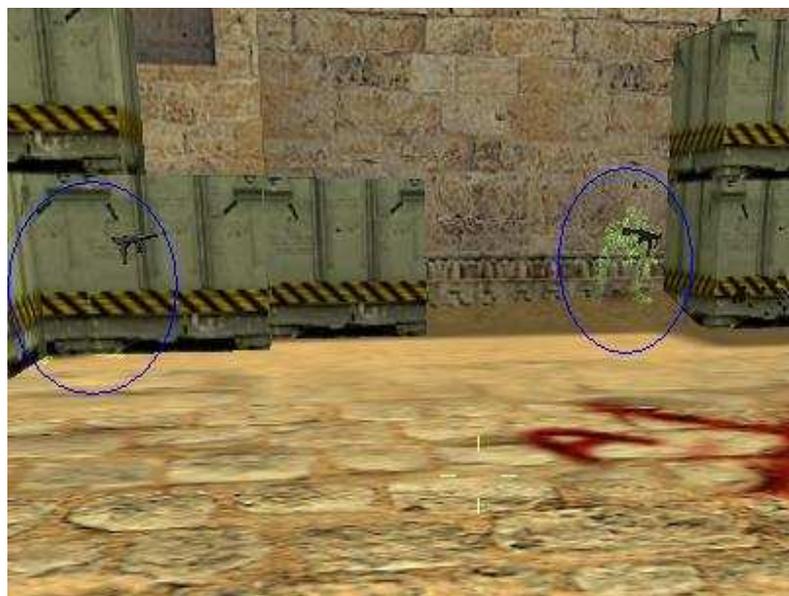# Battle Mages
A plugin for AMXmodX

An elemental mage casting a fireball.

2 illusionists with the predator spell

Table of Content

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Battle Mages Counter Strike
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Martin J. Van der Cal, Contact me with email van_der_cal@spray.se.

Files:
- battlemages.sma
- bmconst.inc
- bmelemental.inc
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- bmgeneralfuncs.inc
- bmgvars.inc
- bmhelp.inc
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- bmlife.inc
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Battle Mages Introduction

Battle Mages introduces magic to our world of guns and roses. Hurl fireballs that explodes, fire lightning at your enemies, cover yourself in illusions that hides you from sight or heal yourself.

Battle Mages Headlines

New in 1.0.0!!
- 18 new spells!!!
- Dictionary!
- Menu System!
- XP System!
- Spell Upgrade System!
- Long term buffs doesn't fade until you die!

18 new spells!!!
Lots of new spells with great effects which you can have fun with.

Dictionary!
View the information in your own language.

Menu System!
Have access to everything except casting the spells with one simple menu.

XP System!
Level up, become a master and access astounding bonuses or even new spells.

Spell Upgrade System!
10 levels for each spell. Get 10 points in one spell to gain mastery.

Long term buffs doesn't fade until you die!
Former and new round buffs will not fade until you die.

The Story of Battle Mages, by the historians

Written by Martin J. Van der Cal 2005

Long ago, in the year 1 after the great apocalypse, volcanoes where still erupting with lava. The great apocalypse had burned most of the surface away, leaving a burning inferno in its cold. No history was anywhere to be found, and so our story begins...

A group of historians, who felt like they have lost a part of themselves, began to write history. Only they had no idea of in what way they would. They began with their own memories and began to take on journeys to other survivors to collect as much facts as they could.

In the year of 117 after the great apocalypse they were so many that they had their own town. They began to call themselves "The School" and their town became "Odyssey". They came to be so many, that they began to divide themselves into different groups. One of these groups, where the "Explorer School". They were the ones to journey into the unknown, finding people and places they haven't visited before.

