

Ascendance of a Bookworm Encyclopedia

This document is an exhaustive and detailed encyclopedia on the characters, events, and world-building details in Japanese author Miya Kazuki's popular fantasy series, [Ascendance of a Bookworm](#). It is updated *as of the current English translation of the series*. The purpose is to serve as a repository for character and world-building information in order to act as a refresher for people returning to the series after a hiatus as well as a reference of available information on the world for those interested in speculating and theory crafting future plot points. It will be updated on a weekly basis and all information will be based on the latest weekly release of the officially licensed English translation of Ascendance of a Bookworm (available for members at [J-Novel Club](#)), which publishes pre-release copies of their ongoing translations on a weekly basis.

Current Status: Up to date as of the release of the prepub of **Part 4 Volume 1 (part 1)**, with some additional information through Part 4 Volume 1 (part 3).

For those who do not have a J Novel Club subscription or are not caught up to the latest prepub release and are looking for a refresher on materials covered in prior volumes, I'm in the process of writing a plot synopsis and "mini" primer of each volume as it releases on an ongoing basis, to reference as a spoiler-free alternative to this document. Check back later for updates.

Also, check out the following links for more information (please feel free to suggest other useful resources).

[Deities Table](#) by J-Novel Club forum member *piisfun*

[A Labeled Map of Ehrenfest Duchy](#) (a better version is included in a few of the e-books starting from P2V3s official release)

[Ehrenfest Nobility Family Tree](#) (updated for Part 4 Volume 1)

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Using This Primer

Please post any relevant feedback on the [relevant forum post](#) on j-novel.club, the [reddit topic discussion](#), or by posting a comment or correction on this document. Corrections created by others should appear within the document, like this. You can also highlight portions and comment on them, which can be viewed in the sidebar if clicked on. The j-novel club forum post should be used for discussion and conversations with other users, while comments should only

be used specifically to suggest an edit to the document itself. Avoid posting corrections like “I think you should add stuff about Bob, the drunkard who was introduced at the bar scene” directly into the document; keep it as a highlight comment, write that on the forums, or post your recommendations in the form of a correction in the document itself, like “**Bob**: a drunkard who frequents the local bar”. Note that comments and corrections may be disabled in the future if the document is abused by spammers, scammers, or trolls, so please use them responsibly.

I’m in the process of adding bookmarked links to each entry in the encyclopedia. For instance, when reading about one character (e.g. [Freida](#)) you may see a link to another entry (e.g. her grandfather and the guildmaster of the merchants guild, [Gustav](#)). This should make it convenient to cross reference characters and concepts while reading about others. Any help with this task is greatly appreciated (you can add bookmarks with *Insert* → *Bookmark* and then link to them elsewhere by highlighting a section and then selecting *Insert* → *Link*). You can also use the table of contents above (or for desktop users, click *View* → *Show Document Outline* to open a table of contents on the left side of your screen) for navigation to any particular section of the encyclopedia.

The Characters

Part 1 - Commoners

Commoners of Ehrenfest

The Myne Family

Myne: The protagonist. 11 years old, and born in the summer. Has memories of living as Urano Motosu, a girl from Japan, which awakened when she was 5 years old. Suffered from the Devouring, a condition involving having excess mana despite being a commoner, which typically ends in death if not treated; this eventually culminated in her joining noble society as [the local Archduke](#)'s adopted daughter and taking the name Rozemyne. Absolutely obsessed with filling the world with books due to being a voracious bookworm in her previous life; she wants to read the stories made by others and dreams of the day when people across the world are writing books. Her innate sickly nature, in part a result of her Devouring as well as a mysterious near-death experience when she was a young child, means she frequently collapses if she exerts too much effort or gets too excited. See also [Apprentice Shrine Maiden Myne](#) (part 2 character), [High Bishop Rozemyne](#) (part 3 character), and [Archduke Candidate Rozemyne](#) (part 4 character).

Tuuli: [Myne](#)'s sister, one year older than her and also born in the summer. Due to her endearing and heartwarming personality, Myne views her as an "angel" who “heals her soul”. When she was younger, she tried to straddle the line between being the responsible, mature

older sister to Myne and the sweet, adorable daughter of [Gunther](#); she absolutely adored her father Gunther and loved how he cosseted her, but she would also act as a caretaker and teacher for Myne. However, since Myne's departure to the Temple and later the nobility, she has begun to realize and admire the many talents of her younger sister, which spurred her ambitions; by becoming a talented and successful seamstress, she would be able to do business with the nobility and put herself in a position to be able to see her younger sister again. In order to fulfil her promise to Myne that she'd become a first-rate seamstress, she is working under a *leherl* apprenticeship contract at the Gilberta company under the tutelage of [Corinna](#), whom she admires. She is well known and liked at the company, as Corinna had previously employed her to teach Gilberta company seamstresses how to make hair sticks for several years. As seamstress work is a popular, well-paying, and respected profession for women, her rising star status and budding beauty makes her a popular marriage prospect amongst the teenage boys of her neighborhood (and Ralph in particular), although she is too busy with work to consider relationships. The hair sticks she makes for Rozemyne are currently the one thread tying her to her younger sister, so she is working hard to ensure that her hair sticks remain the best available and worthy of the patronage of an archnoble, and to train in etiquette to ensure she can be employed with archnobles. She is a beneficiary of [Myne's blessing](#).

Effa: [Myne's](#) mother. A very kind and gentle woman who loves her family, but also a woman with the strength to face hardship head-on for them as well. Generally has a more pragmatic view on things than her husband, Gunther. Works as a dyer, which is a position of relative seniority in the Tailor's Guild compared to a regular seamstress; she has recently been working from home taking care of [Kamil](#) while making hairpins for [Corinna](#). Both her parents are deceased. A beneficiary of [Myne's blessing](#), which helped ease her birthing pains.

Gunther: [Myne's](#) father, in his 30s. Married to [Effa](#). Commander of the eastern gate border; served a stint at the south as well before his transfer, and was promoted to commander of the east after the previous commander was dismissed for allowing Count Bindewald to enter the gate without a proper invitation. Since then, he has been regularly leading the escort of High Bishop Rozemyne's entourage during their frequent trips to Hasse. Rozemyne used this as an opportunity to give him money under the guise of rewarding him for his diligent service. Like the rest of the family, he practiced hard to learn how to write so as to exchange letters with Myne. He is very overprotective of his children due to losing so many of them, which often leads him to react emotionally about them. He believes Myne to be blessed by the Gods, which to him explains her unusual behavior; the neighbors, meanwhile, think her personality and behaviors heavily resemble Gunther. He is the son of a wood carver and became proficient in wood carving as a result; as a child, he gained an apprenticeship as a soldier under Effa's father without the help of his family, and met Effa during this time. His corny yet earnest efforts to woo Effa remain an embarrassing yet romantic memory for her, and she is often teased for it. Both his parents are now deceased, a product of overall low life expectancy for commoners. He is a beneficiary of [Myne's blessing](#), which in part healed the wounds he suffered during Count Bindewald's kidnapping attempt against Myne.

Kamil: The youngest member of [Myne's](#) family, her little brother and approximately ?? {TODO: age} years younger than her. Myne has had several other siblings, all of which were either

miscarried or died young. Myne viewed it as her duty as an older sister to make him a wonderful present, and came up with the idea of a children's picture book, which Kamil seems to have taken too. She also had a baby rattle made for him. He saw his older sister infrequently during her public appearances as High Bishop, though only at a distance. He is a beneficiary of [Myne's blessing](#), though the potential effects of this have not been determined.

The Lutz Family

Lutz: Close friend of [Myne](#) and the same age as her, and is aware of the fact that she lived another life in another world. He admires Myne and works to better himself in order to fulfill his promise to her to support her and make her products and inventions. Thanks to this, he is now an apprentice merchant of many talents, capable of selling products to the nobility, supervising the research, production and development of Myne's products, and so on. He frequently relays letters from Myne to her family and [Benno](#). As a young child, he often fought with his brothers over the little food the family managed to bring home, and he always felt hungry; Myne managed to charm him with recipes she remembered from Japan; as result, he agreed to assist her in her dream of making paper. Myne would in turn assist him with one of his own dreams, to travel the world, and the pair of them requested to join Benno's company. As a result, he is now working at the Gilberta company as an apprentice merchant, which has given him the opportunity to visit foreign cities. This was not without difficulty, as his father viewed merchants as greedy and didn't want his son to associate with them or leave the safety of the city, though this issue was ultimately resolved thanks to the assistance of Ferdinand. He is currently helping Benno at his new store, the Plantin company, set up Myne's printing workshops across the duchy as well as develop new forms of paper and ink; Benno intends to adopt him as a son and have him one day inherit this company as his own. Myne named him the "Gutenberg of selling books" due to his assistance. A beneficiary of [Myne's blessing](#).

Ralph: Older brother of [Lutz](#). Pursuing a career as a carpenter. The local children looked up to him back when he still journeyed to the forest regularly. He has a crush on [Tuuli](#), who is the same age as him; he is jealous of the fact that his younger brother Lutz gets to keep visiting her house and seeing her all the time. He is the second youngest child in the family.

Seig: Older brother of [Lutz](#). Often stole his food. He works as a Carpenter at the Dostal Workshop, which has an exclusivity contract with [Benno](#). He is the second eldest child in the family.

Zasha: Oldest brother of [Lutz](#). Often stole his food. He is a member of the Construction guild. He is planning to marry a girl soon.

Karla: Mother of [Lutz](#). Disapproved of him becoming a merchant but eventually relented after Lutz proved to her it was more than a passing fancy. Raises chickens.

Deid: Father of [Lutz](#). Disapproved of him becoming a merchant initially but eventually accepted it like his wife, though he had trouble communicating his concerns with the profession to his kid. He is a Foreman of a workshop in the Construction Guild.

Others

Fey: A boy who lives in the same neighborhood as [Lutz](#) and [Tuuli](#) and is apparently Lutz' cousin; would sometimes join them on forest excursions. Known as a bit of a prankster. Led a gang of younger kids that followed him around and looked up to him. He and his friends once accidentally destroyed Myne's clay tablets while horsing around, and she was so upset as a result she inadvertently subjected him to The Crushing; following this, she gained a reputation amongst the neighborhood children as someone to never cross.

Hugo: A chef who trained under [Myne](#) and [Fran](#) in the Orphanage in order to serve food at [Benno](#)'s Italian Restaurant. A serious hard worker and an ambitious, talented chef, he was eventually sent to [Sylvester](#)'s household on a temporary basis to share Rozemyne's recipes alongside [Ella](#), following which he was offered a full time job working in the Archduke's kitchen. He promised to return after training up a successor for Benno at the Italian Restaurant, and built a fierce rivalry with the Othmar company chef [Leise](#). He has a bit of a complex about his appearance; apparently, he looks too much like a "nice guy" that he couldn't get a girlfriend, though Ella seems to disagree about him being unattractive. After becoming a noble's chef he ended up getting into a relationship with a woman called [Kirke](#), but it fizzled out after he was sent to work in the Noble's quarters for a month, leading to him feeling depressed. Rozemyne, wary of his talents being poached, eventually persuaded him to remain as her personal chef alongside Ella. Ella and Hugo would eventually go on to agree to get married during Rozemyne's *jureve* coma, though the two had to wait for her to awaken before they could finalize the marriage. Also during that time, his rivalry with Leise led to the two holding annual cooking battles against each other, with the two tasked with coming up with new dishes; Hugo lost the first, largely a result of him inadvertently basing the dish off of what he knew of Rozemyne's tastes, but won the second after Ella helped motivate him.

Ella: [Myne](#)'s personal chef. Trained under [Hugo](#), Myne, and [Fran](#) in the orphanage and acted as Hugo's assistant before taking his place as Myne's head chef once he left for the Italian Restaurant. She came of age during her service under Rozemyne. She wanted to pursue a career as a chef but wanted to avoid the fate of many such women, who end up as tavern wenches, and so strived to cook for nobles. Unlike Hugo and [Todd](#), she remained behind as Rozemyne's personal chef, and now frequently works in the Archduke's castle preparing food for Rozemyne alongside Hugo. She has a crush on Hugo thanks to his talents as a chef, but dislikes his tendency to get mopey and depressed sometimes and finds his attempts to pursue failed romantic endeavors with everyone except her frustrating. She often feels compelled to take care of him when he's depressed and help motivate him to improve. As a result of this, he eventually proposed to her out of the blue; unfortunately, they had to wait until Rozemyne awoke from her *jureve*-induced coma to give her approval.

Todd: Apprentice chef who trained under [Hugo](#) and [Ella](#) in the Temple Orphanage, learning Rozemyne's recipes for the Italian Restaurant. He is extremely afraid of nobles to the point that his hands get sweaty and shaky when he imagines being near one. He worked at the temple to cook food for [Ferdinand](#) and share Myne's exclusive recipes before returning to the

Italian Restaurant. Unlike Hugo and Ella, who still work for Rozemyne, Todd remained a full time chef for the restaurant, though he is not nearly as confident in his talents as either of the two of them and struggled to develop original recipes of his own in Rozemyne's absence.

Kirke: [Hugo's](#) ex-girlfriend, who became involved with him after he started being a noble's chef. During his one month stint in the Noble Quarters teaching Rozemyne's recipes, she ended up breaking up with him and began dating his neighbor, much to Hugo's chagrin. In order to avoid having to look at them being lovey-dovey with each other all day, he was desperate to move into the noble quarter.

Merchants of Ehrenfest

Plantin Company

Benno

Former "Director" of Gilberta Company (now the owner and operator of the Plantin Company) and older brother to [Corinna](#), whom he took care of after his parents passed away. He rescued the family business, the Gilberta company, from potential collapse following his father's abrupt passing, but remained unmarried as his childhood sweetheart [Liz](#) passed away while he was busy keeping the company afloat. Years later he would meet [Myne](#) and entrust the Gilberta Company, famous for being a clothing store, to his sister Corinna and her husband [Otto](#). He is a beneficiary of [Myne's blessing](#).

Despite his seemingly blunt and aggressive demeanor, he has a soft spot for Myne, who reminds him of Liz; he lectures her constantly out of a sense of concern for her well-being. He has made an effort to ensure that [Lutz](#) and [Tuuli](#) can regularly visit the temple to see Rozemyne, so that Rozemyne's heart doesn't shatter out of longing for her family and friends. To ensure that they can visit her, now and in the future, he has rigorously trained Lutz up to a standard that he can meet and make deals with nobles and is trying to ensure that Tuuli can serve as a private seamstress.

Benno is extremely competitive and ambitious; after his brother-in-law Otto introduced him to Myne and Lutz, he immediately seized upon Myne's interesting inventions and attempted to monetize and sell them amongst rich merchants and the nobility. He had a fierce rivalry with [Guildmaster Gustav](#) of the Merchants Guild due to various misunderstandings mainly centered around Gustav's offers to merge their respective families in marriage after the death of Benno's father; the Guildmaster tried to provide his family with support, but Benno interpreted these marriage offers as an insult and a greedy attempt to seize control of his family's business. For a time, the Guildmaster treated him as an overambitious upstart who would get in over his head and lead his family business to ruin, and made every attempt to stymie his efforts to make money off of Myne. Benno didn't take this lying down, and fought hard to protect his interests

and sell Myne's inventions. When Myne shared a recipe with Guildmaster Gustav's chef, Benno responded by starting up a restaurant to sell Myne's modern cuisine.

He is currently running a second business, named the Plantin Company by Rozemyne (named after Christophe Plantin, a famous publisher who was active during the early years of the printing press) in order to properly make and sell Myne's printing-related inventions, a business he intends to have Lutz inherit. Myne and Benno's work with printing had attracted the attention of [Archduke Sylvester](#), and he was charged with developing printing as an official industry within Ehrenfest to eventually raise its status within the nation. This forced him to reprioritize his business away from the restaurant and the Gilberta company.

All of the various activities he had become involved with, either willingly or at the command of nobles, soon left him overworked. He also had to deal with other merchants trying to stymie his business, as they were jealous of the fact that the Gilberta company was making so much money off the nobility in so many different industries despite merely being a clothing store. He eventually had to admit defeat: he persuaded Guildmaster Gustav and his granddaughter [Freida](#) to come on as investment partners to the Italian restaurant and eventually ceded control over active operations to them, and also separated himself from his family clothing business, leaving that up to his sister Corinna and her husband Otto.

Employees

Mark: Thirty-seven-year-old former employee of Gilberta Company (now a part of Plantin company), and [Benno](#)'s most trusted aide. Has been working there since he was 7 years old, and very loyal to the company; he cut ties with his family store after disputes erupted when his older brother inherited it. He respects Benno's keen insight into profitable ventures and does his best to support him, including serving directly as an assistant as well as overseeing and managing operations on his behalf when Benno is away or busy. He seems to possess a calculating personality when wronged, as he happily plotted the downfall of the [Mayor of Hasse](#) after he and the Gilberta company received terrible treatment during their visit to establish a branch of Rozemyne's workshops. He, along with Benno and [Lutz](#), are considered "Gutenbergs" due to their work making plant paper through the Plantin company. A beneficiary of [Myne's blessing](#).

Damian: One of [Freida](#)'s older brothers. He and the rest of Freida's extended family met [Myne](#) when Myne visited her house during Freida's baptism ceremony. Much like the rest of his family, he's a devilishly good negotiator along with being very assertive and ambitious. Freida's passionate proclamations about the profitability of Myne's industries ultimately led him to take on a lehang contract at [Benno](#)'s new Plantin Company. Benno described him as one of the best employees he had in terms of noble etiquette. He is also apparently good at setting up long term profit opportunities and coming up with new products. He accompanied Benno, [Lutz](#), and Lady Rozemyne to Geibe Illgner's domain during their stint to investigate the suitability of the domain for paper production. He was used to hiring servants to help take care of things for him, so his trip out in the "backwater" countryside was quite difficult as he

was required to participate in manual labor along with Lutz and the grey priests. The trip was not wasted, however, as he had some useful contributions to potential products and markets; in one case, he came up with the idea of potentially importing schireis tree bark by itself as opposed to manufactured paper, in order to use it as a material for papermaking in light of the fact that they were having trouble pairing it with a locally sourced tororo (i.e. the second ingredient, typically sticky plants or bugs, that is required for japanese-style paper).

Liz: Deceased. Former childhood sweetheart of [Benno](#) who passed away due to The Devouring. He had planned to open a store with her. [Myne](#) apparently reminds Benno a lot of Liz, and his ruthlessness as a merchant is less present around her.

Gilberta Company

Corinna: Owner and heiress of the Gilberta Company and younger sister to Benno. She is a famous, talented seamstress in Ehrenfest and a higher up in the Tailors guild. A bombshell beauty, [Otto](#) fell head over heels for her at first sight, proposing to her on the spot and spending months trying to woo her before eventually marrying into her family. She was thankful to find out that Otto was enjoying his time as a guard, having found opportunities to behave like a merchant despite taking on more stable work as a guard. Though she is normally quite gentle and kind, [Myne](#) thinks she can be quite devilishly manipulating when she wants to be, especially her ability to extract valuable information from people without them realizing it, and so pronounced her the scariest member of the family. She recruited Myne's older sister [Tuuli](#) to be an apprentice at her store after recognizing her talents and value, as she is one of the few who can make hairpins for Rozemyne; she even managed to get Tuuli to train her own seamstresses to make hairpins. As an apprentice blue-robed Shrine Maiden and later the High Bishop, Rozemyne would employ her dressmaking services multiple times, including the one that Rozemyne designed for [Brigitte](#).

Otto: Former guard at Ehrenfest's southern gate border. One of a handful of literate guards, he processed most of the paperwork and tried to recruit [Myne](#) as his apprentice. Before his time as a guard, he was a traveling merchant who settled in Ehrenfest to marry [Corinna](#), heiress to the Gilberta trading company. To prove his commitment, he quit his job as a traveling merchant, abandoned his plans to open a store in his hometown, purchased citizenship in Ehrenfest, and took more financially stable work as a guard. He was the first to stumble across Myne's talents, and as a result of a request by Myne to help [Lutz](#) become a merchant, took the pair of them to meet his brother-in-law and (at the time) director of the Gilberta clothing store, [Benno](#). Though Otto had planned to simply employ Myne as an assistant, Benno quickly leaped upon the opportunity to turn her inventions into profit and recruited the pair of them to his store, much to Otto's chagrin. Benno would later train him to manage and inherit his responsibilities in the Gilberta Company so that Benno could start his own company and keep the established Gilberta clothing company separate from Benno's work in the paper industry with Myne. Under an arrangement with Rozemyne, he was trained in noble manners under the grey priests [Fran](#) and [Zahm](#) in order to allow him to engage in dealings with the nobility as a merchant, and would eventually take over Benno's role as Gilberta's director.

Renate: Newly born daughter of [Corinna](#) and [Otto](#). Born shortly before Kamil was to [Effa](#) and [Gunther](#). Will presumably one day inherit the store, owing to it traditionally being headed by a female seamstress.

Leon: Fellow apprentice merchant of [Lutz](#) being trained as a waiter by [Fran](#) for [Benno](#)'s Italian Restaurant. He was sent to occupy a permanent position within the Gilberta company by his family, who owns a linen store, to build long-term relations between the two companies; he resented the fact that his work with [Myne](#) and Lutz often involved doing laborer and craftsman work, rather than acting as a merchant. He is aware that Myne is a commoner child rather than the rich merchant girl that Benno presents her as, and also realizes [Blue Priest Sylvester](#)'s true identity. Myne isn't fond of the attitude he gives her and Lutz, and he did not receive [Myne's blessing](#).

Theo: An assistant to [Otto](#). Rozemyne secured training in noble manners and customs for him for [Benno](#) as part of a deal to borrow some of Benno's employees for a trip to the province of Illgner. He appears to serve a similar role for Otto as [Mark](#) once did for Benno.

Othmar Company

Guildmaster Gustav: Guildmaster of the Merchants Guild of Ehrenfest, head of the Othmar company, and [Freida](#)'s grandfather. He once repeatedly offended [Benno](#) with various tactless (though good-intentioned) marriage proposals between their two families after Benno's father died, and now enjoys a fierce rivalry with him. Gustav saw him as an overambitious upstart who would one day bring himself and the Gilberta company to ruin with his risky and aggressive style, and so used his position as Guildmaster of the Merchants Guild to try to scuttle his attempts to expand the Gilberta companies business ventures, to varying success. However, after Benno came to the attention of the Archduke of Ehrenfest through his connection with Rozemyne, Gustav seems to have backed down and is now being much more cooperative. He would eventually become an investment partner at Benno's Italian restaurant.

Freida: Granddaughter of [Guildmaster Gustav](#), an apprentice at the Merchants Guild, and close friend of [Myne](#). Suffers from the Devouring and has acquired a contract with the laynoble Lord Henrik to become his mistress and provide financial support in exchange for magic items to manage her Devouring symptoms. Myne finds her scheming nature a little frightening sometimes and also hard to really relate to due to their (internal) age difference, though Freida views Myne as her best (and really *only*) friend. She is a principal investor into the Italian Restaurant alongside [Benno](#), now that Benno has been forced to cut the Guildmaster's family into the business due to being far too busy to manage both it and the Printing Guild by himself. Did not receive [Myne's blessing](#).

Leise: The head chef of [Guildmaster Gustav](#)'s residence, hired to familiarize [Freida](#) with the cooking of the nobility. She was accidentally taught the recipe for pound cake by [Myne](#) before Myne realized its value, and worked with Frieda to produce a variety of high-class desserts based on it. Once Freida and Guildmaster Gustav joined up with [Benno](#)'s Italian restaurant, she quickly picked up Myne's recipes and took over as de facto head chef, training the rest due

to her experience. She built something of a rivalry with Hugo as well, particularly as his Consomme was the best, and the two began engaging in annual cooking battles.

Jutte: [Freida](#)'s attendant.

Craftsman of Ehrenfest

Carpenters

Ingo: Head of the carpentry workshop that Rozemyne has exclusivity with. Has a wife named [Annika](#). When [Benno](#) realized the workshop he worked exclusively with, the Dostal Workshop, was too busy to handle [Myne](#)'s orders due to their work on his new Italian Restaurant, he brought her to Ingo instead, who ran a smaller and newer workshop. He initially helped build prototypes for her woodblock printer and also created a prototype printing press. When he heard that High Bishop Rozemyne had commissioned carpentry work for a new Monastery, he and his peers at the carpentry guild initially assumed that he had lost exclusivity with her, and his reputation began plummeting. He negotiated with Benno and [Lutz](#) to set up a meeting with Rozemyne to try and secure her favor, and was eventually commissioned to help improve the printing press in a cooperative effort with the metalworkers [Zack](#) and [Johann](#). This type of inter-guild cooperation was unheard of in Ehrenfest, and proved to be quite exhausting for him; the two smiths were extremely passionate and ambitious, and he had to try and ground their crazy ideas in practicality while he desperately tried to make sense of the difficult and confusing work that the printing press entailed. The success of the project eventually culminated in him securing a written promise of exclusivity, however he was warned by Benno that this was not the salvation he had hoped, as Rozemyne would expect these kinds of cooperative endeavors to be the norm. He has a number of apprentice carpenters who work under him, including two named **Linus** and **Dimo**.

Annika: [Ingo](#)'s wife. Works at his Carpentry workshop with him. Helped reassure him when he believed Rozemyne might have lost faith in his abilities.

Metalworkers

Johann: A young but skilled metalworking craftsman who specializes in precision work and precise measurements. [Myne](#) hired him to produce her first metal letter types, and excitedly awarded him the title of "Gutenberg" (after the man who invented the printing press on Earth, [Johannes Gutenberg](#)) when he finished, and would later refer to him as the Gutenberg of metal letter types. This title would help leapfrog his status in the metalworking guild, much to the chagrin of [Zack](#), a rival metalworker - and himself. After all, the extremely precise and repetitive work that Rozemyne endlessly commissioned of him ended up being a source of immense exhaustion and trauma, though in the process he became so skilled in precision work that no craftsman in Ehrenfest could compare. He would go on to work with Zack to help design and create Rozemyne's first printing press. His expertise was also required to construct the hand-pump, as the vacuum-sealed chamber required such precise metalworking that no

other metalworker in Ehrenfest could replicate it - though many are now scrambling to improve their skills to try and get more of Rozemyne's patronage.

Zack: A craftsman from Verde workshop who has something of a rivalry to [Johann](#). He was quite jealous of the treatment Johann was getting in the metalworkers guild after [Myne](#) labeled him a "Gutenberg", believing it to be a title exclusive to the best metalworkers. He felt his design and construction was much better than Johann's, especially after Johann had spent so long without a patron, and so demanded to be given an opportunity to try and work for Myne to prove his competency. After he designed and produced a prototype printing press for Rozemyne, she named him a Gutenberg. He is good at coming up with original blueprints for the complicated and advanced mechanisms required by Rozemyne, but since blueprints were not customarily bought or sold but rather subsumed in the cost of ordering the item in the first place, he had difficulty distinguishing himself from other smiths as many of his designs were too difficult for him to personally make. Rozemyne would eventually offer to purchase the designs he came up with, having Johann make them in his place. She also thinks he would make a good foreman for a Gutenberg workshop, with Johann as the primary worker, but unfortunately as he has signed a leherl contract he is not able to leave his current store; he let this fact slip in discussions with craftsman, and many metalworkers are scrambling to improve their skills to enjoy Rozemyne's patronage. He was also commissioned to design blueprints for a mechanical hand-pump designed by Rozemyne; as he was not quite sure if the mechanism he designed following Rozemyne's explanation would actually work, he had Johann made a prototype to test its functionality. Rozemyne ended up signing a magic contract to have the Smithing guild pay a fee to herself and Zack for each hand-pump it manufactured; she planned to make this part of a broader copyright system for blueprints and books in the future.

