

Chapter 4 - Magical Objects

Magical objects! Okay, so to be clear, there are many many magical objects... too many to count! Most of them come from different continents such as Vesperia, Estelaria, Solaria, and especially Celenia... but Asteria has some magical objects too that we'll dig into...

So you may be asking, how are objects enchanted? Well, there are different ways in other continents, but in Asteria, they can be enchanted in one of these ways...

1) Connected to an individual

So basically, the objects can be connected to someone's Amica. (literally stealing magic from them)

2) Solar-powered

As you probably know, Amicas come from the Sun. So our sun is basically the source of our magic. This means that with enough engineering, you can create an object that can absorb light/magic from the sun. But of course, this object would only work during the day. You can also do this with gemstones, but we'll get into that.

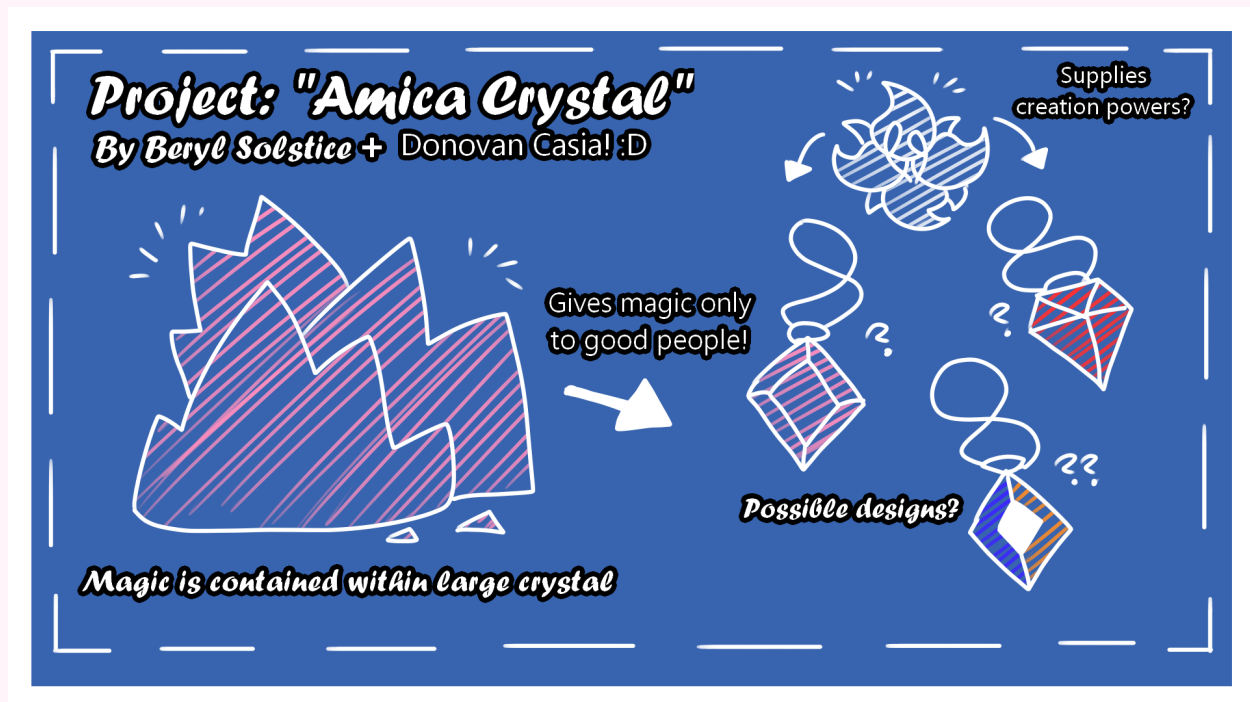
3) Amica sacrifice

So for an object to be completely enchanted, someone's Amica would need to be transferred to the object. Sadly, in the past, to create weapons and special magical objects people would sacrifice their Amicas,

giving up all their magic in the process. Thankfully, doing this now is illegal, and will get you into prison for like, 30-50 years... I think?

