

The Magical Sphere Compendium

Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik

Shattersun of the Darganof Trading Company, 1026



*Tips of solar or pop cards may be offered to Varik Shattersun or the Darganof Trading Company
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Introduction

This compendium presents, in a few pages, the essentials of gameplay surrounding the magical sphere.

You will find descriptions of the magical traditions in our world, an introduction to the associated game materials and the building dedicated to this sphere on site, as well as an overview of the basic and geopolitical rules.

Whether you are taking your first steps into the world of Bicolline or are a seasoned veteran, this will certainly be a valuable and entertaining guide.



The Magical Sphere

Magic in the World of Bicolline

As in any fantasy setting, magic is an essential element of Bicolline's game. Mages are those capable of directly altering reality through the power of their will, with the aid of arcane energies.

Some sages claim that magic in the world of Bicolline originates in what they call the "telluric winds." Others instead refer to other concepts, such as "chaos," "aether," or "mana." Whatever the true nature of this source, all agree on the principle that they use

and shape supernatural energy. It is generally acknowledged that this energy can be harnessed during ceremonies or with the aid of arcane sites.

Furthermore, it seems that this energy can become trapped in certain kinds of small, tinted crystals that have formed in various places. The color of these crystals is certainly not incidental and must be intrinsically linked to the different forms of arcane energy that exist... Thus, the quest for energy constitutes an important part of the work undertaken by mages.

The other essential part is undoubtedly the acquisition of spells. In a sense, a spell is like a recipe: the required materials and the procedure to follow are recorded in the mage's grimoire. The transcription of each spell occupies several pages of the grimoire, containing all the necessary explanations, incantations, glyphs, and symbols. None of this happens spontaneously or can be improvised: an aspiring apprentice must find a master and persuade them to pass on their spells. Nor can just anyone who wishes become a mage, since a natural talent for magic is necessary to achieve even the slightest result. It is estimated that fewer than a thousand individuals possess such a talent across the entire continent of the Hippocampus.

Magical Traditions

The origins of the first mages are lost in the mists of time. It is nevertheless clear that several magical traditions developed throughout history, each discovering and preserving secrets and making it possible to use arcane energies through spells, in order to bend reality to the mage's will. These traditions can arise only within a community

that already possesses natural affinities for magic. It is also possible that all contemporary traditions originated in schisms within older traditions.

Each mage begins their apprenticeship by joining the ranks of their master's magical tradition. This initial training will have a major impact on how they understand and interact with magic. Indeed, each tradition uses magic in a different way. Changing traditions is very rare and constitutes a complex quest in its own right, one that may take several seasons to complete.

There are several magical traditions: Golhir, Manthora, Miguisse, the Breath of Life (*Souffle de Vie*), Svir-Kala, Mystorium, Orapal

Tamas, Faer'Olath... While the first five traditions are represented in both on-site and geopolitical gameplay, Mystorium exists only in on-site gameplay, and the final two are believed to be extinct today.



Golhir — Black Magic

Golhir is a magical tradition said to have been developed by the greatest sages of Nasgaroth, the High Mages of Tolimarth, and passing on their teachings to individuals who do not belong to this people is frowned upon. Moreover, all spoken incantations use the language of



Nasgaroth, suggesting a profoundly magical nature inherent in its words. These incantations are accompanied by the sacrifice of blood imbued with arcane power or strong emotions.

The spells associated with this tradition are shaped by the dark elves' subterranean existence and domineering way of life, and thus focus on dark forces, terror, and destruction. At a time when worship of the spider goddess was predominant in their culture, a branch of the Golhir tradition formed among her devotees; they are identified by the title of arachnomancers. There is also a very recent branch of this tradition, bringing together humans who have usurped the secrets of Golhir; they are generally referred to by the nickname "necromancer."

Manthora — Common Magic

The Manthora tradition is a magical discipline whose foundation is associated with the imperial scholars of Emperor Polignac's era. Toward the end of its first century of existence, this tradition is said to have been highly unified and codified. An ancient text suggests that members of a dissident branch, the Order of Kalt, claimed that the tradition's true roots were intimately connected to the knowledge of the ancient masters of Orapal Tamas. Be that as it may, it seems that after a century of prosperity, this tradition began to collapse for reasons now forgotten. It is currently rather decentralized, but persists primarily through the relationship between master and apprentice, as well as through a degree of solidarity among its practitioners.

This magical tradition is characterized by its versatility and its use of invisible forces. Of all contemporary traditions, it is also the one that most frequently uses the exceedingly rare pure energy. More focused on pragmatism than on lengthy rituals, each mage employs distinct methods suited to their nature when casting a spell; it is the master's task to guide the apprentice in discovering these personal methods. Once found, they remain the same from one incantation to the next.

