

Compendium of Magical Objects

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*Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik
Shattersun of the Darganof Trading Company*



Immediate change, addition, or correction

Change beginning at the start of the Autumn 1026 season

WHAT IS THE COMPENDIUM OF MAGICAL OBJECTS?

The Compendium of Magical Objects gathers all the information on the creation and use of Bicolline's magical objects.

CRAFTING A MAGICAL OBJECT

To be able to craft a magical object, a mage must possess the appropriate spell in their grimoire. Each spell **may be cast only once** per mage per season.

- Svir Kala – Creation of a Svirin magical object
- Golhir – Creation of a Martomasse magical object
- Miguisse – Creation of a Simaël magical object

Crafting a magical object costs a single (1) magic seal, a combination of magical energy, and supernatural components. The magical object will be deposited in the chest of the **guild of the seal used** for its creation.

SUPERNATURAL COMPONENTS

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

- It is possible to replace the cost of one component with 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, all supernatural components used in the creation of a magical object must be different. There can never be two identical components in the creation.

USING A MAGICAL OBJECT

Using a magical object requires one or more magic seals, as indicated in the description.

A mage may not use the same magical object more than once in a season.

Magical objects may be used only by adept mages, not to be confused with occultists. An adept mage possesses at least 1 magic spell in their grimoire.

An adept must reside in an arcane site or a great arcane site in order to cast spells in the geopolitical game.

ADJACENT DOMAINS

Adjacent domains are those whose borders share at least one hex with the targeted domain. A river does not prevent two domains from being adjacent.

MAGICAL OBJECTS OF SVIRÏN

RING OF DESTINY

Type: Artifact Magic

Cost: 50 svir kala

Supernatural Components: 3 – Demon heart, feather of an archangel, translucent prism

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: According to the order used

Limit: The Ring of Destiny returns to the chest of the guild of the magic seal used

Range: —

Target: An order requiring a Syta draw

Effect: Creates a permanent object. The ring is used at the same time as the order for an order requiring a Syta draw: Merchant Caravan, Maritime Trade – Caravel and Galleon, Land and Maritime Discovery, Warning Shot, and the Teleportation spell. When the Syta draw result is resolved, the first black stone is considered neutral.

ARMY FROM BEYOND THE GRAVE

Type: Artifact Magic

Cost: 75 svir kala

Supernatural Components: 5 – Death-sprout flowers, tears of a tormented soul, human skin, Kadoum pestle in serpent wood, vampire blood

Seals: 4 magic seals

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: An army

Effect: An incantation written in letters of blood upon human skin. Its power is such that 20 units, at random, in the targeted army will be destroyed by the dead of nearby ancient cemeteries.

SILVER WHEAT

Type: Artifact Magic

Cost: 5 svir kala

Supernatural Component: 1 – Hippogriff blood

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Range: 21 hexes from the mage's arcane site

Target: A domain producing grain

Effect: A spell that magically protects the crops of a domain, Grain. It protects the crops from supernatural attacks, disease, brigandage, pillaging, sacking, and negative Syta effects. The order **Sack** may destroy the Silver Wheat.

SONG OF THE SIRENS

Type: Artifact Magic

Cost: 50 svir kala

Supernatural Components: 4 – Arbutus Unedo, demon heart, cry of a siren, balassoin oil

Seals: 3 magic seals

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: A ship

Effect: The Song of the Sirens has the power to bewitch a ship. It becomes immobilized for 1 season, unable to perform any action other than defend itself. In addition, up to a maximum of 10 maritime units in the garrison, at random, present on the ship will dive into the sea and drown there.

HORN OF TOIRAC

Type: Artifact Magic

Cost: 25 svir kala

Supernatural Components: 2 – Horn of an Ophiotauros, feather of a hypogriff

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction of the ship

Range: 21 hexes from the mage's arcane site

Target: A consenting ship

Effect: The ship sees its structure repaired automatically and at no cost during the Construction phase.

