufficiently trained flying familiars. Players usually receive augmented visuals to help guide them through the appropriate route. The flight path is generally quite long, usually lasting for several minutes.

During the flight, players must try to follow the routes laid out for them to score the most points. Most courses have several routes to choose from to accommodate beginners and experts. Some arenas have branching routes to allow for multiple playthroughs, and some may have split challenges that force players to risk difficult routes for more points. Most obstacles are variants of the same thing: forcing the player into some sort of challenging flight maneuver and tracking when they pass through certain zones or triggers.

Multiple players can enter the same course, but their start times must be separated by at least one minute; and the order is determined by roughly-anticipated completion time. This effectively prevents any player collisions during races, barring any extenuating circumstances.

Challenge Hoops

In the earlier days of Glider, there were physical “challenge hoops”; circular hoops that players had to fly through. However, due to repairs required from regular collisions, these were eventually changed to visual enchantments. These proved to be much better at tracking players, weren’t prone to damage, and provided better visuals with superior technology.

Challenge hoops provide holographic visuals that the player can easily spot and follow during their flight. They are also color-coordinated to indicate their score value.

Regulations & Restrictions

Nearly all forms of internal and physical magic are allowed. Players are disqualified if they damage any part of the

arena itself, such as hitting a sensor. In the official standard matches, players are not allowed to use their own magic equipment for flight; they must use the gliders and wind-suits provided. However, there are usually variant styles for each arena where players can use custom flight magic or equipment.

Victory Conditions

Victory is decided by most points scored during the flight. The full list for scoring is as follows:

Type	Points	Description
Activate Green Hoop	5	A standard hoop that is easy to activate. Often used to keep players on track.
Activate Blue Hoop	10	Slightly harder hoop; a mix of difficulty that helps separate most flight talent.
Activate Red Hoop	25	Much more difficult challenge to trigger. Missing it often costs the player other zones.
Par: Win by X Seconds	+X	Gain 1 point for each second you beat the course par time.
Par: Lose by X Seconds	-X	Lose 1 point for each second you were behind the course par time.
Stunt Zone	(Varies)	A zone that requires a specific stunt to be performed. Point reward varies per stunt.

Heist

Overview	Details
Arena	A Phantom Lair (Estate, Labyrinth Floor, etc) overseen by a number of Phantom guards.
Match Style	A team must infiltrate the Phantom lair to steal treasures, while taking precautions to avoid guards.
Scoring & Victory	Points are scored for retrieving more treasures, avoiding guards, and doing it in a timely fashion.
Magic Restrictions	Magic and magical equipment is allowed.

Official Matches	Details
Playoffs	All teams attempt one infiltration per challenge. Best four cumulative scores move to Finals.
Finals	Top four teams run two heists, one hour per target. Best two cumulative scores continue to Championship.
Championship	Top two teams run three heists, one hour per target. Highest score wins.

Overview

Heist is a game of infiltration, played against a team of Phantom guards. Phantoms, powerful magical beings that are bound to the leylines and enchantments where they were summoned, are responsible for creating and overseeing the game.

Heist is usually played at Huntsmen academies, particularly to train rogues that focus on stealth and infiltration. Players hone their tactics, team coordination, maneuvering, scouting, communication, and infiltration skills. It is played (often during off-hours) at academic buildings, fortifications, specialized facilities, or important estates where the infiltration tactics would provide many opportunities.

Phantoms will assume the roles of simulated guards, patrolling and stationing themselves where appropriate. Since they don't tire or get bored, their duties can match that of an attentive patrol. They are also free from biases or assumptions about player actions and can keep the game properly balanced between each match.

Phantom Lairs

Phantom Lairs are typically rare, but the major Huntsmen Academies have them. Academies recognize the considerable prestige and free magical labor that comes with having Phantoms. However, due to the difficulty of creating Phantoms, most Phantom Lairs serve multiple uses to the magical institution that own it.

An official game of Heist usually requires a bare minimum of three Phantoms within range of the targeted building, unless the location is smaller in size. However, for the purposes of Heist, Phantoms don’t need much complexity. Lesser Phantoms can easily fulfill the role of a simulated guard whose only purpose is to patrol, observe, and react accordingly when intrusion is detected.

Gameplay

Each Heist operation is set up with a given number of treasures, artifacts, or important items (such as keys) within the targeted location. Each has a specific point value associated with collecting it. Items may be needed to progress to other areas. Treasures are just simple representations. Artifacts are useful items, sometimes even magical in nature, that the players can use during the mission once it’s been acquired.

Teams can use any strategies they want in a Heist operation. Their goal is to retrieve as many points as possible within any time limits assigned.

If a player is detected by a guard they will lose a significant amount of points. Some Heist operations allow combat with the guards, but most will penalize heavily for it. Operations that succeed without combat are essentially guaranteed to score more points than ones that engage in combat. Guards will be on high alert if a player is detected, but that player can potentially distract guards away from other teammates, such as during an escape.

Regulations & Restrictions

Nearly every form of magic and equipment is allowed. Players are not allowed to utilize magic in a way that would damage property in a way that cannot be easily repaired.

Victory Conditions

For tournaments, the highest points scored in all cumulative matches determines the final rankings. Ties are broken by whoever performed faster, even if speed is already a factor in scoring points.

Heist Variants

There are generally two types of Heist matches. Standard means that teams enter the operation with the equipment they would normally choose. Limited means the Heist match provides a list of allowed equipment for the match, and assigns a cost to acquisition it. Teams then have a limited amount of in-game currency to “purchase” (choose) the equipment they want for that match.

Hunter

Overview	Details
<i>Avg. Game Length</i>	10-20 minutes.
<i>Arena</i>	A large, pre-built arena filled with barriers, obstacles, and minor fortifications.
<i>Match Style</i>	Free-for-all between individual players. Match ends at 20 minutes or when one player remains.
<i>Scoring</i>	Score a point for each downed player.
<i>Victory Condition</i>	Defeat all other players or score the highest after the match is over.
<i>Tie-Breaking Rules</i>	Tie goes to whoever scored the first knockout between players with the highest scores.
<i>Magic Restrictions</i>	Internal and physical magic is allowed. Magical weapons are allowed in major tournaments.