Svir-Kala — Artifact Magic

Developed by the mages of Svirin, the northernmost region of the continent of the Hippocampus, this magical tradition is strongly influenced by the culture of the northern peoples of Berkwald. The masters of this tradition normally work alone and

follow meticulously defined procedures. The use of complex glyphs, together with specific symbolic gestures, characterizes their invocations.

The vast majority of their spells allow them to enchant objects that can activate a power at a later time. In some cases, these are very specific objects with their own unique recipes: these are “artifacts.” In other cases, they are magical runes that can be created on various objects or buildings. Over the years, practitioners of this tradition have been called “Artificers,” “Runists,” or “Svir Mages.”



Miguisse — Ancestral Magic

Developed long ago by the elven mages of Simaëlle, this tradition is characterized by its affinities with both vegetation and the celestial bodies in the sky. This latter aspect constitutes a fundamental distinction between the druids of Irendille and these mages. Indeed, Miguisse spells are performed through rituals that establish connections



with the constellations. According to these elves, this relationship is made possible by the souls of their ancestors, which are believed to have gone to join those celestial bodies. Their grimoires contain several star charts.

In practical terms, these spells have effects focused on defense, protection, and harmony with nature. Even today, new members of this tradition are recruited predominantly from among the descendants of the elves of Simaëlle. The masters of this tradition are frequently called “Istars.”

Breath of Life: Ritual Magic

The origins of this tradition appear to predate the founding of the great cities of the “First Men.” The vast majority of its members are organized into small circles; however, when traveling, they are recognized and invited to join local rituals. These remain very private events that only trusted people may observe. Members of this tradition conceal themselves in nature or among rural populations. In general, their practices are characterized by their harmony with the forces of nature and by their powerful charms and enchantments. Their rituals are lengthy, ceremonial, emotional, ecstatic, and characterized by bodily movements such as dance. Apart from their grimoires, their entire culture is transmitted orally.

In modern times, it was particularly through the actions of the circle of Akasha’s witches in Ozame that the wider population of Bicolline’s world discovered the existence of this tradition. The other circles remain more discreet. Furthermore, although this is more exceptional, some witches choose solitude, agreeing at most to

train an apprentice for a few years; they tend to take on the nickname “enchantress.”

There are also rare lodges of sorcerers; these dare to conceal their activities within major urban centers themselves, and their rituals involve meditative or hypnotic trances.



Mysterium: Faerie Magic (On-Site Magic Only)

Mysterium is one of the most recently discovered forms of magic in Mundus. Forged by the first Fae, this magical tradition plays with shadows and light to create powerful illusions, confuse the senses, and charm crowds. Mysterium is said to be responsible for

several inexplicable phenomena, ranging from lush oases appearing amid snow-covered steppes to shifting shadows that seem to dance beneath the desert's blazing sun.

Practitioners of this magic learn to manipulate light to create illusions so realistic that they can deceive even the keenest senses. Conversely, by mastering shadows, they can conceal even their own identity in broad daylight; this mastery of contrasts makes it difficult for their opponents to distinguish reality from illusion.

Mysterium's unstable nature makes its use perilous: the two opposing forces upon which it relies do not coexist easily, and their combined effects remain unpredictable. Furthermore, the recent anchoring of Faerie has already sparked considerable debate among mages. Some see this magic as a blessing, an opportunity to enrich the arts and military strategies, while others regard it as a threat, arguing that its unstable nature could lead to uncontrollable catastrophes.



Other Magical Traditions

Beyond the great recognized traditions, other, more obscure forms of manipulating the telluric winds may still exist. Some Archmages claim that there could be as many traditions as there are possible combinations of the ten winds, each expressing a unique facet of the world. Most of these forms remain unstable, dangerous, or simply inaccessible to mortals. A few isolated scholars seek to rediscover traces of them, convinced that some were once practiced by forgotten civilizations. Others believe that they are merely products of theory, reflections of knowledge too vast to be contained within a single era...



Orapal Tamas (Extinct)

With a great deal of luck, it is possible to find, in an excellent library, one or two sentences alluding to the legendary tradition of Orapal Tamas. It is said to be the oldest

and most prestigious of the traditions. Some sages also claim that its mages were the creators of the artifacts of the First Flux.

Faer'Olath (Extinct?)