CURSED CROWN

Type: Artifact Magic

Cost: 20 svir kala

Supernatural Components: 2 – Coprinus ephemere, fragment of the comet

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction of the army

Limit: 1 per army

Range: 17 hexes from the mage's arcane site

Target: A consenting army

Effect: Increases the combat strength of 5 units of an army by 1. All units composing the army are considered to have the **damned** characteristic.

DAGGER OF KLONOS BUCKANAFEN

Type: Artifact Magic

Cost: 40 svir kala

Supernatural Components: 3 – Sacrificial dagger of a shaman, red iron ingot, telluric sapphire

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until the order **Attack a Domain** is completed on the domain

Limit: 1 time per domain

Range: 17 hexes from the mage's arcane site

Target: A consenting domain

Effect: When the dagger is planted in the soil of a domain, it releases an energy of such magnitude that a protective aura envelops the domain. A protection level of +2 is granted to the garrison. This effect is not cumulative with the bonus coming from a dungeon, turret, fortress, or last stand.

DELUGE OF IFOUMDOUK

Type: Artifact Magic

Cost: 10 svir kala

Supernatural Components: 2 – Red pilot whale oil, Kadoum sickle

Seal: 1 magic seal

Supernatural Attack: Minor

Action Phase: Assignment

Limit: Once per domain per year

Range: 13 hexes from the mage's arcane site

Target: A domain

Effect: This magical object allows half of a domain's production, grain, livestock, or resources, to be destroyed.

CURSED FATE

Type: Artifact Magic

Cost: 75 svir kala

Supernatural Components: 4 – Neuroïde aphalite, dragon heart, demon skull, unicorn tooth

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Limit: Once per quadrant per year

Target: The Stones of Destiny of one of the 9 quadrants of the Syta

Effect: The user of Cursed Fate immediately has the equivalent of 15 pure energies, which they must use on neutral stones to transform them into Dark A stones, or on Luminous A stones to transform them into neutral stones.

VIAL OF OUKANIS

Type: Artifact Magic

Cost: 5 svir kala

Supernatural Component: 1 – Blue viburnum

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Ceremony

Target: 1 soulless person

Effect: Allows the target to recover their soul from the claws of the Great Dark One.

SCOURGE OF MAPHRON

Type: Artifact Magic

Cost: 50 svir kala

Supernatural Components: 4 – Bone cup, claws of a giant rat-man, demon hand, breath of

Molorog

Seal: 3 magic seals

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Limit: If by chance the garrison of a domain or of an army protected from magic is affected, the latter loses its protection against supernatural attacks.

Range: A domain within 13 hexes of the mage's arcane site

Target: A domain

Effect: If successful, adjacent domains are also affected. The scourge inflicts 20 points of combat strength, distributed at random, upon the garrison of the domains and the armies present.

SCOURGE OF THE SANDS

Type: Artifact Magic

Cost: 40 svir kala

Supernatural Components: 3 – Clay of Al Saour Asif, demon blood, black sand termites

Seal: 1 magic seal

Supernatural Attack: Major

Action Phase: Construction

Range: A consenting army within 13 hexes of the arcane site

Target: 1 domain

Effect: Must be used from a consenting army situated on the hex of the targeted domain for the entire season. The mage may destroy the equivalent of 16 structure points on buildings of their choice. Fortifications, palisade, fortin, dungeon, turret, and fortress, may not be targeted by the Scourge of the Sands.

ARDALESSE'S GLOW

Type: Artifact Magic

Cost: 75 svir kala

Supernatural Components: 4 – Horn of a unicorn, Crystal of Life, dragon tooth, stardust

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Limit: Once per quadrant per year

Target: The Stones of Destiny of one of the 9 quadrants of the Syta

Effect: The user of Ardalesse's Glow immediately has the equivalent of 15 pure energies, which they must use on neutral stones to transform them into Luminous A stones, or on Dark A stones to transform them into neutral stones.