Official Matches	Details
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<i>League</i>	Players are randomly assigned to several matches. Top 75 players continue to the semi-finals.
<i>Playoffs</i>	Twelve matches with 25 players in each match. Top 25 players by score progress to the championship.
<i>Championship</i>	Top 25 finalists play 6 matches, knocking out the 4 players with cumulative lowest scores each game.

Gameplay

Hunter is a game of 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 20 Hunters, but unofficial matches often vary in size. Before the match begins, each Hunter selects their ranged weapon(s) of choice: throwing knives, bow, slingshot, etc.

Life Points

Every Hunter starts with two “life points” assigned to their Aura Ring to represent their health. If a Hunter is hit by an enemy, they lose a life point and become invincible for one second. If they lose all of their life points, they are considered “downed” and knocked out of the match. The player downed must surrender immediately and leave the arena. Failure to follow the protocol may result in tournament penalties, such as permanent disqualification from future tournaments.

Hunters receive a life point for every two damage they deal, making it easier for them to survive future conflicts. This gives a compelling incentive for Hunters to be the first to damage other targets.

Regulations & Restrictions

Internal and physical magic is allowed with almost no exceptions. In some of the major tournaments, magical weapons are allowed, but smaller venues tend to disallow them due to much greater disparities between weapon abilities.

Victory Conditions

A Hunter scores 1 point for downing other players, and 2 points if they are still standing at the end of the game. They are ranked by their total scores at the end of the game. The game ends when there is only one Hunter on the field, or if the match reaches 20 minutes. For tiebreakers, the higher rank goes to whoever had the first knockout.

Kickball

Overview	Details
<i>Avg. Game Length</i>	40-55 minutes, including downtime.
<i>Arena</i>	100 meter rectangular field with two sides, each with a goal to defend.
<i>Team Size</i>	20 players for official matches. Can alternate players, but only 10 are allowed on the field.
<i>Rounds</i>	Two rounds with a break in-between. Rounds may be 15, 20, or 25 minutes.
<i>Victory Condition</i>	Score the most goals.
<i>Tie-Breaking Rules</i>	Overtime with additional rules. If overtime results in equal scores, victor is whoever scored the first goal.
<i>Magic Restrictions</i>	Most physical magic is allowed, excluding levitation. No magical equipment allowed.

Official Matches	Details
<i>League</i>	Teams compete in round-robin match-ups. The top teams continue to playoffs. 20 minute rounds.

<i>Playoffs</i>	16 teams, single-elimination match-ups until eight remain. 15 minute rounds.
<i>Finals</i>	8 teams, single-elimination match-ups until four remain. 15 minute rounds.
<i>Championship</i>	Final 4 teams compete in single-elimination match-ups. 25 minute rounds.

Gameplay

Kickball is a variant of the common game “football” (soccer) that is more common for terrestrials. It is a no-contact sport, where players are not allowed to touch the kickball (soccer ball) with their arms or hands. It takes place on a 100 meter long rectangular field. There are two sides, one for each team, each with a goal to defend.

In Kickball, there can be multiple balls on the field. Each team starts with one kickball. If three minutes pass without anyone scoring a goal, a referee will throw another kickball to the center.

Each team sends 10 players to the field, generally assigning positions that would favor their particular strategy. Each team gets one goalie, which can use their hands while in their designated goal zone.

Referees are available to observe the match. They are responsible for restocking balls that go out of bounds, assigning penalties, verifying scores, and keeping the game running smoothly.

Scoring

When a kickball is legally passed into a goal, the opposing team scores one point. This does not stop the game, but removes the kickball from play. If there are fewer than two kickballs on the field after a goal, a referee throws a new one to the center.

Penalties

If a player causes a kickball to pass out of bounds on their own side, that player is ‘benched’ for three minutes – but is still considered ‘in play’ and cannot be substituted. A referee will return the kickball to the sideline where it crossed out of bounds. The opposing team, at their leisure, gets to return the kickball to the field where it passed out of bounds.

Regulations & Restrictions

Nearly all forms of internal 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). Exceptions also apply if the magic would endanger any participants, and magic cannot be used in a way that would damage property. Magical equipment is not allowed unless the teams are intentionally playing with a handicap for balancing purposes.

Victory Conditions

Victory goes to whoever scores the most points. For tied games, a three minute overtime is extended. In overtime, players are not allowed to enter their own goal zones and a minimum of five kickballs are always in play. If points are equal after overtime, the victor is whoever scored the first goal of the game.

Legends

Overview	Details
<i>Avg. Game Length</i>	5-10 minutes.
<i>Arena</i>	A combat arena. Often includes enchantments and obstacles for team combat.
<i>Team Size</i>	Multiple team formats: Solo (1 vs. 1), Partners (2 vs. 2), Team (4 vs. 4), and Squads (8 vs. 8)

<i>Victory Condition</i>	Defeat the most opposing players on the other team.
<i>Tie-Breaking Rules</i>	Score the first elimination. Failing that, impress the judges more than the opposing team did.
<i>Magic Restrictions</i>	Any magical combat is allowed, but cannot cause permanent damage to the opponent.

Official Matches	Details
<i>League</i>	Teams compete in round-robin style match-ups. Best cumulative wins continue to playoffs.
<i>Playoffs</i>	Top 32 teams compete in double-elimination. Losses transfer into finals.
<i>Finals</i>	Remaining teams compete in double-elimination, retain previous losses. Top 8 teams move to championship.
<i>Championship</i>	Final 8 teams compete in double-elimination. Previous losses are cleared.

Gameplay

Legends is a mixed combat match that allows any form of natural or magical combat; excessive use of force that would incur permanent damage beyond magical healing is disallowed. Magical equipment is also allowed, but some tournaments may apply score balancing based on how significant the equipment advantage is.

There are four official formats: Solo (1 vs. 1), Partners (2 vs. 2), Team (4 vs. 4), and Squad (8 vs. 8). Solo is often the most chaotic format since the combat styles may widely vary and be imbalanced against each other, but is usually one of the most popular variants. Formats with multiple players on each team may involve arenas with obstacles, increasing strategic opportunities.

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.