In the year of 243 after the great apocalypse a traveller arrived, telling stories about a great iron gate near a now slumbering volcano. The people of the village had found artefacts from the lost empire at the year 173 after the great apocalypse and had thereafter begun digging at the foot of the volcano. When they first found the gate, they began their own research, trying to get it open, but alas all attempts failed. They left the gate and went after the other buried artefacts instead. It wasn't until they heard of the school that the interest in the gate resurfaced. One man known as Tommho eager to know more about the gate that had always fascinated him so. Tommho took on himself the great journey to Odyssey, bringing the story to the school.

In the year 247 after the great apocalypse, the school finally arrived after they spent 3 years learning as much as they could with the knowledge Tommho had. And Tommho had spent those 3 years well also, learning as much as he could about the ruins in his village from the countless scrolls the school had gathered in their great library. And thus it came to be that the curious Tommho and the explorers of the school finally found out how to open the Iron Gate to the secrets of powers they had never imagined. It was a gate leading to a great library where they found out exactly how the apocalypse had begun. Although most of the scrolls where burned from the massive heat of the volcanoes eruption, some were still in good enough shape of giving the necessary hints. The story they managed to puzzle together was that this group, which they could not find the name of, had brought the apocalypse. Terrified and yet still curious they continued and after 5 years down there, they never found anything else telling of how they brought it. They began to debate whether it was this group or not which had brought the apocalypse. There were some scrolls that they had failed to decipher, and they decided it was for the best to bring it back to the school.

The year was now 263 after the apocalypse, and they finally succeeded in deciphering the scrolls. The scrolls contained a small part of the teachings of the unknown group. Eager to learn the secrets, a special group where created to try and learn what the scrolls were teaching. The group contained 37 people among them Tommho and Y'lien, the great

researcher who had first deciphered the scrolls.

In the year 274 after the great apocalypse, Tommho was reciting some words they had yet to decipher and he accidentally put his hand on a nearby candle. He felt no heat only the liquid flowing down his hand. As he lifted his hand he watched candle light dance within his palm, he was found at the same spot, watching the dance, when he was discovered one hour later by his fellow researchers. His reciting came to an abrupt end and the fire flew away and hit a shocked Y'lien. Y'lien still quick to act and think, began to recite his own text, which he was researching on. Greater was the surprise when the burn mark, from the dancing flame, vanished in front of their eyes.

In the year 277 after the great apocalypse the school had a large discussion about their newly found power as well as the newly founded empire not far from their town. Nothing was really decided except that they divided the researchers of the scrolls into two new schools. The Elemental School and the Life School, and all within those schools were called elemental mages and life mages.

In the year 288 after the great apocalypse, the emperor invaded. The inhabitants of the town were not soldiers and everyone came to the school for advice. The school had no wish to surrender all their knowledge into the hands of the vicious emperor and thus they came to the elemental school. Tommho and his group called to the stone around the town and a mighty citadel was built in a few days. Y'lien called for the nature which withdrew from the proximity of the citadel and also enveloped the walls with poisonous thorns. And when the emperor arrived to a citadel, which he had never heard of, without any siege weapons and with fire raining from the castle walls, he understood that they would not be conquered. They signed a peace treaty which exists even at this day.

In the year 291 after the great apocalypse, some of the life school, who had asked the nature to envelop the citadel, felt that they could do even more with nature around them. And so the life school, with Y'lien at the front, wandered out of the citadel to Tremor Woods. Here they learned how to ask the nature to grant them powers.

In the year 322 after the great apocalypse, an elemental mage named Ramuh had yet to cast his first spell. Believing that he had to change the spells to make it work for him as it was with others, he began to make changes to the incantations. Still after countless of failures where he barely could feel magic, he went on top of the highest tower of the citadel. He had made changes to a spell, which was so great that he knew that it could just as well mean the end of his life. Desperate as he was he recited the words he had written on a place were he believed he would harm none than himself. Terrified was he when clouds began to gather and he felt an energy that made his hair stand and even more terrified he became when the lightning stroke down at his two palms. Seconds after it was all over and he looked with awe at his two hands. He founded the Energy School, the true researchers of all things magic.