MANUSCRIPT OF DESTRUCTION

Type: Artifact Magic

Cost: 25 svir kala

Supernatural Components: 2 – Kadoum crucible, explosive crystal powder

Seal: 1 magic seal

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: An army or a land or maritime garrison

Effect: Inflicts a total of 10 points of combat strength on a domain's garrison, a ship's garrison, or an army. On a garrison, excess strength points will cause the loss of structure points to the ship or, on a domain, the equivalent of a sacking. An ordered list of buildings to sack is necessary, otherwise no sacking will take place. Fortifications, palisade, fortin, dungeon, turret, and fortress, may not be targeted by this magical object.

MANUSCRIPT OF BEWITCHMENT

Type: Artifact Magic

Cost: 25 svir kala

Supernatural Components: 3 – Mermaid hair, tongue of a goblin shaman, unicorn blood

Seal: 1 magic seal

Supernatural Attack: Major

Action Phase: Assignment

Limit: 1 per domain or ship per year

Range: 13 hexes from the mage's arcane site

Target: 1 domain or 1 ship

Effect: Once used, the Manuscript of Bewitchment can charm the population of a domain or a ship. 40% of the laborers, masters, and mentors originating from the domain or ship will be given to the leader of the guild of the magic seal used during revenues.

MARSH OF FORGETTING

Type: Artifact Magic

Cost: 40 svir kala

Supernatural Components: 3 – Mud from the lost lake of Damahur, scale of a century-old reptile, incense of Skaven

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Limit: 1 per domain

Range: 17 hexes from the mage's arcane site

Target: 1 consenting domain possessing a dungeon, a turret, or a fortress

Effect: During a siege on a domain protected by a Marsh of Forgetting, the besieger must possess 20 more military units than normally required, in addition to using the order **Makeshift**

Bridge. The action **Sack** may destroy the Marsh of Forgetting.

PACK OF KADUMDESS

Type: Artifact Magic

Cost: 10 svir kala

Supernatural Components: 2 – Dried lycanthrope heart, werewolf hide

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Investigation

Limit: Spring season only

Range: 21 hexes from the mage's arcane site

Target: 1 consenting domain

Effect: Unleashes the Pack of Kadumdess on a domain that was targeted by the action

Brigandage during the previous season. The name of the hideout at the origin of that action, as

well as the domain where it is located, is revealed to the leader of the guild of the magic seal used.

ORB OF VISION

Type: Artifact Magic

Cost: 5 svir kala

Supernatural Component: 1 – Owl crystal of Ozame

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Investigation

Range: 21 hexes from the mage's arcane site

Target: Up to two nuisances within 10 hexes of one another

Effect: Allows the strength of two nuisances within 10 hexes of one another to be revealed to the leader of the guild of the magic seal used.

SILVER RUNES

Type: Artifact Magic

Cost: 20 svir kala

Supernatural Components: 2 – Hawthorn berry of Kafe, silver dust

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Limit: 1 per domain

Range: 17 hexes from the mage's arcane site

Target: 1 consenting domain having a dungeon, a turret, or a fortress

Effect: When a siege is required, 2 additional magic seals and 2 additional siege units, and their artillerymen, are required in the army to begin the siege. The action **Sack** may destroy the Silver Runes.

SANDS OF ODEN

Type: Artifact Magic

Cost: 20 svir kala

Supernatural Components: 3 – Blue dragon scale, troll liver, tunnel slug oil

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Construction

Range: 21 hexes from the mage's arcane site

Limit: The development stage must be able to accommodate the building.

Target: A building destroyed no more than 10 seasons ago on a consenting domain. The domain must not be besieged or occupied.

Effect: Allows a ruined building to reappear in its original state.

BREATH OF AGNOR

Type: Artifact Magic

Cost: 5 svir kala

Supernatural Component: 1 – Lava from a volcano

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Action in the tables affecting armies

Range: 17 hexes from the mage's arcane site

Target: An army

Effect: Allows an army to cross a hex containing a river or a watercourse.