Battlefield Setup

Legend matches may be influenced by magical enchantments or have obstacles on the field. This helps make combat more interesting and varied, provides opportunities for attack or defense, and forces an element of strategy.

Victory Conditions

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.

Ninja Ball

Overview	Details
<i>Avg. Game Length</i>	10 minutes.
<i>Arena</i>	A rectangular arena filled with obstacles designed for magical athletics, stunts, and free-running.
<i>Team Size</i>	5 players per team for official matches. Varies for unofficial matches.
<i>Scoring</i>	1 point for tagging players, 3 points for tagging ninjas, 10 points if an opposing ninja fails a check-in.
<i>Victory Condition</i>	Have the highest score when the match ends.
<i>Tie-Breaking Rules</i>	First team that tagged a player.
<i>Magic Restrictions</i>	Internal and physical magic is allowed. Magical equipment that enhances athletics may be allowed.

Official Matches	Details
<i>Playoffs</i>	Final 16 teams compete in double-elimination. Remaining 8 teams continue to championship.
<i>Championship</i>	Final 8 teams compete in double-elimination.

Arena & Team Structure

Ninja Ball takes place in a rectangular arena that is designed for magical athletics, stunts, and free-running. There are generally multiple tiers of platforms, ramps, jumping zones, and athletic obstacles (ropes, bars, walls, rollers, barriers, fences, tunnels, hoops, etc). Some of these obstacles may be magical in nature, such as enchanted jump zones or physics-influencing fields. The host of the arena gets to decide the layout and complexity.

There are five players on each team: two Ninjas and three Forwards. Ninjas have additional responsibilities to consider during the match and are targeted by the opponents more frequently than Forwards. Ninjas are easily distinguished due to the different style of uniform they wear.

Gameplay

Each team starts on opposing sides of the arena with three “vigilante” balls. These balls are used to tag other players. You cannot move while holding a vigilante ball, but you can pass it or throw it at your opponents. Any balls that go out of bounds will be returned to play by a referee or official game assistant.

The game is a no-contact sport. Players are not allowed to touch or damage players from the other team. Referees can force a Forward to sit out of the match for disobeying this rule, or award points to the opposing team as though they had been tagged.

Hoverballs & Additional Rules

There are three hoverballs in play at all times. Hoverballs are magical artifacts enchanted with four primary functions: move slowly around the arena (within its bounds), produce a cosmetic illusion (which surrounds the hoverball, making it easy to detect), track players, and award points based on simple instructions.

The illusion creates an imaginary “cylinder” in the form of “rings of light” that stack vertically in one meter increments. The cylinder reaches to the ceiling, regardless of the hoverball’s vertical position. The cylinder is four meters in diameter. Each ring appears as a softly glowing, semi-transparent blue energy tendril. It’s easy to spot, but doesn’t cloud visibility.

Ninjas must periodically “check-in” with all three hoverballs throughout the match by touching their cylindrical area of effect. Each hoverball has a timer for each ninja’s last check-in time. If a timer exceeds two minutes, the ninja is penalized: the opposing team is awarded ten points and the timer resets for that ninja. This process repeats until the match has ended, forcing the ninjas to constantly maneuver around the arena.

Hoverballs may speed up or slow down during the match to create drama and new strategic opportunities, but it will not favor one team over the other. They do not follow a strict or predictable route, and many of the routes taken may be designed by the tournament hosts to increase tension or excitement.

Scoring

If you successfully hit an opposing player with a ball, they get “tagged.” A tag fails, however, when someone on the opposing team catches a ball before it hits the ground. If that happens, the person who threw the ball is tagged instead. Each tag is worth one point, or three points when a ninja is tagged.

Regulations & Restrictions

Nearly all forms of internal and physical magic are allowed, with a notable exception of levitation or flight magic. Exceptions also apply if the magic would endanger any participants, and magic cannot be used in a way that would damage property. In official matches, magical equipment that enhances physical magic is allowed up to a certain threshold of power. Restrictions may apply to ensure each team is given approximate balances in equipment.

Victory Conditions

Matches last for 10 minutes. The team with the highest score at the end of the match is declared the winner. If the score is equal, then whichever team scored the first tag is the victor.

Odyssey

Overview	Details
Arena	A giant, multi-floor Phantom Labyrinth with traps and challenges, operated by magical Phantoms.
Play Style	1 to 16 players enter the Phantom Labyrinth and fight their way through as many floors as possible.
Victory Condition	Victory conditions vary: Hardest Zone Completed, Time Trials per Zone, Quest Achievements, etc.
Magic Restrictions	Generally, all magic and equipment is allowed. If restrictions apply, it is a per-game restriction.

Overview

Odyssey is effectively a training game for mages and supernatural users, and is usually only played at Huntsmen Academies due to the enormous requirement for Phantoms. Odyssey helps warriors improve their combat abilities, team coordination, tactics, maneuvering and stunting, and other adventuring skills. It is played in Phantom Labyrinths that were specifically designed for Odyssey games and involves a wide variety of challenges and quests.

Phantoms, powerful magical beings that are bound to the leylines and enchantments where they were created, are responsible for creating and overseeing the game. They build the labyrinths, traps, pits, athletic obstacles, and prepare and reset all other challenges and quests. Grimm Phantoms usually form the bulk of monsters faced in battle, transforming or dissipating as needed, and regenerating into their next forms as soon as possible. However, combat trainers or hired mercenaries may also act as opposition during training and academic challenges.

The overseer Phantoms (the smartest ones that manages the operations) tend to have intelligence on par or greater than humans, allowing them to prepare a seemingly endless variety of unique and interesting experiences.

Phantom Labyrinths & Zones

Phantom Labyrinths are very rare. This is primarily due to Phantoms being extremely difficult to summon and very valuable for other purposes. Most Phantom Labyrinths serve multiple uses to the institution that own them, such as having isolated vaults. Phantoms also tend to be used for other tasks outside of gameplay (construction, secretarial duties, etc).

Grimm Phantoms make up the bulk of the Phantoms due to being much easier to create, and having much faster regeneration times. When they sustain the amount of damage their monster represents, they diffuse their essence and regenerate when they’re needed again.

