

THE
APPRENTICE'S
GUIDE
TO
MAGIC

COLLECTED NOTES FROM
THE CANTICLE KINGDOM

Welcome, Apprentice

Magic is an ancient art,
as beautiful as it is dangerous.
It is not power for power's sake,
but a responsibility.

Siegfried taught that magic
is not given — it is earned
through endurance, wisdom,
and a heart that chooses to
protect rather than to harm.

Gwen's first axiom is the
foundation of all magic:

**Benevolence
begets influence.**

Let this guide be your beginning.





PRINCIPLES OF MAGIC

FOUNDATIONS FOR THE APPRENTICE

1

SOURCE OF POWER

Magic flows through discipline, intention, and trained will.

3

COST AND ENDURANCE

Each spell draws on your stamina and vital essence.

Overuse leads to exhaustion, weakened focus, and greater risk.

2

BENEVOLENCE AND INFLUENCE

Benevolent use strengthens your magical capacity.

Dark intent corrodes clarity and weakens your judgment.

4

INTENT AND PRECISION

Words give form, focus gives direction, and purpose shapes the outcome.

Unclear intent yields uncertain results.

5

THE LAST-RESORT RULE

Stronger magic should be reserved for moments of true need.

Restraint protects you, others, and the balance of the realm.

Power is a privilege. Wisdom is its guide.

APPRENTICE NOTES

- ★ Train daily in mind, body, and spirit.
- ★ Act with kindness; it amplifies your magic.
- ★ Know your limits—and respect them.

A

The Cost of Magic

All magic draws from the unseen currents of the world.
To cast is to borrow. To abuse is to break.



ENERGY

Fatigue, hunger, or loss of strength.



FOCUS

Mental strain, confusion, or distraction.



EMOTION

Strong emotions can amplify
or corrupt a spell.



TIME

Some magics demand moments,
others demand years.

*Respect the cost, and magic will serve.
Ignore the cost, and magic will take.*



The Apprentice's Training



OBSERVE

Watch the world. Every leaf, shadow, and stone is a lesson.



FOCUS

Train your mind to be still when the world is not.



ENDURE

Strengthen your body. Endure cold, heat, hunger, and weariness.



PRACTICE

Small spells first. Mastery comes through repetition.



SERVE

Help others. True magic blossoms through service.



Weapon Enchantment

Weapons carry the will of their wielder. Through enchantment, they can be strengthened and awakened.

Siegfried's Teachings:

- Cleanse the weapon with intent.
- Speak the true name of its purpose.
- Bind the magic with a word.
- Test the enchantment with care.

Johann's Sword

Forged with heart and strengthened by Siegfried's power, it glows blue when danger is near. When Johann cries out "HILFE," the sword responds, shining with protective magic.



LIGHTCRAFT

The purest magic comes from the light within.

THE DISCIPLINE OF LIGHT

Lightcraft creates illumination, reveals what is hidden, and drives back shadow.

I ORB OF LIGHT

Creates light, reveals the hidden, and can daze dark creatures.

II FLASH OF LIGHT

A burst of blinding radiance that drives back shadows.

III GUIDING LIGHT

Illuminates the path and reveals safe passage.



APPRENTICE NOTE

Light is not merely brightness. It is direction, warning, comfort, and revelation. Choose the form that serves the need.

Protective Magic

Benevolence creates shields that wickedness cannot break.



BARRIER

Forms a shield of force against physical harm.



WARD

Protects a place or person from hostile magic.



SANCTUARY CIRCLE

Creates a sacred space where allies are safe and magic is strengthened.



Transport Charms

Move swiftly, but never carelessly.



SHORT STEP

A small jump of distance.



FAR STEP

Trovel great distances
in an instant.



RETURN MARK

Set a mark to return safely
to a known place.



HIDDEN PATH

Walk unseen between
places known by the heart.



Tracking & Finding

Some magics help us seek what is lost or hidden.



SENSE PRESENCE

Detect nearby life or magic.



FOLLOW TRAIL

Find tracks, scents, or magical footprints.



TRUTH SEEING

See beyond illusions and hidden disguises.



SIGN OF LOCATION

Reveal a hidden place or secret door.



Sculpted Sorcery

Cornelius teaches that magic can shape stone, metal, and wood into more than they seem.



STONE GUARDIANS
Bring statues to life.



MOVING WORKS
Create mechanisms that obey your will.



FORM & FUNCTION
Beauty and purpose can be one.



Artifacts & Relics

Powerful objects hold memories of the magic that created them.

TREAT ARTIFACTS WITH RESPECT.

Understand their purpose before you use them.

Some relics choose their wielder.

Others will test your worth.



Beware the Shadow

Dark magic is hungry.
It offers easy power but
takes more than it gives.



Control others



Seek revenge



Hoard power

These are the paths
that lead to ruin.



Safety & Preparation

A wise apprentice is always prepared.

- Keep a cloak and sturdy boots.
- Carry water and dried food.
- Keep bandages and healing herbs.
- Never travel alone if you can help it.
- Trust your instincts.
- When in doubt, retreat.

Courage is not the absence of fear,
but the choice to do what is right
despite it.



Apprentice's Journal

Record what you learn, see, and feel.
Your journal is a map of your growth.



The Apprentice's Oath

I will seek knowledge.
I will practice with discipline.
I will use magic for benevolent ends.
I will protect the innocent.
I will endure hardship.
I will honor the light.

So I swear, as apprentice
of the Canticle Kingdom.



Benevolence begets influence.

RELICS, RISKS, AND THE APPRENTICE TRIAL

WARNINGS, WONDERS, AND FINAL READINESS

1 ENCHANTED RELICS

Magical objects can store, focus, or reveal power. Treat every relic with respect, for even small items may hold great purpose.

2 SCULPTED SORCERY

Stone figures and crafted forms may hold enchantment. Examine them closely—age and silence can conceal great magic.

3 FORBIDDEN PRACTICE

Power driven by domination, cruelty, or vanity is dangerous. Such magic corrodes the soul and brings ruin.

4 SAFETY RULES

- ✦ Never cast beyond endurance.
- ✦ Never experiment alone.
- ✦ Always record unusual effects.

5 APPRENTICE TRIAL

The student must identify a relic, trace a hidden path, defend with a ward, and show wisdom in the use of power.



APPRENTICE'S MARK

*Let knowledge be your guide,
courage your companion, and
wisdom your triumph.*