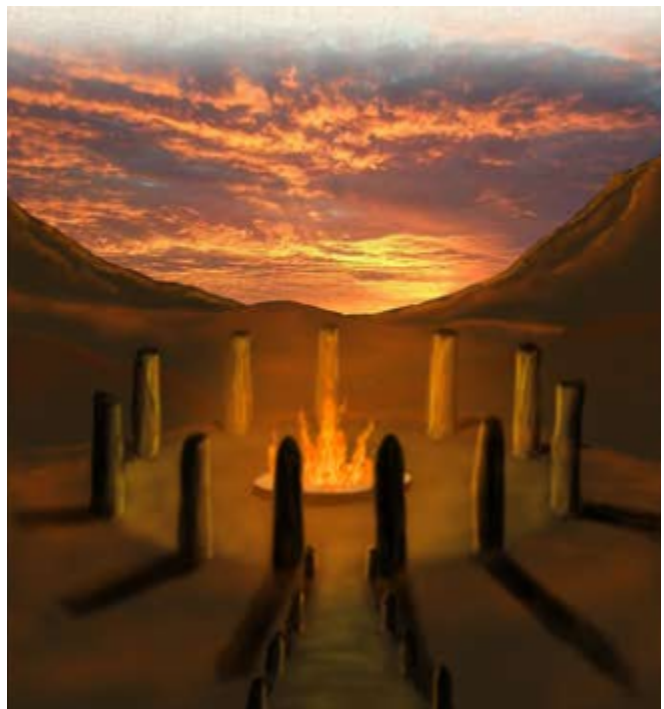
Rumors suggest that this tradition preceded Golhir by several thousand years and may even have been its ancestor. Legends recount that its methods of acquiring pure energy were responsible for the present aridity of Nasgaroth's lands, or even for the existence of the Al-Saour-Asif Desert. Fortunate—or damned—are those who know more about it.

Magical Sites

The world of the Hippocampus abounds with places where magic is omnipresent. These include monolithic sites, ziggurats, dimensional breaches, several libraries, and numerous crypts, to name only the best known.

Monolithic Sites

Built long before the beginning of the Imperial calendar, the monolithic sites of the continent of the Hippocampus remain very much active. Impressive arrangements of standing stones engraved with ancient runes, these sites are prized by the most intrepid mages for performing various rituals that require more powerful magic than normal.



While some believe these sites are merely places with a strong magical affinity, others believe they play a role in the war against the Unnameable Ones and Those Who Watch Us... Whatever the case, beware! Remaining too long near a monolithic site can lead to disastrous consequences.



Ziggurats

Remnants of the civilization of the First Men, ziggurats are enormous pyramidal temples that were once built at the centers of their principal cities. These majestic structures, generally dedicated to their deities, now bear witness to the ingenuity and history of the First Men, who placed particular importance on the connection between magic and spirituality.

Although the locations of some of these ziggurats are known, many people still search for those that may remain undiscovered, or even for a way to enter those whose locations have been revealed without succumbing to their dangers.

Dimensional Breaches and Seals of Martomasse

For many reasons—sometimes deliberate—a dimensional breach may open at a specific location in our world. From that moment onward, the breach's immediate surroundings begin to be suffused with the dimensional energies escaping from it, making the area particularly hostile to all forms of life.

In most cases, the breach quickly closes on its own, though not before causing considerable damage. In other cases, substantial quantities of magical energy must be deployed to seal the breach and limit the damage. The Seals of Martomasse were once developed and installed by the High Mages of Tolimarth to close the largest breaches; most remain in place to this day.

Libraries and Crypts

Beneath dusty vaults or behind forgotten doors, libraries and crypts remain among the richest repositories of ancient knowledge. They contain incomplete treatises, sealed codices, maps that have never been copied, and artifacts concealed out of caution or simply abandoned for lack of anyone capable of recognizing their value. Some works bear active runes that act as keys, warnings, or promises. Within their pages, a mage may discover a method, a protection, or the beginnings of a solution that restores hope when every path seems to be closing.

Yet these places yield nothing without a price. Crypts hold oaths and grudges; libraries jealously guard their secrets, protected by traps, curses, or silent guardians. The greatest danger is not always a blade or a spell, but greed, for every discovery attracts covetous attention, and a misunderstood truth can become a catastrophe. Those who dare enter must know how to read, to question, and to emerge with more questions than certainties.

Using Spells and Magical Objects in Scenarios

The use of spells and magical objects during a special scenario may differ from their known effects in the geopolitical game. During these activities, the powers granted to mages are at the discretion of the game masters and will be specified in the activity's documents.

To use spells or magical objects during a special scenario, a mage, regardless of rank, may be required to send a prologue to the game master, depending on the circumstances.

- Sending a prologue requires no seal.
- Exceptionally, a prologue may be sent by email.
- The contents of the prologue remain secret but may be used by the game masters.

Likewise, using spells or magical objects during a special scenario may require magical energies to represent the energies invoked by the mage to produce the desired supernatural effects.