Zones may consist of many different room structures and layouts: pit rooms, trap rooms, combat arenas, etc. Labyrinth zones are supposed to be unique, often themed, and increase in difficulty as one gets further from the main entrances. When someone beats a zone challenge they can add the zone’s energy signature to their aura ring,

which will allow them to access a shortcut to return to that zone.

The longer a labyrinth has existed, the more zones the Phantoms could have designed, excavated, and built. Phantom Labyrinths may off limits at certain times to give Phantoms time to build or prepare new features, unless there are plenty of support Phantoms or the labyrinth is already complete.

Game Variant: Delving

The standard game type is known as “Delving.” The official game tracks groups playing as Solo (1 player), Partners (2 players), Team (4 players), and Squads (8 players). However, for unofficial adventures or casual training, players may play in groups of 1 to 16 players.

In Delving, teams choose a difficulty level and begin an adventure on “level one,” which is represented by a starting zone. They face challenges in each level, attempting to progress as far as possible, with each level getting slightly more difficult than the last. Teams are allowed to return later, skipping any levels they’ve already completed.

If a player’s aura ever drops below the required threshold (30%), they are considered “down” and must remain in a state of inaction until the rest of the team has finished. The team must react accordingly if they want to continue the level. If a downed player is not sufficiently protected, the level will end. When a level ends, any opposition controlled by the level will no longer attack.

For dungeons with sufficiently advanced Phantoms there are five difficulty settings: Easy, Standard, Hard, Expert, and Legendary. Solo adventurers usually play with a lower challenge rating, while teams often increase the difficulty to an appropriate balance. Every 10th zone is usually considered a Boss floor, with a Mini-Boss on the second and fifth zones that precede them.

Each level has a time trial associated with it, providing an opportunity to set official records. Usually, the best three times are displayed for a given team size and difficulty per level. If a team already has a record for a given level, only their best score is used.

Game Variant: Adventure

The “Adventure” variant is designed to play like an RPG. Some are balanced for combat-ready Huntsmen, and others are created for Alchemists or casual players that don’t have incredible athletic and combat skills. Some don’t have combat at all and are just story-based, allowing people to progress through interesting quests. If Phantoms have been operating in the lair for a long time, there are likely many different adventures prepared. Teams can usually reserve adventure zones at specific times or during certain events.

In a typical adventure, players participate in an elaborate story, with interesting plot hooks and choices to make. They may need to collect certain items on each floor, talk to simulated characters (Phantoms assuming those roles), solve puzzles, return to previous locations, defend against simulated groups of enemies, and much more. These are often designed for fun, giving students a reason to challenge themselves and learn combat by playing.

Regulations & Restrictions

Nearly every form of magic is allowed with almost no exceptions. However, magic cannot be used in a way that would damage property that cannot be easily repaired or disrupt the operations of the game beyond a certain threshold of time. Magical equipment is allowed under the same rules.

Some challenges may be limited to certain zones or require time to regenerate between games. Phantoms may be very powerful, but they have finite magic to call upon. They require time to regenerate, rebuild zones, prepare and adjust challenges, etc. This may restrict game time depending on the availability of Phantoms and the limitations

the institution has applied.

Gameplay & Victory Conditions

Odyssey tries to simulate real-world challenges, so victory conditions typically reflect player skill, adaptation, and training. Speed and skill are the two primary factors, which are often gauged by how many zones the players have completed or how quickly they’ve achieved it. Rankings can usually be found for every variant of team size and difficulty rating, often on an annual and lifetime basis.

Paladin

Overview	Details
Avg. Game Length	5-10 minutes.
Arena	A combat arena. May include obstacles for partner combat.
Team Size	Two team formats: Solo (1 vs. 1) and Partners (2 vs. 2)
Victory Condition	Defeat the opposing team in combat.
Tie-Breaking Rules	Score the first elimination. Failing that, impress the judges more than the opposing team did.
Magic Restrictions	Any magical combat is allowed, but cannot cause permanent damage to the opponent.

Official Matches	Details
Playoffs	Final 16 teams compete in double-elimination. Remaining 8 teams continue to championship.
Championship	Final 8 teams compete in double-elimination.

Overview

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

Each team consists of one to six engineers that have registered themselves for the Paladin tournaments. Those engineers then selects additional teammates to serve as their Paladin. The Paladin’s purpose is to serve as their champion in the tournament, wearing only the equipment produced 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 potentially receive excellent equipment out of the deal.

Tournament Rules

There are two formats in Paladin: Solo (1 vs. 1) and Partners (2 vs. 2). Since each engineering team has only one Paladin, they must choose a team to coordinate with during the competitions for the “Partners” format. Teams can coordinate plans together at any time before the tournament, but final decisions can be made on the day of the tournament with any Paladin teams that haven’t selected a partner yet.

Paladin uses the “Legends” rules for tournaments, but have no league matches. Engineering teams will be selected for eligibility by the institutions running the tournament. Matches are double elimination, giving more opportunities for each team to improve the visibility of their work under different circumstances.

Regulations & Restrictions

Any magic produced by the Paladin’s equipment is allowed. Some forms of physical magic activated by the Paladin may be allowed, but is limited: no phasing, no fast-acting regeneration, and no combat magic. Exceptions to these limits are allowed if the Paladin’s equipment is specifically tailored to strengthen those abilities.

Phantasm

Overview	Details
<i>Avg. Game Length</i>	10 minutes.
<i>Arena</i>	A combat arena with battlefield enchantments and obstacles, played against Grimm Phantoms.
<i>Team Size</i>	Two official formats: Partners (2 players) and Teams (4 players)
<i>Victory Condition</i>	Score the most points in the tournament.
<i>Tie-Breaking Rules</i>	Ties go to the group with the least damage taken.
<i>Magic Restrictions</i>	Any magical combat or equipment is allowed, but cannot cause excessive damage to the arena.

Official Matches	Details
<i>Playoffs</i>	32 teams play a single match. Top 16 teams progress to the finals, and carry over their score total.
<i>Finals</i>	16 teams play a single match, increasing their score total. Top four teams progress to the championship.
<i>Championship</i>	Final 4 teams get four matches each, increasing their score total. Champion is decided by highest score.

Overview

Phantasm is a simulated war game between a team of Huntsmen and Grimm Phantoms that spawn into the battle scene. It’s purpose is to provide realistic Grimm combat and training without the threat of death.