BREATH OF EL SAOUR

Type: Artifact Magic

Cost: 60 svir kala

Supernatural Components: 5 – Manticore mane, chimera tongue, demon claws, baked earth of Khadidja, bottled desert wind

Seal: 3 magic seals

Supernatural Attack: Major

Action Phase: Assignment

Range: A consenting army within 13 hexes of the arcane site

Target: A domain

Effect: This object allows you to bring down a mountain of sand upon a domain. It must be used from a consenting army situated on the hex of the targeted domain for the entire season.

All buildings with **8 structure points** or less will be buried, except fortifications. If the buildings are affected, the assignments to those buildings, population cards, labor, believers, steward, are lost. The domain chief may afterward recover their building or buildings, but they must dedicate 50 laborers to accomplish this colossal work during the Construction phase.

TABLE OF INVERSION

Type: Artifact Magic

Cost: 50 svir kala

Supernatural Components: 4 – Dryad bark, piece of a thousand-year red oak, flawless ruby powder, dragon blood

Seal: 1 magic seal per 2 seals committed to an army, or 1 seal for a domain or a ship

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Limit: 1 per army or domain

Range: 17 hexes from the mage's arcane site

Target: A consenting domain, army, or ship

Effect: In order to target the domain, ship, or army with a supernatural attack while the target is protected by a Table of Inversion, 1 additional seal of the same sphere and 2 pure energies must be used. The action **Sack** may destroy a Table of Inversion on a domain.

URN OF TORMENTS

Type: Artifact Magic

Cost: 30 svir kala

Supernatural Components: 3 – Tarentelle heart, damp earth of Canisentulla, powdered Tylopilus

Seal: 1 magic seal

Supernatural Attack: Major / Minor on adjacent domains

Action Phase: Assignment

Limit: Only domains that have assigned labor to grain or livestock production are affected.

Range: A consenting army within 13 hexes of the mage's arcane site

Target: A domain that has assigned labor to grain or livestock production

Effect: This must be used from a consenting army situated on the hex of the targeted domain for the entire season. Once released, they destroy all harvests, grain and livestock. If the Urn of Torments succeeds, its radius of action extends to adjacent domains.

WIND OF ICE

Type: Artifact Magic

Cost: 40 svir kala

Supernatural Components: 4 – Eternal ice, white troll blood, crystalline sound of the Caves of Jagerdoff, bottled sea wind

Seal: 1 magic seal per seal committed in the targeted army, or 1 magic seal for a domain or a ship

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: The garrison of a domain, of a ship, or an army

Effect: Inflicts 10 points of combat strength on the target. The cold is so intense that the troops struck by this spell literally shatter into pieces. The target will not be able to move during the season in which Wind of Ice is used.

MAGICAL OBJECTS OF MARTOMASSE

BLACK ASHES

Type: Black Magic

Cost: 40 golhirs

Supernatural Components: 3 – Svir ashes, yew root, ghoul blood

Seals: 2 magic seals

Supernatural Attack: No

Action Phase: Assignment

Range: 1 consenting army within 13 hexes of the mage's arcane site

Target: A domain

Effect: This object destroys all active spells on a domain. The ashes must be used by an army present on the domain for the entire season. The ashes destroy all objects, effects, and artifacts present on the domain and on the armies present on the domain.

BLACK CORAL

Type: Black Magic

Cost: 30 golhirs

Supernatural Components: 3 – White coral, cry of a banshee, fin of a two-horned ballasoin

Seals: 2 magic seals

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: 1 ship

Effect: The ship suffers structure damage equal to 8 points, which may sink the ship.

SCOURGE OF THE DAMNED

Type: Black Magic

Cost: 25 golhirs

Supernatural Components: 3 – Hair of a lich, tongue of a fire salamander, powdered aconite

Seal: 1 magic seal

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Range: 13 hexes from the mage's arcane site

Target: The garrison of a domain, of a ship, or an army

Effect: Inflicts 12 points of combat strength on the target. The Scourge of the Damned does not attack the structure of ships.