The Tower of Magic and Occultism

The Tower of Magic and Occultism (*Tour de Magie et d'Occultisme*, or **TMO**) stands at the gates of the "City" and is open to all players who wish to learn more about the magical traditions and occult arts of the world of the Hippocampus. It is open throughout our

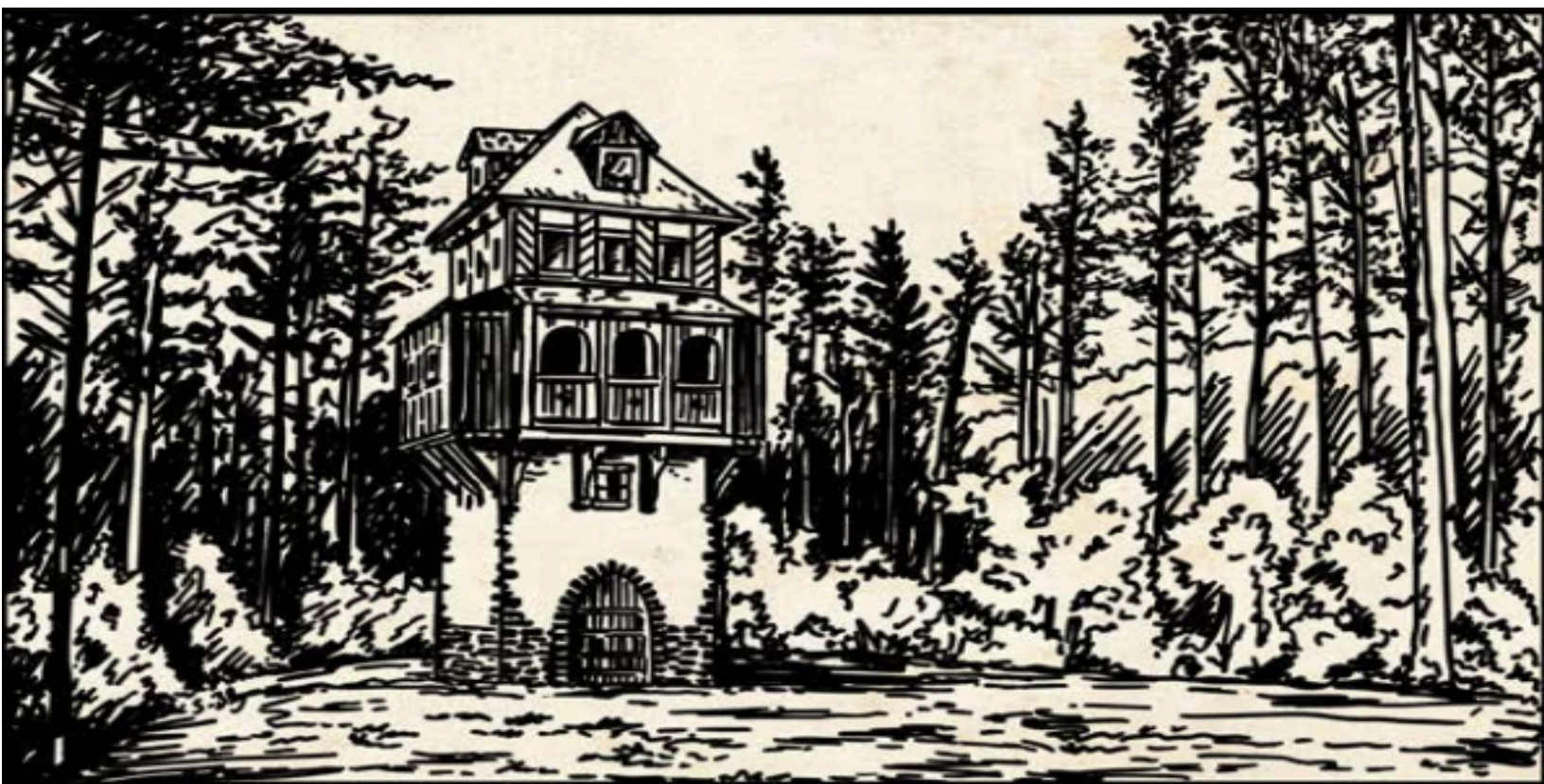
annual event, the “Grande Bataille de Bicolline,” as well as during the Bal Pourpre and the Tournament of Nations.

Quests of all kinds and varying levels of difficulty are posted and assigned to those who wish to embark on an adventure!

Any interested participant:

- May read the various quests posted on the TMO’s noticeboards.
- May ask the TMO staff for guidance so they can set out on their adventure with confidence.
- Must return to the TMO once their mission is accomplished to have their achievements validated by a staff member who can officially confirm completion of the quest.

Quest rewards take the form of “Magical Favors” and “Occult Favors.” They are given to players upon completion of a quest.



The Principles of the Tower of Magic and Occultism

Maintain decorum and courtesy at all times

- The team will support you as needed.
- Keep your modern devices put away.

Do not be afraid—it is easy!

- The TMO team consists of experienced players who wish to share their love of the game.
- Openness is a fundamental value of the team.

Nothing lasts forever

- Effects suffered or bestowed during quests fade quickly. Your character will not become blind... forever. TMO quests have negligible effects on the virtual game.

Respect nature, equipment, costumes, and people

- No quest requires picking real plants.
- No TMO quest permits or authorizes theft. In-game items will be easily identifiable.
- Leave places in the condition in which you found them.

Be your better self—it is only a game

- Remain open-minded; do not judge others for their roleplaying.
- Every reward is a bonus!