The match is operated by Phantom handlers; super-intelligent Phantoms that have control over the Grimm Phantoms that are used in the match. The Phantom handlers summon the Grimm Phantoms, adjust the difficulty appropriately, keep score, handle the timer, etc.

Players score points by killing Grimm. Grimm have different point values associated with killing them, which is rated based on the threat level of the Grimm. The more Grimm the players kill, the more will spawn in to account for how quickly they’re defeating the existing Grimm. As time progresses through the match, additional Grimm may also be added to increase difficulty over time. Thus, the better the team is, the more points they can ultimately score.

Tournament Rules

There are two official tournament formats in Phantasm: Partners (2 players), and Teams (4 players). Unofficial training or matches may host many alternatives, particularly to accommodate solo training. To make tournaments more interesting, the arenas are often enchanted and have a significant number of obstacles, platforms, defensible positions, etc.

For official matches, the Phantom handler will keep things fair by using similar lineups of Grimm during similar match types (such as using the same lineups during qualifying matches). Any teams participating in the tournament will have the opportunity to practice on known lineups before the tournament starts. Once the tournament

progresses into the finals and championships, the matches become much more varied, but still balanced within that variety.

Tournaments must choose if they’re going to use the “Survival” variant or the “Tower Defense” variant when played. The Survival variant spawns in Grimm Phantoms near the edges of the battlefield that will immediately join into battle and attack any visible player on the team.

The Tower Defense variant requires the team to defend specific “towers.” Grimm will travel down specific routes and try to arrive at the towers. If a Grimm manages to get to a tower it will despawn and the team will lose a number of points equal to the value of the Grimm that just despawned.

Regulations & Restrictions

Huntsmen are allowed to use all of their powers and equipment, as long as it doesn’t do any excessive damage to the battlefield that can’t be easily repaired.

Reign

Reign is a wargame and socioeconomic simulation involving multiple factions, combat, diplomacy, sabotage, and elaborate political intrigue. See the full “Reign” supplement for rules.

Relic

Overview	Details
Avg. Game Length	5-10 minutes.
Arena	A combat arena filled with obstacles designed for magical athleticism.
Match Style	A 5 vs. 5 team combat match where the only equipment allowed is six magical relics.
Victory Condition	Defeat the opposing team in combat.
Tie-Breaking Rules	Score the first elimination. Failing that, impress the judges more than the opposing team did.
Magic Restrictions	Only limited physical magic is allowed. Any magic the relics provide is fair game.

Official Matches	Details
Playoffs	Final 16 teams compete in double-elimination. Remaining 8 teams continue to championship.
Championship	Final 8 teams compete in double-elimination.

Overview

Relic is a team combat scenario designed to display the talent of engineers by showcasing their artifacts. Two teams battle on an obstacle-ridden arena. The arena may contain walls, barriers, fences, ramps, and platforms to maneuver around and attack from. Each arena can be different and is designed by the host. Official tournament matches consist of five players per team, but unofficial matches often have different numbers to accommodate demand.

Engineers are given a maximum allowance of 500 total hours worth of engineering time to create magical artifacts that will appear in these events. The time is scheduled with the engineering and alchemy labs that oversee the tournament. Engineers can schedule less engineering time if desired, which can boost their prestige if their artifacts are uniquely impressive.

Relic Selection

Engineers submit their “relics” to the tournament. A relic can be a melee weapon, a ranged weapon, a shield, a utility item, a mobility artifact, or any other magical item useful in combat. Each relic must be something that can be disarmed and dropped; armor is not allowed.

The tournament host selects ten relics each match that will be provided as options, with a different set of relics each match. Each team then takes turns choosing relics for their team. 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.

The prestige of a relic is often judged by how frequently it is chosen in matches, and how much of an impact it has during the games.

Gameplay

Before the game has begun, players can freely move around the arena with their relics in hand. 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.

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 10 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

Overview	Details
Avg. Game Length	5 minutes.
Arena	A rectangular arena filled with obstacles designed for magical athletics, stunts, and free-running.
Match Style	Score by remaining close to the designated hoverball, and keeping your opponents away from them.
Team Size	6 players per team: 1 Sentinel, 2 Wingmen, and 3 Forwards.
Victory Condition	Team must score the most points by staying within the hoverballs’ enchanted rings.
Magic Restrictions	Most forms of internal and physical magic are allowed. Light magical equipment is allowed.

Official Matches	Details
League	Teams compete in round-robin style match-ups. Best cumulative scores continue to finals.
Finals	Final 32 teams play in double-elimination match-ups. Remaining 16 teams continue to championship.

Championship	Final 16 teams play in single-elimination match-ups.
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Arena & Team Structure

Sentinel takes place in a rectangular arena that is designed for magical athletics, stunts, and free-running. It often shares an arena with “Ninja Ball” competitions, but without the netted hoop. There are generally multiple tiers of platforms, ramps, jumping zones, and athletic obstacles (ropes, bars, walls, rollers, barriers, fences, tunnels, hoops, etc). Some of these obstacles may be magical in nature, such as enchanted jump zones or physics-influencing fields. The host of the arena gets to decide the layout and complexity.

There are six players on each team: one Sentinel, two Wingmen, and three Forwards. Sentinels and Wingmen score the bulk of points for their team, but have to endure the difficult challenge of maintaining their position near their team’s hoverball.

Gameplay & Hoverballs

There are two hoverballs in play at all times. Each hoverball is assigned to one of the teams and is distinguished by color. Hoverballs are magical artifacts enchanted with four primary functions: move around the arena (within its bounds), produce two cosmetic spheres of light with simple illusion magic, track player positions within rings, and track scores and time.

The two illusory “spheres of light” that surround each hoverball are clearly defined. The inner sphere is four meters in diameter and is “drawn” with nine blue rings that form a sphere. The outer sphere is eight meters in diameter and is “drawn” with thirteen yellow rings that form a sphere.

The hoverball blinks once every second, indicating that its score is being updated. It will identify which players are within its sphere and update the score accordingly.

The game is a heavy contact sport. Players can push, shove, block, strong-arm, grab, pin, and otherwise maneuver their opponents by force. However, grappling and pins cannot last longer than three seconds or the offending team will lose five points per second per offense.

