

Mtg supplement.

1 By meditating in an area for a period of about five hours without being disturbed, you can form a mana link to this area. This 'land' is usually roughly ten square miles in size, though this can vary greatly for sites of significance or for some lands that are just a bit smaller. Once a mana link has been established, it can be drawn on by the mage for a single mote of mana. Most lands will give mana colored by the ambient nature of the land. These links are permanent and cannot be disrupted, except by the end of a Jump or particularly powerful magic. When you arrive in a new world, your mana links are all reset. You cannot access lands in other Planes or worlds.

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3 Red - typically from mountains, as well as battlegrounds or places linked to great anger, passion, or creativity.

4 Green - typically from forests, as well as any heavily natural or wild land.

5 Black - typically from swamps, as well as graveyards or any place associated with death, rot, or corruption.

6 Blue - typically from islands and other bodies of water, as well as places of learning and science.

7 White - typically from plains and other sunny places, as well as government buildings or any other heavily-regimented or peaceful place.

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9 Once a mana link has been used, it typically needs about an hour to reset. Some particularly powerful places may give more than a single mote of mana before 'tapping out', but this is rare and indicates a place of great power. The land itself has more mana than any single mage can use in a lifetime, so you needn't worry about competition from other mages - it is only your connection that taps out, not the land itself.

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11 Because each land can only supply a small amount of mana, many mages become world travelers, creating links to many lands, while others find other ways to supplement their mana - either by increasing their own personal power, or supplementing their mana gain through artifacts or other abilities. Most notably, elves tend to have a natural ability to generate excess mana from within their bodies.

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13 Under normal circumstances, a mage's mana link is 'dormant', and cannot provide mana. Activating links must be done one at a time, and takes roughly a minute of concentration - though there are ways to accelerate this, including simple practice. Holding a mana link in its active state requires concentration, and holding more than three or four can take practice to avoid painful backlash - which can even be fatal in extreme cases. The greatest archmages can hold as many as ten mana links open at once; some of the most legendary wizards can hold even more.

(Mana-bond notes by Koolerkid)