Inkmakers

Heidi: An enthusiastic and eccentric researcher of ink and the daughter of the Ink Guildmaster, [Bierce](#). She is being paid by the Rozemyne workshop to determine the properties and mechanics of colored ink, which doesn't seem to work according to the usual color theory principles, as well as perform other research into the best kind of ink for each kind of paper the Plantin company develops. She would have been the one to inherit her father's workshop, but she cares for nothing else but ink research. Myne declared her and her husband, [Josef](#), the Gutenbergs of ink.

Josef: An ink craftsman and married to [Heidi](#). He helps support her eccentric research into ink by handling all the work and activities she isn't motivated to do. Had to become a Beruf in order to keep the workshop afloat after his father-in-law became the guildmaster; this required taking a formal test of competency and knowledge, which commoner workshop heads have to take in order to be properly recognized by other businesses. [Myne](#) declared him and his wife the Gutenbergs of ink.

Bierce: [Heidi](#)'s father and [Josef](#)'s father-in-law. Ran their ink workshop and is now the unwilling guildmaster of the Ink Guild after its former guildmaster, Wolf died under unknown circumstances.

Wolf: Deceased. The ex leader of the Ink Guild who was hired by nobles to investigate Myne. However, due to actions by [Benno](#) and [Ferdinand](#) to keep Myne hidden, they suggested he had been killed by his patrons after not producing any results. He had many backroom dealings with nobles in the past and was involved in many shady activities, so few Ink craftsmen wanted to take over his position and risk being dragged into the same work.

Commoners from Other Cities

Mayor of Hasse: Deceased. The unnamed former mayor of Hasse. Unbeknownst to Rozemyne, orphans in such farming towns are officially considered the property of the mayor, to be put to work or sold for the benefit of the town, though they would be provided a patch of farmland if they came of age. Accordingly, when [Ferdinand](#) and Rozemyne visited Hasse and attempted to take custody of the orphans under his care, he tried to deceive Rozemyne & co. in order to sell the two prettiest girls, [Nora](#) and [Marthe](#), to a noble scholar named Kantna. His defiance earned himself the displeasure of High Priest Ferdinand, who later ordered Rozemyne to isolate him politically and have him replaced. He had ties to the former [High Bishop, Bezewanst](#), which he mistakenly viewed as giving him political power over Ferdinand and Rozemyne when they came to visit Hasse. He tasked a few villagers with kidnapping the orphans back from Rozemyne's orphanage, which failed due to the magic protecting the building. As this was tantamount to treason and punishable by death, the rumors spread by merchants at the behest of Rozemyne through her connection to the Gilberta company undermined the support he once had in the village, and his assistant and cousin [Richt](#) ended up leading a faction to replace him. No amount of excuses could justify such a crime, and his actions ultimately led to the execution of both him and his wife, along with a smattering of other individuals who could not pass through a Gate of Judgment cast by Ferdinand in an attempt to identify potential traitors.

Richt: Current mayor of Hasse. He was once the secretary and relative of the now deceased former [Mayor of Hasse](#). Rozemyne and [Ferdinand](#) had a much better impression of him than the ex-mayor, and he represented the village on an interim basis in lieu of the Mayor before taking over as his replacement. The transition was relatively simple, as Richt had already been performing most of the former mayor's work for him as his secretary. As one of the few commoners to understand how dealings with the nobility work, he understood that the Mayors' attack upon the orphanage was a grave crime, and helped press upon the villagers the importance of contrition and loyalty as thanks for the mercy Rozemyne secured for the village. While seemingly meek at times, he showed courage throughout the process, speaking on behalf of the village and entering the Gate of Judgment first at Rozemyne's urging. Though loyal, good natured, and somewhat used to the nobility, it was clear that [Bezewanst's](#) corruption had seriously affected Hasse; Richt would later write letters to High Bishop Rozemyne replete with the same euphemisms from when Bezewanst was the High Bishop, which inadvertently promised inappropriate services such as wine and women as bribes in exchange for favors. Richt was shocked to learn that offers of "sweet fruits and beautiful flowers" didn't mean actual fruits and flowers, which he had actually prepared and set out for

his guests. Rozemyne would later send two grey priests, [Achim](#) and [Egon](#), to Hasse to help re-educate them on the correct methods of interacting with the nobility during Project Grimm (her primary goal and the reasoning behind the name was to have the priests also gather stories with which she could make and sell books).

Carya: Servant of Giebe Illgner in his domain. She was assigned to Rozemyne's group to coordinate with them and Viscount Illgner, relaying their requests for assistance to the Giebe. Like many in Illgner's relatively backwater domain, relations between the nobility and commoners were much more relaxed, and her interactions with Rozemyne's entourage were more informal than many of them were expecting. She and the grey priest [Volk](#) ultimately ended up falling in love; thanks to the new papermaking industry, Volk and Carya were ultimately able to help earn Viscount Illgner enough money to purchase Volk from the church. Carya and Volk would later get married.

Volk: A former grey priest, now a commoner of Illgner and married to [Carya](#). Part of a group of Rozemyne's retainers that visited the Illgner domain to develop the papermaking industry. As a grey priest, he was highly trained to serve as a nobles attendant, and had intimate knowledge of the inner workings of the printing industry. He fell in love with a woman of Illgner named Carya, and though he was uncertain of what marriage truly meant, having been largely separated from ordinary aspects of society since childhood, he wanted to be with her. As a grey priest, however, he was not permitted to marry, and would need to be sold out of the temple; Viscount Illgner, out of generosity, originally offered to purchase him, but balked at the large price being demanded - two large golds, roughly 20 times more than he had anticipated. This was a function of Volk's skills and abilities as a priest and the knowledge he had of the printing industry. Fortunately, Rozemyne agreed to lend Volk to Illgner for a year, and he was able to earn the duchy plenty of money as a result of the paper being produced. This eventually allowed Viscount Illgner to make the purchase, and he employed Volk to educate his servants and head up his papermaking operations.

Part 2 - Priests

Grey Robes

Myne's Attendants and Servants

Fran: Head attendant of High Bishop Rozemyne, he organizes and manages the duties and activities of the rest of the Grey Priests under her, and also tutored [Myne](#) on how to behave like a proper noble for a time before she was formally adopted. Amongst Rozemyne's servants, he interacts with her the most, taking her orders and relaying it to the other priests and returning with their reports; he is also strict with her as needed to ensure she does her work at the temple properly. He was one of [Ferdinand](#)'s most trusted servants, who he assigned to her to assist her in her transition into temple life. Ferdinand knew that he was a diligent and hard worker based on his work under Ferdinand, and trusted that he would serve Myne well,

though Fran initially viewed his assignment to a commoner as a sign that Ferdinand had lost faith in him. Like many Grey Priests, Fran is generally uptight and formal, and has difficulty in environments and situations outside the temple. He was a former attendant to the occupant of the orphanage directors chambers prior to Myne, [Sister Margaret](#), whom he had some traumatic experiences with, analogous to that of flower offerings. She had apparently committed suicide at one point as a result of her activities coming to light, an act that caused [Arno](#) to covertly bully and harass him in revenge. This trauma also made it somewhat uncomfortable for him to work within the orphanage, but he mustered his courage and overcame his trauma. A beneficiary of [Myne's blessing](#).

Gil: Servant of Rozemyne, initially assigned by the former High Bishop to harass her. He was apparently an orphan who was brought to the temple at a young age much like [Dirk](#), as opposed to a child of another grey priest from “*flower offerings*”. Before he was assigned to [Myne](#), he had a reputation for being a huge troublemaker who needed to be constantly sent to the *Penance Chamber* for misbehavior or refusal to do work; his initial interactions with Myne provoked [Lutz](#) into attacking him, and through this Myne learned of the drastic differences in culture between the temple and the lower city. Eventually, Myne won him over with love, appreciation, and food, teaching him that his hard work for her would not go unrewarded. He now sees Lutz as a kind of rival and hurried to try and learn to run the orphanage workshop, manage the forest excursions, and write like Lutz could; he’s now skilled enough to supervise the workshop himself without Lutz’ involvement and write reports for [Fran](#). Due to his expertise and knowledge of the workings of the workshop, he was assigned to accompany Benno and Lutz on a trip with some noble scholars in an attempt to determine suitable locations to replicate Myne’s workshop model in other areas of the Duchy.

Rosina: Music instructor retained by Rozemyne and former servant of Sister Christine, specializing in playing the harspiel. Is technically no longer a grey priest, owing to the fact that she was officially sold to the Archduke’s family to serve as a full-time music instructor and personal musician for the adopted daughter of the Archduke. She also helped model noble mannerisms for [Myne](#). She was a former servant of Sister Christine, who was a lover of arts; the luxurious treatment she received under Sister Christine was abnormal, and she had difficulty adjusting following Sister Christine's departure from the temple. She came of age during Myne’s stint as the orphanage director and was given a set of harspiel sheet music which Myne developed with [Ferdinand](#)’s help. Would later meet Sister Christine, who recognized her and apologized for not being able to purchase her from the temple sooner and congratulated her on her new position as servant to Myne.

Wilma: Servant of Rozemyne and a former servant of Sister Christine, specializing in art and painting under her. She apparently has a homely look and personality. She takes care of children as the unofficial matron of the orphanage; the building would normally have had other shrine maidens who had given birth to and/or took care of the children, but many of these women had been used as prostitutes through “flower offerings” by blue priests and were frequently killed by the former [High Bishop Bezewanst](#) when their looks wore away, and many more when large numbers of the blue priests were called back into the nobility. As a result of her talents, she was asked by Rozemyne to produce art for Rozemyne workshop picture books, and she also volunteered to produce art of [High Priest Ferdinand](#) for the

harspiel concert after being inspired by [Rosina](#)'s more amateur sketches. She is afraid of older men due to having once nearly been tricked into flower offering; this led her to fear interacting with older men or leaving the orphanage. At one point grey shrine maidens were set to leave the temple with [Benno](#) and the Platin company, to visit Hasse; there, they were to learn to give birth, as a grey shrine maiden [Lily](#) had been impregnated by the blue priest [Egmont](#) and nobody in the temple knew what to do. Unfortunately, Wilma was still too afraid to leave, and as a result she would likely not be able to train others or supervise the process in the future, despite being the head matron of the orphanage. As a result, Benno, who had been suffering from overwork, exploded at her with fury, which caused her to break down crying; [Fran](#) eventually helped console her and persuade her to join the expedition, promising that no harm would come to her. Wilma returned from the expedition a happier person, having finally experienced life outside the orphanage after hiding herself away for so long.

Monika: A grey shrine maiden who helped part-time as a cook in Myne's kitchen, training under [Hugo](#) and [Ella](#). Myne took her on as a new attendant, in part to replace the work of [Rosina](#) in doing paperwork for Myne. She looks up to the serious, dutiful [Wilma](#), and mimics some of her mannerisms and appearance; Wilma's praise of Myne has rubbed off on her, and she seemingly idolizes Myne as well. During Myne's *jureve*-induced coma, she came of age.

Nicola: A grey shrine maiden who helped part-time as a cook in Myne's kitchen, training under [Hugo](#) and [Ella](#). Myne took her on as a new attendant, in part to replace the work of [Delia](#) in attending to her chambers. Loves tasty food and is passionate about cooking, she has a dream of being a chef when she grows older. She has somewhat of an inferiority complex regarding [Monika](#), who she regards as a better attendant and chef than her.

Fritz: A grey priest who once served under the blue priest Shikza before his return to noble society. Was recruited to fill in for [Gil](#) at the Ehrenfest orphanage workshop while Gil travelled with the Gilberta company to help establish other Printing workshops, beating out Grey Priests [Nolte](#) and [Bartz](#). He apparently possesses an immense wellspring of patience, as Shikza was a particularly difficult noble to serve (most likely owing to him being a narcissistic jerk, as we saw with his limited interactions with Myne before being executed). He is considered a Gutenberg alongside Gil, as both are representative's of Rozemyne in her role as manager of the Orphanage's printing workshop. He apparently does a good job ensuring that printing work proceeds smoothly and efficiently, and occasionally mediates between [Lutz](#) and Gil whenever they have hot-headed debates over the workshop. As he has experienced many Blue Priests departing from the temple, he knows that Rozemyne's time there is short; he planned to build a close working relationship with [Benno](#) and the Plantin Company to ensure that the printing industry would continue functioning efficiently long after Rozemyne had left the position of High Bishop.

Other Grey Robes

Delia: Former servant of Rozemyne, initially assigned by the former High Bishop to spy on her. Took care of Rozemyne's chambers, such as helping her change and preparing her bath. It's implied that [Jenni](#) groomed her into performing flower offerings for [Bezewanst](#), tricking her

into thinking that being a mistress was the best fate she could ask for; this wasn't exactly a hard sell, as she was traumatized by the orphanage due to the awful living conditions orphans were subjected to following the departure of many Blue-robed Priests and the ensuing lack of funds, and feared the idea of having to return to it. She grew attached to the orphan baby [Dirk](#) (who has the Devouring), after Myne suggested she play the role of his big sister; she was subsequently betrayed by the High Bishop and tricked into allowing Dirk to be signed away to Count Bindewald, who planned to exploit the baby for mana. She would have been slated for execution due to her assistance in Bezewanst and Bindewalds plot, if not for the intervention of Myne, who had, after learning of the state of the orphanage and Delia's suffering, promised to one day save her from a comparable fate; as [Sylvester](#) had demanded some kind of punishment, she instead condemned her to live and work in the orphanage for the rest of her life. She initially spent her time running herself ragged while watching over Dirk as a sort of penance, feeling guilty that she was nearly responsible for condemning him to a tragic fate; however she now relies on the help of others and has involved herself in raising some of the other new orphans. Rozemyne has entrusted her with the decision of whether or not to allow Dirk to be adopted by Rozemyne, should his mana attract unwanted attention from the nobility - this adoption would mean that Dirk would have to be separated from the orphanage and Delia. Though this would mean being separated from Dirk, Delia knows that Rozemyne will take care of him and is desperate to not make the same mistake as before, when she was deceived into distrusting Myne and nearly lost everything.

Zahm: One of [Ferdinand](#)'s servants; he seems to be his new "Head servant", replacing the job formerly performed by [Arno](#). Ferdinand appears to have used him as an intermediary between himself and the former High Bishop, so he has more knowledge than most of the other servants about the High Bishop's duties; as a result, he is occasionally assigned to assist the new High Bishop, Rozemyne, in such endeavors. He used to serve as Shikza's attendant back when Shikza was a blue priest. He apparently loves working for Ferdinand and is thankful that Rozemyne is so competent and had advised Ferdinand to train a successor. When he heard Rozemyne was looking for another grey priest, he happily volunteered, reasoning that it would help ease the burden on the High Priest and because work under Rozemyne was simultaneously challenging yet rewarding. He is to become Rozemyne's servant once Ferdinand has finished raising his successors.

Arno: Deceased. Seemingly the head servant of High Priest [Ferdinand](#), he attended to him in most meetings Ferdinand had with others. However, Ferdinand apparently noticed his disloyal acts and implied he had him killed, mentioning the noble euphemism "climbing the towering staircase" as an allusion to his death to [Fran](#). He was an attendant to the former occupant of the orphanage directors chambers, [Sister Margaret](#), whom he had a crush on. He despised Fran (who unwillingly monopolized Sister Margaret's affections and attention, and did nothing to stop her from eventually committing suicide), and enjoyed stretching the bounds of his orders in order to find little ways to torment Fran; Ferdinand eventually picked up on this and began distancing him as a servant. He also appeared to bear a deep-seated grudge against a lot of Blue Robe Priests, especially those who were lazy, corrupt, or who abused their power. His failure to adequately inform Ferdinand of the fact that Myne was being attacked by Bezewanst and Bindewald ultimately led to his execution.

Jenni: Deceased(?). One of the servants of [High Bishop Bezewanst](#), who was forced into prostituting herself every night. A former attendant of Sister Christine, she resented [Rosina](#) and [Wilma](#) for having been spared a similar fate to her own, as well as Myne herself for being the one to grant them that. She channeled this resentment into her treatment of [Delia](#), trying to groom her into being her replacement. She presumably perished during the duel between [Ferdinand](#) and Bindewald, as she bore a grudge against Myne and Delia, and so could not enter her magical barrier, though she would have been executed anyway regardless after Bezewanst was arrested.

Nolte, Bartz: Grey priests who competed with [Fritz](#) for the job of Myne's new attendant but ultimately lost. They were part of the group that visited the Illgner domain to develop paper along with [Lutz](#) and [Gil](#).

Achim, Egon: Grey priests who were sent to Hasse with two jobs. The first job was to help teach the mayor and town chiefs there how to have dealings with nobles, including appropriate letter formats and the meanings of various euphemisms as well as other things. The new mayor of Hasse, [Richt](#), had been inadvertently using euphemisms promising bribes of wine, women, and money to the nobility, a legacy of their dealings with the notoriously corrupt [High Bishop Bezewanst](#). Incidentally, the materials Rozemyne sent with the grey priests happened to be part of a set of instructions originally written by [Fran](#) for Myne. The second job was to gather interesting commoner stories that could be made into books and sold and write them down on scrap paper notepads. This was part of a "secret mission" which she called "*Operation Grimm*" that she felt was far more important than anything else. She also sent with them karuta, picture books, and playing cards, as the winter mansions the entire town holed up in rarely had any fun and games. Unfortunately, the culture clash took some getting used to; the state of their living quarters was not the spotless environment of the temple and the commoners lacked appropriate cleaning tools.

Selim: Part of a group of grey priests that visited the Illgner domain to develop paper along with [Lutz](#) and [Gil](#). He teased Gil a bit during the trip.

Lasfam: Attendant to [Ferdinand](#). He provided [Eckhart](#) and [Justus](#) clothes to conceal their identities as well as a bag of vegetables to help Justus disguise himself as a farmer.

Lily: A grey shrine maiden who once served brother [Egmont](#). He impregnated her and she returned to the orphanage. Unfortunately, the temple had virtually no individuals left with any experience with childbirth, as all but the youngest and prettiest woman had been killed by the former [High Bishop Bezewanst](#). Following the advice of [Lutz](#), [Tuuli](#), and [Benno](#), she was brought to Hasse; the commoners there helped teach [Wilma](#) and other grey shrine maidens how to deliver children.

Orphans

Dirk: A baby orphan who was abandoned at the temple and who suffers from *the Devouring*. [Delia](#) was asked by Rozemyne to treat him as her younger brother, but she soon took to caring for him as if she were his mother. Count Bindewald tricked Delia into having Dirk undergo a submission/adoption contract, though he was eventually rescued and returned to the

orphanage under the full-time care of Delia. Rozemyne promised to one day adopt him if his mana were to attract unwanted attention from the nobility, and had a pre-made contract set up, entrusting the decision to Delia - as his guardian, Rozemyne would not be able to leave him in the orphanage if this were to take place, so they had decided to delay the adoption as long as was needed. A recipient of [Myne's blessing](#).

Thore: An eleven-year-old orphan boy from Hasse and younger brother of [Nora](#). Obstinate defied the [Mayor of Hasse](#)'s will by informing Rozemyne & co. of his sister Nora and another girl [Marthe](#), whom the Mayor intended to sell rather than turn over to Rozemyne. He immediately volunteered himself and his sister to join Myne's orphanage under the condition that she wouldn't be sold.

Nora: A fourteen-year-old orphan girl from Hasse, and older sister of [Thore](#). The [Mayor of Hasse](#) intended to discreetly sell her, in defiance of Rozemyne's will. She refused to be separated from her brother and agreed to join him at Rozemyne's new orphanage. She later assisted the Ehrenfest orphanage when the grey shrine maiden [Lily](#) gave birth.

Rick: A twelve-year-old orphan from Hasse and older brother of [Marthe](#). He also volunteered himself and Marthe to Rozemyne's orphanage.

Marthe: An eight-year-old orphan girl from Hasse and younger sister of [Rick](#). She agreed to join her brother Rick at the orphanage.

Blue Robes of the Temple

Apprentice Shrine Maiden Myne: The protagonist Myne, who entered into the temple under [High Priest Ferdinand](#)'s protection thanks to her significant mana capacity and valuable inventions. She served as Orphanage Director and as Ferdinand's assistant, with the bulk of her time spent performing paperwork for Ferdinand, learning how to be a proper noble, and managing the printing workshop she established within the orphanage. Her activities attracted the attention of the Archduke, who discreetly adopted her and had her change her name to Rozemyne before appointing her the new High Bishop following the execution of the former [High Bishop, Bezewanst](#). See also [Myne](#) (part 1 character), [High Bishop Rozemyne](#) (part 3 character), and [Archduke Candidate Rozemyne](#) (part 4 character).

High Priest Ferdinand: Half-brother to [Archduke Sylvester](#) and son of the former Archduke of Ehrenfest. He works in the Temple as the High Priest, and also completes the majority of the administrative work of the High Bishop on behalf of Lady Rozemyne. See his entry in *The Sylvester Family*, below.

Brother Egmont: A priest in the temple and a crony of the former [High Bishop, Bezewanst](#). He was the individual who disturbed Rozemyne's book room, under orders of the High Bishop. He expressed concern to Grey Priest [Arno](#) when he heard the High Bishop had been imprisoned. Rozemyne eventually discovered his identity after becoming the High Bishop and threatened him with retribution should he oppose her again

Brother Freitack, Brother Kampfer: Blue priest selected by [Ferdinand](#) to train as potential successors. He is currently putting both through brutal and demanding training.

Sister Margaret: Deceased. The former occupant of the orphanage directors chambers prior to Rozemyne, whom [Fran](#) attended. She apparently forced Fran to provide sexual services to her. When many priests were recalled back into the nobility following the *War of Succession* within *the Sovereignty* and resulting political purge, the potential disgrace of having lost her virginity to a grey priest caused her to eventually commit suicide. [Arno](#), who was infatuated with her, held a grudge against Fran ever since.

High Bishop Bezewanst: Deceased. The former High Bishop, executed due to his involvement in various crimes (including those committed against [Myne](#) shortly after her adoption by [Archduke Sylvester](#)) as well as the general abuse of his authority. He was born of the union between two archnoble families: an unknown family and the Groschel family, however he possessed laynoble-tier mana. His parents were both apparently former candidates for archduke of Ehrenfest, which implies that either he was the product of incest or that one of his parents was adopted into the archducal family like Rozemyne was. He had a niece named Georgine with whom he exchanged frequent letters with (which appeared to Rozemyne to be love letters), who became the third wife of the Archduke of Ahrensbach. As a result of his abnormally low mana, he was sent to the temple as a child after his mother died; at the time, his father's second wife (who then ascended to the status of first wife) was the daughter of head of the Leisegang family, who pressured his father into sending him to the temple. As a result, he resented the former head of the Leisegang family for robbing him of his inheritance. He enjoyed a good relationship with his older sister, Lady Veronica, who protected his political influence and allowed him leeway to abuse his authority and position in the temple without consequence before [Ferdinand](#) and Sylvester eventually grew tired of his petty corruption and set a trap for him. He ultimately provided Count Bindewald documents forged by Veronica to allow him into the city of Ehrenfest in order to help him kidnap Myne, which (in conjunction with various crimes such as attempted murder of the laynoble knight [Damuel](#) and attempted kidnapping of the Archduke's adopted daughter Rozemyne), gave Sylvester sufficient pretext to have him executed.

Part 3 - Ehrenfest Nobility

Check out the [Ehrenfest Nobility Family Tree](#) (updated for Part 4 Volume 1) if you want to get a sense of who is related to who.

Archduke Faction

The Sylvester Household

High Bishop Rozemyne

The protagonist, [Myne](#), who took on the more noble-sounding name of "Rozemyne" after faking her own death so she could be adopted by [Archduke Sylvester](#); she is pretending to be exactly one year younger than her proper age and the biological daughter of [Lord Karstedt](#), who

allegedly had her cloistered away in the Temple in secret for her own protection. She serves as Ehrenfest Temple's High Bishop (and remains its interim orphanage director) following the imprisonment and execution of the former [High Bishop Bezewanst](#).

She possesses enough mana to match if not exceed a typical archnoble, and is blessed with extraordinary talent to control magic despite little training, the result of her having the memories (and resulting self-awareness, self-control, and motivations) of an adult Japanese woman on earth named Urano Motosu. This resulted in her inadvertently employing an advanced form of the mana-increasing technique known as *Mana Compression* to manage her Devouring symptoms, as well as relentlessly reading religious texts as a bookworm, which puts her on track to becoming one of the most powerful mana-users in the duchy if not the country. However, as a result of having possessed mana for so long and had no place to offload it (an issue often referred to as *The Devouring* by otherwise ignorant commoners) her body is in a greatly weakened state, with her mana having partially crystallized around her heart in a manner similar to what would occur upon the death of one with mana. This forced her to spend her time collecting powerful ingredients for a *jureve* potion to cure her condition, as well as frequently relying on potions to provide her stamina and mana. It was eventually revealed that the *Mana Compression* she was performing was a more powerful variant that was unknown to nobles (see *Folded Mana Compression*), and she agreed to share this technique more broadly within Ehrenfest Duchy. Based on her baptism results, she appears to have compatibility with all mana types: Light, Dark, Water, Fire, Wind, Earth, and Life.

As director of the orphanage, she rescued it from a state of near poverty by instigating reforms and providing unoccupied grey priests jobs that would bring money to the orphanage, and she now runs a workshop out of the temple orphanage where grey priests create her "inventions" (i.e. usually things she recreated from earth, though some are original); in return, virtually all of the orphans, under the guidance and care of [Wilma](#), idolize her as a saint. She reportedly pays her attendants and employees wages, in contrast to the church which largely utilized them as unpaid slave labor.

She remains steadfast in her motivation to develop a massive printing industry so that she can one day spend her time reading books. Through her diligent efforts to advance the printing industry (and other inventions), help those around her that she grows close to, and adopt the behavior of nobles, she is generally considered a prodigy and saint amongst the nobility, thanks in no small part to a scheme concocted by Sylvester, [Ferdinand](#), and Karstedt

While she gets along with the members of her two adoptive families, under Karstedt and Sylvester, there is still a distance between them; she adopts the etiquette of the nobility while interacting with them, and they cannot provide her with the same warmth and love that her biological family and commoner friends once did. Many of them even view her through the lens of the saint narrative, which was manufactured in order to justify her adoption by Sylvester, which further prevents her from being able to relate with them. She has struggled to adapt herself to noble customs, particularly given their complete disregard for the life of commoners.

Some amongst the nobility who would prefer a different Archduke still hold on to rumors spread by Bezewanst about her former life as a commoner, and she was nearly assassinated by a poison that hastened the crystallization process. The just-completed *jureve* potion managed to save her life, but she spent two years in a coma as the *jureve* broke down the crystallization. Fortunately she had already prepared letters for her attendants and associates in anticipation of an extended sleep, and [Charlotte](#) and [Wilfried](#) were tasked with replacing her role as High Bishop and winter playroom manager; most of the industries and activities progressed steadily without her, and she had maintained a safety net for the orphanage to keep it afloat, although ultimately many things were quite difficult to replicate without her direct involvement. Furthermore, the process of breaking down her crystallized mana involved using feystones to absorb the excess mana, and so mana was still supplied to the duchy in her absence.