In the year 337 after the great apocalypse, a young elemental mage named Jazmina, grand daughter of Tommho, found out something about the scrolls that seemed too destroyed to be of any use. They actually contained some form of magic. After studying it for 2 years and doing experiments she accidentally copied the magic onto herself, making her partially invisible. The school could never prove anything, but she was suspected for

quite a few mysterious disappearances of artefacts. She became the youngest master in history as the school, despite all suspicions, decided to create a new school with her as the appointed leader in the year 342 after the great apocalypse.

In the year 345 after the great apocalypse, Jazmina showed her value to the school when she uncovered a secret faction within the school itself. This time came to be the Great Hunt, which went on until the year 367 after the apocalypse. The Great Hunt was a time when the school hunted all renegade scholars, who believed that the power should be used as a tool to gain control over the empire. They believed that they would rule the empire far greater than the emperor and gain far more power with the natural resources in his land, which the school refused to take by force.

In the year 380 after the great apocalypse, the school heard of a fortress within the great desert of Mulrha. Sending illusionists to explore the area they found out that it was a fortress of the renegade school and that it wasn't the only one. The renegade had, despite the Great Hunt, grown to be a power to fear. What was more terrifying that they not only had spies within the citadel, but they had also been researching their own powerful spells. The war that ensued thereafter was filled with chaos. The school began spying on their own and the renegades. It was a campaign of getting information and battle skirmishes.

Battle Mages Help

Battle Mages introduces magic to Counter-Strike. To start, you first need to choose a school. Different schools has different magic's, a menu in which you can choose a school will appear when it is a new round and if you have yet to choose a school.
Battle Mages also features an xp system and a spell upgrade system.
You can't upgrade your spells until you get xp, you get xp automatically while playing.
When you level up you will be able to put your points at a spell of your choice by using the main menu (Check binds below on how to display it).
When you master a spell, you will receive a nice bonus or a completely new spell.

Now you need to bind a key to be able to cast magic. You do so by typing:
bind key bm_castmagic
in the console. Where key is the button which you will use to cast magic. Example:
bind f bm_castmagic
Now, every time you press the f key, you will cast magic.

Useful commands to bind:
To cast magic:
bind key bm_castmagic
To choose next magic:
bind key bm_nextmagic
To choose previous magic:
bind key bm_prevmagic
To view the main menu from where you can choose to view help, change school and more
bind key bm_menu
To change school (Can also be reached via the main menu):
bind key bm_changeschool

The main menu has several options: Select spell upgrades, change school, reset spell upgrades, this help and help about the school you are currently in.

When you press the bm_changeschool button or selecting it via the main menu, a menu will appear from which you can choose your next school. Although you wont change school until the beginning of next round.

Type bm_schoolhelp after you choose a school to display information about that school.

Good Luck!

Forum where you can post your view, suggestions and/or ideas:
http://www.vandercal.net

Elemental Mage

The Elemental Mage is the master of elements

Fireball

A tool of destruction. The fireball will fly and explode upon impact, causing massive area damage. A spell which Tommho the great elemental mage was first to cast and was also the first spell ever learned.

Ice Implosion

A cold spell slowing the opponents while the ice from the icy gusts inflicts damage. Created during the great hunt to slow the targets, making them easy prey.

Magma Shield

A defensive yet offensive spell. While it melts bullets coming close making the damage lesser towards the elemental mage. It also damages the attackers through
the heat. Created as a defense against the illusionists stealthy tactics.

Enchant Weapon

Enchanting the common weapons with magic, causing the bullets to inflict more damage. Crafted when Life mages arrived with their superior shields.

Enchant Weapon Fire

An upgrade to the usual enchant weapon. With a good shot these enchanted bullets can do damage over time to an opponent. A simple upgrade not long after the initial spell was crafted.

Stone Shield

Creates a shield of stone from the stone and sand nearby. Although it can be razed, it still provides a way to close off an exit, shield the mage from view and offer some small protection versus bullets. Rumor has it that masters of this spell can walk and shoot through the shield as it pleases him. Created by a paranoid mage, time unknown.