The Crystal

So what's a better place to start than with mine and Beryl's new project: "the crystal"! It's our perfect plan to ensure nobody else gets hurt during the war! I'm sure Flora will love the idea, at least! Essentially, the crystal will contain everyone's magic inside of it, whilst only blessing those worthy with its power, so no more evil people like Flint or Carlos can abuse the power of the Amicas, and it still allows people to use magic instead of putting it to waste!



This is only one page of the crystal blueprints...I asked Beryl if I could show the others, but she told me it was too dangerous, because bad people like Flint could find it and use the plans against us, and I don't exactly want *that* to happen. Anyway, so the crystal would bless those worthy with a special pendant, that allows them to use the magic even when far away from it! And,

me and Beryl invented a new spell that puts a "seal" of sorts on its power to further ensure that no bad people use it! We named the spell "Unlock".

You see, the thing that gives the crystal power is various other magical components placed together - which I'll be going over later - to create this very powerful source of protection! Although, it does include us having to sacrifice everyone's magic to create it...but the sacrifice will be worth it in order to make our continent a safer place.

Spadixian Crown

Now, our own royal family has a special enchantment placed upon their royal crowns that have a very special function! You see, just in case one of the royals becomes lost, they can teleport back to the castle using the **Teleport** spell that it's enchanted with! This also works in the inverse direction, where someone else with the magical crown properties can summon anybody else wearing the Spadixian Crown at that moment into the throne room, in case of meetings! Although this all only works if you're actually wearing the crown. Currently, the only crowns that exist with this property are Carlos's, Flora's, and Lucian's old crown that's on display in one of the castle chambers.

Although the new princess and prince - Emily and Lukas - should have their own created once they turn 18. wait - did I never mention them here?! Oh golly! Uhm, yeah, Flora has children now, and they're so cute! Twins, I think. They have **Determination** and **Loyalty** - I can't wait to teach them magic once they're old enough!



Amica Traits

■ ■	20%
■ ■ ■ ■	15%
■ ■ ■ ■ ■ ■	10%
■ ■ ■ ■ ■ ■ ■ ■	2.5%

Loyalty
[2.5%]



Persistence
[10%]

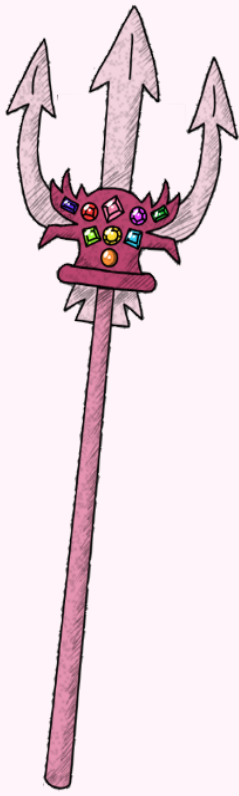
Two traits
chance: $\sim 1/250$
aka 0.04%
[roughly]

$$2.5 \times 10 \times 0.4 = 1/100,000 !!$$

Beryl Solstice

(I managed to convince Beryl to write this note here, hehe! Ah, she's so smart...uhm. where was I...?)

The Celenian Trident



Now for a more tragic magical item...you see, due to Celenia's unique magical "atmosphere", it made them easier to pillage, plunder, and exploit...but many years ago, the main reason why the other continents did this was to try and steal the special Celenian Trident. This magical object was rumoured to have the power to control the weather itself, a powerful spell many continents could only imagine existing.

This was allegedly the secret to Celenia's plentiful crop harvests that it had every year, and the other continents were...jealous. So people started stealing crops and supplies from Celenia, even though I'm sure Celenia would have shared it with them if they just asked! But unfortunately it's too late now...on top of that, nobody knows where the Celenian Trident is now, or if it was even real to begin with.

what made the trident so special is that unlike the trait-specific weapons that exist within Asteria, the trident could be wielded by any trait, from any continent! Plus, the trident didn't even run off Amica power like the others...