Unfortunately, the potion was not powerful enough to deal with both the poison and her existing crystallization, so her body remains relatively weak. Furthermore, she has not grown at all during the two years she spent in a coma, and her muscles even atrophied. When she emerged, she barely had enough time to catch up to what she had missed before she was sent off to the Royal Academy for her first year. See also [Myne](#) (part 1 character), [Apprentice Shrine Maiden Myne](#) (part 2 character), and [Archduke Candidate Rozemyne](#) (part 4 character).

Archduke Sylvester Aub Ehrenfest

The current Archduke of Ehrenfest and the seventh of his familial line to assume the position; he and his family had reportedly been in charge of Ehrenfest for about two centuries. He is married to [Archduchess Florencia](#). His given name is Sylvester and “Aub Ehrenfest” is his formal title: “Aub” refers to the fact that he governs an entire Duchy (as opposed to Giebes, which govern a province within a duchy), and Ehrenfest is the name of the Duchy he governs. [High Bishop Bezewanst](#) is his uncle, Lady Veronica is his mother, and [Ferdinand](#) is his half-brother. He also has two sisters, both of whom married the archdukes of neighboring duchies: Constanze, who married as the first wife of Florencia’s older brother in Frenbeltag Duchy, as well as Georgine, who married as the third wife of the Ahrensbach Archduke. He is also now the adoptive father of Rozemyne following her acceptance of his adoption contract, which he presented to her as a pendant meant to protect her if she stamped it with her blood.

Following the death of his father, the previous Archduke, and the biological father he shares with Ferdinand, he was selected as the Archduke over Georgine; though Georgine was older and more skilled, having been groomed for the position, he matched if not exceeded her mana capacity. He also had an edge due to his gender, as he could complete his duties as archduke while still giving birth to heirs. Ultimately, he grew to resent the selection process for Archdukes, as it forced a fierce and bitter rivalry between siblings that eventually culminated in his older sister Georgine being carted off to marry as the third wife of the Ahrensbach Archduke after the rivalry and resentment grew too fierce.

As the Archduke, he governs the Duchy of Ehrenfest and also directly manages his own province in the center of the duchy (named Central Ehrenfest), which contains the city of Ehrenfest as well as its surrounding farmland and villages. He has had a free-spirited personality ever since he was a child, and would often try and skirt his studies, though the diligent efforts of [Lady Rihyarda](#) and his own sense of duty and honor ensured he ultimately learned what he needed to; he ended up projecting this dynamic onto his son, [Wilfried](#), mistakenly assuming he too was receiving the education he required despite his laziness. He seems to dislike the responsibilities of being Archduke, though he was obligated to inherit the position anyways; much like his son, he seems to take well to genuine praise and compliments for his efforts and success, which serves as a motivational force to complete his duties.

He is not exactly a schemer like other nobles, but he trusts Ferdinand to assist him in this regard; he can at least play-act the part of the noble archduke when required, though this performance tends to tire him. As a result he takes regular breaks from his Archduke duties, disguising himself to go off hunting or the like. At one point he also disguised himself as a Blue Priest, ostensibly in order to discreetly monitor and learn about the Apprentice Blue Shrine Maiden Myne and her activities first hand after hearing about her talents and value from Ferdinand; after personally determining that she would not represent a threat to the duchy and ultimately being very impressed with what he saw, he decided to adopt her. That said, this escapade also gave him an opportunity to satisfy his curiosity regarding her orphanage, chat with people in an informal manner, hunt in the forest, and blend in with commoners.

His carefree personality can border on egocentrism, as he has difficulty anticipating how his actions negatively affect others unless they spell it out. However, he ultimately seems to have a strong sense of justice, as he seemed disgusted by corruption among nobles; he was willing to imprison or execute even family members who abused their position and authority, such as his uncle and mother, though he was willing to give them several chances to avoid this fate and felt regret for it afterwards. He did not receive [Myne's blessing](#).

High Priest Ferdinand

Son of the former Archduke of Ehrenfest and an unnamed mistress, as well as a former member of the Knight's Order in Ehrenfest. He is close friends with his half-brother and the current Archduke of Ehrenfest, [Sylvester](#), as well as his cousin and Captain of Ehrenfest's knights, [Karstedt](#). Ferdinand was originally raised by his father to support Sylvester due to Ferdinands talent and skill with magic, at least until said father died. Lady Veronica, his father's first wife and biological mother to Sylvester, had always treated him with disdain and eventually grew paranoid with the idea that Ferdinand intended to assassinate Sylvester and supplant him as Archduke. Fearing retribution and receiving no support from his biological mother, he subsequently retired from politics, becoming a priest; this was in fact part of a plan by Sylvester to support him and the duchy from within the temple, where he would be in position to rise through the ranks and clean out the corruption. He now works as the High Priest of Ehrenfest, the second-highest position of power in the temple. After the fall of Veronica and her faction, he

has since returned to the nobility at the behest of Sylvester, though he continues to carry out his duties as High Priest.

Having seen the potential value the Apprentice Blue Shrine maiden Myne could offer to the Ehrenfest duchy, he brought her into the temple and planned to have her adopted into the nobility. He then exploited [High Bishop Bezewanst](#) and Count Bindewalds interest in her to create a trap for them, which ended in their arrest and Mynes adoption as a noble; this allowed Sylvester, Ferdinand, and Karstedt to consolidate power in the duchy and temple by arresting and imprisoning Veronica as well as executing Bezewanst. He spends a great deal of his spare time helping Sylvester in his duties as Archduke even while working as a High Priest, though at the advice of Rozemyne he spent time preparing and training a successor to his work in the temple. Multiple associates have commented that despite the difficulties he encounters while acting as guardian to Rozemyne and how busy his schedule is as a result, he quite enjoys the time and energy he expends on developing her talents and assisting her. He demonstrates an inordinate amount of concern for her well-being (at least relative to his usual demeanor with others), regularly providing her expensive and potent *stamina potions* of his own personal creation to help her get through the day.

He is both conscientious and calculating; he places great value on hard work and efficiency (both in himself as well as his subordinates) as well as diligently following social norms, rules, and hierarchies, but he also has no problem seizing upon opportunities and scheming against his political enemies while outwardly presenting a friendly and innocuous face; though he typically frowns and scowls, his smile is practically bewitching to women and he uses that to his advantage. He has particular disdain reserved for the lazy and incompetent, especially in the nobility, but as a result he holds himself to an even higher standard of efficacy.

Though his troubles with his mother and step-mother caused him to have difficulties dealing with women, he is greatly admired by women in noble circles for his looks, talent, and ruthlessness; he has become Ehrenfest's most eligible bachelor since his return to the nobility. Or perhaps not so eligible - apparently, no unmarried women from Ehrenfest have the mana capacity to match his, as only those of archducal lineage could compare; he apparently once had a brief romantic relationship with such a woman back when he was attending the Royal Academy. He is a confirmed beneficiary of [Myne's blessing](#).

Lord Wilfried

[Archduke Sylvester](#) and Archduchess Florenica's eldest son. He is seven years old but born in the Spring, so is a few months older than Rozemyne's fake age. He was apparently raised by his grandmother on his father's side, Lady Veronica (who once led a large and powerful faction of noblewomen within Ehrenfest before her imprisonment). This was apparently performed in defiance of the wishes of his biological mother, [Archduchess Florencia](#); Veronica was the type to horribly spoil her own blood relatives and treat with utter disdain and hostility

everyone else, and this caused problems for both Florencia (who was separated from her child), and Wilfried (who wasn't properly raised).

In an attempt to spare him from the political conflict involved in succession battles between archduke candidates, his father declared him heir to the position of Archduke, but this had unintended consequences: his complete lack of desire to study or learn, due in large part to the lax environment he found himself in under his grandmother and the attendants she appointed, nearly led to his disinheritance. Very much like his father, he is more likely to sneak away from a lesson or ceremony to do what is expected of him, though unlike with his father none of his attendants had the spine to scold him or force him to take things seriously, as there was little threat to his status and because Veronica would have doubtless reacted with hostility to any attempt to set him straight.

He would soon grow jealous of Rozemyne due to the fact that she didn't have to attend study sessions with him and always had long conversations with his father wherein she was entrusted with important responsibilities; Rozemyne, meanwhile, resented the fact that she was forced to wait for him to finally learn how to read before the two could begin taking lessons together as she had originally been told. They exchanged places for a day at Rozemyne's suggestion, which helped Wilfried appreciate just how easy he had been taking things; [Ferdinand](#) likewise got to see just how much he had been spoiled firsthand, and proposed that Archduke Sylvester disinherit him, allegedly due to how much of a lost cause he was. During the process, however, Wilfried had referred to Ferdinand as a "bastard" to another person, repeating an insult his grandmother Veronica (who despised Ferdinand) would often utter to him about Ferdinand while not precisely knowing its meaning; though Ferdinand was not in the room at the time, he may have been monitoring it, and the insult might have been the primary cause of Ferdinand's reaction.

Ferdinand's furious response managed to terrify him into taking his studies much more seriously, and (much to Ferdinand's chagrin), Rozemyne proposed to take over managing his studies, promising to bring him to a serviceable level of competence by winter. To do so, she balanced between light teasing and challenges to his competitive spirit through games like Karuta, alongside praise and flattery when he succeeded (or more teasing if he failed). She appears to have been successful, as he passed all of the required tasks set out for him to do; unfortunately, Rozemyne's strict attitude towards his retainers over this period, many of whom she personally fired upon declaring their efforts inadequate, has engendered plenty of budding resentment towards her from the dismissed retainers, despite her activities having the tacit approval of Archduchess Florencia. His debut during winter socialization went well, and in his attempts to beat Rozemyne at karuta he found himself bonding with numerous young men of various factions, including five named individuals: Ignaz, Traugott, Isidore, Laurentius, and Roderick.

Unfortunately, he was still relatively young and naive, and made numerous political blunders due to having largely been sheltered from politics; the first major incident occurred

when he inadvertently invited his aunt Georgine (and a political opponent of Ehrenfest) back into the duchy despite the desire of his parents to prevent her from returning and stirring up any political power struggles. Fortunately, this had no real consequences as a kidnapping attempt against [Charlotte](#) and Rozemyne allowed Sylvester to reject her followup visit on the grounds of duchy security. He was not so lucky in another instance: during an annual hunting tournament, he was lured by children from the Veronica faction as part of a plot to get him to overhear a conversation by nobles regarding the imprisonment of his grandmother, and was baited into criminally trespassing on the prison where she was held.

Upon meeting with her, she inundated him with passionate stories about secret schemes by Rozemyne and Ferdinand to have her imprisoned; due to having largely been raised by her, and because Sylvester and Florencia had been hesitant to explain to him that the woman who had raised him was a criminal, he was easily fooled. This led him to confront Rozemyne in outrage, but in the process revealed that he had inadvertently and unknowingly committed a grave crime in entering the prison and speaking with Lady Veronica. He was eventually persuaded during a meeting with Sylvester, Florencia, Rozemyne, and Ferdinand that Rozemyne was innocent, and obtained a much better perspective on the myriad rules and instructions he had been given by his attendants to not trust or speak with nobles that his attendants hadn't vetted. Unfortunately, determining an effective sentence for his crime put the archducal couple in a difficult position, as they could neither be too lenient nor too strict. It was eventually decided, upon Rozemyne's suggestion, that he be subjected to the memory-searching magic reserved only for criminals. Furthermore, his guarantee of future archdukedom was to be formally rescinded; he would be expected to compete for the position with other candidates (i.e. Rozemyne, Charlotte, [Melchior](#), and any other children that Sylvester and Florencia may have or adopt) as would normally be the case.

Archduchess Florencia

[Archduke Sylvester](#)'s first (and as of yet only) wife, with whom he had the children [Wilfried](#), [Charlotte](#), and [Melchior](#). She is the sister of the Archduke of Frenbeltaag, who married one of Sylvesters sisters; the two duchies share a relatively close bond as a result. She has grown adept at reigning in her husband and eldest son, both of whom are excitable and somewhat childish, and who dislike the formality of the nobility. She seems to take well to managerial work as well as duchy politics in general, as she diligently helped organize [Ferdinand](#)'s harspiel concert in order to help promote her husband and adoptive daughter's new state printing industry; she kept a much cooler head than her partner in the endeavor, [Lady Elvira](#), who was mostly there to fangirl over Ferdinand.

Unlike most other noblewomen, she has a relatively level-headed reaction to High Priest Ferdinand, even going so far as volunteering to sit far away from him during the charity concert in order to send a message that seat position was not associated with status. She instead sees him as a fellow comrade, so to speak, who also suffered under the abuses of Lady Veronica, who treated her with spite and contempt as she had claimed that Sylvesters first wife should have

come from Ahrensbach. Veronica had in fact been the one to drive Florencia out of any role or responsibility regarding her eldest son Wilfried's education, which in part led to him being horribly spoiled and woefully unprepared for his baptism debut.

Florencia feels a debt of gratitude to Rozemyne, who she views as having rescued her son Wilfried from the resulting threat of disinheritance by first advocating on his behalf to Sylvester and Ferdinand and then rapidly helping bring him up to a state of education befitting an Archduke candidate. She is also thankful of the trends that Rozemyne has introduced into the duchy following the imprisonment of Lady Veronica; apparently, between the illustrations of Ferdinand, the food, the hairpins, shampoo products, and the new dress, she was able to recruit many noblewomen into the faction that she and Elvira control. Given that Rozemyne appears capable of reigning in Wilfried during his frequent bouts of poor judgement, Florencia is considering having Wilfried and Rozemyne marry each other.

Other Family Members

Charlotte: Daughter of [Archduke Sylvester](#) and [Archduchess Florencia](#). The middle child of the three, and one year younger than [Wilfried](#), her mana is compatible with Light, Water, Fire, Wind and Earth magic. She was apparently diligently raised by Lady Florencia to one day oppose Lady Veronica, who had stolen away Charlotte's older brother Wilfried and who led a powerful faction of noblewomen in Ehrenfest before her imprisonment. As a result, she is much better trained and educated than Wilfried was, having not been spoiled as hard, and aced her baptism harpsiel performance. Rozemyne found her earnest and graceful personality adorable, and wanted to fill the same role of model older sister that Tuuli had done for her. Fortunately, Wilfried had apparently gushed to her about how amazing Rozemyne was, and she had already begun idolizing Rozemyne. Rozemyne would go on to save her life from a plot to kidnap her, but this culminated in Rozemyne entering into a *jureve*-induced coma. Though she was initially confident she could replace her elder sister, in part a result of the praise her attendants lavished upon her while comparing her to her lazy older brother, Charlotte would feel some degree of guilt and imposter syndrome for a time afterwards while she and Wilfried were tasked with temporarily filling in for Rozemyne's many duties as High Bishop, winter playroom manager, and orphanage workshop manager. This eventually turned to pure worship of Rozemyne as a saint and prodigy, as Charlotte began to fully grasp how difficult and valuable Rozemyne's contributions to the duchy were. The two years that Rozemyne spent in a coma {TODO}

Melchior: Youngest son of [Archduke Sylvester](#) and [Archduchess Florencia](#). The character was introduced alongside [Charlotte](#) when he was two years old, where he was at the time being attended by an unnamed wet nurse. He is 5 years younger than Rozemyne. Noble children seem to rarely interact with their parents, except for brief daily meetings at dinner time, at least until they are baptized at the age of 7; they are raised by wet nurses and attendants before that point.

Retainers

Lady Rihyarda: An elderly archnoble woman assigned to serve as Rozemyne's head attendant, who also manages [Lord Wilfried](#)'s studies. She is a widow with several grandkids. One of her sons is named [Justus](#), who works officially as a scholar, and unofficially as a spy for [Ferdinand](#). She also has a daughter, who married one of [Bonifatius](#)' sons and gave birth to Traugott. As an attendant to the archducal family, she once tutored [Karstedt](#), as well as serving as [Sylvester](#)'s wet nurse and attendant. She also has a long history with Lord Ferdinand, as the three men spent a lot of time together when they were children and she would oversee all of them. Archnobles are most likely required to serve as wetnurses and head attendants for archduke candidate children due to the risk of temper tantrums leading to *Crushing* and because of how important the job of raising future Archdukes is. She has a commanding force of personality, sharp wit, and a strong sense of duty that makes it difficult for Sylvester and Rozemyne to slack off in her presence. She was initially not directly involved in managing Sylvester's son Wilfried, likely due to Veronica's influence, but once the failure of his education became clear and Veronica had been imprisoned, she and Rozemyne took charge of straightening him out. She has since assisted Rozemyne, Wilfried, and [Charlotte](#) with a variety of things. She attends to Rozemyne when she visits the castle, helping her prepare for important events and making sure she doesn't slack off by reading books all day. She also helped straighten out Wilfried's tutoring situation, and assisted Wilfried and Charlotte with running the winter playroom in Rozemyne's absence.

Oswald: [Wilfried](#)'s head attendant and an archnoble with blood relations to the archduke line. Despite his relatively high status, he and the rest of the attendants beneath him allowed Wilfried to do as he pleased, leading him to be spoiled. [Archduke Sylvester](#) had declared Wilfried to be his successor in order to spare him from the highly competitive system that Sylvester had endured and which pitted sibling against sibling for the battle over the Archduke position; however, this had the unintended consequence of incentivizing Oswald and the other noble retainers assigned to Wilfried to spoil him, for fear of earning themselves the ire of the future Archduke, something retainers would never dare to do in a more competitive system where the success and competence of their charge determined the trajectory of their future careers in the duchy. He even went so far as to exaggerate the reports he was providing to [Florencia](#) and Sylvester regarding Wilfried's progress. He would soon be replaced by Rihyarda, who took over as Wilfried's head attendant, with Oswald demoted to a more minor role as a regular attendant. Under [Rihyarda](#) and Rozemyne's watchful supervision, he ultimately put the effort in to ensure Wilfried's education progressed to something adequate.

Professor Moritz: Noble tutor assigned to teach [Wilfried](#) the basics of reading, writing, and arithmetic. Due in part to [Sylvester](#) and Lady Veronica's permissive attitudes, Wilfried was quite spoiled and would rather play than study or learn anything, which led to him being unable to read or write even after several years of education under Moritz. While Moritz is probably an intelligent, scholarly noble, he seems to have had little experience, skill, and/or motivation to play the role of disciplinarian and teacher to a rebellious and spoiled child, especially not one due to be the future Archduke. He grew alarmed and fearful of Rozemyne after she carefully laid out a study plan for Wilfried (including insights on how to manipulate his psychology to motivate him to study properly), especially after she warned him not to pry

too deeply into how she could create such a thing at the supposed age of seven. He was eventually also assigned to prepare the noble children attending winter socialization in the fundamentals of reading and writing, and assisted Wilfried and [Charlotte](#) in imitating the way Rozemyne ran the winter playroom.

Justus: Son of [Rihyarda](#), who worked as a scholar and spy first for [Sylvester](#) and now for [Ferdinand](#). He accompanied Rozemyne during her second Harvest Festival as a tax scholar. He is an eccentric individual who enjoys disguising himself and collecting information and uncovering secrets. Ferdinand in particular was much better at putting what he uncovered to good use for Sylvester and the duchy than Sylvester himself was, and this led Justus to prefer providing his services directly to Ferdinand. Ferdinand also had him investigate [Myne's](#) identity when she first joined the temple, so he is well aware of the fact that she was once actually a commoner; in general, Ferdinand views his help as a double-edged sword, as while on the one hand he is quite competent, he is also one to get into mischief. It was for this reason that Ferdinand was quite hesitant to resort to his help during Rozemyne's jureve-induced coma, but due to his busy schedule he eventually relented, allowing Justus to supervise the printing workshop and orphanage in her absence but threatening violent retribution should anything occur as a result. Like most nobles, he has little concern for commoners in general, viewing them primarily as a source of tax income - at least if his comments on Hasse are of any indication. That said, he seems to have taken a liking to Rozemyne, however, insofar as he views her as a source of entertainment and a vehicle through which to satisfy his curiosity. As a result, he was rather excited when [Lutz](#) and [Fritz](#) scolded him for inadvertently messing up paper, impressed at how they spoke to their superior so fearlessly; he was even willing to compensate them for the damaged paper. His name was originally translated in the prepubs as Eusticus.

Linhardt: An attendant of [Wilfried](#) who remained after the majority had been removed due to incompetence. He discussed the strategy of Wilfried's winter socialization period with [Oswald](#) and [Lamprecht](#), during which they discussed the odds of Rozemyne competing with Wilfried for Archduke candidacy.

Otilie: An archnoble woman working under [Rihyarda](#) as a servant of the archduke's castle. She attends to Rozemyne when she works in the castle. She is married to a noble named Leberecht and has a son named Hartmut; much of what Hartmut knows about Rozemyne is based off of Otilie's glowing praise of her.

Norbert: The head butler of the Archduke's residence; he is a noble (as he possesses the ability to cast blessings), and most likely an archnoble due to his position of authority within the household. He is trusted to meet important guests at the door of the archduke's residency and attend to them during their stay.

The Karstedt Household

Commander Karstedt

Archnoble and Commander of the Knight's Order in Ehrenfest. He is the son of [Lord Bonifatius](#) and cousins with both [Ferdinand](#) and [Sylvester](#). Under Ferdinand's plan, he was the prospective adoptive father of Myne before Sylvester adopted her; he now pretends to be her biological father who gave her up to Archduke Sylvester due to her abnormally high mana capacity. He, Sylvester, and Ferdinand have been close friends from a young age, and he remains a trusted, loyal retainer to Sylvester and a confidant to Ferdinand. As knight commander, primary duty is to train, organize, and order the knights of the duchy, as well as serve as the personal guard of Archduke Sylvester.

He tends to take the side of the weaker party in a dispute out of pity, which generally earns him the ire and frustration of his wives, who would prefer he base his decisions on more pragmatic rationale. His first wife is [Lady Elvira](#), his second wife is [Lady Trudeliède](#) and his third wife is the now deceased [Lady Rozemary](#). His known children are all male, and include [Eckhart](#), [Lamprecht](#), and [Cornelius](#) from Lady Elvira, as well as a number of male children from Lady Trudeliède (the only one yet named is a young boy named Nicholas). Rozemary had no biological children with him, though her close family believes Rozemyne is her child - this was of course a deliberate scheme. He did not receive [Myne's blessing](#).

Lady Elvira

[Karstedt](#)'s first wife; she has three sons with him, [Eckhart](#), [Lamprecht](#), and [Cornelius](#). She leads a prominent faction of noblewomen in Ehrenfest duchy politics which was formerly opposed to that of Lady Veronica's, at least before her house arrest. Formally speaking, they are now unopposed, although many of the remnants of Lady Veronica's faction have discreetly united under Lady Georgine, the Archduchess of Ahrensbach. Karstedt and [Ferdinand](#) informed her about much of the circumstances surrounding Rozemyne, though it is unclear whether she is actually aware she is a commoner. Due to the feud between [Rozemary](#) and [Trudeliède](#)'s families, and in part because she had always wanted a daughter, she suggested publicly positioning Rozemyne as her own daughter instead of Rozemary's (as was originally proposed by [Sylvester](#)). This would also create an additional layer of deception, as those who doubted that Rozemyne was Elvira's daughter would be satisfied with thinking that she was secretly Rozemary's daughter.

She admires Ferdinand due to his talent, diligence, and even his ruthlessness, and happily agreed to assist him in raising Rozemyne; she was positively enraptured with him during his harspiel concert. She seems markedly less satisfied with her husband, possibly because of his tendency to act based on sympathy rather than prudence; she ended up siding with Lady Trudeliède during her family's dispute with Rozemary's after Karstedt started showing favor to the latter. This ultimately appears to have put a heavy strain on their relationship, though their adoption of Rozemyne served as a catalyst to help bridge the distance between the two once again.

She took charge of Rozemyne's noble education from Ferdinand, and put her through a strict education regimen, though Ferdinand's promise to award Rozemyne with books was partly

responsible for the effectiveness of the training. She now assists Rozemyne in navigating intra-duchy noblewoman politics, providing her both direct help as well as her name and influence in her endeavors; she has assisted in popularizing the printing industry, spreading Rozemyne's recipes, and debuting [Brigitte](#)'s new dress. In these regards, she is primarily motivated by her whims and passions: she enjoys the taste of Rozemyne's exclusive recipes, she wants to see more illustrations of Ferdinand, and she wants to impress Ferdinand with her work developing Rozemyne.

That said, as a prominent noblewoman of high standing who is deeply involved in duchy politics, she knows her whims and passions are likely shared by many other noblewomen, and she leverages that fact to attract women into her faction. She is a cunning and shrewd socialite who knows how to navigate duchy politics and extract information out of others; for instance, she deftly manipulated Brigitte into revealing that she intended to return to Illgner province to raise a family rather than remain as Rozemyne's guard knight, all without Brigitte realizing that this would be a concerning admission for a guard knight to make. She jumps on interesting opportunities to advance her and Rozemyne's influence, organizing parties and meetings with other noblewomen of her faction to show off Rozemyne's products and ideas and spread them as trends. She also took charge of debuting Brigitte's new dress, to make it clear that she and Rozemyne endorsed the new trend, so as to encourage the other noblewomen to adopt it. During Rozemyne's jureve-induced coma, she worked to establish a papermaking and printing industry in her home province of Haldenzel, where her older brother rules as Giebe; her primary motivation was to print what appears to be fanfic erotica of a Ferdinand stand-in.

Lady Trudeliède: [Lord Karstedt](#)'s second wife. She bullied and shunned Karstedt's third wife, [Rozemary](#), due to a conflict between their respective families. Apparently, much like [Lady Elvira](#), all of her children with Karstedt are male; one such child is named Nicholas, who is three years younger than Rozemyne.

Lady Rozemary: Deceased. [Lord Karstedt](#)'s third wife, a mistress from a mednoble family possessed of abnormally high mana, making her suitable for marriage to an archnoble. Following her marriage to Karstedt, her family became haughty and arrogant, which led to a conflict between them and [Lady Trudeliède](#)'s family. Allegedly, the bullying and harassment she consequently received from Lady Trudeliède, in conjunction with her fragile constitution, contributed in part to her early demise; Karstedt seemed to think it was mostly one-sided, though [Cornelius](#) had apparently viewed it as more of a back-and-forth exchange of vitriol. She apparently did not survive long enough to have any children with Karstedt, though [Elvira](#), knowing that her own children would not believe that Rozemyne was her biological daughter, has apparently led them into believing that Rozemyne came from Rozemary, as [Sylvester](#) originally proposed. This is part of a broader scheme involving multiple layers of deception, designed to trick those who doubted Rozemyne's identity as the trueborn daughter of Lady Elvira into latching on to the theory that she was secretly Rozemary's child, as opposed to discovering or believing the truth that she was actually a commoner.