Hoverballs may speed up or slow down during the match to create drama and new strategic opportunities. It does not follow a strict route, but many of the routes it takes may be designed by the tournament hosts to increase tension or excitement. It is common for hoverballs to occasionally cross paths during the match, which are often periods of high anticipation and tension due to the turmoil that occurs.

Scoring

The only way to score points is for the Sentinel and Wingmen to remain within their own hoverball’s sphere at the moment the hoverball tracks its update each second. Wingmen score 2 points, and Sentinels score 5 points. Being in the inner sphere doubles the amount of points earned. Forwards will lose 1 point from being within their own hoverball’s sphere, but are free to move anywhere else (including near the opponent’s hoverball) without penalty.

Due to the value of the Sentinel’s scoring, the Sentinel is considered the most prestigious position in the game.

Regulations & Restrictions

Nearly all forms of internal and physical magic are allowed. Most magical equipment is also allowed with the same limitations, but different hosts may apply different rulings. Players cannot use combat magic or magic designed to inflict damage or status effects.

To ensure safety, only players with a strong command of their aura and magical athleticism can play; particularly those that can recover from dangerous falls. Players must exit the arena if their aura drops below the 30% safety threshold. Inappropriate actions that cause damage to aura may be heavily penalized by points, or even bans from the game.

Victory Conditions

Official matches last for 5 minutes, which is signaled by the hoverball itself. In the extremely unlikely event of a tie at the five minute mark, the hoverball will continue to record scores every second until one team takes the lead. This typically breaks the tie within a second or two. Once the match is complete, the hoverballs are recovered and the final scores are revealed.

Slipstream

Overview	Details
<i>Avg. Game Length</i>	1-2 minutes per lap, 3-8 minutes per race.
<i>Arena</i>	A large racing track with enchantments, obstacles, stunting ramps and platforms, etc.
<i>Victory Condition</i>	Get to the finish line in the shortest time.
<i>Magic Restrictions</i>	Internal and physical magic is allowed.

Official Matches	Details
<i>League</i>	Any number of players compete in regular races, with the top 100 advancing into the finals.
<i>Finals</i>	Up to 100 challengers compete in a race of 10 players each. Top 30 fastest times will advance.
<i>Championship</i>	30 challengers compete in three races, each with 10 players. Cumulative fastest times win.

Gameplay

Slipstream is played on a large racing tracks with complex obstacles and stunting ramps. Some tracks are enchanted to provide special advantages or disadvantages. Players ride hoverbikes in multiple laps, competing against a number of players. In official matches there are ten players in each race. Unofficial matches don't have the same restrictions and may vary significantly.

Stunting ramps and platforms are usually affected by the track's magical enchantments. Players that perform stunts can get speed boosts or other small advantages for utilizing them. However, stunting opportunities also force a higher level of difficulty, creating a risk vs. reward mechanism.

Course Types

There are two primary types of courses: hover tracks and flight tracks. Flight tracks require hoverbikes that also qualify as "flight rockets." Flight rockets derive their name from crotch rockets. Unlike standard hoverbikes, flight rockets generally disregard gravitation pull; they are able to sustain long-term flight of ten meters or more from the ground. The obstacles on flight tracks may be more complicated and rely on flight routing. Hover tracks are more reliant on gravity and ground-based mechanics.

Participation

Players must have a valid hoverbike license, access to a street-legal hoverbike that they have permission to use, and a proven record of previous skill on the racetrack. Players cannot enter the track until their aura is recovered, and they must exit the track if they crash or if their aura drops below the allowed threshold (30%).

Misbehavior on the track is not tolerated. In addition to sporting penalties, players can lose their hoverbike licenses for serious offenses.

Magical Restrictions

Internal and physical magic is allowed. In most tournaments, players are allowed to use magically enchanted hoverbikes. Some tournaments may apply balancing rules if there is a significant disparity in equipment.

Victory Conditions

Players are victorious in the order of the track completion. In official tournaments, medals are typically granted to the top three positions.

Sorcerer

Overview	Details
<i>Avg. Game Length</i>	10-20 minutes.
<i>Arena</i>	A large, pre-built arena filled with barriers, obstacles, and minor fortifications.
<i>Match Style</i>	Free-for-all between individual players. Match ends at 20 minutes or when one player remains.
<i>Scoring</i>	Score a point for each downed player.
<i>Victory Condition</i>	Defeat all other players or score the highest after the match is over.
<i>Tie-Breaking Rules</i>	Tie goes to whoever scored the first knockout between players with the highest scores.
<i>Magic Restrictions</i>	Internal and physical is allowed. Casting magic is allowed, with special restrictions.

Official Matches	Details
<i>League</i>	Players are randomly assigned to several matches. Top 45 players continue to the finals.
<i>Playoffs</i>	Twelve matches with 15 players per match. Top 15 players by score progress to the championship.
<i>Championship</i>	Top 15 finalists play 7 games, eliminating 2 players with cumulative lowest scores each game.

Gameplay

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 10 players (called Sorcerers), but unofficial matches often vary in size. Each player must possess at least one ranged power they can use without equipment.

Life Points

Every Sorcerer starts with two “life points” assigned to their Aura Ring to represent their health. If a Sorcerer is struck by an enemy, they lose a life point and become invincible for one second. If they lose all of their life points, they are considered “downed” and knocked out of the match. The player downed must surrender immediately and leave the arena. Failure to follow the protocol may result in tournament penalties, such as permanent

disqualification from future tournaments.

Sorcerers receive a life point for every two points of damage they deal, making it easier for them to survive future conflicts. This gives a compelling incentive for Sorcerers to be the first to damage other targets.

Regulations & Restrictions

Internal, physical, and casting magic is allowed. Some casting magic may be marked as “overpowered” if it is fast-casting and impossible to avoid (such as instant area of effect attacks). Players cannot use overpowered abilities, but will receive official wands as compensation.

Official wands cast simple cosmetic effects, but their “attacks” are imbued with meaningful advantages: attack speed, precision, area of effect, recharge speed, etc. Tournament officials are responsible for balancing these advantages using a magical point system designed for Sorcerer players.

