

Magic

- [Society](#)

Society

The societies on Stralis are greatly shaped by magic. Magic is common enough that it is used in daily activities. These are simple cantrips like moving water and manipulating fire. Usually nothing complicated or even dangerous, but useful enough so that society looks at magic for solutions rather than technology.

Level	Rareness
Cantrips	1 in 30 people
2nd level	1 in 300, requires both talent and diligent study
5th level	1 in 10.000
7th level	Talented unicums after a lifetime of devotion
9th level	once in a generation per country

The elven races are particularly adept at using magic, where most adults are able to conjure up a simple spell. Depending on which culture they hail from, they can have very different approaches to how this is applied. The wood elves from Sylvania's Embrace use it to live in harmony with nature, living in it and using magic to thrive together. They have no formal government and live in communes. Any threat is dealt with together with nature and most invaders quickly use the will to fight in the thickets of the jungle.

Others like the blood elves of the Veridann Empire use it to subjugate and enslave their 'lessers' in rigid hierarchical societies where family and clan means everything.

Halflings use it in their gardens and farms to make abundance in their villages and towns, alleviating the need for labour so there is more time for merrymment.