Lord Bonifatius: Father of [Lord Karstedt](#), and older brother to [Ferdinand](#) and [Sylvesters](#) now deceased biological father. He is married to a woman from the Leisegang family. He

apparently took to Rozemyne, his only “granddaughter”, rather readily and put a lot of effort into planning her Baptism; Rozemyne overheard him loudly proclaiming how proud he was of the blessing she showed off during her winter debut. Following the deposing of Lady Veronica, he takes over as acting Archduke on behalf of his nephew, Sylvester, when he and his wife [Florencia](#) must depart the Duchy, such as for the *Archduke’s Conference*. He is apparently very strict and harsh to Karstedt and his sons, but when he heard of how fragile Rozemyne was he made an effort to avoid her for fear of inadvertently injuring her. He is very athletic and well-built, loves training, martial prowess, and battle and shows no mercy for his enemies. That said, he has a soft spot for Rozemyne, who he finds adorably cute. He generally appears straight-laced, stern, and composed around her, but his normal disposition is a lot more impulsive, boisterous, and passionate, particularly when her well-being is threatened. His decisive action managed to foil the plot to kidnap [Charlotte](#) and Rozemyne, and following the incident he poured his energy into subjecting the guard knight retainers of the archduke and the duchy generally to a brutally demanding training regimen to ensure it would not happen again; [Angelica](#) in particular took to the training readily. During Rozemyne’s jureve-induced coma, he subjected Ferdinand to a deluge of extremely loud and obnoxious Ordonnanz messages, much to Ferdinand’s chagrin.

Eckhart: Archnoble knight, eleven years older than Rozemyne. The first son of [Lord Karstedt](#) and [Lady Elvira](#). Participated in the Trombe extermination mission alongside Rozemyne. Described as notably tall and muscular; he is a head taller than his younger brother, [Lamprecht](#), who is himself taller than the average man. Served as a knight alongside [Ferdinand](#) from the beginning of his apprenticeship all the way until Ferdinand departed for the temple, and as a result, greatly respects him. Was once married, but his wife [Heidemarie](#) passed away, and he is having trouble moving on. He expressed disdain for Hasse once he discovered the town had committed treason against the Archduke by attacking Rozemyne’s orphanage, and he expected the entire village to be executed; he was shocked and appalled that Rozemyne and Ferdinand were considering otherwise.

Lamprecht: Archnoble knight, nine years older than Rozemyne and second son of [Karstedt](#) and [Lady Elvira](#). Assigned as a bodyguard and attendant to [Lord Wilfried](#), Archduke [Sylvester](#)’s son; much like Wilfried’s other attendants, he ended up spoiling him out of a desire not to offend the prospective future Archduke of Ehrenfest. He participated in the Trombe extermination mission alongside Rozemyne and personally witnessed her amazing mana capacity. Has bought into some of the idealized narrative manufactured by Sylvester and [Ferdinand](#) regarding Rozemyne being a gentle, selfless saint, especially after comparing her with the relative immaturity of Wilfried. He has fallen in love with a girl from Ahrensbach who is two years younger than him; he was unable to propose to her when she came of age thanks to the hostility between Ehrenfest and Ahrensbach.

Cornelius: Apprentice knight, four years older than Rozemyne, and the third son of [Karstedt](#) and [Lady Elvira](#). He chose to become a knight out of a sense of family tradition; his father and older brothers are all knights, and he never considered any other position a possibility. As he has not yet finished school at the Royal Academy, he lives at home with his parents and also serves as a part-time guard to Rozemyne when she is in the noble quarters. He was initially quite hesitant to serve such an assignment; not only had he heard tales of his older brother

[Lamprecht](#)'s difficulties guarding [Archduke Sylvester](#)'s son, [Wilfried](#), he also does not think very highly of those who are raised in the temple, especially after seeing many of those who were recalled back into noble society firsthand. However, Rozemyne's diligent work ethic, perseverance, and intelligence won him over; that, and the delicious food she invented, particularly the sweets, which made great use of raw sugar, which had only recently been imported from the Sovereignty and thus lacked much in the way of recipes. He eventually took a more earnest interest in protecting her, especially after coming to better understand her fragile constitution; however, he is still quite anxious and uncertain about committing to the idea of being her full-time retainer. His mana compatibilities are with Light, Water, Fire, and Wind.

Heidemarie: Deceased wife of [Eckhart](#). Passed away as a result of unknown circumstances. Eckhart was apparently very attached to her and mourned her passing, and has found himself unable to move on and find another wife.

[Rozemyne's Retainers \(during Part 3\)](#)

See also [Rozemyne and her Retainers](#) in the [Royal Academy](#) section for a list of retainers attending her in the [Royal Academy](#).

Sir Damuel

Laynoble knight assigned to guard Myne, approximately 18 years old. Younger brother to Lord Henrik, he became a knight because Henrik was much more academically inclined and became a scholar; though he is reasonably smart and his laynoble status made fighting with magic difficult, he reasoned that the brothers building connections amongst both the knighthood and scholars simultaneously would be more beneficial for his laynoble household. As a knight, he only has aptitude for Wind mana.

He was demoted back to apprentice knight for one year after failing his assignment to protect Myne during the Trombe attack, but was eventually promoted back to knighthood following the completion of his punishment. Subsequently, he was appointed as Myne's permanent bodyguard following the incident, and protected her from various attacks and kidnapping attempts by Bindewald and [Bezewanst](#). He remained as one of her full-time bodyguards even after her adoption into the Archduke's family, though the assignment has led to difficulty, as he struggled to protect her while she was attempting to acquire ingredients for her *jureve potion* because of his laynoble-tier mana.

At the time, [Brigitte](#) seemed notably unimpressed by his lack of ability in this regard, regarding him as unfit for service to Lady Rozemyne due to his poor showing; Damuel, by contrast, was enamoured with her beauty and strength, especially after she debuted in the Dress Myne had designed for her, and so proposed to her during a post-Starbind Ceremony matchmaking party, asking her to wait a year for his mana to grow. Fortunately, he was a

beneficiary of [Myne's blessing](#), which had jump-started the growth of his mana capacity at a rate comparable as if he were a youth again. Rozemyne would also teach him how to grow his mana capacity using a unique Mana Compression method that she had developed during her Commoner days, and give him advice on how to properly utilize his newfound strength.

After the year had passed, he had managed to build up enough mana to be a viable husband for her as a mednoble, but their differing priorities - Damuel's loyalty to Myne vs. Brigitte's desire to return to her home province and raise a family to help Illgner province - culminated in the two breaking off the engagement and Damuel becoming quite heartbroken. As a laynoble, it would be practically unthinkable for Brigitte to marry down into his house, while he did not have the freedom to leave Rozemyne's service. Rozemyne would have likely approved his departure from her service had she not been under a *jureve*-induced coma at the time; however, [Ferdinand](#) suggested that, had Damuel chose to go with Brigitte to her province rather than remain loyal to Rozemyne, he would have been covertly assassinated - as he is one of few individuals who is aware of Rozemyne's past as the commoner Myne.

Dame Brigitte (former)

A female mednoble knight formerly assigned to guard Rozemyne following her adoption by [Archduke Sylvester](#) until she retired from service. Brigittes older brother is Viscount Illgner, who inherited the position three years ago after their father passed away.

As a knight, she has aptitudes for Fire and Earth mana. Her weapon of choice is a glaive, which is a weapon held in two hands with a long shaft like a spear, but with a head similar to that of a long axe or wide-bladed sword that is suitable for slashing and chopping (some glaives also have a spear tip on the opposite site that can be used for stabbing as well). She has a fairly masculine body type: tall, broad-shouldered, and muscular (though she also has a well-endowed chest); this gives her a striking, powerful aura as befitting a knight, but makes it difficult for her to fit into noble society as a woman, or attract marriage candidates. The Illgner domain is teeming with feybeasts and she became renowned amongst her family circle for defeating them, which led naturally into her eventual choice of career as a knight.

Despite being an athletic tomboy, she seems to enjoy cute things, but appears quite insecure about this, most likely due to not being considered 'cute' herself. She was particularly ill-suited to the dominant dress trends of Ehrenfest noblewomen, as they were designed for those with cute, dainty body types with large frills on the shoulders and waist. In order to incentivize her to help [Angelica](#) with her studies and reward her for her services in general, Rozemyne decided to commission a dress for her that was more suitable for her and others like her; as an archnoble with knowledge of Earth-style dress trends, Rozemyne was in a unique position to develop and set trends in the duchy, and the new dress was designed around her supermodel-esque body to show off her curves while remaining practical enough to allow her to wear her knight's bodysuit underneath.

This attracted the attention of her ex-fiance. Before her service to Rozemyne began, Brigitte was engaged with a nobleman named Hassheit whose family saw her father's death as an opportunity to seize control of the province of Illgner, so she canceled the engagement; this led to difficulties both for her and her brother, and made it even more difficult for her to pursue future engagements. She was recruited to guard Myne primarily for places that Rozemyne's other guard knight, [Damuel](#), could not enter, owing to him being a man; female knights are relatively rare, and it was apparently difficult to find a female knight who would willingly enter the Lower City and the temple, but Brigitte had leapt upon the opportunity to guard Rozemyne in order to acquire archnoble influence and connections in order to help her family.

At first, her status plummeted further, as her frequent trips to the Temple as one of Rozemyne's guard knights led to rumors being spread that she planned to retire from the nobility and join the temple. Eventually, however, her loyal service paid off, as Rozemyne had offered the Illgner domain an opportunity to join her budding papermaking and printing industry and also designed a new dress for Brigitte, but her rising status led to her ex fiance offering yet another marriage proposal, one she would be hard pressed to refuse in light of her still relatively low value as a marriage prospect.

Fortunately, Damuel, who had fallen in love with her, managed to rescue her from the situation by proposing to her on the spot, claiming that he would have the mana capacity befitting a mednoble in one year. Her first impressions of Damuel had been low due to his relative weakness as a knight (owing to him only having a laynoble's mana capacity), but Damuel's courageous offer, his dutiful and serious personality, and the mana compression method taught to him by Rozemyne had begun to change this view. After mulling over the proposal, she would eventually develop mutual feelings for Damuel.

Unfortunately, their conflicting priorities (Damuel's loyalty to Rozemyne as his merciful benefactor vs. Brigitte's desire to return home and produce heirs for her home province of Illgner) eventually ended the relationship. It would be unthinkable for Brigitte to marry down into a laynoble household, and following the departure of so many of their retainers, Illgner province lacked nobles, something that Brigitte desperately wanted to address by having many children. [Lady Elvira](#) promised to use her status as an archnoble to assist her in finding a proper husband, and she would eventually depart from Rozemyne's service and go on to get married to this unknown individual during Rozemyne's *jureve*-induced coma.

Angelica

An apprentice mednoble female knight five years older than Rozemyne. She was assigned to guard Rozemyne part time as an apprentice knight, until she comes of age. She is quite slender and small, lacking the striking, powerful aura that [Brigitte](#) does; these features make her particularly suitable for guard work in small noblewoman gatherings like tea parties and feasts, though she is unable to travel to the Lower City or outside Ehrenfest, owing to the fact that she is an apprentice knight. Her lack of inherent physical gifts forces her to compensate

for the deficiency with body enhancement magic to improve her speed and strength, which leaves her with insufficient mana for other tasks. As a result, she wields a manablade in battle, which is capable of storing mana for future use and also developing various properties depending on the Color of the mana. Innately, she has aptitudes for Fire and Wind mana, and she uses feystones to supply her manablade with other elements.

Angelica decided to pursue a career as a knight due to her strong dislike to studying, but even then still managed to fail nearly all of the written courses. Her family was well-known for producing competent and intelligent attendants, but she is somewhat of a black sheep of the family; not only does she lack the initiative and foresight one would ordinarily look for and expect from an attendant, she is so much of a scatterbrain that she could hardly remember the classes she was taking in the *Royal Academy*, let alone their contents. This seems to have led her parents to view her a useless incompetent that could only ever bring shame and punishment onto her family, and so they begged Rozemyne for forgiveness and asked Rozemyne to dismiss her on multiple occasions before she could commit any particularly fatal faux pas.

Rozemyne instead chose to hire the rest of her noble guards to help tutor Angelica, offering them each a significant reward in exchange for their services; Brigitte was offered a unique, trend-setting dress that was more suitable for her body type, [Cornelius](#) an exclusive recipe due to his love of sweets, and [Damuel](#) was simply offered money as his family's finances were most important to him. Even Angelica herself appeared unmotivated, and so Rozemyne offered to charge her manablade. Unfortunately, Rozemyne knew little of how to properly supply mana for manablades (her guards had likewise forgotten that she had yet to receive proper training in mana control, having been fooled by her general competence in other pursuits and raw talent with mana manipulation), and inadvertently turned her blade into an intelligent creature who could remember things for Angelica and lecture her when she failed. Angelica named the resulting creation *Stenluke*.

During the kidnapping attempt against [Charlotte](#), she helped Rozemyne rescue Charlotte, mounting Rozemyne's highbeast alongside her to chase after the perpetrator. When Charlotte was about to fall to her death, Angelica intervened, catching her out of the air; unfortunately, Angelica didn't think far enough ahead to realize that this would simply lead to the both of them falling to their death, and the two of them needed to be bailed out by Cornelius. Apparently, Angelica's lacked the ability to maintain a highbeast at the same time as she used her own enhancement magic, an issue she lamented. After hearing this, [Lord Bonifatius](#) offered to train her, being a specialist in enhancement magic himself. Unlike most knights, she took to Lord Bonifatius' brutal training regimen readily, as despite her lacking physical gifts she seems to value strength and martial prowess and had idolized him as the epitome of her ideal knight.

Cornelius:An apprentice male knight and Rozemyne's (supposed) half-brother. See his entry in [The Karstedt Household](#).

Other Allied Nobles

Archduchess Constanze: Archduchess of Frenbeltag and elder sister to [Sylvester](#). Sylvester and the Archduke of Frenbeltag are married to each other's sisters, Sylvester to [Florenzia](#) and the Frenbeltag Archduke to Constanze. Unlike the frosty relationship between Sylvester and his eldest sister Georgine who resides in Ahrensbach, Constanze apparently shares a friendly relationship with her younger brother. Ehrenfest is currently assisting Frenbeltag with its mana shortage as a result of the familial bonds that tie the two Archdukes to each other.

Count Leisegang: Giebe of a large province on the south side of Ehrenfest duchy, he is close relatives of [Karstedt](#) on his mother's side (Karstedt's father, [Lord Bonifatius](#) married a woman from Leisegang, likely an aunt of the current Count Leisegang) and the family is considered a trustworthy ally of [Sylvester](#)'s faction. Viscount Gerlach's agents attempted to kidnap Myne at night while she slept at the Leisegang's estate, partly as a false flag attempt to pin blame on the Leisengangs; apparently, the Leisengangs and Gerlachs have had a bitter conflict over many years, and multiple mednoble families resent the way the Leisengangs have been able to cosy up to the Archducal family. Apparently, the previous head of Leisegang had High Bishop [Bezewanst](#) sent to the temple as a child, which created lasting animosity between the two.

Count Haldenzel: Older brother to [Lady Elvira](#), who is the first wife of [Karstedt](#). Elvira decided to involve him in Lady Rozemyne's printing; while Lady Rozemyne is forbidden from printing more illustrations of [Ferdinand](#), Elvira and her family would not be. During Rozemyne's *jureve*-induced coma, Haldenzel and Elvira ultimately ended up getting [Benno](#) and the Gutenbergs to travel to Haldenzel province, where they had to set up a papermaking workshop, ink workshop, and printing workshop.

Count Groschel: A high status archnoble whose daughter [Brunhilde](#) attended winter socializing with Rozemyne and [Wilfried](#); he also has another daughter named Bertilde. Rozemyne sold him a set of the instructional materials (karuta, cards, and picture books) developed by her workshop. His family is closely related to the [Sylvester household](#); he is the current patriarch of Veronica's and [Bezewanst](#)'s home family, with one of Veronica's parents being a former candidate for Aub of Ehrenfest and a direct ancestor of Count Groschel. Specifically, this would make [Sylvester](#) and Count Groschel first cousins, as they share a common grandparent. He ultimately rejected custody of Bezewanst's remains, which meant that Bezewanst had no grave. It is unclear, however, whether his loyalty had always been with Sylvester or whether he was formerly of the Veronica faction and was merely saving face, however his daughter Brunhilde is a trusted retainer of Rozemyne, implying the former.

Viscount Garduhn: Giebe of a midsized province in Ehrenfest, located on its southernmost border next to the Ahrensbach duchy. He is on friendly terms with the Leisengangs. The carriage attack during the Spring Prayer took place in his domain; some of his citizens were involved in the attack (who were possibly coerced into it by Count Bindewald as part of a false flag attempt to pin blame on the Garduhns). Ultimately, the extremely powerful blessing given to [Karstedt](#) by [Ferdinand](#) and Myne led to all such individuals being wiped out accidentally by Karstedt's powered up spell, so interrogating them was impossible.

Viscount Illgner: Older brother of Dame [Brigitte](#), Myne's female guard knight, and mednoble giebe of a province in Ehrenfest duchy. After the untimely death of their patriarch, the former Viscount Illgner and father to the current head, the household almost collapsed, and many associated noble families and retainers distanced themselves. As a result, the current viscounts sister, the knight Brigitte, who was desperate to catch her family a break, leaped upon the opportunity to serve the archduke's family and guard a newly adopted and relatively unknown young girl, who turned out to be Rozemyne. The Illgner family household, due to the province being a relatively low-status and poor backwater on the edges of Ehrenfest that is covered in thick forests, is apparently much less posh and arrogant than other noble houses and often eats alongside their household servants. Viscount Illgner himself seems to have a benevolent and kind heart; out of generosity, he offered to purchase the grey priest [Volk](#) so that Volk and [Carya](#) could marry, and was genuinely heartbroken when he realized he couldn't afford it. Fortunately, the printing industry that Rozemyne was helping build in the province could change this; as a viscount of a backwater province with little industry, he did not fully grasp how much money his duchy could make. He also did not realize the extent to which this new industry would radically change Illgner, and a part of him regrets the fact that his citizens had to learn to behave in a servile manner around nobles.

Lord Henrik: Older brother to [Damuel](#) and the head of his family at age 20 due to the death of his father. He was contracted by [Guildmaster Gustav](#) to take his granddaughter Frieda as his mistress when she comes of age and to provide treatment for her Devouring symptoms in exchange for the finances of Gustav. He speaks with sincerity and gentleness even to commoners, and his disposition makes him unwilling to consider exploiting or abusing them, which was one of the reasons that Gustav approached him.

Lady Juliane: Wife of Lord Henrik and sister-in-law to [Damuel](#). Juliane was thoroughly unimpressed with the fact that Damuel hurt the family's reputation when he rescinded his marriage proposal to [Brigitte](#). She and her husband were baffled that Damuel didn't understand the significance of expecting Brigitte to live as a laynoble, comparing it to him marrying down into commoner status.

Neutral/Unknown Faction

Lord Bernadet: Son of Baron Glaz, and married to Lagrete, daughter of Baron Blon.

Baron Blon: A noble that kept getting mentioned throughout Part 1. Giebe of the small province of Blon located in Ehrenfest, specifically on the eastern border of Central Ehrenfest. His first name is unknown. He gave a merchant a letter of introduction to Lord Glaz (who governs a province adjacent to him and is presumably a friend or acquaintance of his), which Myne skillfully resolved while working at the gate under [Otto](#). He was also listed as one of the many nobles Myne & co. delivered chalices to during the Spring Prayer. His daughter, Lagrete, would later marry Baron Glaz's son, Bernadet, during a Starbind Ceremony which Rozemyne presided over as High Bishop.

Sister Christine: Former shrine maiden. The product of an archnoble and his mistress. Was sent to the temple for safekeeping by her father before later returning to the nobility after the political upheaval. Obsessed with the arts, she pursued her hobbies through her female

attendants, who were selected based on their artistic talents and treated like close friends, while employing grey priests as servants. Took on [Rosina](#) and [Wilma](#) as attendants due to their talent as musicians and painters, respectively. She had planned to acquire them as full-time servants once she graduated from Noble Academy and had the freedom and resources to do so, but they now serve as servants to Rozemyne.

Viscount Dahldolf: Father of Shikza and Giebe of the moderate-sized province of Dahldolf, adjacent to Central Ehrenfest. His first name is unknown. Presumably a mednoble like his son. Signed a (presumably magic) contract to not deal with or harm Myne ever again, in order to salvage his family's prestige and honor after his son Shikza harmed Myne while being tasked to protect her. Presumably unaware of his wife's scheming with the anti-Ehrenfest faction.

Lord Hassheit: A mednoble who was once engaged to [Brigitte](#). He and his family plotted to kill Brigitte's brother, the Giebe of Illgner, and seize control of the province, so she cancelled her engagement, though this caused her status to plummet in the process. When Brigitte's reputation began to recover and she debuted the dress designed by Rozemyne following the annual Starbinding ceremony, he returned once again to request her hand in marriage. Putting on a show before the nobles in attendance, he implied that Brigitte had unexpectedly cancelled their engagement for no reason, and though no other nobles desired to wed her, he still loved her. Brigitte, reading between the lines, interpreted this as veiled threats and mockery; she could not reveal the truth of his scheme, as that would signal weakness - that her brother, who had approved the marriage, could be easily deceived. Fortunately, [Damuel](#)'s proposal allowed her to save face and turn down Hassheit for the last time.

Viscount Joisontak: Deceased. Former mednoble Giebe of Joisontak, a mid-sized province on the southeastern border of Ehrenfest. He apparently had concocted a scheme to allow him to get closer to Rozemyne wherein he would kidnap one of either [Wilfried](#) or [Charlotte](#), hold her in a nearby building, and then join with Rozemyne in mounting a rescue attempt. Unfortunately his plan failed; he did not realize that Rozemyne would immediately set off to rescue Charlotte and that her wingless Highbeast could fly. Furthermore, he did not anticipate that a mysterious noble would take that moment to make an attempt on Rozemyne's life and kidnap her. The Devouring soldiers he had employed were apparently loaned to him by Giebe Gerlach, and he set them to self-destruct after a time had elapsed. It was presumed that he was manipulated into this action by other nobles, though the perpetrator was never found. Viscount Gerlach was considered by Bonifatius as the prime suspect, and could have potentially used a secret passage typically known only to archdukes (and thus, Lady Georgine) to escape the hall, discreetly kidnap her, and return before anyone had noticed, but no evidence ultimately emerged of his guilt.

Lord Kantna: A scholar who was contracted to buy young female orphans from the [Mayor of Hasse](#); [Ferdinand](#) seemed to suggest he did so for the purposes of having them offer flowers to him, despite the fact that he was married, though Kantna insisted the orphans were for somebody else. Was also responsible for surveying Hasse with respect to the new orphanage alongside [Benno](#) and [Gil](#), but was so uncooperative his actions bordered on outright sabotage.

Count Kirnberger: A high status archnoble whose son attended winter socializing with Rozemyne and [Wilfried](#). Wilfried sold him a set of the instructional materials developed by Rozemyne's workshop, for use by his son. He is the Giebe of the province of Kirnberger,

located along the eastern border of Ehrenfest and the border of the country itself, Yurgenschmidt. His first name is unknown.

Lady Lagrete: Daughter of Baron Blon. Met with [Corinna](#) during Part 1, and later ordered a wedding dress from the Gilberta Company for her marriage to Bernadet, son of Baron Glaz.

Lord Leberecht: An archnoble of Ehrenfest, married to [Otilie](#) and father to Hartmut.

Georgine Faction

Ahrensbach Nobles

Archduchess Georgine

Eldest sister of [Archduke Sylvester](#), who lost to him in the battle for the seat of archduke of Ehrenfest. The two of them share a mother in Lady Veronica, former archduchess of Ehrenfest. She is now married to the Archduke of Ahrensbach, a greater duchy to the south of Ehrenfest, and apparently, she now has a granddaughter who is roughly the same age as [Wilfried](#) {TODO: name}. She also has a warm and loving relationship with her uncle [Bezewanst](#), the former High Bishop of Ehrenfest, and frequently exchanged letters complaining to him over many years about the suffering she endured, having been married into Ahrensbach.

She is apparently a very conscientious person and an excellent schemer, in stark contrast to her lazy and relatively dull younger brother Sylvester. She had originally been groomed and raised to inherit the position of Archduchess of Ehrenfest, receiving a full education, but Sylvester was born with comparable mana and had the advantage of being male; this would allow him to have many heirs without pregnancy affecting his duties as Archduke. As a result of these factors, and despite her superior qualities as a ruler, he was eventually announced as the heir to the position. Georgine is one to hold deep and long-lasting grudges, and subjected Sylvester to endless torment following this decision. This accumulated a deep-seated trauma within him that left him anxious while dealing with her as an adult, and motivated his decision to announce that his eldest son Wilfried would be heir and would not be subject to any sort of competitive process in the hopes that none of his children would feel compelled to do these sorts of things to each other.

Their parents, the former Aub and Lady Veronica, ultimately made the decision to marry her off as the third wife to the Archduke of Ahrensbach; they suspected that Georgine's resentment might cause long term conflict if she remained in Ehrenfest. Unfortunately for Sylvester, she recently managed to rise to the position of first wife of Ahrensbach through unknown circumstances; usually such things only happen in extreme circumstances, such as the untimely death of the wives above her, so perhaps Georgine had been involved in plots and schemes to assassinate or disgrace them. According to rumors, some kind of conflict or mana shortage had erupted in Ahrensbach, leading to an overall decline in its status. Her ascension to

first wife would pave the way for her to involve herself in inter-duchy politics, allowing her the opportunity to return to Ehrenfest.

Before his death, she frequently exchanged letters with her uncle, the former High Bishop Bezewanst, which read like love letters to Rozemyne. Upon learning from Rozemyne of his death, she harangued Sylvester during the Archduke Conference and later visited Ehrenfest Duchy. As she was Archduchess of a *greater duchy*, Sylvester and [Florenzia](#) were obliged to show her deference and respect, styling their dress after Ahrensbach fashion and kneeling to her in greeting. She responded to Sylvester with thinly veiled disdain and mockery, but as his duchy was of lower status and because he had concealed Bezewanst's death from her, he could say little in response. It is implied that she may have been loosely involved in the criminal activities of Count Bindewald, as he was an Ahrensbach noble that had connections to Bezewanst and Veronica's faction through Georgine.

She appears to be glad that her mother Veronica has been imprisoned, probably because she resented Veronica for choosing Sylvester and saw an opportunity to use her imprisonment for her own ends. Veronica had once led a large contingent of nobles within Ehrenfest who had largely been loyal to Sylvester through her (or at least willing to tolerate his rule). Unfortunately, the act of imprisoning her created a small contingent of enemies who are dissatisfied with his rule, and a large contingent of uncertain neutrals who have adopted a wait-and-see approach. During her visit to Ehrenfest, allegedly to mourn Bezewanst's death, she covertly contacted the Gerlach couple, members of Veronica's old faction, and suggested she could access and disrupt Ehrenfest's Foundation magic, the protective magic which protects Ehrenfest duchy. Though unstated, the implication of this message was that she would be willing and able to displace Sylvester in his position as Archduke of Ehrenfest.

A handful of Veronica's old faction have rallied under her cause, believing her to be more worthy of the position of Archduke than Sylvester, especially now that the imprisonment of Lady Veronica has effectively antagonized much of Sylvester's support within the duchy. They now plan to sow chaos and conflict within the duchy by planning operations to target Sylvester, so as to convince the neutrals to abandon Sylvester and side against him. However, Georgine is cautious and careful, and so she is not willing to directly involve herself in any of the plots they may come up with until the moment where she can ensure her victory.