Victory Conditions

A Sorcerer scores 1 point for downing other players, and 2 points if they are still standing at the end of the game. They are ranked by their total scores at the end of the game. The game ends when there is only one Sorcerer on the field, or if the match reaches 20 minutes. For tiebreakers, the higher rank goes to whoever had the first knockout.

Spider-Swing

Overview	Details
<i>Avg. Game Length</i>	2-6 minutes per race. Races generally start in intervals of 10 minutes due to downtime.
<i>Arena</i>	A large aerial track with tall buildings and stunting obstacles.
<i>Play Style</i>	Players wearing two ‘spider-swing’ artifacts race to be the first to reach the goal.
<i>Victory Condition</i>	Pass the final finish line in the fastest time.
<i>Magic Restrictions</i>	Internal magic is allowed. External magic is not allowed. Equipment is provided by the tournament.

Official Matches	Details
<i>Playoffs</i>	Players compete in round-robin style match-ups to earn a position in the finals.
<i>Finals</i>	120 finalists participate across 15 races (8 players per race). The top 24 advance.
<i>Championship</i>	24 finalists compete in 3 races each (9 races total). Best cumulative time wins.

Gameplay

Spider-Swing is a racing sport between multiple competitors through an aerial track. Each player is equipped with two world-class ‘spider-swing’ artifacts that can simulate rope physics and possesses an instant-grappling feature. Players shoot their spider-swing artifacts toward nearby buildings and platforms to propel themselves across the track, occasionally generating additional momentum from enchanted pads and launch zones.

Players can generate considerable speed during these matches, and the risk of crashing due to the stunting performed is high. They must be licensed for aerial stuntwork and have survivability ratings that would allow them to pass all safety thresholds.

In official matches, eight players participate in each race. The starting line is at the top of a tall building. When the race is started, players run to the edge of the building and leap off. From there, the players must use their spider-swing artifacts to follow the aerial track. If a player’s aura drops below the safety threshold (30%), they must end the race. This is unlikely to happen unless they repeatedly crash.

The spider-swing artifacts provided by the tournament hosts are very high-tier magical items; only world-class institutions can run these tournaments due to their rarity and cost of production.

Regulations & Restrictions

Nearly all forms of physical and internal magic is allowed, but no external magic is allowed. The only magical equipment allowed is the spider-swing artifacts, which are provided by the tournament host.

Victory Conditions

Victory is earned by passing through the finish line on the final lap in the fastest time.

Tempest

Overview	Details
<i>Avg. Game Length</i>	30 – 60 minutes, including downtime.
<i>Arena</i>	80 meter rectangular arena with enchantments, platforms, and obstacles. Goals on either side.
<i>Play Style</i>	Players wearing hover-skates engage in combat while trying to score points with the Tempest ball.
<i>Team Size</i>	5 players per team can be active on the field. Players can swap in when a teammate is knocked out.
<i>Scoring</i>	Kick, throw, or otherwise pass a Tempest ball through the opponent’s goal.
<i>Victory Condition</i>	Score more points than the opposing team.
<i>Tie-Breaking Rules</i>	Victory goes to the team that scored first. Failing that, the team that knocked out the first opponent.
<i>Magic Restrictions</i>	Physical magic is allowed. Magical equipment allowed in most major tournaments.

Official Matches	Details
<i>League</i>	Teams compete in round-robin match-ups. The top eight teams continue to playoffs.
<i>Playoffs</i>	Eight teams compete in single-elimination match-ups. Matches are extended by 5 points and 15 minutes.
<i>Finals</i>	Four teams compete in single-elimination match-ups. Matches are extended by 5 points and 15 minutes.
<i>Championship</i>	The final two teams compete in a best-of-three match-up.

Gameplay

Tempest is a combat-sport hybrid played on an 80-meter rectangular arena with a dividing line in the middle to indicate sides. Players wear high-speed hover-skates and attempt to score points by throwing (or kicking) a Tempest ball into the opponent’s goal. A goal stops the game timer for thirty seconds and forces everyone to reset their positions.

The arena typically has obstacles that offer concealment and platforms to stunt with, and may have enchantments to influence the game. Each team has five active players on the field during the match, but can swap players in if a teammate is knocked out. There are two Tempest balls on the field during the match, with one ball given to each of the goalies at the start of each reset. Players are allowed to move anywhere on the field except into the “goal zones.”

Players can kick Tempest balls at any time, or pick them up. When a player is holding a Tempest ball they must keep one foot planted in their position. They can throw the ball however they like. If a player causes a ball to go out of bounds, a judge will return the ball to the field’s boundaries on the opponent’s side. Any player on that team can collect the ball and treat it like a free pass where the opposing team cannot disrupt them.

Each team is allowed to have one melee weapon on the field, as well as one ranged weapon. These weapons can be distributed to any forward. The goalie is not allowed to use either weapon. Weapons can be exchanged to other teammates, but it is illegal to steal weapons from the opposing team. Disarming an opponent is a legal move, however.

Goalie Position

Each team has one player declared as the “goalie.” The goalie can freely move within their team’s goal zone, unlike anyone else, and they generally remain there the entire game. Their purpose is effectively to protect their goal from any Tempest balls. They are also allowed to move freely when they’re carrying a Tempest ball, as long as they’re within their goal zone. However, they must release any held Tempest ball within ten seconds or it can be counted as excessive stalling.

Combat & Magical Restrictions

Players are allowed to engage in “quick” combat that causes one impact. This includes ramming, kicking, punching, striking with a melee weapon, or similar attacks. Grabbing, pinning, or other moves that involve control or multiple impacts are not allowed. If this rule is disobeyed, judges can penalize the team with a knockout or temporarily having fewer players on the field.

Nearly all forms of physical and casting magic are allowed, including magic that directly affects opponents. Mental and illusion powers are not permitted. Magical equipment is legal if it’s allowed for the player’s role, but some tournaments may apply balancing to account for large disparities in equipment power. Magic may be restricted if it poses a risk of significantly damaging the arena, although most such arenas can tolerate significant attacks without an issue.

Victory Conditions

Victory is given to whichever team scored the most points when the game ends. The game ends if a team scores ten points, or if the 45 minute game timer reaches zero. In the case of a tie, the victor is whoever scored a point first. Failing that, whichever team knocked out the first opponent.