- We have a reward chart, a range of discretion, and a firm intention to be just and fair. Nevertheless, those responsible for the TMO retain full discretion over rewards, duration, the number of participants admitted, and the overall conduct of quests to facilitate the smooth running of all activities.

Ducal Couriers and the Virtual Game

The TMO does not handle matters relating to ducal couriers.

Nothing Is Impossible for a Valiant Heart

Newcomers and veterans alike, regardless of age, will all have the opportunity to complete quests. Children may undertake certain quests if accompanied. TMO quests often serve as an introduction to roleplaying and Bicolline's geopolitical system.

Game Items



The Magical Seal

Seals are the physical representation of a guild's specialization, and they form the link between on-site gameplay and the geopolitical game.

Using a seal allows a guild to increase its influence by performing various actions. A magical seal, for example, allows someone to take up

residence at an arcane site, learn or cast a spell, or conduct magical research within the world of Bicolline.



Crystals

Magical crystals can be found throughout Mundus and form wherever the telluric winds have left their mark. Each acts as a reservoir of energy, charged with a single arcane resonance associated with its hue. There are two forms: minor crystals, which are more widespread, and major crystals, which are more powerful.

Furthermore, a crystal's hue is not merely a matter of appearance. Each color corresponds to a particular telluric wind that determines the crystal's characteristics and the effects it can produce, making each variety unique in the eyes of mages. Certain rarer, amalgamated crystals even combine two colors at once, such as Veldryn crystals, with their yellow and blue hues.



Orichalcum Cubes

Also known as “bridium cubes” or “Zabar cubes,” orichalcum cubes are sought after by mages throughout the world. Impressive catalysts for all forms of magic, orichalcum cubes call upon ancient powers to increase the power of the mages who use them, enabling extraordinary arcane feats.

While some cubes bear complex runes on every face, others have only a few, and some have none at all. Although the origins and meanings of these runes remain unknown, there appears to be a connection between them and the powers made possible by each cube.



Game Cards



Two editions of cards are in circulation. Shown here is an example of each edition: the older edition uses photographs, while the newer edition uses illustrations. The latter sometimes also display numbers representing quantities or a scale of value.

The following pages provide an overview of the principal cards that will be useful in your magical practices.



Production

Equipment: 1, 5, 20

Equipment lots contain a wide variety of objects. Some more specialized equipment is intended for mages and plays an essential role in learning and mastering spells. Examples include ancient grimoires, magical staffs and wands, quills and parchments, protective robes, and all the components required to prepare rituals.

Possessing and mastering this equipment allows mages to learn new spells, cast them effectively, and perform complex rituals. It is therefore fundamental to ensuring that mages' daily activities run smoothly.



Precious Stones: 1, 5, 20

In the world of Bicolline, precious stones are innumerable and come from deposits discovered in various kingdoms where mines have been established. These gems are undeniably useful to mages, serving as tools for learning and practicing spells. Each stone, whether a ruby, emerald, or sapphire, possesses unique supernatural properties that strengthen the arcane abilities of those who use it.



Beyond their aesthetic value, these precious resources play a crucial role in the economies of provinces and regions, since they can easily be exchanged for the silver or gold ore needed to manufacture ingots.

Workforce

Scribe

Scribes, devoted to serving mages, play a central role in preserving ancient knowledge. Experts in forgotten scripts and arcane languages, they are responsible for copying grimoires, tomes, and other magical works, thereby ensuring that the knowledge of magical traditions endures.

In their master's absence, they oversee the proper functioning of arcane sites, ensuring that research and rituals continue without interruption. Essential to lengthy studies and magical undertakings, scribes are responsible for classifying, transcribing, and organizing complex writings. They are often the only ones capable of deciphering certain secrets left by the ancients, thereby contributing to the transmission and development of arcane knowledge across generations.



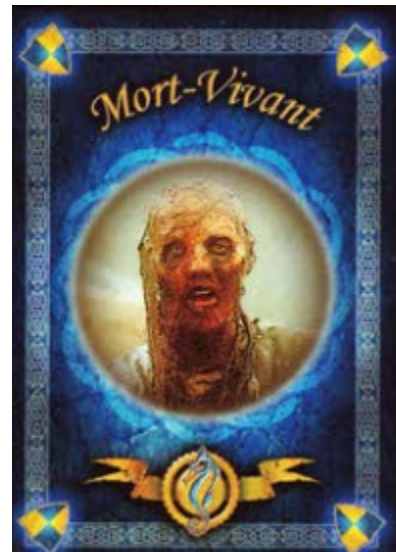
Although scribes can also perform other tasks, such as copying texts in ancient libraries or assisting lords with their provincial accounts, they excel when their arcane skills are put to the test in the field, during the most extraordinary magical adventures.

Units

Undead

The Undead unit consists of zombies or skeletons: reanimated creatures that, although slow, possess inexhaustible endurance on the battlefield. Deprived of any sensation of pain or fatigue, they continue fighting relentlessly until their destruction.