Count Bindewald

Giebe of a major province from the duchy of Ahrensbach. He was involved in minor plots with Veronica's old faction, targeting Rozemyne and [Dirk](#) and through them, [Ferdinand](#). He organized the attack on Myne's carriages during her first Spring Prayer trip, using his own Devouring soldiers as well as citizens on the border between the duchies of Ehrenfest and Ahrensbach. He later attempted to adopt Dirk and Myne through deception and coercion, in order to traffick them out of the duchy and into the protection of his own duchy, but was delayed by Myne, [Damuel](#), and [Gunther](#), and eventually stopped by Ferdinand. He was later arrested due

to his involvement in numerous attacks against Myne, and was being held while the investigation into his crimes occurred and Ehrenfest negotiated with Ahrensbach duchy. So far, he remains alive as a political prisoner and for his mana; Ferdinand has convinced [Sylvester](#) to use him to provide mana for Ehrenfest duchy, and his criminal activity and imprisonment serves as a buffer against any direct action by Ahrensbach.

Ehrenfest Nobles

Lady Veronica

Former Archduchess of Ehrenfest, who married the late former Archduke of Ehrenfest. Her only son is [Sylvester](#), the current Archduke of Ehrenfest. She also had two daughters who became Archduchesses: Archduchess Georgine of Ahrensbach, and Archduchess Constanze of Frenbeltag. Lady Veronica refused to allow High Priest [Ferdinand](#) to be baptized as her son, leading to Ferdinand's baptism as the motherless child of the former Aub Ehrenfest.

She was apparently born of a union between the Groschel family and an unknown archnoble family; it was claimed that both were former Archduke candidates, potentially implying that one of them (presumably the unmentioned one) had come from another duchy. Likewise, as her husband was Aub of Ehrenfest (i.e. a *successful* archduke candidate from Ehrenfest's archducal lineage), she would have been closely related to him through her parent in the Groschel family (i.e. an *unsuccessful* archduke candidate from Ehrenfest's archducal lineage). The that is, Lady Veronica and her now deceased husband are most likely first cousins, making her children the product of incest - an outcome not entirely uncommon amongst the nobility of Earth.

From the perspective of Myne and co., she is infamous in Ehrenfest as a spiteful woman who subjects others around her to suffering and hardship, except for close family members whom she spoils to an absurd degree; she seems to trust and value blood ties over all else, at least as far as her treatment of her brother [Bezewanst](#) and her grandson [Wilfried](#) (whom she spoiled) versus her step-son High Priest Ferdinand and her daughter-in-law [Archduchess Florencia](#) (whom she treated harshly) illustrates. She was apparently jealous of Ferdinand's talents relative to Sylvesters, treating him with scorn and resentment; eventually she grew paranoid that he planned to assassinate Sylvester, driving him out of politics and into the temple after her husband died and her son Sylvester became the new Archduke. It is implied that she tried to continue harassing him while he was within the temple; when Myne entered the temple as a blue-robed priestess under Ferdinand, members of her faction conspired to maliciously target her.

She had a close bond with her younger brother, High Bishop Bezewanst, and protected him from the consequences of abusing his authority and committing petty crimes. He was confident she would be able to protect him from the consequences of kidnapping Myne from

Ferdinand, presumably because he did not realize that Myne was under the protection of Archduke Sylvester and that the entry permits he had provided Bindewald (with Lady Veronica's assistance) would be easily proven forgeries. Sylvester now holds her under a sort of house arrest within the *Ivory Tower* due to her proxy involvement in various crimes committed by Bezewanst and as an alleged co-conspirator in Bindewald's attack and attempted kidnapping of Myne. Rozemyne in fact resents her, holding her responsible for forcing her early adoption into the nobility and thus her separation from the commoner family she so loved.

Veronica once led the most influential gathering of noblewomen before her imprisonment; Viscountess Gloria Dahldolf unsuccessfully appealed to her regarding Shikza's death sentence, hoping to use her influence to prevent the execution. These nobles had largely been loyal to Sylvester through her (or at least willing to tolerate his rule), but the act of imprisoning her has in fact created a small contingent of enemies and a large contingent of uncertain neutrals who have adopted a wait-and-see approach. The enemy faction has secretly consolidated around her daughter Georgine, Archduchess of Ahrensbach, who they consider to be a more worthy ruler of Ehrenfest than her brother Sylvester, and plotted to launch operations against the duchy to signal to the neutrals and Georgine that Sylvester had few loyal allies and could be toppled.

When Georgine visited Ehrenfest, allegedly to mourn her uncle Bezewanst's death, she requested permission to visit Veronica in prison. Veronica was distraught and begged her for assistance, claiming that Sylvester was being manipulated by Ferdinand; Georgine on the other hand appeared satisfied with the fact that Veronica was languishing in prison, no doubt because she bore a grudge against Veronica for picking Sylvester to rule over her and then marrying her off to Ahrensbach. When Wilfried was lured to the tower due to a plot by the Georgine faction, Veronica likewise inundated him with passionate stories of a conspiracy plotted by Ferdinand and Rozemyne against her and Sylvester. As she had been heavily involved with raising him, he initially took her claims at face value, but he was ultimately persuaded by Sylvester, Ferdinand, [Elvira](#), and Rozemyne.

Others

Viscountess Gloria Dahldolf: The (now) first wife of Viscount Dahldolf and Shikza's mother. She rose from the position of second wife after the death of Viscount Dahldolf's first wife, whose son Jeremias she plotted to have disinherited so that her own son would take his place. Before this could happen, however, Shikza was executed for attacking Myne. Her husband rules a moderate-sized province adjacent to Central Ehrenfest; he was forced by Archduke [Sylvester](#) to sign a magic contract to avoid any interaction with Myne after Shikza was executed, under threat of execution. Despite this, her grudge is so deep she would risk the safety of her entire family to plot revenge. She first plotted with Veronica (who despised [Ferdinand](#) and wanted to antagonize him) alongside [Bezewanst](#), but this ended when the two were arrested and the latter was executed. Later, when Georgine visited the duchy, she met with her discreetly to provide her information about Bezewanst's execution and appeal to her

for assistance in hurting Rozemyne. In private tea parties with her allies, she mocks and curses Rozemyne and shares everything she knows about her, including her alleged status as a commoner. While she coordinated with the remnants of Veronica's faction to plot various operations against Sylvester, her primary interest was in eliminating Rozemyne.

Viscount Grausam Gerlach: Mednoble giebe of a medium-sized province to the east of Leisegang. He appears to have an obsessive interest in acquiring and abusing children with *the Devouring*; it is likely that [Benno](#) was referring to him (and nobles like him) when describing to Myne the dangers inherent in revealing to nobles that you have *the Devouring*. He expressed interest in meeting Myne during her first Spring Prayer trip but was quickly rebuffed by [Ferdinand](#). He also organized the nighttime kidnapping attempt in Leisegang province using Devouring soldiers loaned from Bindewald; Ferdinand knew he was the culprit, as Ferdinand had schemed to ensure that he was the only person other than trusted allies who knew their location at the time. He and his wife Royella Gerlach were discreetly contacted by Georgine, who suggested she could seize control of Ehrenfest's Foundation magic and supplant him as Archduke of Ehrenfest. He, his wife, and Gloria Dahldolf secretly plotted to cause chaos within Ehrenfest, to show that [Sylvester](#)'s rule was unstable and that had very little real support amongst the nobility. The goal, he explained, would be a series of small operations that could appear to be accidents but which would shake the nobility's confidence in Sylvester being able to resolve serious incidents. As befitting his interest in Rozemyne, he proposed publicizing Rozemyne's commoner origins, and then once she was disgraced and Sylvester displaced, she could be locked in a dungeon, to be exploited for her mana or trained as a loyal Devouring soldier.

Viscountess Royella Gerlach: First wife of Viscount Gerlach. She discreetly contacted Viscountess Gloria and informed her that Georgine was looking to supplant [Sylvester](#) as Archduke of Ehrenfest. In a meeting between Grausam, Royella, and Gloria, she proposes tricking [Wilfried](#) into dishonoring himself and then swooping in to earn his favor. This ultimately manifested in the plan to trick him into criminally trespassing on his grandmother Veronica's prison.

Viscount Seitzin: Giebe of a province located in the Duchy of Ahrensbach, adjacent to the Garduhn province in the Duchy of Ehrenfest. Count Bindewald used some of Viscount Seitzin's citizens in the carriage attack during Myne's first Spring Prayer.

Baron Glaz: Giebe of a small province in Ehrenfest Duchy and laynoble. Forced (perhaps unwillingly) by Viscount Gerlach to host the meeting between the various noble parties conspiring against [Ferdinand](#) under [Bezewanst](#) and Bindewald.

Sir Shikza: Deceased. A former knight. Executed by [Archduke Sylvester](#) for injuring Myne after being charged with protecting her. He was born to mednoble woman named Gloria, the second wife of Viscount Dahldolf; unfortunately, he only had the mana capacity of a laynoble. His father gave Gloria three choices: have him become a servant to the household, adopt him to a laynoble family, or send him to the temple. In the temple, he could provide her connections to [High Bishop Bezewanst](#) and through this Lady Veronica, who led a major faction of noblewomen. This allowed her duchy to receive priority for mana offerings within the church, bringing prosperity within the duchy and making Shikza an important asset for Dahldolf. Following the *War of Succession* within *the Sovereignty* and the resulting mana shortage it

induced in Ehrenfest, he was called back to replace the many nobles of Ehrenfest who married into foreign duchies. This also coincided with the death of Viscount Dahldolf's first wife, which gave Gloria the opportunity to try to elevate Shikza to the status as heir. Unfortunately, mere days after she had persuaded Lady Veronica to support this move and put pressure on Dahldolf, Shikza was executed as a result of a colossal dereliction of duty as a knight. He had developed an inferiority complex due to his low mana, which manifested outwardly as arrogance and led to him lashing out at and threatening Myne, whom he was assigned to protect. He inadvertently cut her while trying to intimidate her with a knife, leading to immense difficulties during the Trombe mission; the act of maliciously harming the person he was ordered to protect constituted treason and led to his execution. His mother swore vengeance on Rozemyne, [Ferdinand](#), and Sylvester as a result.

Ehrenfest Children

See also [Students of the Royal Academy](#) for a list of those attending the Royal Academy.

Bertilde: Daughter of Count Groschel and younger sister to [Brunhilde](#). She is 3 years younger than Rozemyne.

Jeremias: The son of Viscount Dahldolf and his now deceased first wife. He is the presumptive heir to the Dahldolf family, although Viscount Dahldolf's second wife Gloria had once plotted to have him displaced in favor of her own, Shikza. Before that could happen, Shikza was executed for disobeying orders and attacking Myne during a trombe extermination mission.

Nicholas: A male child of [Lord Karstedt](#) and [Lady Trudeliède](#). He is three years younger than Lady Rozemyne.

Part 4 - Royal Academy Students and Faculty

Ehrenfest Faction

Rozemyne and her Retainers

Archduke Candidate Rozemyne

{TODO}

See also [Myne](#) (part 1 character), [Apprentice Shrine Maiden Myne](#) (part 2 character), and [High Bishop Rozemyne](#) (part 3 character).

Retainers

Brunhilde: Elder daughter of Count Groschel and two years older than Rozemyne. She is described as a fashionable girl who loves to talk, and apparently gathered rumors on archnoble fashion in the Royal Academy on behalf of Rozemyne. She now works as an apprentice attendant of Rozemyne, assisting her with politics, fashion, and socialization.

Hartmut: Archnoble son of Leberecht and [Otilie](#) and a talented apprentice scholar. He is four years older than Rozemyne. He was a hotly contested candidate for retainership to Rozemyne and [Wilfried](#). [Rihyarda](#) suggested appointing him to tutor the laynoble Philine as an apprentice scholar. He was of course eager to join under Rozemyne's service; though he knew that the sainthood narrative was a scheme concocted by Ferdinand, he happened to agree that the description was apt, having heard rumors from his mother Otilie and even witnessed her acts himself. He introduced himself to Rozemyne during her first year of winter socialization, barely containing his excitement; as her retainer at the Royal Academy, he is eager to spread the sainthood narrative throughout the Royal Academy. Rozemyne initially viewed him as a [Justus](#)-like character albeit with more common sense, but his fervor has her concerned.

Judithe: A mednoble apprentice knight, one year older than Rozemyne. She looks up to [Angelica](#) as a role model of an elite mednoble knight. She can't use the enhancement magic that Angelica specializes in and lacks the mana to raise a manablade of her own. Rozemyne is having the older apprentice knight Leonore tutor her in order to one day replace Angelica when Angelica graduates the Royal Academy. Normally, Angelica would be tasked with doing this herself, but nobody, least of all Angelica herself, trusts that she can accomplish this task, as it would require far more brain power than Angelica has.

Lieseleta: The younger sister of [Angelica](#), who is currently attending the Royal Academy and is three years older than Rozemyne. She comes from a long line of highly skilled attendants and is considered a model child by her parents, in stark contrast to her older sister. She is to serve as apprentice attendant of Rozemyne, serving her tea and making her comfortable.

Leonore: An older female apprentice knight who [Angelica](#) trusts to have good judgement. She was selected to help train the younger Judithe in place of Angelica, whom nobody trusted to be able to teach anything to anyone. She apparently exudes an air of intelligence and maturity, making her look more like a scholar than a knight.

Philine: An apprentice laynoble scholar that had her winter debut at the same age as Rozemyne. As a laynoble, she was first to play during the recital and had the poorest performance, no doubt a product of the fact that her family does not have the same finances to put towards music instruction that a mednoble or archnoble's would. Her father remarried after the death of her biological mother. She was quite hesitant to interact with Rozemyne, but eventually opened up over the course of winter socialization. Rozemyne soon found a bookmaking compatriot in her, as she wished to make picture books out of the stories her late mother had once told her so that she wouldn't forget them. She now serves as a laynoble scholar of Rozemyne, tasked with collecting more stories for Myne's printing industry.

Traugott: An apprentice archknight who is two years older than Rozemyne. He is the child of [Rihyarda](#)'s daughter and one of [Lord Bonifatius](#)' sons, making him a member of the Leisegang

faction. His mother is apparently the third or fourth wife. He appears to have been befriended by [Lord Wilfried](#) during winter socialization. There were plans to make him the apprentice knight of Wilfried, but he seemingly lost interest when Wilfried's guarantee of archdukedom was rescinded. He is set to take over as Rozemyne's guard when [Cornelius](#) graduates. Having not been trained by Bonifatius nor learned Rozemyne's *Folded Mana Compression* method, he is not yet as skilled or powerful a guard as Cornelius is.

Wilfried and his Retainers

Archduke Candidate Wilfried

{TODO}

Other Students

Alexis: A child who attended winter socialization alongside Rozemyne and [Wilfried](#). [Lamprecht](#) noted he would make a good retainer for Wilfried, but was concerned that [Cornelius](#) would try to recruit him for Rozemyne instead. However, it turned out that Cornelius had been told not to recruit attendants for Rozemyne by his parents.

Ignaz: A noble boy who appears to have been befriended by [Lord Wilfried](#) during winter socialization. Ignaz's family is from a neutral faction.

Isidore: A noble boy who appears to have been befriended by [Lord Wilfried](#) during winter socialization. His family is affiliated with the Veronica faction. It is implied that some children amongst the former Veronica faction may have been involved in a plot to lure Wilfried towards a group of nobles who subsequently made a show of discussing Lady Veronica's imprisonment, with the hope that Wilfried would enter the tower where she was imprisoned and thus commit a crime. It is unclear whether Isidore participated in this plot, but Wilfried has since distanced himself from the perpetrators and now resents them considerably for the betrayal.

Laurentius: A noble boy who appears to have been befriended by [Lord Wilfried](#) during winter socialization. His family is affiliated with the Veronica faction. It is implied that some children amongst the former Veronica faction may have been involved in a plot to lure Wilfried towards a group of nobles who subsequently made a show of discussing Lady Veronica's imprisonment, with the hope that Wilfried would enter the tower where she was imprisoned and thus commit a crime. It is unclear whether Laurentius participated in this plot, but Wilfried has since distanced himself from the perpetrators and now resents them considerably for the betrayal.

Nadine: An apprentice attendant in service to the Illgner household who accompanied [Brigitte](#) when she was appointed as Lady Rozemyne's guard. She takes pride in her work, though as attendant to Brigitte she was the subject of similar rumors and gossip suggesting she had given up on marriage and retired to the temple. Her family was one of few that stuck with the Illgner house when the former patriarch died and his young son (Brigitte's older brother) took over. Her age is unclear although she is at least 12.

Roderick: A noble child that appears to have been befriended by [Lord Wilfried](#) during winter socialization. He was apparently quite excited that some of his stories were made into a book by Rozemyne, and eagerly gathered as many new stories as he could following the publication of the original volume. Unfortunately, his family is affiliated with the Veronica faction and he was directly implicated in the plot to trick Wilfried into committing disgracing himself; Wilfried now resents him for the betrayal. During Rozemyne and Wilfried's stay at the *Royal Academy*, he and many other children from the former Veronica faction are being isolated from socializing with the rest of Ehrenfest children, though Rozemyne hopes to change this practice by rallying Ehrenfest to set aside their differences and unite against other duchies.

Affiliates

Professor Hirschur: The dorm supervisor of the Ehrenfest dormitory at the Royal Academy and a professor at the academy, who lectures on magic tools. She is a former Ehrenfest noble who received such high marks that she was able to secure a research position in the Sovereignty. She occasionally keeps in touch with [Ferdinand](#), one of her star pupils from back when he attended the Academy. She is normally obsessed with her research and most years she would perform the bare minimum expected of her as dorm supervisor by relaying instructions and news through Ordonnanz; however, the glowing recommendation of Rozemyne by Ferdinand has attracted her attention and she makes the effort to show up in the dorms to check things out when she delivers messages.

Other Duchies

Anastasius: Second prince of Yurgenschmidt. He is attending the Royal Academy.

Detlinde: A young archnoble candidate of Ahrensbach and Archduchess Georgine's youngest daughter.

Rudiger: An archduke candidate of Frenbeltag. He is five years older than Rozemyne, and is described as looking like an older version of Wilfried.

Other Characters

Lessy: Rozemyne's nickname for her "Pandabus" *Highbeast*, derived from the name "lesser panda" which is another name for the Earth animal she designed it after. It apparently loosely resembles a feybeast known as a *grun*. She designed the interior to resemble a car, and can customize the size, number of passenger seats, and available storage space.

Stenluke: An intelligent *manablade* inadvertently created by Rozemyne while she was supplying it with mana while mulling over what would best help [Angelica](#). She imbued it with the power to listen to what others say and remember it, bark out corrections when its master does something incorrect, otherwise give advice. Much to the chagrin of [Ferdinand](#), it has his voice and mannerisms, as Rozemyne was envisioning him while imbuing it with mana, and also because he added some of his own mana to the blade while probing it. Ultimately, since it had no knowledge of anything once it was first created, it had no good advice to give; Angelica would need to supply it with mana so that it could listen to what Angelica or others would say

for a while before it knew enough to teach her anything. She was still appreciative of the result, as she has a terrible memory.

The World

Timeline of Events and Plot Synopsis

“Part 0”: Before the Arrival of Urano

War of Succession: A civil war within Yurgenschmidt between four princes following the death of the Sovereign which occurred some years before the start of the events of the series. It initially involved the first and third prince fighting over inheritance, both of whom perished in the fighting. As the country still lacked a king, the fourth and fifth princes then subsequently fought over the position, and ultimately the fifth prince prevailed, who now reigns as king of the nation. Following this, he decided to purge virtually all of the fourth prince's former supporters, including several princesses and other royals. Several duchies had allied with one group or another during the fighting, and the losing duchies suffered large scale purges as well. This culminated in several duchies being reorganized under new Aubs or being folded into other duchies, ultimately reducing the number of duchies from 25 to 21.

Part 1: A Soldier's Daughter

Volume 1

- Myne age 5-6, Fall through to Summer
- Myne regains her memories as Urano at age 5 during the fall.
- Myne works to build her strength throughout the fall, winter, and spring while inventing various paper substitutes and working as an assistant to the town guard, Otto.
- {TODO}
- Tuuli's baptism takes place during the Summer, Myne turns 6.
- Myne meets with the merchant Benno and promises him a paper prototype by spring of next year.

Volume 2

- Myne age 6, Fall
- Myne finishes papermaking before the start of winter; Lutz and Myne begin their apprenticeship with Benno.
- Myne registers with the merchant guild. Myne suggests to Benno a variety of product lines for various “inventions” of hers. Benno applies to the Merchants guild to create a Plant Paper guild.

- The guildmaster hires Myne to produce a hair stick for Freida in time for her winter baptism ceremony and Myne begins a “rush order”.
- The hair stick is completed. Myne and Lutz’ family start winter handiwork early and prepare more hairsticks for Benno to sell. Myne sells Benno more ideas for improving rinsham.
- Myne collapses due to Devouring and is saved by Freida, who tells her to sign on with nobles or die.

Volume 3

- Myne age 6-7, Winter through Summer
- Myne hangs out with Freida and teaches her chef, Leise, the pound cake recipe. Freida’s winter baptism occurs.
- Spring arrives. Myne and Lutz produce more paper, while vested interests in the Parchment Paper guild take an interest with Benno’s plant paper, in due to stonewalling from the Merchant guild regarding the processing of his new Plant Paper guild.
- Myne meets with her family to discuss her future plans, and Myne resolves to die with her family rather than leave them.
- Freida stops by Myne’s house in Spring, eager for more product ideas; Myne suggests she hold a pound cake tasting party, sells her a one year exclusivity on pound cake sales and gives Leise a variety of ideas for improvements.
- Myne and Benno attend the pound cake tasting party. Benno is inspired to compete, and decides to create an Italian restaurant that could provide rich merchants with a dining experience like that of nobles, at Myne’s suggestion.
- Myne turns 7 and is baptized during the summer baptism ceremony, and her status as a sufferer of *The Devouring* is discovered by the temple. She is eventually forced to join as a priestess despite her earlier plans to stay with her family, though she negotiates a good position for herself.

Part 2: Apprentice Shrine Maiden

Volume 1

- Myne age 7, Summer
- Myne joins the priesthood and is assigned three servants; she works to build amicable relationships with them while trying to find as much time as possible to read.
- Myne discovers the state of the orphanage and volunteers to become its head, and spends time and money trying to make it more self-sufficient by turning it into a workshop for her products. In the process, she gains access to an oven and begins training chefs and waiters for Benno.
- The Star Festival occurs near the end of the summer season.
- Lutz runs away from home due to conflicts with his family and the issues are resolved in a meeting with the High Priest.

Volume 2

- Myne age 7, Summer to Fall
- Effa reveals that she is pregnant and Myne decides to produce a children's picture book for the child. In the process, Myne acquires an artist and a harspiel instructor as new servants.
- Construction of the Italian Restaurant is well underway, and Myne assists Benno with interior decorations.
- Myne works to develop printing by making stencils and ink, and experiments with woodblock printing, eventually developing a children's bible to help young nobles learn to read and remember the names of gods.
- Fall arrives and the blue priests leave for various locations in the duchy during the Harvest festival. Rumors about Myne have spread throughout the majority of the temple and she suffers some petty harassment. Myne's formal shrine maiden outfit arrives while she continues trying to build up the orphanage's self-sufficiency.
- A rampaging Trombe is discovered and Myne must attend the Knight Orders suppression of it. A noble Knight assigned to protect her is aware of the rumors about her and tries bullying her, accidentally causing the mission to go horribly awry.
- Once the Trombe is finally defeated, Myne must heal the ground drained by it, accidentally revealing her extraordinary mana supply to the nobles.

Volume 3

- Myne age 7, Fall to Winter
- A leherl at a metalworking workshop, Johann, wishes for Myne to become his patron. Myne accepts, and has him make a set of 70 metal types as his test.
- Myne decides to sell ink making techniques to the ink guild. Although Benno's negotiations with the ink guild were successful, after the magic contract is signed, it becomes apparent that the ink guild's guild head is hunting for information on Myne. As a result, Myne decides to stay in the temple until the end of winter to protect herself.
- Myne quickly feels homesick in the temple, and spends some time teaching Lutz and Gil to make various toys such as playing cards and chess. Lutz informs Myne of a new Gilberta Company leherl named Leon who will be working in the temple.
- Benno, Mark, Karstedt, Ferdinand, Damuel, and Myne meet at the temple. They discuss the ink guild head who was investigating Myne. Myne receives her completed ceremonial robes and presents playing cards, reversi, and chess to the nobles present, which are then purchased by them.
- Karstedt, Ferdinand, Damuel, and Myne discuss the punishments of those involved in the trombe incident. One of the nobles involved was executed, while Damuel was demoted and became Myne's guard.
- Karstedt offers to adopt Myne, but Myne refuses due to her attachment to her commoner family. However, Ferdinand persists and tells Myne that she must be adopted by a noble by age 10 due to her massive amount of mana.

- The Dedication Ritual arrives. Ferdinand tells Myne to conserve her mana to avoid the High Bishop's wrath. Myne participates in the Dedication Ritual with Ferdinand, due to their similar mana quantities. The High Bishop orders Myne and Ferdinand to fill 10 additional chalices with mana.
- Rosina comes of age and Myne gifts her 3 harspiel songs.
- Johann completes the metal types. Myne appraises his work at the Gilberta Company and bestows the title of Gutenberg upon Johann. Myne then collapses from excitement.
- Myne's stay at the temple is extended till the end of Spring Prayer.
- Ferdinand reveals to Myne's parents that she must stay in the temple until after Spring Prayer, and that Myne must be adopted by a noble when she turns 10 years old.
- Spring Prayer arrives. In addition to Ferdinand, Karstedt, and Damuel, a mischievous blue priest named Sylvester will also be accompanying Myne during Spring Prayer. They depart for Spring Prayer on highbeast. Myne fills chalices with mana at several towns during spring prayer and she and her companions head to a noble's estate to stay the night. During dinner, Sylvester shows interest in Myne's food.
- Myne and co start visiting noble mansions. At night, 2 men attempted to kidnap Myne but were stopped by Karstedt and Ferdinand. Additionally, the carriages carrying Myne's attendants were attacked. Enraged, Myne attempts to use magic but fortunately Ferdinand directs her to create a magic shield to protect the carriages. Karstedt, Damuel, and Sylvester search for the magic wielding attackers, but they accidentally vaporize the attackers due to Myne's blessing strengthening them.
- Sylvester wishes for Myne to guide him around the temple and the lower city forest. Myne reluctantly accepts. Sylvester and Ferdinand visit the orphanage and workshop on the first day. Sylvester is impressed at the state of the orphanage while Ferdinand is astonished by the printing in the workshop.
- On the second day, Sylvester visits the lower city forest with Lutz, Leon and the orphanage kids. Upon returning from the forest, Sylvester gifts Myne a necklace with a dark gemstone, saying that it can help protect her.
- Ferdinand and Myne discuss the impacts of the printing industry and Ferdinand bans Myne from printing before she is adopted by a noble due to vested interests with laynobles.
- Myne returns home from the temple with her family, just in time to witness the birth of her little brother Kamil. After holding him, Myne resolves to make picture books and toys for Kamil.