Energy Mage
The Energy Mage is the master of the energies that surrounds us all.

Lightning Strike
Pure energy strikes the target of the mage. A simple spell which was the one spell that made the founder of the energy school interested in energy spells.

Chain Lightning
After the first strike, the energy splits up to find things in the proximity. These "things" happens to be other mages. A masterpiece crafted by the founder of the energy school.

Lightning Speed
Manipulates the surrounding energy. Allowing the mage to run faster and making gears weightless. Watching his master with awe, the apprentice of the founder created this spell to be able to do the "meaningless" chores quickly to have time with other things.

Planar Armor
Reaching energies beyond our world, the mage creates a shield sturdier than anything else in the world. Finally the energy mages had the knowledge to reach out further than even the founder thought possible.

Ghost Armor
Not only applying planar energies on the mage, it also partially transports the mage to the other plane.

Leech
Reaches into the energies of a close by mage and transfers it to the mage. It was finally discovered that the energies inside a mage could actually be transferred. The mage that crafted this spell also abused it to gain an advantage.

Aura of Leech
A field around the mage which automatically transfer energy to the mage. Crafted thanks to the crafter of the first spell, who "volunteered" to have his energy transferred to others.

Force Field
Lightning energy within a field that damages anyone inside that field. Since the discovery that fields can be set up, a brilliant young mage used that new knowledge together with the simple spell Lightning Strike to create a powerful new spell.

Illusion Mage
The Illusion Mage manipulates how others see reality.

Invisibility
Although doesn't hide the mage completely, it does make the mage a lot harder to spot. Created by Jazmina who accidentally triggered the spell when she was studying the ancient teachings. She became the youngest master throughout the history and also the leader of the illusionists.

Supreme Invisibility
Grants the user total invisibility. However since it requires a lot of concentration to sustain this illusion, the mage cannot walk as fast as normal and if the mage starts attacking someone, the illusion fades.

Mana Shield
Shielding against most of the damage, decreasing mana instead of life. With the minds in center the illusionists created a way of defense.

Mind Blast
The mage reaches out to opponents in an area and damages them through a psychic attack making it hard for them to see straight. The illusionists finally turned their eyes on other people, devising ways to play with other minds than their own.

Mind Flare
Creates a havoc of agony in the minds of mages in an area. To fire weapons or spells straight with this spell on is nearly impossible.

Self Illusion
The mages takes on the illusion of a predator. Not only changing the looks, but also granting the mage to do massive damage with a knife. Created during the assassination days, when the emperor paid a huge amount of money to get rid of his enemies.

Replenish Mana
Replenishes mana. Crafted since they could no longer upgrade their invisibility and mana shield, and the current form used up a great amount of mana fast.

Mana Regeneration
Creates a field around the head of the illusionist. Soothing the mind of the mage and constantly replenishes mana. Created after spying on the energy mages, learning their secret of fields.

Life Mage
The Life Mage uses the energy of the nature. Asking it to help them.

Heal Self
Simple healing spell. Together with heal other, this was the first spell created by the Life Mages. First discovered by Y'lien healing a burn wound that Tommho, the leader of the elemental school, had accidentally hit him with.

Heal Other
Simple healing spell, but directed towards others.

Full Heal Self
Powerful healing spell that also cures bad effects.

Full Heal Other
Powerful healing spell that also cures bad effects on a friend.

Shield of Y'lien
Increases the life of the mage. Created by Y'lien, the mage calls for the nature to inhabit the body of the mage.

Shield of Y'lienelle
Increases the life of the mage, and also returns a small amount of damage back to the attacker. Created by Y'lienelle the daughter of Y'lien by accident. Y'lien was teaching her his shield spell, but Y'lienelle had her concentration on a beautiful rose and its thorns, which gave the spell some exceptional properties.