Generally, these creatures are animated or controlled by necromancers, masters of the dark arts, who direct them to serve their sinister purposes. Although they lack agility or strategic ability, their numbers and persistence make them formidable opponents in conflicts.



Paraphernalia

Artifact

Artifacts are ancient or magical objects whose effects manifest both in on-site gameplay and through ducal couriers. Enchanted weapons, cursed jewelry, forgotten relics, vials with strange properties: their forms are as varied as their origins.

Some come from extinct traditions; others were fashioned by artisans whose knowledge has been lost. Prized by mages, adventurers, and collectors, they play a central role in quests and scenarios, offering their owners possibilities limited only by their imagination.



Supernatural Component

Mages seeking to perfect their art of crafting magical objects will confirm it: each object is produced using a particular recipe made up of specific ingredients.

Supernatural components are therefore highly sought after by those who aspire to create magical artifacts, sometimes with the intention of subsequently selling them.



Their rarity and power make them indispensable to anyone wishing to master this ancient art. Supernatural components are difficult to find, forcing mages to negotiate with adventurers or fences to acquire them.

Magical Ink

To create magical scrolls, some mages must first obtain a special ink, often called magical ink. Used correctly, this ink allows the creation of a scroll containing a powerful spell. Any mage who reads that scroll can then use the inscribed spell, even if it does not appear in their own grimoire.

This technique gives mages the opportunity to expand their repertoire of spells, making magical ink valuable in the world of sorcery.



Magical Object

Created from supernatural components and infused with magical energies, the magical objects of Martomasse, Simaëlle, and Svirin allow the most experienced mages to store very specific powers so that they can use them at the opportune moment.

Useful for protecting a domain, annihilating armies, or even influencing fate, magical objects are formidable and give the mages of the world of the Hippocampus a unique role.

Rapid Learning Potion

Alchemists have developed a rare and powerful elixir intended to improve the cognitive abilities of mages and occultists. Consuming this elixir stimulates their minds, allowing them to increase their concentration and their understanding of complex arcane matters.

This elixir is particularly prized when a mage or occultist must prepare to learn an exceptionally difficult spell requiring extraordinary intellectual mastery. Thanks to this concoction, the learner can more easily decipher magical subtleties and assimilate formidably complex spells that were previously beyond their reach.



Wealth

Magical Favors

Magical favors are the tangible representation of services rendered to the greatest mages of the world of the Hippocampus. In particular, magical favors are awarded to everyone who successfully completes quests at the Tower of Magic and Occultism, according to their level of involvement, the time required to complete the quest, and the extent of their success.



It is also possible to obtain them by providing services to mages encountered at certain specific events held on the grounds of the Duchy of Bicolline.

Magical favors come in denominations of 1, 5, or 20. They can be exchanged at the Bank of the Hippocampus for various items useful to all mages, or used in ducal couriers to represent the standing and recognition of the mages involved.

Scenario Card

The scenario card is highly prized during major magical, occult, or religious ceremonies, where it is worth twice

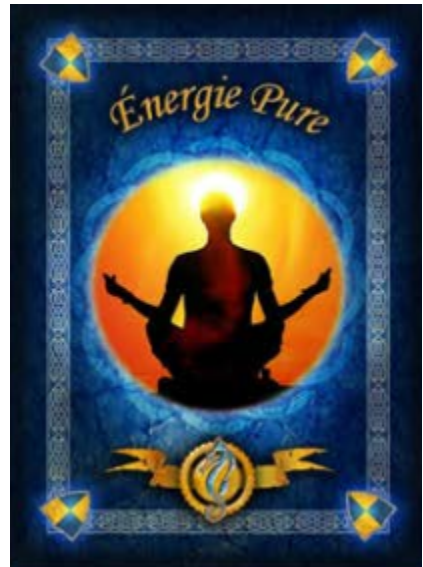


as much as a normal population card. These cards are given to all participants in a scenario.

Pure Energy

Scholars have the ability to create pure energy, representing the very essence of the supernatural in our world in its raw state. This essential energy underlies the supernatural phenomena we observe.

Whether through invocation rituals conducted by mages, occult practices, or divine manifestations sent by the Gods, all these supernatural effects result from a transformation of this fundamental energy. Scholars therefore play a crucial role in understanding and harnessing this essence, making extraordinary powers accessible.



Magical Energies

Magical energy is used by mages to perform various supernatural actions, depending on the tradition to which they belong. Magical energies are used, for example, to learn or cast a spell. They are also used in magical research and rituals to allow a mage to impose their will on the world around them.



Geopolitical Rules

Magical Traditions

Magic is an essential element of the geopolitical game. Mages are those capable of directly altering reality through the power of their will, with the aid of arcane energies. There are five (5) magical traditions.