Volume 4

- Myne age 7, Winter to Spring
- Myne learns about how to take care of Kamil. Despite having resolved to take care of Kamil as a good older sister, she still manages to sleep through his crying at night.
- Myne visits the Gilberta Company and learns that Corinna gave birth to a girl named 'Renate'. Myne then discusses the development of colored ink and wax stencils with Benno.
- Myne returns to the temple, then brags to all her attendants about Kamil's cuteness. Wilma reports to her about an abandoned baby. Myne then discusses with her attendants

on how to care for the baby. Myne convinces Delia to take care of the baby by suggesting that he is her family, and they decide to name the baby 'Dirk'.

- Myne discovers that Dirk may have the devouring. She discusses the matter with Ferdinand, who reveals that Dirk must likely be contracted to a noble to survive. Myne and Ferdinand measure Dirk's mana, and it appears he has as much mana as a mednoble. Ferdinand suggests that Myne contract with Dirk once she is adopted by Karstedt.
- Lutz informs Myne about a meeting with an ink workshop. A few days later, Myne meets Bierce; the new head of the Ink Guild, Heidi; his daughter, and Benno. They discuss business with the ink guild and the development of coloured ink. Myne then goes to Bierce's ink workshop to research coloured ink. Together with Josef; Heidi's husband, they experiment with various combinations of pigments and oils. Afterwards, Myne goes to the smithy to order Gil a diptych.
- The next day, Myne compiles the results of their research on coloured ink. She and Heidi then try applying the ink to volrin and trombe, but unfortunately the ink appears dull after doing so. Worse, upon mixing the coloured ink, the ink turned dark. Disappointed by the results, Myne returns home, where Effa tells her about fixing agents to maintain the colour of the inks when put on paper. Myne convinces Effa to teach her how to make fixing agents, and learns how to use fixing agents from Rosina, thus completing coloured ink.
- Having finished coloured ink, Myne has Heidi do further research on ink, then starts discussing wax stencils with Lutz. Later, Myne, Lutz, and Benno visit a wax workshop to complete Gil's diptych and order a variety of wax for wax stencil research. Returning to the Gilberta Company, Myne goes over the details of wax stencil making with Lutz and Benno and decides to order a wax iron from Johann.
- Myne asks Lutz for help with finishing and colouring the rattles that she made for Kamil and Dirk. Later, after receiving the rattles, she heads to the orphanage with Delia and Damuel to give Dirk a rattle. For the first time since her baptism, Delia entered the orphanage, unable to resist the temptation of giving Dirk the rattle.
- Upon returning to her chambers, Myne sees Fran and Delia having a disagreement instigated by Arno. Delia distrusted the High Priest due to her overhearing talk of Dirk being adopted by a noble from Arno. Fran defended the High Priest, leading to Fran and Delia's disagreement. Myne explains to Delia that she had asked for Dirk to be adopted as she did not think that anybody would wish to look after Dirk, though having seen Delia treat Dirk as family, changed her mind.
- Johann finished the wax iron that Myne ordered, so Myne decides to use it to strengthen the art stencils with wax, and excitedly announces to Lutz that the stencils can be reused.
- Her mind wandering back to Kamil, Myne decides to order cat bells to use in a toy for Kamil.
- While returning home from the smithy, an emergency signal is raised at the east gate, and Damuel swiftly escorts Myne home. Damuel receives an Ordonnanz to regroup with the Knights Order and departs from Myne's home. Later, Gunther returns home, and reveals that a noble from another duchy kicked up a fuss while trying to enter the city with a noble's introduction. Nobles from other duchies could only enter with the archduke's permission.

- Stuck at home without Damuel, Myne plans her third picture book and makes stuffed animal rattles with Tuuli. Lutz delivers the cat bells and Myne stuffs them into the stuffed rattles.
- Damuel returns to take Myne to the temple and tells Gunther to watch out for fake entry permits. Upon returning to the temple Myne discovers that Delia had taken Dirk and returned to the High Bishop.
- When Myne journeys home with Damuel, Tuuli, Gil, Lutz, and Gunther, she and Tuuli are briefly kidnapped by Count Bindewald's devouring soldiers. Fortunately, Gunther and Damuel successfully save them. Myne scrapes her knees in the kidnapping attempt, and applies her blood onto Sylvester's black charm.
- Myne, Damuel, Gil and Gunther return to the temple as they believe it is safer than their home. There, they find out that Ferdinand 'is not in his room'. Regardless, Myne, Damuel, Gunther and Fran decide to head to Ferdinand's chambers to report the attack on Myne to him.
- Unfortunately, outside Ferdinand's chambers, Myne's party encounters Bezewanst, Count Bindewald, Delia, Dirk, and several devouring soldiers and gray shrine maidens. Count Bindewald orders his soldiers to attack, and in the resulting fight, Myne is forced to use her mana against both nobles to defend herself. Gunther, Damuel, and Fran are injured. The fight is ended when Ferdinand exits his room to check on the commotion.
- Count Bindewald feigns outrage at having been attacked by Myne; a commoner, and Bezwanst implores for Myne to be punished. Fortunately, Ferdinand notices that Myne's charm has been activated, causing her to become Sylvester's adopted daughter. As a result, the law is on her side instead. Thus, Ferdinand gives Myne a feystone ring to channel her mana into a shield of wind to protect her friends and family from his mana. Ferdinand then uses magic to immobilise Bezwanst and then smites Count Bindewald with his superior mana. All of Bezwanst's party, except Count Bindewald, Bezwanst, Delia, Dirk, and an unnamed gray shrine maiden are annihilated.
- Sylvester and Karstedt, having returned from the archduke conference, arrive on the scene. Sylvester has Karstedt arrest Count Bindewald and Bezwanst on the charges of illegally entering the duchy and assaulting the daughter of the archduke. He also mentions that Veronica, Bezwanst's sister, must also be punished.
- Sylvester, Karstedt, Ferdinand, and Myne discuss the matter of Myne's adoption in Ferdinand's hidden room. Myne's baptism ceremony is to be held in the summer, with Myne restarting from the age of 7. They also decide to change Myne's name to Rozemyne, with her officially being the daughter of Karstedt's now deceased 3rd wife [Rozemary](#). She was placed in the temple for her protection yet mistaken for a commoner by Bezwanst. Her high mana and astonishing accomplishments led to Sylvester deciding to adopt her for the good of Ehrenfest.
- Myne's commoner family is summoned to the temple. Ferdinand and Sylvester explain that Myne must be adopted to protect her and her family. Her name is to be changed to Rozemyne, and she may never meet with her family as family. Myne and family, filled with sadness, say their goodbyes and sign the magic contract. Unable to control her emotions, Myne unleashes her mana to pray to the 7 highest ranking gods, and showers all those that

she loves with the light of a unique blessing. Then, Myne, now Rozemyne, sees her family leave the room after greeting her as they would a noble.

Part 3: Adopted Daughter of the Archduke

Volume 1

- Rozemyne, age 7 (8), Summer
- Myne's name is legally changed to Rozemyne and she is adopted first by Karstedt as a noble (including a fictitious backstory), then by Sylvester in a public ceremony, making her now the daughter of the Archduke. Since she's so small, she also pretends to be one year younger, turning 7 again during her new summer baptism.
- Rozemyne undergoes a medical examination to find out why she is so sickly. Preparations are made to begin the search for the ingredients she needs for her cure. Rozemyne herself undergoes magic training and learns highbeast creation as part of the preparations.
- Myne's family officially have a funeral for their "deceased" daughter, but due to their work for Benno and Gunther's work as a Soldier, they get opportunities to see her, even though they have to pretend she's a noble and not family.
- Rozemyne successfully takes Sylvester, Ferdinand, and Karstedt to lunch at the Italian restaurant. Sylvester responds by having Ferdinand instantly construct a Monastery for Rozemyne in Hasse so she can have an orphanage to set up a workshop.
- To raise funds for the paper and printing industry that Sylvester has ordered Rozemyne to build, she needs to seek donations from noble ladies. Rihyarda guilt trips Ferdinand into participating in a harpsiel concert to raise money. It's a great success and shows off how useful printing is, but Rozemyne is forbidden from selling Ferdinand's printed images from then on.
- {TODO}

Volume 2

- Rozemyne, age 7 (8), Fall
- {TODO}

Volume 3

- Rozemyne, age 7 (8), Winter
- {TODO}

Volume 4

- Rozemyne, age 7 (8), Spring-Summer
- {TODO}

Volume 5

- Rozemyne, age 8-10 (9-11)
- Rozemyne awakens between the end of the Harvest Festival and the Autumn Coming of Age Ceremony, now age 10

Part 4: Founder of the Royal Academy's so-called Library Committee

Volume 1

- Rozemyne, age 10, Late Autumn-Winter
- Rozemyne awakens, settles outstanding affairs, and starts cramming to catch up on her education, new subjects include dance and geography & Archduke families outside Ehrenfest. Ferdinand encourages Rozemyne, using the Royal Academy Library as bait, restricting her from reading until she passes all her classes.
- After catching up, a ceremony celebrates Rozemyne and those her age becoming students. Rozemyne enters the school and settles on who will formally join her entourage. Professor Hilschur conducts a brief orientation before a welcoming ceremony, then a Fellowship Gathering is held to foster interduchy relations. New names introduced are Anastasious, Detlinde, and Rudiger.
- The Better Grades Committee is formed to improve academic performance for Ehrenfest, focusing competition against other duchies instead of between internal factions. Wilfried accidentally instigates Rozemyne to instill harsh measures on all first years to make sure they pass their written classes in the shortest time possible.
- In the course of Rozemyne's classes, she garners great attention upon herself, both for positive and negative reasons. Ie. New highbeast design, extreme mana compression, passing etiquette class first day, impressing the music teacher enough to earn an invitation to exclusive tea party, and getting all first years to pass all written classes on the first day available.
- While registering library membership, Rozemyne activates and becomes the master of the two Schmuil shaped magic tools, Schwartz and Weiss.
- Rozemyne faints while returning from acquiring her shtappe, nearly dying. Passing her beginner shtappe class finishes the last of her first year curriculum and she is now allowed to read at the library.
- {TODO}

Volume 2

- Rozemyne, age 10, Winter
- Rozemyne's entourage holds a meeting to accommodate her new schedule involving the library.

- Rozemyne meets again with Librarian Solange, taking a more in depth tour of the library. Rozemyne decides she wants to make extensive changes to the library, and after consulting with her retainers, works to become more familiar with Solange, and later invites her to a tea party where they can discuss various matters. She names all such affairs to be under the non-existent Library Committee that she wishes to join.
- During the tea party with the music teachers, Rozemyne meets Anastasious and Eglantine again. Eglantine's royal background is revealed and an analogy is made between Anastasious' pursuit of her, with Sylvester and Florentine's of the past.
- Schwartz and Weiss attract a great deal of attention during the scheduled costume measuring event. On the way back to the library, Rozemyne and her escort are intercepted by Lastilut and a large number of other duchies, accusing them of stealing the property of the Royal family, Schwartz and Weiss. A brief battle ensues, but is interrupted by the arrival of Prince Anastasious. Ownership is to be decided with a treasure stealing ditter.
- Lastilut's team treats the match as a mere variant of speed ditter. Rozemyne's team has some members educated in how the game is properly played and immediately begin with a standard opening, ambushing the treasure collection team. It fails so they make an orderly withdrawal, except for Traugott who has to be forcibly extracted. The game's conditions give Rozemyne's team a defensive advantage so they attempt to time out Lastilut's team with a stalemate. Lastilut's team perceives an opening and sends in their reserves, which in turn leaves an opening for Rozemyne to make another gambit, ordering her ranged specialist to launch a drug infused magical fruit at the opponent's treasure feybeast. The feybeast explodes in size and power, throwing their opponents into chaos and forcing their frontline to withdraw, creating yet another opening for Rozemyne to push a final blow with Cornelius and Angelica, winning the match.
- Lastilut and Anastasious confirm the results and that the status quo will continue. Anastasious has a private meeting with Rozemyne ordering her to serve as an intermediary with Eglantine when her tea party invitation comes.
- Traugott's repeated failure to follow orders and open defiance of his sworn master reaches Rihyarda's ears and she tries to convince, then force Traugott to resign from Rozemyne's entourage. A meeting is held. Rozemyne hears everyone's thoughts, including Traugott's, and decides she no longer wishes for his services. To limit the damage to Rihyarda and her grandfather from involuntary termination, she bribes Traugott to get him to voluntarily resign. Mana compression is his prize, which at first dissatisfies her entourage, until they learn she has conditions that ensure good behavior on his part, and that he will not be able to avenge himself when he learns of the true fallout of his resignation.
- Rozemyne has a tea party with Eglantine, learning about her goals and worries. She then reports to Anastasious, after he forcibly reminds her in the library. Rozemyne is, as usual, much too frank and open with her advice to him. The most important for him being to communicate directly with Eglantine instead of through proxies. Other suggestions with farther reaching consequences include music and ordering a hair ornament from Ehrenfest. Rozemyne faints in the Prince's presence at the end of the meeting.
- Rozemyne is ordered back to Ehrenfest. After a delay is agreed upon to settle her affairs, she receives positive news from Anastasious on the results of her advice.

- Rozemyne returns to Ehrenfest and is grilled on everything she did, especially everything to do with Anastasious. The adults agree no changes should be made and that they can only do the best with what they have. Rozemyne is ordered not to further entangle Ehrenfest with Royal family affairs.
- Rozemyne returns to the Temple and resumes her business affairs with Gutenberg.
- {TODO}

Religion and The Temple

Gods and Goddesses

Gods are divided up into three main ranks: the Supreme Gods, the Eternal Five, and the Subordinate Gods.

The **Supreme Gods** are a pair of progenitor gods known as the God of Darkness and the Goddess of Light who are betrothed to each other. Their name has not yet been revealed; they are usually referred to by their individual epithet, or sometimes collectively as the “Supreme Gods” or “the King and Queen of the eternal skies”. Beneath them are their children, the **Eternal Five**: *Flutrane*, the Goddess of Water; *Leidenschaft*, the God of Fire; *Schutzaria*, the Goddess of Wind; *Geduldh*, the Goddess of Earth; and *Ewigeliebe*, the God of Life. Each of the first four leads their own small pantheon of about a dozen or so **Subordinate Gods** associated with their season (Spring, Summer, Fall, and Winter, respectively), and these groups are sometimes collectively referred to as a single being (i.e. the Goddess of Spring, God of Summer, Goddess of Fall, and Goddess of Winter) in colloquial terms, though they are in fact technically a plurality and not a singular god. Mythologically speaking, these subordinate gods are sometimes referred to as “friends” or “companions” of the “Eternal Five” member that leads them.

The Supreme Gods

God of Darkness: One of the unnamed supreme gods, the God of Darkness and the Night. He lived a lonely life for an unimaginably long time before meeting the *Goddess of Light* and eventually marrying her. He granted *Ewigeliebe* and *Geduldh* his blessing to marry, hoping for many children; this blessing formed the basis for the *Starbind Ritual*, a religious wedding ceremony. His divine protection allows one to steal mana from their enemies. His divine symbol is a black cape, signifying the darkness that cloaks the night sky.

Goddess of Light: One of the supreme gods, the Goddess of Light and the Sun (also translated at one point as the “Goddess of Sunlight”). Approached the lonely *God of Darkness*, became his friend and companion, and eventually married him. Once she discovered that *Ewigeliebe* had trapped her daughter, *Geduldh*, in ice out of jealous possessiveness, she melted the ice to free her. Her divine symbol is a gold crown, which symbolizes the radiance of the high sun.

The Eternal Five

Flutrane, the Goddess of Water: One of the *Eternal Five* and the Goddess of Water. Leader of a group of *Goddesses of Spring*. She carried away the melted water that was once ice used to trap her pregnant sister, *Geduldh*, which also carried away a greatly weakened *Ewigeliebe* along with it. The *Goddesses of Spring* then gave their strength to the children of *Ewigeliebe* and *Geduldh*, the seedlings, which ended up sprouting in the spring. Her divine symbol is a green staff, which melted the snow into running water and led to the sprouting of new life in the spring. To call a woman someone's "*Water Goddess*" is a euphemism for "beloved" or "lover", due to the symbolism of bringing great change into one's life. Her name in German (Flut Träne) translates to "Flood" and "Tear", respectively.

Leidenschaft, the God of Fire: One of the *Eternal Five* and the god of Fire and Strength. Leader of a group of *Gods of Summer*, who lent their powers to help the spring sprouts grow and bloom during the summer, but this inadvertently led to a revitalization of *Ewigeliebe* as well, who holds dominion over living things. His divine symbol is a blue spear, which signifies growth into the great heights of the summer sky. As a result of its connection to Leidenschaft, blue as a color symbolizes strength among the nobility. His name in German translates directly to "Passion".

Schutzaria, the Goddess of Wind: One of the *Eternal Five* and the goddess of Wind and Protection. Leader of a group of *Gods of the Fall*, who combine their powers to hold back the encroachments of *Ewigeliebe*, which leads to the season of autumn where crops are safe from winter's grasp. Her divine symbol is a yellow shield, which pushes back the cold winter wind to protect the bountiful fall harvest of wheat. Her name is an amalgamation of "Schutz", the German word for Protection, and the word "Aria", the Italian word for "air" (and generally used in classical music as the technical term for a vocal solo).

Geduldh, the Goddess of Earth: One of the *Eternal Five*, and the goddess of Winter and the Earth. *Ewigeliebe* fell in love with her at first sight and sought to marry her, but his love ultimately turned possessive and jealous as a result of the *Goddess of Chaos*, and so he trapped her and her unborn children in ice. Each year he eventually accumulates enough power to finally defeat *Schutzaria* and once again trap his wife, the *Goddess of Earth*, in ice, bringing about a new winter. Her divine symbol is a red chalice, which symbolizes communion with others around a warm furnace in the dead of winter while the land sleeps. The color red (and its lighter shades, such as pink) symbolizes femininity. Her name is derived from the German word "geduld", meaning "patience".

Ewigeliebe, the God of Life: One of the *Eternal Five*, and the God of Ice and Life. He is a possessive and jealous god who fell in love with the *Goddess of Earth*, and seeks to restore his power each year in order to once again entomb her in ice, creating the season of winter. His divine symbol is a white sword. His name in German ("Ewige Liebe") translates to "Eternal Love".

Subordinate Gods

Goddesses of Spring

Entrinduge, Goddess of Childbirth: A subordinate goddess of *Flutrane*, part of the Goddesses of Spring. Myne evoked her name to ask for protection for her mother [Effa](#), who at the time carried an unborn son [Kamil](#). Her name is similar to (and may be derived from) the German word *Entbindung*, which translates to “Childbirth”.

Heilschmerz, Goddess of Healing: A subordinate goddess of *Flutrane*, part of the *Goddesses of Spring*. Her healing can treat anything from minor inconveniences like puffy eyes all the way to the most serious damage. Her name in German translates directly to "Healing Pain".

God of Trade: A minor unnamed subordinate god of *Flutrane* generally worshiped by merchants. Technically part of the *Goddesses of Spring* despite having a male-sounding title.

Goddess of Sprouts: An unnamed subordinate goddess of *Flutrane*, part of the *Goddesses of Spring*.

Gods of Summer

There appear to be twelve Gods of Summer under *Leidenschaft*, though all but two are unknown.

Angriff, God of War: A subordinate god of *Leidenschaft*, part of the *Gods of Summer*. His divine protection boosts the mana supply of the recipients. His name in German translates directly to "Attack".

Vulcanift, God of Smithing: A subordinate god of *Leidenschaft*, part of the *Gods of Summer*. His name may be a reference to the Roman God of the Forge, Vulcan.

Goddesses of Fall

There appear to be twelve Goddesses of Fall under *Schutzaria*, though all but one is unknown.

Mestionora, Goddess of Wisdom: A subordinate goddess of *Schutzaria*. Once translated as “Metisonora”, after the Greek Titan “Metis” who symbolizes wisdom, though this was changed at the request of the author.

Patron Deity of Travelers: A minor unnamed subordinate goddess of *Schutzaria* worshipped by travelers.

Goddesses of Winter

There are no gods whose affiliation with *Geduld* has been explicitly confirmed.

Unknown Affiliation

Cuococalura, God of Cooking: A subordinate god of unknown association. His name in Italian ("Cuoco" "Calura") translates to "Cook" and "Heat", respectively.

Dregarnuhr, Goddess of Time: A subordinate goddess of unknown association. Said to have dominion over fate. Her name may be derived from the German words "dreht gerne uhrs", which means "likes to turn clocks".

Kunstzeal, Goddess of Art: A subordinate goddess of unknown association. Her name is an amalgamation of the German word "Kunst" which translates to "Art" and the English word "Zeal".

Liebeshilfe, Goddess of Marriage: A subordinate goddess of unknown association. She is said to tie threads of fate between those attempting to form unions of marriage, providing blessing to some while severing the threads of other unions to prevent them. Her name is likely derived from the German words "liebe" (love) and "hilfe" (help), which form the compound word "liebeshilfe" - which translates to "Love help", as in "to provide assistance with matters of love".

Schlaftraum, God/Goddess of Dreams (?): Referenced in the noble farewell "Sleep well with Schlaftraum's blessing", spoken to wish someone a good night. Affiliation and specialty is unknown. The name translates to "sleeping dream" in German, so it is likely a reference to a subordinate god, one who governs sleep and dreams.

Vantole, God of Alcohol: A subordinate god of unknown association, who governs alcohol.

Goddess of Chaos: A minor goddess of unknown association. She fell in love with the *God of Darkness* despite it being taboo due to him already being married, and also spurred *Ewigeliebe's* jealousy to make him extremely possessive of *Geduldh*. She is symbolized by a twisted ring. Myne used her symbol for a joker card while replicating a standard 52+jokers deck of playing cards.

The Temple

The organization that performs religious ceremonies, collects taxes, and fills the earth with mana so it will remain fertile.

Divine Gifts: In the temple, each caste is supposed to remain egalitarian. Separated by order of importance, all Blue Priests are equals, all Gray Priests are equals, and all Orphans are equals. This ideal can be demonstrated via the system of Divine Gifts, a system of how good is distributed. Individual Blue Priests have their cooks make their food. The leftovers are then called 'divine gifts.' The Gray Robed servants eat these gifts, and then pass the leftovers on to the orphanage, where everyone receives equal portions. The orphanage always gets the least amount of food, and as a result, when there's very few Blue Priests, many orphans may starve. This system changed when Myne became orphanage director. She let the orphans and

unemployed Gray Priests go to the forest to gather additional food. She also introduced a light hierarchy, and the concept that those who do not work do not eat.

Flower offering: A euphemism for sex, either coerced or voluntary, used in the Temple with regards to the prostitution of grey shrine maidens. Gray priests may also be used in this manner, but the term 'flower offering' has not been used to refer to these male counterparts.

{TODO: More}

Divine Instruments

Elaborate works of art made of precious metals that contain several feystones embedded within them, which are able to store extremely large quantities of mana. Their appearance is modeled after the symbols of the *Supreme Gods* and *Eternal Five*: a black cape of the God of Darkness, a gold crown of the Goddess of Light, a green staff of Flutrane, a blue spear of Leidenschaft, a yellow shield of Schutzaria, and a red chalice of Geduldh. There are also a number of smaller chalices that accompany Geduldh's chalice. They are normally housed in Ehrenfest's temple, sometimes placed within the hands of the statues of the gods in the main hall as during the *Baptism Ceremony*, and sometimes arranged on an altar, such as for the *Fealty Ceremony* or *Dedication Ritual*.

They are generally used by the priesthood to store large quantities of mana; they are effectively a far more expensive and elaborate version of a basic mana-storing magic tool, and appear to be well made enough to last much longer, if not indefinitely. Through the chanting of prayers, Priests are supposed to fill the divine instruments with "offerings" of their own mana in order to accumulate large quantities of it, and then use it for specific purposes as part of their religious duties. The most obvious and well-known use is *The Spring Prayer* (see *Events and Ceremonies*, below); the selection of smaller chalices are distributed by the temple to various towns and villages in order to restore mana to the soil and bring bountiful harvests.

The magic tools appear to be capable of more than just storing mana, as Myne has used Flutrane's Staff to perform the Healing Ritual, as well as Leidenschaft's Spear to defeat the Lord of Winter. That they can be used for a wide variety of different practical purposes appears to be a little known historical factoid, discovered by [Ferdinand](#) while he was reading about them; apparently, the sheer quantity of mana one is required to fill them with renders them so impractical to use on a regular basis that they might as well be single-use. As Priests had in the past been said to provide magic blessings during various rituals such as the Starbind Ceremony, a practice recently revived by High Bishop Rozemyne, it is possible that the Divine Instruments were once widely used by the priestly class for various practical purposes until general mana shortages caused this practice to fall out of favor within Ehrenfest (and presumably elsewhere).

Flutrane's Staff: A green staff housed in the temple. It is used for the *Healing Ritual*, where it can restore soil which has been ravaged by Trombes. When it is provided with adequate mana

and the wielder speaks a prayer to Flutrane, it provides a magical blessing to the area around the wielder, restoring nutrients to the soil and potentially even regrowing new plants.

Leidenschaft's Spear: A blue spear housed within the temple. It is capable of storing a vast amount of mana, considering it took Myne several hours to fill it. When completely filled with the user's mana, it appears capable of easily dying even the largest feystones, allowing the wielder to instantly defeat feybeasts by striking them precisely in their feystone. This seemingly allows the user to extract high quality feystones from a target feybeast without having to kill it normally and without damaging the feystone. It is unclear what other properties or abilities it may have, though it doubtless serves as a potent weapon.

Spring Prayer Chalice: A collection of chalices that accompany Gelduldh's chalice. They are filled with mana during the *Dedication Ritual* and distributed throughout the duchy to each region during the *Spring Prayer* to encourage crop growth. The Archduke may withhold mana from certain regions as punishment.

Locations

The Temple (Building): Refers to both the large building in Ehrenfest, as well as colloquially the organization of the Church. The building is made of white marble, supposedly built by summoning magic known only to the Archduke's family. It sits in the wall that separates the noble quarters from the rest of the city. The building itself is divided into multiple areas, either those in which commoners may enter or others which are exclusively for noble use.

The Temple Bookroom: Protected by a ward, only certain Priests may enter, and only with permission from the High Bishop or High Priest. It seems all manner of books are present, not just ones related to religion, as Myne discovered while sorting and organizing the room. Some rare books are even chained to a podium.

Penance Chamber: Disobedient Gray Priests and Orphans are sent to a Penance Chamber to reflect on their wrongdoings. It is a small, bare cell made of stone and is described as being fairly cold. While the nobility and priestly classes seem okay with outright executing grey priests and orphans at a whim, it is possible that the practice of disciplining disobedients is a historical practice instantiated much earlier in the history of the church.

