

The Dicta Major Arcanum *[Dicta Major Arcanum]*

Below are synopses of some of the core essays of the Dicta that mages read in during their training. Most of the party spent a 120-day period training at the University of Kekoros, and thus received the below information to reflect what their characters learned during that study.

This is a distributed collection of essays contributed to by mages over the past seven centuries (dating to *[167PU]*) defining the basic elements of magic. The contents of the Dicta is determined by a Majority Acceptance of Entry granted by *[The Circle]* of Mages of Pentilos and The *[Esedrian Conclave]*. New entries are relatively uncommon, needing to make a significant enough contribution to the world's fundamental understanding of magic to be included. Mages can otherwise publish and disseminate their studies at their own will, but being published in the Dicta is a major honor that is of historical significance.

Major Contributors

- *[The Circle]* of Mages of Pentilos
- The *[Esedrian Conclave]* of Mages and the Arcane
- The *[Quirox Naianti]* of Quelquainaia
- Mages of the *[Amber Peninsula]*

Essays of the Dicta Major Arcanum

On Relinquishing that Grand Search for “The Source of Magic”

The “source of magic” is not a topic deeply covered in any current academic context. It is considered a question that was often asked long ago, and lore has shown that the deeper one looks into magic's origins, the worse the results seem to be. It is a topic that young mages in training are sworn to not pursue, and one that experienced mages show varying negative attitudes towards (ranging from annoyance to boredom). When magic is simply known to exist, it is more compelling to the vast majority of mages to study how to use it in better.

Recognition of the Spark Phenomena in the Mortal's Soul Shard

The innate element of whether an individual is capable of manipulating magic is referred to as possessing Shard Spark. There can be variance to how potently the Spark manifests, but for the sentient humanoid races, the ability to naturally interact with magic in any way whatsoever is still considered possessing a Spark.

Commonality of the Shard Spark in the Races of The Five Corners

Gnomes are known to all possess Shard Spark, while it arises less frequently in other races—high frequency among elves, medium frequency among humans and halflings, and low frequency among dwarves and orcs.

The Distinguished Spark Tunings As Determined at the Broadest Category

One's Spark follows a specific Arcane Tuning. The five accepted of these defined in the Dicta are: The Aesthetic Tuning, The Intellect Tuning, The Elemental Tuning, The Natural Tuning, and The Divine Tuning. Outside of the Dicta, mages argue constantly about breaking each of those into

other categories, and recent mages call for the elimination of The Divine Tuning due to its rarity and how little it has been studied. Recent events have also brought into consideration the introduction of The Psionic Tuning, a rare and poorly understood form of magic that has only recently been brought into the public spotlight.

The Imbuing of Magic to the Inanimate Substance, that Practice Known as Enchantment

Magic is known to be more easily enchanted into objects that are items finely crafted by mortal intellect. A simple rock can be imbued with less magic than a finely cut gem, and a rough-hewn chair can be imbued with less magic than an ornate golden throne. There are several elements to enchantment. They include: holistic crafting of the object, pure nature of raw components, potency of organic components, harmonious alignment of components, and mental aptitude of enchanter to hold enchantment structure throughout the process.

On Magic Residuum found Freely in Nature

While the “source of magic” is not well-understood, there is a concept of the “potency of residuum.” This refers to the magic left in the environment from a variety of possible sources: large spells cast on regions, the density of magical creatures or mages in a region, the death of a particularly powerful magical creature, the presence of powerful magic artifacts, and the vague potential for residual magic to migrate between regions through natural events.

Certain types of magical practice can leverage or be inadvertently affected by residuum or send echoes of magic perceivable by magic-users in the region. Whenever enacting any spell of a high enough effort and power potential, it is a mage’s obligation to gain an awareness of the local residuum or risk complications that could impact their spell-casting or enchantment.

Unique Species that Arise at the Intersection of Nature and Magic

It is widely understood among scholars of The Five Corners that unique magical creatures—truly one-of-a-kind beings or small local populations—exist across the world and have spontaneously arisen and vanished throughout history. While at times, the concerted effort in categorizing both natural and magical beings has risen and fallen in popularity, it is agreed upon now that the effort of doing so is a nearly impossible task.

There is a high variance of levels of intelligence in magical creatures—some are animals, some possess the intellect of the humanoid races. Some new humanoids have spontaneously arisen because of magic, some humanoids have been transformed into strange magical creatures, and sometimes the intelligence a magical creature possesses simply arises due to random chance.

Things can be “academically known” between regions but still questionable or assumed to be legends, myths, or simply exaggerated. For instance, just because knowledge of dragons exists academically doesn’t mean every fact about them is believed. A lot of the magic and creatures of the world are so strange and inconsistent that it leads to skepticism rather than broad acceptance among the more educated. Normal people almost always poorly describe and poorly understand magic, magical creatures, and magical events, so it is impossible to trust folklore and rumors.