Magical tradition	Type of magic	Associated building
Manthora	Common magic	Refectory
Golhir	Black magic	Crypt
Svir-Kala	Artifact magic	Pentacle
Miguise	Ancestral magic	Ancestral Site

Breath of Life (<i>Souffle de Vie</i>)	Ritual magic	Dolmen
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Magical Hierarchy

Mages are people devoted to the arcane arts. They possess a grimoire and must take up residence at an arcane site or a great arcane site to use their spells. A mage's rank represents their control over and knowledge of their arcane art.

Depending on the traditions and types of arcane practice, the titles associated with these ranks may change, but the mechanics presented here remain the same. A mage's rank is determined by the number of spells in their grimoire.

Apprentice

This is the beginning of every mage's training. They learn the rudiments of the arcane and begin researching their first spell. A participant becomes an apprentice when they begin researching the first spell they wish to add to their grimoire.

When an apprentice finishes learning their first spell, they attain the rank of adept, and their grimoire is added to their profile. The only action an apprentice may perform is **"Learn a Spell"** for a minor spell.

- An apprentice must reside at an arcane site or a great arcane site to learn their first spell.
- An apprentice must find a master mage to learn their first minor spell.

Adept

An adept has a sufficient grasp of arcane concepts to have successfully discovered at least one spell through magical research. A participant is considered an adept when they have at least one spell in their grimoire.

- An adept must reside at an arcane site or a great arcane site to cast spells in the geopolitical game.
- An adept must find a master mage to learn a major spell.

Master Mage

A master mage is a mage who has spent a long time studying the supernatural arts and understands the workings of magic. A participant obtains the rank of master when they have three spells of the same type of magic in their grimoire.

- A master mage must reside at an arcane site or a great arcane site to cast spells in the geopolitical game or take on a student.
- A master mage can teach the art of magic. A master mage may teach only one student at a time.

Grand Master Mage

A grand master mage is a highly experienced master mage who knows even the smallest secrets associated with their type of magic. To be recognized as a grand master mage, they must possess at least seven spells of the same type of magic in their grimoire.

- A grand master mage has the same restrictions as a master mage.
- A grand master mage who takes charge of and leads a magical ceremony allows one seal to be saved when increasing participation from 25 to 50 participants, during the Grande Bataille only.

Archmage

This is an extremely rare title that can be granted only to a handful of chosen individuals following epic quests and perilous adventures.

- An archmage has the same restrictions as a master mage.
- An archmage who takes charge of and leads a magical ceremony allows one seal to be saved when increasing participation from 25 to 50 participants, during the Grande Bataille only.

Residence

A mage who wishes to interact with an arcane site to perform any action whatsoever must take the action of establishing residence on a domain containing an arcane site or a great arcane site.

A mage may request residence from a domain owner only when they have no current residence. A mage who wishes to change residences must therefore first leave their current arcane site before they can join another arcane site the following season.

The Grimoire and Learning Spells

The Grimoire

The grimoire is the list of spells known by a mage. A mage who wishes to cast a spell must first ensure that it is recorded in their grimoire. Grimoires are public documents.

Learning Spells

Magic allows the invocation of spells that affect the geopolitical world of the Duchy of Bicolline. All spells have their own ranges and require varying quantities of energy. All spells originate from an arcane site or a great arcane site, which serves to channel the energy of the telluric currents.

Depending on the type of spell, the cost and duration of learning vary as shown below.

Spell type	Learning cost	Duration
Minor	2 energies from the magical tradition of the spell being learned, 2 scribes, 20 solars, 2 equipment, 2 precious stones	1 season
Major	3 energies from the magical tradition of the spell being learned, 3 scribes, 30 solars, 3 equipment, 3 precious stones	2 seasons

Magical Damage

Unless otherwise specified in a spell's description, all military strength points inflicted by a magical source ignore the military defense bonuses granted by buildings.

To learn more about spells, please consult the [Supernatural Compendium](#).

Magical Objects

- **Scrolls** are sheets of vellum enchanted by mages. Some of the magical energy that the mage would have used to cast the spell is transferred to the scroll so that

anyone can use it. A scroll's range is calculated from the location where it is used, and the distance is reduced by 50%, rounded down.

- **Magical objects** are powerful objects created through magic that can be used only by magical adepts.

Supernatural Components

A supernatural component—vampire tooth, troll blood, ent bark, and so forth—can be acquired, among other ways, during quests, an adventure, or a treasure hunt, through fencing, or by participating in auctions. Supernatural components are used primarily to create magical objects.

Magical Objects: An Aside

Three current magical traditions allow the creation of objects possessing major and impressive powers: Golhir, Miguisse, and Svir-Kala. To craft a magical object, a mage must possess the appropriate spell in their grimoire.

Golhir Allows the Creation of Magical Objects of Martomasse

- The magical objects of Martomasse originated with the High Mages of Tolimarth, in Nasgaroth. These objects of black magic generally have devastating offensive effects on the inhabitants of the domains affected by them.