Ehrenfest Orphanage: An orphanage located in the temple of Ehrenfest, designed to train Grey Priests and Grey Shrine Maidens and sell them to nobles as attendants. It has separated residences for males and females, as well as a kitchen and basement storage area. The orphans were taught that the leftover food shared with them by the nobles were "gifts from the gods", but due to the fact that many blue priests were recalled back into the nobility as a result of a large scale purge of the nobility in recent years, there was little food that trickled down to the orphans and many starved. Before Myne's arrival, the women were largely used to perform sexual acts, even while underage; it's implied that many if not of all of the ugly women were tossed out or killed. However, when Myne discovered the state of the orphanage she helped it to become more self-sufficient by teaching them how to forage for food and supplies outside the city, employing them as laborers for papermaking and printing, and creating an elementary curriculum to teach them how to read and write for when they were employed as

attendants. She also converted the basement of the boys building into a printing workshop using paper made by [Benno](#) in his papermaking workshop outside of Ehrenfest.

Hasse Monastery: The location of the new papermaking workshop and orphanage, located on the outskirts of a city called Hasse. It is styled similarly to Ehrenfest's orphanage, with two buildings connected along the first floor with split 2nd floor residences for males and females (with half as much residence space as that of Ehrenfest). There is a chapel located on the first floor beneath the boys residence and a dining hall beneath the girls, with the orphanage director's chambers between the two. A workshop for making paper is located in the basement of the boys building, a kitchen in the basement of the girls building, and a basement storeroom shared by both that connects the two. The building was constructed with magic construction powder using a blueprint drawn up by [Ferdinand](#), and located near both a forest and a river. The building also has a room for its owner, through which the building can be provided mana; this is necessary to power its protection magic, which appears to be able to sense and reject intruders while alerting the owner of the building of the attempt.

Class System

Blue Priest/Shrine Maiden: Descendants of Nobles who retired to the temple to serve as Priests. Most are not officially considered nobles as one must graduate from the *Royal Academy* for that title. Going to the Temple (or being sent there by one's parents) is normally a way for one to declare they are retreating from politics and the nobility, either because they lack sufficient mana to serve as nobles or because they have no interest in serving in politics. Some Nobles may return from the Temple to Noble society, depending on the current political situation, though this is normally a rare occurrence and would require extraordinary circumstances (i.e. a massive nobility shortage) or political clout (such as being "called" back by the Archduke). All Blue Priests still maintain a rough facsimile of the lifestyle of the Nobility, maintaining a staff of multiple Gray Priests as servants, though they often rely on the financial support of their family.

Gray Priest/Shrine Maiden: Former orphans who have been trained to be servants. They may specialize in certain skills, like paperwork, music, or cooking, but all are expected to know noble manners and how to clean. Gray Priests who are not currently employed by a Blue Priest may be sold to the nobility, or sent back to reside in the Orphanage. Gray Shrine Maidens who become pregnant are also sent back to the Orphanage to birth and raise their child. Before Rozemyne's ascension to High Bishop and orphanage director, it was implied that [Bezewanst](#) regularly had all the ugly and/or older shrine maidens executed.

Orphans: The Temple maintains two commoner orphanage buildings, one for boys and one for girls. Children under the age of seven are not considered people in this society, and what happens to the orphans is up to the Orphanage Director, or if none is present, the High Bishop. Young children under age three are usually housed in the girls' building, and this is also where meals are eaten. After Myne became Orphanage Director, a printing workshop was built in the bottom floor of the boys' building.

Positions and Jobs

High Bishop: The head of the Ehrenfest branch of the church. Their duties vary, but they are often the one leading religious ceremonies, overseeing the finances, and holding the keys to the Bible, Relics, and library. They have the final say on financial matters.

High Priest: The second in command of the Temple, who assists the High Bishop with their duties. Formally, the High Priest is in charge of managing the day-to-day activities necessary to keep the temple running. They direct and order around the Blue and Grey Priests of the temple and oversee the sale of Grey Priests as servants.

Orphanage Director: A job a Blue Priest or Shrine Maiden can hold, that manages the unbaptized orphans under seven years old. The orphanage director has exclusive purview over the orphans and in the past it was largely used to groom the female shrine maidens as concubines and male priests as servants and laborers. The Orphanage itself can function without one, and was usually managed by older Gray Shrine Maidens who have given birth to children.

Ceremonies, Festivals and Rituals

Blessings: Blessings are performed by Blue Priests during the Baptism, Coming of Age, and Starbind Ceremonies. Most priests do not have the mana to spare for such blessings to be real magic in the commoner ceremony, and generally the blessing is not particularly powerful for the noble ceremonies either (and usually performed using a Divine Instrument).

Baptism Ceremony (Ehrenfest): Ceremony for 7-years-old of Ehrenfest in which children are assigned citizenship and become legally people, and are able to work. One baptism takes place at the beginning of each season (Spring, Summer, Fall, Winter), with children attending the ceremony which coincides with the season of their birthday. The commoner ceremony takes place in the morning, while the noble version is done individually for each household.

Coming of Age Ceremony (Ehrenfest): Takes place after one's 15th birthday, where they are recognized as a legal adult, their apprenticeship period formally ends, and they are able to marry. Like Baptism, there is one such ceremony in each of the seasons, with individuals attending the relevant ceremony that coincides with their day of birth. The commoner ceremony takes place in the morning, while the noble version is done individually for each household.

Dedication Ritual: Annual wintertime ceremony to completely fill all divine instruments in the temple with mana, for use in the Spring Prayer and other ceremonies.

Faalty Ceremony: A temple ceremony in which a new prospective Blue Priest repeats a vow to serve the gods. It is routinely done in the High Bishop's chambers before an altar adjourned with a host of *Divine Instruments*, one for each of the *Supreme Gods* and the *Eternal Five*.

Harvest Festival: Annual tax collection by nobles and priests during the fall harvest season. A local celebration and festival amongst commoners takes place upon their arrival, and the Priests also perform religious rituals afterward, including Baptism, Coming of Age, and

Starbind Ceremonies. Commoners from Ehrenfest often participate in pig butchering around this time to prepare for winter (known colloquially as "Pig Day" or "Pork Stocking Day").

Healing Ritual: The use of mana and specific prayers to restore ground ravaged by Trombes and allow plants to grow again. Involves chanting a prayer at the feet of the mana-drained soil while holding a special staff.

Spring Prayer: Annual ceremony at the beginning of spring for the temple to deliver chalices of mana to all the farming villages in the entire duchy to ensure a bountiful harvest each year. Chalices are delivered by Blue Robed priests either directly to the villages (if governed directly by the Archduke), or to the relevant Giebes of each province (for distribution to the villages they govern).

Starbind Ceremony (Ehrenfest): The name for a formal wedding, held at night under the stars in the summer, and typically involving a blessing by the God of Darkness and Goddess of Light. Priests generally accept donations in exchange for holding services. In Ehrenfest, ceremonies are generally held communally, once per year in the Summer, with individuals wearing clothes that match their birth season. Commoners of Ehrenfest participate in a communal Starbind Ceremony held during the day in the temple due to impracticalities that resulted from population size, while the noble ceremony still takes place at night (upon the ringing of the *Seventh Bell*, or 8:00pm); both ceremonies are presided over by the High Bishop, who tells a story about the marriage of the God of Darkness and the Goddess of Light and various lessons to draw from them, followed by a request for a blessing from the two gods. The idea of blessing the ceremony under the night sky comes from the God of Darkness blessing the marriage between the God of Life and the Goddess of Earth, a wedding which took place in the summer. A feast takes place after the noble Starbind Ceremony and unmarried nobles of adult age generally attend in order to build connections for future marriages.

Magic and Mana

Overview

Mana is a hidden source of energy possessed by (some?) humans in the Bookworm universe, which circulates through one's body and slowly increases over time. Generally, only members of the nobility possess mana (or at least, meaningfully noticeable reserves of mana), and the capacity to do so appears to be transferred from mother to child, though some commoners will spontaneously be born with it as well; the origin of this emergent phenomenon is unknown.

A mana user, once sufficiently trained and experienced, can move their mana around to various points in their body, or even expel it from their body. The fundamentals of casting magic appear to involve manipulating mana into a feystone, either to cast a spell directly, or to channel mana into the feystone embedded into a magic tool that produces some specific effect, like that of a *Highbeast* or *Schtappe*. Generally, manipulating mana in such a manner is both exhausting

and can stunt one's growth, so noble children routinely offload all of their mana into magic tools due to their inability to properly control it.

This offloading is necessary because of an issue that arises when one has an excess of mana, known as **The Devouring** amongst commoners. Without a way to free up space (either through employing a technique known as *Mana Compression*, expending the mana via the casting of spells, or transferring the mana into magic tools), the mana eventually explodes out of their body, boiling one alive before exploding outward. Noble children lack the self-control and training to do either of the former two methods, so their parents typically have them store their excess mana into magic items, which allows the mana to be used by others. Commoner children, meanwhile, have no recourse at all, as nobles keep the secrets of magic to themselves; they are dependent upon nobles to provide them with magic items to survive, and nobles generally delight in exploiting this dependency to acquire disposable soldiers and servants capable of magic, as well as mothers whose children will have mana.

Mana appears to also naturally circulate to a limited extent through one's bodily fluids, such as their blood and tears. Upon death, or a near-death experience, mana in the pathways around the victim's heart harden, restricting the flow of mana. Even if the victim survives, this blockage runs the risk of making one sickly and stunting one's growth; this is because the blockage requires sufficient mana flow to allow blood to pass through it, but making mana flow through one's body is also harmful to your health. This issue, which Myne mistakenly believed were symptoms of The Devouring, was responsible for Myne's sickly health; having too little mana flow paralyzed her due to the hardened clumps restricting blood flow, while having too much mana flow (which often happened when she was excited or too full of mana) put immense strain on her body and knocked her out. A potion involving the gathering of ingredients from each season using one's own mana can clear the blockage, restore flow, and also allow the imbiber to come back to life.

Interestingly, one's blood is used for various spells that need to identify and/or bind individuals, such as citizenship and magic contracts, but apparently only primarily among commoners; nobles use contract magic that requires mana, not blood, with the blood perhaps being used as an indirect medium. This may suggest that commoners have mana just as nobles do, though much less of it. This blood identification/binding is also involved in magic associated with one's citizenship, as those who are Baptized by the temple place their blood in a small identification medal. This can be used to identify them by their blood, and even execute them.

Mana capacity is one of the most important determinants of one's ability to cast spells. It not only affects how powerful of a spell the user can cast and how many they can cast before needing to replenish their mana, it also seems to determine the rate at which one generates more mana. One's total mana capacity is generally a function of one's parents and age. Firstly, high mana parents generally produce children with high initial mana capacity, though mana capacity is seemingly not inherited genetically; the mother's mana capacity is the main determinant of their child's mana, making noblewomen with high mana capacities a valued

commodity, and so it is customary among nobles for the groom's family to pay a dowry to the bride's family rather than the other way around. However, regardless of how high the mother's mana capacity is, a father without a similarly high amount of mana cannot conceive a child with her. As a result, one's lineage is extremely important amongst the nobility insofar as it determines one's potential upper limit as a mana-user; though one can study, train, and learn to become more efficient and effective at employing magic, the difference created by lineage is difficult to overcome.

Second, one's mana capacity tends to be associated with their age; one's mana capacity not only increases as one's body becomes larger (allowing more mana to fit into one's body), but one can also increase their mana capacity over time through a technique called **Mana Compression**, which involves manipulating one's mana in such a way as to compress it into as small an area as possible, freeing up space for new mana to be produced without harm. According to Rozemyne, one of the most effective methods is to visualize "folding" mana like paper multiple times, before flattening it further, and this appears to be an extremely effective method. Generally, the younger one is while they employ this technique, the faster their mana grows; however, it is extremely difficult (and as a consequence, quite dangerous) for children to perform due to it requiring a level of self-awareness and self-control often lacking in children, and so they typically offload their excess mana into mana-storing magic items until they enter the *Royal Academy* at age 10, where they are first taught how to compress their mana, and then continue to grow their mana capacity from then on throughout their life. Mana Compression is generally most effective up to around the age of 15, where the growth of one's mana capacity tends to slow to almost nothing; conversely, employing mana compression at the age of 6 or 7 can rapidly give one overwhelmingly large amounts of mana, as in the case of Myne, where it turned her from around a high end laynoble/low end mednoble child all the way to a high end archnoble adult.

Mana in the universe also has a **Color**, which (among perhaps other things) determines the compatibility of one's mana with others as well as with specific magic tools. This Color plays a role in **Aptitude**, which determines how easy it is for one to utilize the blessings of each of the seven major gods: black from Darkness, gold from Light, green from Flutrane (Water), blue from Leidenschaft (Fire), yellow from Schutzaria (Wind), red from Geduldh (Earth), and white from Ewigeliebe (Life). Someone may have aptitude for as little as one or as many as all seven. If one lacks the aptitude for a particular type of magic, one typically needs assistance from some kind of catalyst to aid the process, such as a manablade, feystone, or other magic tool.

Furthermore, Color is also relevant in the use of magic tools. In order to properly use most magic tools, one must **Dye** it by providing it with large quantities of one's own mana. This makes the tool much easier to use with one's own mana, while making it noticeably harder to use by others; in fact, for those without a similar mana Color, it becomes outright impossible to use. In this sense, Color is a broad category that mana users can be divided between, though even between users with a similar Color, each individual user still has mana that is unique to them. Mana color is also relevant to the magic tool which allows one to view the memories of

another, as only those with similar color can share memories, and a potion must be imbibed to further synchronize mana. For the purposes of mana synchronization, [Ferdinand](#) and Mynes' mana is said to be very compatible, while [Karstedt](#)'s mana is implied to be compatible with that of Count Bindewald.

The color of even ordinary objects appears to behave rather differently in the world of Bookworm than one from Earth might expect, which may be related to the existence of mana; one's eye color changes when employing the Crushing, denizens of the world have bright rainbow-colored hair, and the color of ink and paint appear to follow unusual rules (without a fixing agent, the color can completely change once applied to paper or parchment).

Blessings and Spells

Those who practice manipulating their mana can eventually learn to consciously direct it into a magic tool, through which they can perform magic. Proper visualization is extremely important while using and manipulating mana, in order to obtain the effect one desires, as demonstrated by Rozemyne whilst using techniques such as Mana Compression and Highbeast construction. There appear to be two kinds of magic one can employ, one which involves praying to the gods while wearing a feystone-embedded ring, and one which usually involves speaking a command word or performing some other action with one's mana while holding particular magic tools, such as a *Schtappe*.

In the former case, invoking the name of the gods and making a request or prayer while wearing a feystone allows one to bless others. These blessings generally require the user to memorize a list of standardized requests for each god in order to minimize the mana cost and guarantee success; for instance, with a specific incantation, one can evoke a barrier of wind via *Schutzaria* (the Goddess of Wind and Protection). However, it is possible to make personalized or custom requests, or to appeal to multiple gods at once, though this comes at a higher mana cost and has a chance of failure that depends on what is being asked, who is asking, and of which god.

In the latter case, the command word is generally much quicker to employ than a traditional spell, though it may be limited to a handful of specific outcomes that depend on the magic tool, rather than the boundless versatility afforded by blessings. Of course, there are other methods of activating magic tools (*Highbeasts*, for instance, are dependent upon the user's imagination, and require the user to fill them with mana while imagining the shape they desire), though command words seem like quite a common method of activation due to its efficiency and effectiveness.

For the purposes of this post (until such time as the source material clears up the ambiguity or creates a formal distinction between the two), prayers to the gods will be referred to as a **blessing** or **prayer**, while magic invoked via a command word will be referred to as a

spell. Magic tools activated with some means other than a command word will not be listed in this section, and the precise activation instructions for those tools will be described in the section on *Magic Tools*, below.

Crushing: The projection of raw mana (without the explicit use of a blessing or spell) to put immense, crushing pressure on someone. Usually employed by children as a result of them losing control of their emotions. Not actually a blessing or spell, per se. It apparently requires eye contact to work.

God of Darkness' Blessing: Also referred to as the "divine protection of the God of Darkness". A blessing over one's weapon which allows it to absorb mana from that which it strikes and make it available for the user. Up to twice as much mana as was used to cast the spell can be absorbed at once. Routinely used by the knights during Trombe extermination missions to drain rampaging trombes of their mana.

Schutzaria's Shield: A blessing to create a barrier of wind from the goddess of wind and protection. Protects those within the barrier from the ill intent of those without: those without ill intent towards any of those inside may pass freely, while those with ill intent are rejected. Also blocks attempts to launch projectiles or swing weapons through the barrier. The size, shape, and location of the barrier adjusts to the users will, and is customarily formed into a barrier dome or wall that covers all directions. However, the shield has other applications: it can be formed into a flat pane, and set to identify and block those ill intent towards the caster; when used simply to identify criminals and other hostile actors rather than as a protective barrier, it is referred to as the **Door of Judgment**. Similarly, one can construct a prison out of it by inverting its ordinary shape so that it blocks those within from leaving; as one can freely manipulate its shape, a skilled user can use it like a net, expanding the barrier around one's foes to trap them. Powerful foes can attempt to break through the barrier with either their might or their mana, and a barrier's ability to resist such attempts to breach it depends on how much mana its caster supplies it with. First cast by Myne during the Spring Prayer to protect the carriages, and again later during [Ferdinand's](#) duel with Count Bindewald; it is also possible to bake it into building protection magic, as seen with Hasse's Monastery.

Divine Protection of Angriff: A blessing from the god of war which temporarily grants the recipient(s) a boost of mana. First used by accident by Myne during her original Trombe extermination mission.

Heilschmerz Healing: A prayer to heal wounds. First used by [Ferdinand](#) to restore Rozemyne's puffy eyes just before her second Baptism. The incantation is "*May Heilschmerz's healing be granted.*"

God of Darkness' Execution (?): Provisional name. A prayer or spell to an unknown god (Myne suspects it to be the God of Darkness) to execute individuals through their citizenship medallion. The prayer is a secret known only to Archduke candidates, and summons a black mist; throwing *Identification Medals* into the black mist causes those associated with it to rapidly petrify into statues, and when the magic is released the statues collapse into sand. This potent and dangerous spell is apparently kept secret from other nobles, and is taught only to those of at least archducal lineage who have taken the archduke's course in the *Royal Academy*.

“Auswahl”: A spell used to identify and summon the *Identification Medals* that correspond to the owner of a sample of blood smeared on magical paper, which ignites into flames much like in magic contracts. The word translates to “selection” in German.

Cleansing Spell: A spell to clean things using the power of a *Schtappe*. It summons a ball of water to wash an object, and shortly afterwards makes the water disappear, drying off the object in the process. The incantation to produce such magic is unknown. It is normally considered a waste of mana to use it to clean things, given that nobles possess servants to do so, but is sometimes used by knights in emergency situations when camping out in the wilderness on feybeast hunts.

“Entwaffnung”: A spell that appears to revert a *Schtappe* back into its baton form. The name means “disarmament” in German.

“Geteilt”: A spell used to summon *Schutzaria’s Shield* (see above). Translates to “divided” in German.

Light of Restraint (?): Provisional name. A spell which shoots out bands of light from one’s *Schtappe*, which can be used to restrain a target.

“Messer”: A spell to transform one’s *Schtappe* into a small blade. The word is German for “knife”.

“Ordonnanz”: A spell to activate a magic tool known as an *Ordonnanz*, a small white artificial messenger bird that delivers messages. The name “Ordonnanz” means “orderly” in German, and also resembles the English word Ordinance, meaning a decree or official instruction from an authority.

“Riesesichel”: A spell used to transform one’s *Schtappe* into a large scythe. Used by knights to cleave through large numbers of weak enemies, such as small feybeasts. “Riese Sichel” translates directly to “Giant Sickle” in German.

“Rott”: A spell to send a pillar of red light into the air via a *Schtappe*, generally used by Knights to signal others from a distance. The name means “red” in German.

“Spiegeln”: A spell to seemingly allow one to view images of a distant place via a *Schtappe* and a specialized magic tool. The spell can only produce images in buildings with embedded feystones that have the user’s mana, as if a security camera was stuck to the wall. See *Farsight Mirror*, under *Magic Tools*, below. The name translates to “reflect” in German.

Myne’s Blessing

Near the end of Part 2 Volume 4, when informed that she would be adopted into the nobility and could no longer see her family ever again, Myne was overwhelmed with emotion and prayed to the Eternal Five to bless everyone she loved, requesting four primary effects: “the power to strive toward their goals, the power to deflect malice, the power to heal their pain, and the power to endure trials and tribulations”. This blessing has some correspondence to the fundamental properties associated with each member of the *Eternal Five*: growth from *Leidenschaft*, protection from *Schutzaria*, healing from *Flutrane*, endurance from *Geduldh*, and love (of the targets) which is associated with *Ewigeliebe*. The magic was notable as it was unheard of for a prayer to be granted by every member of the Eternal Five at once.

Confirmed Recipients:

- [Gunther](#): Healed his wounds.
- [Effa](#): Healed her birth pains.
- [Tuuli](#)
- [Kamil](#): Healed his cut.
- [Lutz](#)
- [Benno](#)
- [Mark](#)
- [Damuel](#): Healed his wounds and stimulated his mana capacity growth.
- [Ferdinand](#)
- [Fran](#)
- [Dirk](#): Helped him recover from having his mana drained.

Did *Not* Receive:

- [Sylvester](#)
- [Karstedt](#)
- [Freida](#)
- [Leon](#)

Potential Recipients:

- [Otto](#)
- [Corinna](#)
- [Rosina](#)
- [Wilma](#)
- [Gil](#)
- [Hugo](#)
- [Ella](#)
- [Monika](#)
- [Nicola](#)
- [Johann](#)

Any other characters not listed above had not yet been introduced at the time the blessing was cast, and so would not have received it.

Magic Items

Magic Tools

A technology created by nobles, apparently via the use of specialized magic circles and feystones. While it is unclear how magic items are constructed (though it apparently involves the use of a specific Magic Circle), they are a major portion of the magic system of Bookworm.

Virtually all magic requires some kind of a magic tool, but feystones are heavily involved at almost every level, from the simple casting of spells and storing of mana, to more advanced technologies which produce magical effects like Highbeasts. **Feystones** are generally extracted from the body of a *fey creature* (see *Geography, Environment, and Culture* below), located near its heart, and are sometimes referred to under the names "mana crystal" or "magic stone" by commoners. Both *feybeasts* and *feyplants* produce feystones, and the type of creature generally determines the type of feystone produced. This also applies to humans with mana as well, as mana is said to harden around the heart upon death, and some nobles have spoken of harvesting these as feystones.

Using feystones involves filling them with the user's own mana. They illuminate with different **Colors** when filled, depending on the kind of feystone and its origin, which relates to their potential usage in magic. Seven different colors exist, spanning the colors associated with the *Supreme Gods* and the *Eternal Five*, namely black, gold, green, blue, yellow, red, and white; the feystone is best used for magic related to the god it matches. For example, the black-colored *Darkness feystone* in its simplest state can be used to absorb projected mana, such as that projected via *Crushing*; this is similar to the *God of Darkness*' blessing, which when applied to a weapon allows its wielder to steal mana from the target.

This feystone color may be related to the **Dyeing** of magic tools, which one is required to do before using them: a user must generally fill a magic tool's feystone with large quantities of one's own mana, which ultimately makes it easier and more efficient for one to use the tool while making it significantly harder (or outright impossible) for others. This is called *Dyeing* because one's own mana has its own special *Color* associated with it (see the section on *Mana and Magic*, above), although this process does not appear to affect the physical appearance of the feystone (it's own color is defined by its origin, as mentioned above). Dyeing feystones is also an effective way of extracting them from their source; feyplants produce feystones like fruit and will release them if Dyed, while feybeasts expire if their feystone is Dyed (such as by a weapon capable of projecting mana into it). Attempting to Dye the feystones of a living creature is quite difficult, however, as they have an instinct to reject outside mana.

(Some?) feystones can be used to assist the user in cast spells when mana is channeled into them; such feystones are attached to a ring to be worn on one's hand, and are said to help the user "project" or "expel" the mana in a controlled manner. More advanced magic tools are also seemingly constructed out of feystones that have been specifically selected and/or modified via a magic circle to create a specific magical effect (e.g. an *Ordonanz* or *Highbeast*) in response to the recitation of a command word and/or the channeling of mana into it. Some tools contain a feystone that is whole, while other tools are formed from feystones ground into a powder, which appears to be the main way to utilize a broken or cracked feystone.

The process for the creation of Magic Tools is currently unknown, though it apparently involves the use of a specialized Magic Circle and is taught at the *Royal Academy*. **Magic Circles** are normally inscribed on a piece of paper or parchment (or perhaps another such

surface) which can produce certain effects when filled with mana, depending on the nature of the circle. One such circle, usually used by doctors, allows the user to inspect the flow of mana through another's body, while another kind can be utilized to create magic tools. Presumably, the ink used is similar to that used for magic contracts, and the precise artistic design of the magic circle affects its function.

Construction Powder (?): An extremely expensive magic tool which takes the appearance of glittering powder that allows one to construct a building based on blueprints. The blueprints must presumably be written using Mana, such as via a Magic Pen. The construction powder is manipulated into the shape of an extremely large, floating magical circle by a noble using a Schtappe, and descends downward upon a region, rapidly consuming terrain features such as trees, grass, and mounds of dirt and turning it into shiny white powder, which then turns into a liquid. Once the blueprint design is dropped into the center of the magic circle, it bursts into golden flames, and the mass of liquid rapidly forms into the desired shape of the buildings walls and foundation, hardening into a white surface that resembles concrete or limestone. Glass windows and concrete doors are also created, but interior furniture, wooden doors, and complex decorations like statues must be placed inside afterwards. The blueprints must also contain a spot for a special feystone, with which the building owner can register themselves and supply the building with mana. This mana is used to fuel the protection magic of the building, which among other things can sense and reject intruders as well as block magic attacks from affecting the buildings structure.

Divine Instrument: See Divine Instruments.

Farsight Bowl (?): A magic tool that allows one to view distant places via a Schtappe. It only works on magically-constructed buildings with feystones containing the user's mana, and reproduces the effect of a security camera stuck to one of the walls in the location of the user's choosing. The bowl has a series of feystones that must be filled with mana, following which the bowl fills with a liquid; when the user speaks the incantation "*Spiegeln*", the surface of the liquid displays the image the user desires.

Feystone Ring (?): An unnamed magic item consisting of a feystone embedded into a ring and worn on one's finger. Used in the casting of spells. The user projects mana into the ring while invoking the name of a God or Goddess and making a request to said God (see *Blessings and Spells*, above). No *Dyeing* is required for such a ring, presumably because it is just an ordinary feystone attached to a ring and not a special magic tool constructed via a magic circle.

Fortune-telling Cards (?): Cards which can apparently help one see the future, if one supplies them mana.

Highbeast: An artificial construct produced via a special feystone and capable of flight, which nobles use as a means of personal transportation. The appearance of the beast is entirely dependent upon which form the user imagines it to take. The creature is produced via a special feystone that nobles carry around on their person; Knights routinely insert it into their armored gauntlet for easy access, while nobles carry one attached to their belt. The Highbeast can remain flying so long as it retains a steady supply of mana from its user as "fuel". To produce the Highbeast, one must supply the feystone with mana while envisioning it taking a specific shape and having desired properties; the feystone responds to the user's imagination

and takes on the appearance and functional properties that the user imagines it should have, such as flight. Producing a Highbeast is a process that requires training and careful control of one's mana, as well as a disciplined mind, as the feystone is highly responsive to the user's stray thoughts. The magic is apparently flexible enough to accommodate extremely unusual designs, such as Rozemyne's *Pandabus*, which functions similarly to that of a car (possessing functional automatic car doors and foot pedals for acceleration and braking). However, most nobles use the Highbeast designs of their parents, likely because they do not have the luxury of indulging in imagination and fantasy.