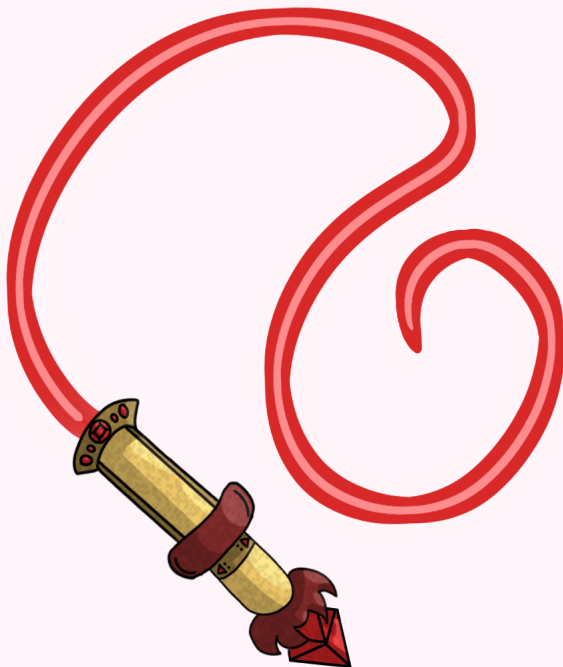
oh, also I should mention that each (Asterian) trait has a special gemstone that boosts their respective powers! Not much is known about where they came from or why exactly they have these properties, but these gemstones are also implemented into the Celenian Trident!

That is, according to legend. I'd like to believe the trident was real!

The Determination Whip

Now due to the war, Alice and Ichor asked Carlos if they could commission some new magic-infused weapons, and he said yes! So after a year or so, we now have these powerful weapons that can be used to ward off Flint's army! But the sad thing is that to make these weapons... 8 people had to give up their amicas just to enchant these objects. But these weapons are even more powerful because they're infused with gemstones. If anyone out of our continent is reading it, basically, crystals and gemstones are natural and grow all around us. Some are important and special because they absorb the sunlight and gain energy. This means that there are special gemstones for each trait. We'll get into the specifics later, but this weapon is infused with a ruby. The determination gemstone.

Anyway, so of course, because Carlos would complain otherwise, the Determination-based weapon was made first - and it's a whip!



The wielder of this weapon can animate whoever is hit with it. They can move them around, and manipulate their movements. The determination whip is wielded by King Carlos.

The Loyalty Spear

The loyalty spear is also a very powerful weapon. whoever wields this weapon can control the weather! The weapon mainly wields lightning and electricity. whoever makes contact with the end of the weapon is electrocuted. The pulse spell can also be used with this weapon. The loyalty spear is infused with an emerald. The loyalty gemstone.



The loyalty spear is wielded by Princess Flora!

The Persistence Staff

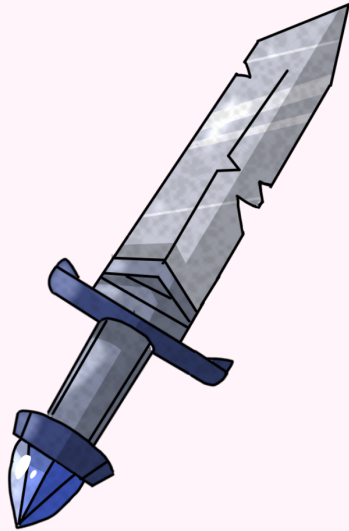
The persistence staff is honestly really cool, if I do say so myself. This is actually the weapon I wield. I know! I'm only a 22 year old royal sorcerer's assistant! I mean, Flora did have to *talk* to Carlos to give it to me, but it all worked out! The persistence staff can do 2 things. The first thing it can do is create an explosion when it hits the ground hard enough! The second thing it can do is distract and make illusions! If the staff makes contact with the target, the target will be put in a trance, or they'll just have hallucinations.



The persistence staff is infused with an amethyst. The persistence gemstone.