LIGHTNING OF IKTILIT

Type: Black Magic

Cost: 4 golhirs

Supernatural Component: 1 – Ancient bronze sickle

Seal: 1 magic seal

Supernatural Attack: Minor

Action Phase: Offensive Supernatural

Range: 17 hexes from the mage's arcane site

Target: A domain

Effect: Once read, the lightning strikes the garrison and may reduce units to nothing for a total of 4 combat strength.

PLAGUE OF THE NECROMANCERS

Type: Black Magic

Cost: 75 golhirs

Supernatural Components: 5 – Bottled specter soul, vampire heart, vampire tooth, petrified elven eye, bone powder of the first men

Seals: 5 magic seals

Supernatural Attack: Major / Major adjacent / Minor adjacent

Action Phase: Assignment

Limit: A ceremony must be performed. A domain may not be affected more than once per year by a Plague of the Necromancers.

Range: 13 hexes from the mage's arcane site

Target: A domain

Effect: A spell of attack from another age, of devastating power. To activate it, 100 laborers must be sacrificed and 20 souls, special event population cards, green, must be devoted to darkness. Once cast, the plague will spread from the targeted domain to adjacent domains and then to the adjacent domains of adjacent domains...

Half of production, grain, livestock, resources, up to 5 assigned population cards at random, cottages, dwellings, suburb, port, and up to 10 strength points per domain garrison will perish.

Domains adjacent to the adjacent domains receive a minor supernatural attack, and only half the damage.

Well Filter and Healing of Diseases protect against the Plague of the Necromancers.

WEBS OF SHADOW

Type: Black Magic

Cost: 30 golhirs

Supernatural Components: 2 – Ember-vulture feather, web of the Namtari Mountain mygale

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Range: 21 hexes from the mage's arcane site

Target: A consenting domain

Effect: A domain protected by the Webs of Shadow prevents 50% of the effect of brigandage and corruption actions. The action **Sack** may destroy the Webs of Shadow.

MAGICAL OBJECTS OF SIMAËL

WRITINGS OF ISMAËL

Type: Ancestral Magic

Cost: 10 miguisses

Supernatural Components: 2 – Goju berry, spring water of Simaël

Seal: 1 magic seal for every 2 seals committed to an army, or 1 magic seal for a domain or a ship

Supernatural Attack: No

Action Phase: Defensive Supernatural

Duration: Until use

Range: 17 hexes from the mage's arcane site

Target: A consenting army, domain, or ship

Effect: Protects the target against supernatural attacks. Once the target is targeted by a major

supernatural attack, it disappears at the end of the season. The Writings of Ismaël on a domain do not protect armies on it.

ILMA

Type: Ancestral Magic

Cost: 40 miguisses

Supernatural Components: 3 – Deep malachite, shadow of a great ancient one, talons of a giant eagle

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until destruction

Range: 21 hexes from the mage's arcane site

Target: A consenting domain

Effect: In order to attack, besiege, or sack a domain, an army must pay an additional cost of 3 exploration seals and exploration units totaling 5 strength points.

The action **Sack** may destroy the Ilma.

NECKLACE OF MIEILLIKI

Type: Ancestral Magic

Cost: 5 miguisses

Supernatural Component: 1 – Obsidian necklace

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Construction

Range: —

Target: A consenting resident of an arcane site

Effect: This necklace allows an apprentice to learn two minor spells simultaneously of the occult art **Spiritualism** without a mentor. In addition, the learning costs are free, including the seals.

URN OF DREAMS

Type: Ancestral Magic

Cost: 30 miguisses

Supernatural Components: 3 – Phosphorescent mushrooms, juice of Ellanor, tears of air pixies

Seal: 1 magic seal per committed seal

Supernatural Attack: Major

Action Phase: Offensive Supernatural

Duration: 2 seasons

Range: 13 hexes from the mage's arcane site

Target: An army

Effect: Once opened, the Urn of Dreams will maintain the units of the targeted army in a trance on the edge of sleep. The army will be immobilized for the season and may take no action except to defend itself if attacked. During the following season, the order the army wishes to carry out will cost double the seals.