Miguisse Allows the Creation of Magical Objects of Simaëlle

- The magical objects of Simaëlle originated with the elves of the ancient People of Cymmaelia, an archipelago of islands south of what is now Irendille. These objects of ancestral magic generally provide highly effective defensive effects for those who use them.

Svir-Kala Allows the Creation of Magical Objects of Svirin

- The magical objects of Svirin come from the ancient Svir mages, who reside in the far north of our continent, in Berkwald. These objects possess substantial, varied, and versatile powers that adapt to all situations.



Crafting a magical object always requires one or more supernatural components. There is an undetermined number of supernatural components in Mundus. Some are necessary to complete quests, others to craft magical objects, while still others may not yet have any particular use. Successfully finding the correct supernatural components can prove difficult.

It is possible to replace one required component with five (5) other components, all different from one another. This may be done for a maximum of 50% of the components required for the object, rounded down.

In all cases, every supernatural component required to create a magical object must be different. **There may never be two identical components used in its creation.**

To learn more about magical objects,
please consult the [Compendium of
Magical Objects](#).



Magical Ceremonies

Practitioners of each type of magic may perform actual ceremonies to generate magical energy quickly during the Grande Bataille. Certain ceremonies are also necessary to cast specific spells.

Actions of the Magical Sphere

Action: Learn a Spell

Target: The mage performing the action.

Cost:

- 1 magical seal.
- Other costs vary according to the type of spell.

Effect: Allows the mage to learn a spell and record it in their grimoire.

The learning period varies according to the type of spell: minor or major.

If a mage is forced to leave their residence before completing their learning, that learning is lost.

Action phase: Construction.

Limitations / Notes:

- The mage must reside at an arcane site or a great arcane site.
- The first spell learned from a magical tradition must be a minor spell.
- The student must have a master mage as their teacher.
- The master mage must remain the adept's teacher throughout the learning period for the major spell.

Action: Magical Ceremony

Cost:

- 1 magical seal per 25 participants.
- 1 or more population cards.

Effect: Allows the person responsible for the ceremony to generate 1 magical energy for each population card.

One “Event” population card generates 2 magical energies.

Limitations / Notes:

- The person responsible may not convert more population cards into magical energy than there are participants in the ceremony.
- Requires holding a ceremony during an activity of any kind.

Action: Create Pure Energy

Target: Scholar.

Cost:

- 1 magical seal.
- 50 influence from the same region per pure energy created.

Effect: Allows a scholar to create 1 pure energy for every group of 10 participants present at the ceremony, up to a maximum of 5 pure energies per ceremony.

Limitations / Notes:

- The scholar must be present at the ceremony.
- The scholar may conduct a ceremony to Create Pure Energy only once per year.

Action: Cast a Magical Spell

Range: Varies according to the spell.

Target: Varies according to the spell.

Cost:

- 1 or more magical seals.
- Other costs vary according to the spell.

Effect: Varies according to the spell.

Action phase: Variable.

Limitations / Notes:

- Vary according to the spell.
- The mage must reside at an arcane site.
- A mage may not cast the same spell more than once per season.

Action: Mage of the Realm

Target: Mage.

Cost: 1 magical seal, 1 scribe, 10 influence from the region.

Effect: Allows the leader of a region to shorten the learning period for a major spell to a single season.

Action phase: Construction.

Action: Take on a Student

Target: Arcane site or great arcane site.

Cost: 1 scribe.

Effect:

- Allows a master mage to teach a minor spell to a student.
- Allows a master mage to teach a major spell to an adept.

Action phase: Syta.

Limitations / Notes:

- The master mage must reside at an arcane site or a great arcane site.

- The master mage must remain the adept's teacher throughout the learning period for the major spell.

Action: Take Up Residence

Target: Arcane site or great arcane site.

Cost: 1 magical seal.

Effect: Allows a mage without a residence to take up residence at the domain's arcane site or great arcane site.

It is not possible to take up residence in a newly constructed building during the same season in which it was built.

Action phase: Construction.

Limitations / Notes:

- A maximum of 3 mages and occultists may reside at each arcane site.
- A great arcane site allows 3 additional mages and occultists to reside at the domain's arcane site.
- Requires the consent of the domain owner.

Action: Leave Your Residence

Target: Mage.

Effect: Allows the mage to leave their residence at the domain's arcane site or great arcane site.

The space vacated at an arcane site or a great arcane site may be taken by another mage or occultist during the same season.

Action phase: Syta.

Limitations / Notes:

- A mage leaving their residence may do nothing else that season. This includes taking on a student, casting spells, using magical objects, and learning.
- The mage is not permitted to take up a new residence or parish during the same season.

Action: Use a Magical Object

Range: Varies according to the object.

Target: Varies according to the object.

Cost: 1 magical seal.

Effect: Varies according to the object.

Action phase: Variable.

Limitations / Notes:

- Vary according to the magical object.
- A mage may not use the same magical object more than once per season.

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