The Integrity Dagger

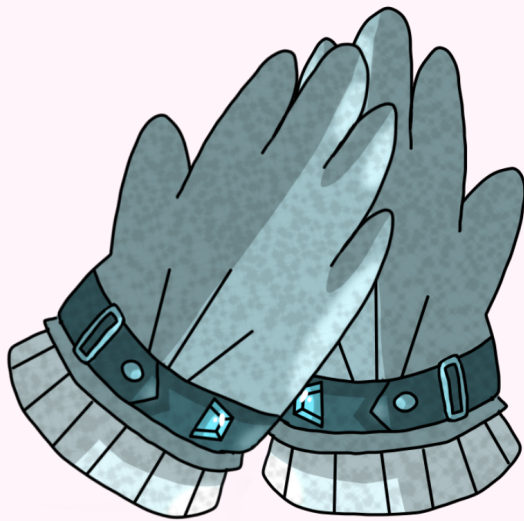
The Integrity Dagger is currently wielded by Damien. Flora thought he should have it to protect himself, since he's probably a target. The integrity dagger can force anyone it makes contact with to tell the truth. Anyone who wields the dagger also has the power to manipulate water with ease!



The integrity dagger is infused with a zircon.

The Patience Gloves

The Patience Gloves are wielded by my lov- my uh... royal sorcerer partner Beryl! The patience gloves allow Beryl to fully manipulate ice and snow with ease! The Patience Gloves are infused with Aquamarines.



The Kindness Shield

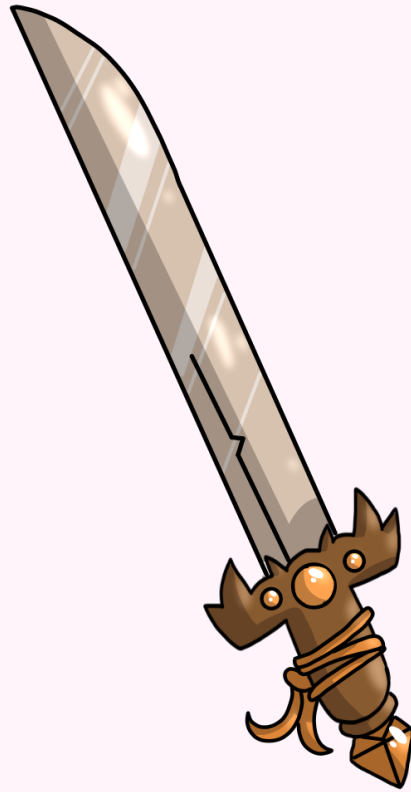
The Kindness Shield was wielded by Alice, before she was killed. It might be wielded by her daughter Grace, in the future of course. It has the ability to knock back anyone who comes close to it. It can also poison anyone it makes contact with. Making them weaker during battle.



The kindness shield is infused with jade gemstones.

The Bravery Sword

The Bravery Sword is wielded by Ichor. Beryl's fiance. Ugh, he says he's the captain of the royal guard so I guess he is. He's not as good as everyone thinks. Anyways, it has the power to boost someone's strength and make them more powerful while also being able to transform into a flaming sword.



It's infused with an amber gemstone.

The Justice Bow

The Justice Bow is wielded by Floyd, Ichor's little brother. He's very young but very mature. Ichor insisted that he also received a magical weapon for his own protection. Permission was granted. The justice bow has the ability to knockback whoever it hits. It acts as a sort of super punch. Let's say, you're being ambushed, to get out of that sticky situation you can easily shoot an arrow and quickly get out of the way.



The Justice Bow is infused with a topaz gem.

All these different weapons have been and will be wielded by all sorts of people, and will really be an asset during future confrontations with Flint! I'm going to go over it in more detail later on, but the basic way that these weapons work is because of the gemstones involved in all of their designs. Y'see, these gems aren't any odd gemstones - they're special gems that spawn in the darkest of caves, that are enchanted with magic similar to that of an Amica, and the magical properties of these gems can be used to boost someone's magic by a whole lot! So weapons like these do have a purpose in our mostly magical world, hehe.