Regeneration
Accelerates the normal healing power of the human body. A spell created by Y'lien and his daughter Y'lienelle after their discovery of the rose. By concentrating on some wildlife with good natural regeneration, they were able to add that regeneration on their own bodies.

Avatar
Powerful spell that allows a mage to take a huge amount of damage for a short period of time. When Y'lienelle was returning home one day, her village was attacked by renegade elemental mages. Possessed with an extremely strong will to save everyone, she triggered one of the most powerful spells of the life mages. Thanks to the quick thinking of her father, who healed her while using the spell to defend her people. Both she and her people survived that day

Get started

Type bmhelp ingame for help and info (Views the same help as above).

Credits

Thank you everyone who puts their codes up for people to see, great way to learn how to code.

Tony for the self illusion model Metal Gear Solid:Stealth Camo 2 (http://www.csnation.net/skins/view_skin.php?id=5814).

FAQ (Frequently Asked Questions)

- Can I only use MySQL server to save xp?
  - I have only tested it with MySQL. I don't know if the query's will work with other database servers.
- I get the error bad load when I try to use this plugin, why?
  - Check so that you have all the necessary modules loaded (cstrike, engine, fun and mysql).
- It just doesn't work! Why?
  - Perhaps if you provide some information I might just help you solve the problem.

How to Install

- Make sure amxmodx version 1.0 or later is installed
- Make sure the modules cstrike, engine, fun and mysql are enabled
- Extract the zip file in your cstrike folder
- Run the server

Note:
The self illusion model is quite large (size: 2 400 692 bytes), and every player must download it to use it. If you dont like that, then you can change the cvar bm_usepredator 1, to bm_usepredator 0 and uncomment it in the config file. Battle Mages will then use the old Halflife model for robo instead. Looks like crap, but ok if you dislike large downloads.

Line in battlemages.cfg:
//bm_usepredator 1
Change to
bm_usepredator 0

Changelog

Version 0.1.0 - Initial Version
- Contains 4 schools, each with one spell
- Cooldown implemented.
- Help and information added.

Version 0.1.1
- Implemented spell cost (MP)
- Added client_connect function
- Added HUD message, player info.
- Implemented Next magic and previous magic commands.
- Added new spell: Elemental Mage, Ice Implosion
- Added new spell: Energy Mage, Lightning Speed
- Added new spell: Illusion Mage, Shaking World
- Added new spell: Life Mage, Heal Other
- Added new spell: Life Mage, Shield of Y'lien
- Updated ingame school information.

Version 0.1.2
- Fixed bug where player could cast a spell and then change school, thus having a spell from another school active
- Fixed bug where a player would do less damage with the fireball, if switched to ice implosion before explosion.
- Fixed bug where a player would get repeated frags if ice implosion was in effect on a dead player.
- Moved some of the code into include files, to separate parts of the code. Makes it easier to read the code.
- Fixed Ice Implosion and Lightning Speed to work properly.

Version 0.1.3
- Changed the use of bm_changeschool, you will now choose a school as soon as you type it, but it wont take effect until the next round.
- Increased fireball damage to a maximum of 75.
- Friendly Fire is now fully implemented.

Version 0.1.4
- Fixed death message, should work properly now for the spells.
- Player info can now be positioned in 3 diffrent places. See the configuration file for details.
- Added new spell: Elemental Mage, Magma Shield
- Added new spell: Energy Mage, Planar Armor
- Added new spell: Illusion Mage, Mind Blast
- Added new spell: Life Mage, Regeneration
- Added a glowing shell to players using Magma Shield, Shield of Y'lien and Planar Armor.

Version 1.0.0
- Fireball now works properly
- Dictionary
- Menu system
- XP system
- Spell Upgrade System
- 18 new spells
- Shaking World changed to Mana Shield
- Long term buffs doesn't fade until you die
- Help updated

Version 1.0.1
- Commented much of the code
- Fixed some balancing issues
- Added a cvar for those who doesn't want to save xp