Terraform

Overview	Details
<i>Avg. Game Length</i>	3-5 minutes.
<i>Arena</i>	A small, 20 to 30 meter field, with a dividing section between the two sides.
<i>Team Size</i>	3 players per team for official matches. Varies for unofficial matches.
<i>Rounds</i>	One round. Match is over after completion.
<i>Scoring</i>	Point system for destroying opponent’s statues and terrain, and for maintaining enchantments.
<i>Victory Condition</i>	Team wins when they destroy their opponent’s statues, or earned the highest score after 15 minutes.
<i>Tie-Breaking Rules</i>	Not applicable; judges always have the final say on scores.
<i>Magic Restrictions</i>	Nearly all magic is allowed, but it cannot permanently affect opponents. Magic equipment is not allowed.

Official Matches	Details
<i>Qualifiers</i>	Teams compete in round-robin style play. Cumulative victories determine finalists.
<i>Finals</i>	Top 32 teams compete in double-elimination match-ups. Two matches are run simultaneously (split arena).
<i>Championship</i>	Final 8 teams compete in double-elimination match-ups. Time limit is extended to 10 minutes.

Gameplay

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. Official matches use the “Allies” format of 3 players per team. Unofficial matches often occur in any of three primary formats: Doubles (2 vs. 2), Allies (3 vs. 3), and Squad (5 vs. 5).

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.

Regulations & Restrictions

Nearly all forms of magic are allowed, including magic that directly affects opponents. However, magic cannot be used to directly damage the opposing team, nor to inflict any permanent effects. Exceptions also apply if the magic would endanger any participants. Magical equipment is not allowed unless the teams are intentionally playing with a handicap for balancing purposes.

Victory Conditions

Players can use any of their magic to affect the field, or to affect opposing players with non-lethal effects. Matches end after 5 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. The judge decides which side is considered the victor based on a point system, with the most points assigned to damage against statues.

Vigilante

Overview	Details
Avg. Game Length	30 – 60 minutes, including downtime.
Arena	100 meter rectangular field with two end-zones. Each team is assigned an end-zone.
Team Size	15 players allowed for official matches. Can alternate players between rounds.
Rounds	Each round lasts 10 minutes, or until a team is tagged out.
Scoring	There are no points. Must win the round itself by tagging out the most players.
Victory Condition	Win three rounds in a best-of-five match-up.
Tie-Breaking Rules	The round will go to whichever team scored a tag first, or collected the first fireball.
Magic Restrictions	Physical magic is allowed, but levitation has a restricted height limit. No magical equipment allowed.

Official Matches	Details
League	Teams compete in round-robin match-ups. The top 8 teams continue to playoffs.
Playoffs	8 teams, single-elimination match-ups. Victories are best of 7 rounds rather than best of 5.
Finals	4 teams, single-elimination match-ups. Victories are best of 7 rounds rather than best of 5.
Championship	Final 2 teams. Victory is decided with best of 15 rounds rather than best of 5.

Gameplay

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.

Official matches consist of 8 players on each team, but unofficial matches may use alternative team counts to accommodate demand. In larger venues it is generally refereed by a phantom with the magical perceptions required to fairly judge the entire match. The referees are responsible for restocking balls that go out of bounds, assigning penalties, verifying tag-outs, and keeping the game running smoothly.

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, usually marked by a magical enchantment that can be easily adjusted between games. The throwing zones are small; they are designed for one person, but could uncomfortably 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’ve been balanced to be about twice as effective at striking their intended targets. They cannot be picked up after being thrown, so they are one-use items only. After reaching the opponent’s end-zone, the player must try to return back to their own end-zone.

If a player safely reaches their own end-zone while carrying a fireball they can free one of their allies that was tagged out, returning the ally 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.

Regulations & Restrictions

Nearly all forms of internal 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). Exceptions also apply if the magic would endanger any participants, and magic cannot be used in a way that would damage property. Magical equipment is not allowed unless the teams are intentionally playing with a handicap for balancing purposes.

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

Overview	Details
Avg. Game Length	30 minutes.

<i>Arena</i>	100 meter rectangular field with two end-zones. Each team is assigned an end-zone.
<i>Team Size</i>	25 players allowed for official matches. Can alternate players between turns.
<i>Turns</i>	5 turns per team, each lasting approximately 3 minutes (counting downtime).
<i>Scoring</i>	Score 1 point for every 10 meters a Runner runs.
<i>Victory Condition</i>	Team with highest score after all rounds are completed.
<i>Tie-Breaking Rules</i>	Play full rounds until one team scores higher. Very rare to require tie-breaking.
<i>Magic Restrictions</i>	Physical magic and magical equipment is allowed.

Official Matches	Details
<i>Qualifiers</i>	Round-robin match-ups; 1 turn per team. Best cumulative scores determine qualifying teams.
<i>League</i>	Teams compete in round-robin style match-ups. The top 16 teams continue to playoffs.
<i>Playoffs</i>	16 teams, single-elimination match-ups. Top 4 teams continue to finals.
<i>Finals</i>	4 teams, single-elimination. 10 turns each. Winners move to championship.
<i>Championship</i>	2 teams, single-elimination. 15 turns each. Downtime extended to 5 minutes per turn.

Gameplay

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 ten turns have been completed; five 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 seven Runners anywhere in their end-zone. The team on defense prepares ten Wardens on the field: three forwards, four middles, and three backers.

Forwards are allowed to start at the 20 meter line from the Runner's end-zone, and can move anywhere between the Runner's end-zone and the 50 meter line. Middles start at the 50 meter line, and can move anywhere between the 20 and 80 meter lines. Backers start at the 80 meter line (from the Runner's end-zone), and can move anywhere between the 50 meter line and the Warden's end zone.

Runners are allowed to move anywhere on the field, but are considered downed if they go out of bounds.

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.

Regulations & Restrictions

All forms of internal and physical magic are allowed, with exceptions only being made if the magic would endanger any participants or damage property. 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.

Victory Conditions

Runners score 1 point for every 10 meters they run before being downed. Each Runner can score a maximum of 10 points, achieved by reaching the opponent's end-zone. This is known as a "goal."

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.