Identification Medal: A medal that every commoner of Ehrenfest (and presumably, in other duchies) places their blood into during their *Baptism*. The medal is stored in the *Temple* and is routinely placed on one's grave upon death, serving as a marker. Furthermore, it can be used to identify an individual by their blood, and even to execute them using a special spell known only to Archduke candidates (see *God of Darkness' Execution*).

Knight Armor (?): A magic set of platemail worn by knights for protection. Aside from protecting the wearer from physical blows, the armor utilizes the wearers mana to provide protection from the cold and heat, allowing knights to fight even in the middle of a snowstorm or under the hot summer sun with minimal issue. The wearer seems to be able to modify the armor or make it materialize or dematerialize as desired through mana; even individual pieces of platemail can be added or removed at will to suit the wearer's needs.

Magic Lamp: Used in the noble quarter to illuminate regions at night, particularly for nighttime ceremonies such as the Starbind Ceremony. Technically, they take small light from a lit candle within the apparatus and amplify it to be significantly brighter, rather than produce entirely artificial light. Presumably they run on both candles and mana.

Magic Pen: A simple magic tool that allows one to write using one's mana instead of requiring a physical supply of ink. Was used to sign a magic adoption contract between Rozemyne and [Sylvester](#), as well as to create the blueprints necessary to magically construct the new orphanage in Hasse, which suggests it bears some relation to the magic blue ink used to sign magic contracts.

Manablade: A weapon that can accumulate and stockpile mana for future use by the owner. The owner can use their own mana, mana donated by others, or mana obtained from the feystones of fey creatures, though it is important that mana donated by the user not exceed the original users mana or else this will *Dye* the mana to that of the donator and render it near unusable by the original owner. Depending on how mana is provided, the manablade can develop in various ways; for instance, by providing it with Mana from a feybeast with Earth Colored mana, it becomes more suitable for casting Earth spells. Similarly, one can consciously develop the manablade to adopt the properties that one wishes it does (much like a Highbeast), such as grow its length. Rozemyne, with her overactive imagination and obscenely large mana pool, even managed to make [Angelica's](#) manablade intelligent.

Mana Net (?): Provisional name. A net wielded by [Ferdinand](#) that leverages his high mana capacity to defeat hordes of enemies. By throwing it over a group of feybeasts and charging it with mana, it explodes with resounding force, destroying them. Good for fighting weak hordes, though it is something only one with a high mana capacity like Ferdinand can really utilize. Possibly a Schtappe-generated weapon.

Mana Storage Bracelet (?): Often referred to as a “mana-storing magic tool”, these appear to be primarily used by noble children to store their excess mana into, in order to avoid suffering the potential harm associated with being filled with mana. The tool appears to automatically drain one's mana until full, unlike Feystone Rings, which require the user to manipulate their mana into the feystone manually. They often take the form of a bracelet or other accessory with an attached feystone; the feystone presumably stores the mana for future use by themselves or others (usually their parents), while the bracelet allows the child to keep it on their person at all times for easy (and automatic) access. After many years of use and enough mana has passed into the tool, it eventually breaks and stops working.

Memory-Searching Tool (?): A magic tool designed to allow one individual to view the memories and experiences of another. To facilitate the connection, individuals must have matching mana colors, and a potion must be imbibed to further synchronize their mana. During the synchronization, subjects share emotions, so the experience can be quite mentally and emotionally draining for the viewing party as they are subjected to thoughts and feelings that are not their own.

Ordonnanz: A feystone that creates an artificial construct in the form of a white bird when the command word “*Ordonnanz*” is spoken. This small white bird can be used to deliver messages to distant individuals, flying towards them while phasing through physical obstructions like walls. Once it arrives at the target, it relays the message that was spoken to it much like an audio recording, repeating it a total of three times before reverting to its feystone form; at this point, it can then be used in a similar manner by the recipient to deliver a reply by the recipient to the original sender.

Hidden Rooms: In certain rooms with a particular embedded feystone, a private room may be created using sufficient quantities of mana, such that only the creator and select people may enter. Only those with archnoble levels of mana have demonstrated the capacity to perform this activity.

Schtappe: A baton/wand-like apparatus involved in the casting of various spells which appear to only require brief, one-word incantations, rather than full prayers to the gods (see *Blessings and Spells*, above, for a more detailed understanding of the distinction). {TODO} The batons apparently also help one control their mana more efficiently. Nobles can seemingly produce them out of literal thin air using nothing but their thoughts. Only nobles who attend Noble Academy at age 10 receive the training to produce them, so most Blue Priests, despite being of noble descent, cannot. Outside of simply using existing prayers quickly, incantations allow the user to manipulate the Schtappe into various forms, such as the bow used by [Ferdinand](#) during the Trombe extermination mission or the swords used by the other Knights.

Schtappe-sealing Bracelets: Restraints that block magic by preventing one from using a Schtappe. They are placed on criminals to restrain them.

Sound-Modulating Tools (?): Magic tools that can amplify or dampen sound. Rozemyne utilized these during [Ferdinand](#)'s concert. There are similar tools that block sound from leaving an area, or tools that when held only let other holders hear your voice.

Teleportation Circle (?): Portable magic tools that come in pairs, one of which can be used to send things and another to receive the things sent. The sending circle requires a noble to supply mana to it to fuel the transportation.

Magic Contracts

A contract which binds the parties to follow specific terms via magic. How exactly a contract is interpreted and enforced is not yet explained, although based on the way [Benno](#) managed to trick Myne it appears that contracts tend to be fairly lenient and receptive to intent and awareness. However, as they are magical in nature, it is even possible for magic contracts to negatively affect third parties who break their terms despite not being signatories, which means they are heavily regulated by the Archduke's office.

There appear to be two main types of contracts: those used amongst the nobility which range over an entire dutchy, or the entire country; and a lesser derivative used amongst rich commoner merchants which tend only to work in the city in which they are signed (the range is defined by the magical barriers maintained by the nobility that surround each city). Merchant contracts require magical ink, special paper, and a thumb stamp of blood by the signees. The magic contracts used amongst the nobility seem to come in two forms: those which require the user to place their mana or blood (which contains mana) into a specific magic tool, and those which are in the form of a written paper-and-ink contract nearly identical in form to the merchant variation (though the ink is supplied by a magic pen fueled by the users mana, rather than the special ink and blood stamp used in merchant contracts). Nobles primarily use magic contracts to bind other nobles in order to control them; merchants with connections and money use magic contracts with other merchants and nobles for particularly lucrative and important deals, although the Archduke's administration supervises such usage.

Mana seems to be key to the contract, either to identify the individual for the purposes of the spell, bind the individual, or both. Each mana user has a *Color* associated with their mana which differentiates it significantly from those with different colors; furthermore, even those with the same color mana are different enough to significantly affect the function of magic tools that the user has *Dyed*. Thus, mana appears to be capable of serving as a unique identifier of a person, like a fingerprint. Commoners appear to provide their own blood as a proxy (which presumably contains traces of mana), while nobles supply their own mana directly. There are many kinds of contracts aside from the typical merchant contracts, including adoption contracts (it is unclear what the terms of adoptions typically entail) and submission contracts (which appear to be a way to enforce one's will over another); furthermore, it appears identification medals and guild cards may use a similar kind of magic, as both also require commoners to provide their blood.

Magic Potions

Drinks created from specific ingredients that are imbibed in order to produce a magic effect. Magic potion ingredients come from feyplants (and most likely also fey creatures), which contain large quantities of mana within them. The mana within the feyplants have various elemental properties, and are typically at their most powerful at specific days in the associated

season of the associated God: *Water* in Spring, *Fire* in Summer, *Wind* in Autumn, and *Earth* in Winter. These elemental properties are relevant to forming the effects of the potion, and different ingredients have different mixtures of each mana type; ingredients with extremely high concentrations of one type are said to be *pure*, while ingredients with balanced concentrations of multiple types are said to be *multi-elemental*. The ingredients can be made even more potent by Dyeing the ingredient with the users mana (by pushing mana into them); this has the effect of making it particularly potent for their own potions but much worse for potions made by others.

Darkvision Eye Drops: Eye drops which allow the user to see in the dark. The user's vision is apparently covered with a dark orange filter, but even pitch black darkness looks almost as if it were illuminated by a dim light bulb.

Energy Potion: A potion which provides the user with extra mana and helps fix exhaustion. [Ferdinand](#) frequently relies on them to get through the day, and regularly provides them to Rozemyne. Reportedly, the potions taste downright awful, and attempts to improve their flavor would dull their effects, though Ferdinand has tweaked the recipe slightly on Rozemyne's behalf.

Healing Potion: A potion which can replicate the effects of healing spells to restore one from a state of even grievous injury.

Jureve Potion: A potion meant to help revive one who is near death. It not only revives the person from a state of near-death, but breaks apart the mana clumps surrounding one's heart which form when a person with mana suffers a fatal or near-fatal wound. Making it involves collecting extremely high purity feyplant ingredients associated with each seasonal element, particularly so if the clumps have been around for a long time or have built up quite significantly; the more pure the ingredients, the more powerful the effect. Additionally, the ingredients must be collected using the prospective imbibers own mana, presumably because the effectiveness of the potion is heavily dependent upon its Mana Color compatibility with the user. This means that creating the potion requires the user to visit several different locations over the span of at least a year in order to collect ingredients with high elemental purity. Once assembled, the ingredients are placed inside a cauldron one by one, starting with spring, then summer, then fall, then winter; one must stir each ingredient in and wait until it melts, supplying the concoction with mana all the while. Once each feystone is supplied, a number of additional ingredients are added, each of which must be carefully measured to exacting proportions. Once complete, the solution is ready for use, and is typically preserved magically for the future. For small crystallization, a vial is typically sufficient, but for extensive crystallization, one imbibes about a glass worth and then submerges themselves within the solution, entering into a coma-like state for an extended period until the mana crystallization is removed. One should also insert feystones into the solution to absorb the excess mana produced by the de-crystallization process. Typically the issue can be resolved in a couple of days, weeks or months, but depending on how significant the mana crystallization is, it can take longer. While one cannot drown or starve, muscle atrophy is a potential issue and one may inadvertently die if sufficient feystones to contain the excess mana released are not supplied.

Mana Crystallization Poison (?): Provisional name. Used on Rozemyne. A poison presumably designed to disable someone or prevent them from using mana. It seemed to hasten crystallization of her mana, which was a life-threatening issue thanks to her unique physiology. The poison seemingly triggers a paralysis effect and deadens one's senses, which made it difficult for Rozemyne to even breathe.

Mana Synchronization (?) Potion: A potion designed to help synchronize the mana between the imbiber and another individual. The absolute extent of the synchronization is somewhat dependent on the two sharing a similar Mana Color. Can be used to facilitate the use of a Memory Searching Magic Tool.

Magic Ingredients

A short list of specific known magical ingredients. It is evident that almost any kind of feystone can be used, but this section will serve as a repository for those which have been used in the story.

Rairein Nectar: A potent spring ingredient with heavy concentrations of Water mana. It must be extracted from a *Rairein flower* using a special spoon that will not contaminate the elemental purity of the ingredient. Once Dyed, it hardens into a usable feystone.

Riesefalke egg: A potent summer ingredient with heavy concentrations of Fire mana. *Riesefalkes* are gigantic avian feybeasts with white plumage, and are known as birds that “calm the wrath of *Leidenschaft*”, as by absorbing *Mana* they and other feybeasts in the area prevent the volcano at Mount Lohenburg from erupting.

Ruelle Fruit: A potent fall ingredient with heavy concentrations of Wind mana. When the light of the full moon shines on a *Ruelle tree*, its bulbs peel back and reveal these amethyst-looking feystones.

Lord of Winter's Heart: A potent winter ingredient with heavy concentrations of Earth mana. The *Lord of Winter* is a powerful and dangerous feybeast that arises each winter which the knights of the duchy must assemble to defeat.

The Nobility

Ranks, Positions, and Titles

Class System

“Archnoble”, “Mednoble”, and “Laynoble” are a formalized “class system” for families of nobles. The system appears to be a rough representation of their relative level of status in noble society, which is closely related to their mana capacity (as nobles with more mana tend to occupy a higher status). This is primarily because higher status nobles can fulfill the greater responsibilities of higher positions with their higher magic capacity. This ultimately creates a

strong link between “high mana capacity” and “high status or importance” in noble society, from which emerged the class system. An individual noble’s class status is directly derived from the family they came from and is static; a laynoble with mednoble tier mana is still considered a laynoble, though should they marry into a mednoble family, their children would be mednobles. Families who consistently produce children of mana capacity unbecoming their class (whether higher or lower) for three generations will see a corresponding change of their class.

In general, nobles can only have children with other nobles with roughly the same level of mana, so nobles almost never marry outside their own class. However, even if a pairing does have similar mana levels, occasionally the children of such a pairing will have a lower mana capacity than the parents; for instance, mednoble parents giving birth to a child with laynoble levels of mana (e.g. Shikza). Such a child is still usually referred to by others as a mednoble, suggesting the categories are not a strict measure of mana capacity at an individual level but rather a rough approximation of them and their family's relative level of influence and status. Put simply, such a noble would be dangerous to cross for a laynoble as their mednoble family members might occupy a position of relative power or influence, and so one would be wise to consider them a “mednoble” too even though they lack the mana capacity of their fellow mednobles. However, in many cases (such as [High Bishop Bezewanst](#)) such children are forced out of noble society and into the temple by their own family to maintain appearances (as, again, mana capacity is equivalent to status), where they may or may not continue to enjoy the privileges and protections their former family status affords them.

Similarly, some children may have seemingly higher mana levels than their parents (e.g. [Rozemary](#) was a mednoble with abnormally high mana capacity who married into archnoble [Karstedt](#)'s family as his third wife). Women with this property are often married into higher status families as befitting their higher mana capacity, where they can go on to have many high mana children; the lower status family obtains a tie to a powerful noble family, while the higher status family gains the benefit of high mana children. Males presumably may be appointed to positions where their high mana capacity can serve the interests of the local ruler.

Archnoble: Indicates one who comes from a family with extraordinary mana capacity and influence in duchy politics. Archnoble families have close familial relations to the local ruling archduke and the various Counts, and archnobles will often serve as assistants, attendants, and subordinates to the local ruling Archduke or their family (e.g. [Rihyarda](#), [Karstedt](#), and [Ferdinand](#)). Similarly, archnobles will typically take on the sons and daughters of mednoble and laynoble families to serve as attendants and guards. The heads of some Archnoble families are appointed by the local Archduke as Counts to govern the largest provinces of a duchy. The Archduke’s children are in line to become Archdukes, and bitter competitions between brothers and sisters often ensue, especially because the Archduke often takes multiple wives and the competition draws in several powerful families; those with the greatest mana capacity usually inherit the role, unless there are glaring issues of competence, and men are typically favored as women can be sidelined by pregnancy. Archnobles in general are considered the trendsetters of noble society; not only would look uncouth for them to follow the trends set by

lesser nobles, but lesser nobles also naturally seek to imitate them and their preferences in order to build friendly connections with them. In combat, they have more than sufficient mana to utilize them for powerful individual attacks. Approximately 1 in 8 nobles who reside in Ehrenfest city are archnobles.

Mednoble: Indicates one who comes from a family with middling mana capacity and influence in noble society. The heads of some mednoble families are appointed as Viscounts (e.g. Viscount Dahldolf, Viscount Gerlach) to govern the mid-sized provinces; their relatively higher status allows them to order around laynobles, who fear political retribution for disobedience. Mednoble knights often serve as guards to archnobles, as unlike laynobles they have enough mana to regularly use mana in combat, though they often use the mana to power their own physical abilities up. Approximately half of all nobles who reside in Ehrenfest city are mednobles.

Laynoble: Indicates one who comes from a family with a low mana capacity and low influence; they are just above commoners in this respect, as particularly rich commoners may have more political influence and resources, and Devouring children sometimes have more mana. The heads of laynoble families, if appointed as Giebes, are referred to as Barons (e.g Baron Glaz); that being said, they often do not own much land (if any at all), and most are poorer than rich merchants. Many such nobles tend to take on side jobs such as monster hunting or scribe work in addition to their regular duties, in order to get by financially. Laynoble knights often struggle with their low mana capacity, and make an effort to carefully ration their mana supply in battle; some have barely enough mana to perform the most basic spells. The majority of Commoners with the Devouring who live to adulthood have mana comparable to that of laynobles - presumably because those who have any more than that will almost inevitably die at a young age. The vast majority of laynobles are neutral, sticking with whomever they perceive to be the most dominant power in a duchy; information and gossip about the nobility tends to flow more freely between laynobles, as they exchange information on what each faction within Ehrenfest is up to. Approximately 3 in 8 nobles who reside in Ehrenfest City are laynobles.

Noble Titles

Aub: Formal title for the archduke or archduchess who manages a duchy on behalf of the royalty. Aub is the formal title used to address the individual with respect or invoke their authority, and routinely appears in formal contexts alongside their Aub title, which is the name of the Duchy they govern; e.g., one would refer to [Sylvester](#), the Archduke of Ehrenfest, as *Aub Ehrenfest*. They are responsible for all nobles in the duchy and have the ultimate authority to execute anybody in the duchy for disobedience or lawbreaking; presumably they also have the power to appoint the associated Giebes for each territory or redistribute the land in the provinces. Aubs also assert other powers and authority, such as the regulation of magical contracts and approval of entry into the city (though most likely this work is primarily completed by scribes or ministers, with Aubs merely needing to sign off for approval). Only one individual in an archducal marriage is the Aub, having inherited the position from one of

their parents, who was also an Aub. The appointment of an Aub is seemingly both hereditary and based on mana capacity: heirs of the current Aub and their first spouse are generally candidates for the next position, among which the individual with the highest mana capacity is generally selected, in part because of the incredibly demanding duties of the Archduke, and also most likely because the Archduke requires power to assert authority over other nobles. Male candidates seemingly also have an important advantage over female candidates, due to the impact pregnancy has on the ability for the Aub to carry out their functions; to produce strong heirs, it is believed that noblewomen should not use any mana while they are pregnant, so female Aubs may have difficulty juggling the duties of raising an heir while completing the duties of Aub.

Giebe: Formal title for a noble who manages a province. Giebe titles also come attached with a specific Giebe name (much like it does for an Aub), which the noble adopts as their own to utilize in formal settings in place of their given name, and which shares the name of the province the noble is assigned to govern. Said nobles apparently always have a more specific (and presumably less formal) title that relates to the province's size and their relative level of status, either "Baron" (for laynobles), "Viscount" (for mednobles), or "Count" (for archnobles). As with Aub, while both husband and wife may be referred to as Count and Countess (or whatever), respectively, only one of the individuals in a marriage is the Giebe, having inherited the position from a Giebe parent.

Archduke/Archduchess: The Aub and their first spouse are alternatively referred to as the Archduke and Archduchess. These appear to be generic words or terms used more often by laypeople outside the nobility or in informal contexts. Furthermore, only one individual is the Aub and has the requisite authority; the other has no formal power, but they may assist the Aub in their duties (i.e. supplying mana to The Foundation), if first wife, the children they have with the Aub are in line to inherit the position of Aub. Nobles of other families with abnormally high mana capacity sometimes marry into or are adopted into the archdukes family in order to better serve the Archduke and the duchy, though generally such arrangements occur strictly from Archnoble to Archnoble.

Count/Countess: Archnoble Giebes and their spouse(s) are referred to as Count and Countess. They routinely manage the largest provinces in a duchy. Generally speaking, they are powerful and politically well-connected, and can use their higher authority and influence to order the Barons and Viscounts of the Duchy around despite not formally being in charge of their land.

Viscount/Viscountess: Mednoble Giebes and their spouse(s) are referred to as Viscount and Viscountess. They typically manage the mid-sized provinces in a duchy. Can use their higher authority and influence to order the Barons of the Duchy around despite not formally being in charge of their land.

Baron/Baroness: Laynoble Giebes and their spouse(s) are referred to as Baron and Baroness. They are typically put in charge of the smallest provinces in a duchy. This is the lowest possible title for a noble in charge of land.

High Bishop: Director and master of ceremonies at a temple. Job description includes leading the major religions ceremonies (e.g. Baptisms).

High Priest: Head priest at a temple. Job description includes organizing the priests to manage the day to day activities of the temple.

Sir: Generic title for male knights in the nobility, i.e. a member of the Knight's Order.

Dame: Generic title for female knights in the nobility, i.e. a member of the Knight's Order.

Lord: Generic title for males of noble birth.

Lady: Generic title for females of noble birth.

Noble Jobs and Positions

All nobility within a duchy nominally serve the local archduke (or **Aub**), either directly by working for the local archduke, or indirectly by working for other nobles. A small handful of nobles serve as **Giebes**, which means they govern a local province of the duchy. It is not an inherited position; they are not considered owners of the land itself and have no inherent or recognized property rights to the land. They are in fact appointed to the position by the archduke, who can take the position away and pass it to another. Giebes will adopt the name of the region they govern as their own, as a kind of “last name” to invoke their authority. For instance, the Archduke of Ehrenfest becomes known as “Aub Ehrenfest”, though in friendly company his close associates may use his regular name. Landed nobles presumably have some kind of duty to their liege to administer their land appropriately. They have a right to collect taxes within their domain and they are responsible for providing the mana necessary to upkeep their domain.

Greater nobles often employ lesser nobles, such as knights to guard them, nursemaids for their children, or scholars to help administer their domain; **Retainer** is a catch all term for all such nobles. Nobles generally develop personal relationships with their retainers from a young age to ensure a bond of trust. The vast majority of nobles appear to serve as retainers in one capacity or another: either they work directly for a specific noble (an Aub or Giebe) or they work for the duchy (in effect being employed by the archduke).

Scholar-Official: Colloquially referred to as “scholars”, these nobles appear to fulfill various administrative roles in the government, such as tax officials. The name itself is based off of a model of governance employed by various Chinese dynasties from 220 B.C. to the early 20th century, wherein individuals would acquire academic degrees via imperial examinations in order to be appointed directly by the Chinese emperor to fulfill specific roles in his court and administration.

Knight: Members of the *Knight's Order*, they are led and trained by a local Captain in order to act as personal guards for archnobles, fight various dangerous fey creatures, and prepare for military conflict. Knights retained by the duchy probably earn a stipend for their services, but can earn extra money from the corpses of slain fey creatures, including feystones. Conversely, personal guard knights are paid directly by the noble who hired them. The second sons of

families often enter into Knighthood, though both men and women can become Knights, with women often employed as guards for archnoble women.

Attendant: Attendants act as trusted servants of another noble. Though commoners can generally be employed for many servile tasks, the expertise or mana of the nobility is sometimes required. For instance, the risk of noble children losing control of their emotions and *Crushing* others with mana means that nobles sometimes need to be employed as nursemaids. Regardless, for the sake of status, most nobles hire lower-status nobles as their attendants, and only the lowest status nobles resort to the use of commoners such as Grey Robes from the temple.

Priest: Children of nobles who do not possess sufficient mana to act as nobles, or those who have otherwise been disinherited by their family, are routinely sent to the Temple at a young age, where they become Priests. Priests are responsible for administering various religious ceremonies. Those with sufficient mana store it into Divine Instruments, which are then taken and used for specific purposes; for instance, chalices filled with mana are used to promote crop growth during the Spring Prayer. Priests are not considered nobles per se despite being descendants of them, as one's noble status is dependent upon one's graduation from the *Royal Academy*.

Other Activities and Professions

Doctor: {TODO}

Professor: Nobles at the Royal Academy who teach lectures and perform research.

Mana Replenishment: The principle activity performed by the acting Archduke. They provide the *Foundation* of a town with mana, which powers the protective barrier of Schutzaria surrounding the city, amongst other related magic.

Manners and Customs

[In progress]

Traditional Greeting: Nobles who are happy to meet each other for the first time customarily express their gratitude with a standard phrase: *"May I pray for a blessing in appreciation of this serendipitous meeting, ordained by..."* and then a standard phrase for each seasonal god is invoked depending on the current season, such as *"the pure rivers flowing from Flutrane the Goddess of Water?"* or *"the vibrant summer rays of Leidenschaft the God of Fire?"* The Winter greeting stands out in not noting the season, instead, *"the harsh judgment of Ewigeliebe the God of Life"* is asked for. When the person responds in affirmation, the individual requests a nondescript blessing from that god, such as *"O [name of god], may [person] be blessed"*, which produces a magic blessing if the user is wearing a feystone ring. Non-nobles have a variant of this greeting for use in the presence of nobles, but which does not involve the use of mana to create a blessing: *"May this serendipitous meeting, ordained by <seasonal variant>, be blessed by the gods"*, to which the response is customarily a similarly worded affirmation, such as *"May this meeting be blessed."*

Farewells: The following phrase is used when one wants to politely suggest that they look forward to seeing you again while imply that they have no immediate plans to arrange such a meeting: *“I pray that you live well with the divine protection of the gods until Dregarnuhr the Goddess of Time weaves the threads of our fates together once again.”*

Dinnertime: The following phrase is spoken customarily at the start of meals: *“O mighty King and Queen of the endless skies who doth grace us with thousands upon thousands of lives to consume, O mighty Eternal Five who rule the mortal realm, I offer thanks and prayers to thee, and do partake in the meal so graciously provided.”* Those who invite others to the meal eat first, to show their guests that it has not been poisoned; as a general rule, nobles are quite wary of poison and prefer to have their own trusted chefs prepare their own food if possible. Nobles are expected to not stand up from dinner until dinner is completely finished. Noble children do not attend dinners with their families until they are baptized and are taught manners.

Furniture: Naturally, having fancy, up-to-date interior decoration is essential to project a sense of wealth and status, though no significant details have been provided on what exactly is required.

Bedding: To give an adult noblewoman a gift of bedding is to express or hint at your desire to sleep with them, and should only generally be done between married couples or lovers, though obviously parental gifts to their own children have no such connotation.

Posture: Nobles must never look down towards the ground unless expressing servitude to a superior noble, not even to descend a flight of stairs; they must project an air of confidence in their step without needing to look where they are going, and naturally must never trip or fall. Knights must stand straight and at attention, especially while their charge is in the presence of others.

Hobbies and Skills: Noblemen and women are expected to become proficient with musical instruments, specifically with the harpsiel, as well as singing. Other hobbies include embroidery for women and hunting for men.

Dress: Noblewomen must not show their exposed legs to others. They may hitch up their dress so long as this does not expose their legs.

Trends: Archnobles are obliged to set the trends of their duchy rather than lower themselves by following trends set by lower nobles. Similarly, lower nobles will generally follow the trends set by upper nobles as a form of flattery (as the saying goes, imitation is the sincerest form of flattery). That said, the trends ought to still be valuable enough to be worth following, lest they make the archnoble look uncultured and/or the lesser nobles look pathetic.

Shows of Emotion: Shows of extreme negative emotion like rage or crying amongst children are significantly more dangerous due to the existence of mana and thus the possible risk of *Crushing*, so it seems to be standard practice to clear the room while a trained and powerful expert in magic attempts to help the child regain control over their emotions. It is perhaps in light of this that shows of any negative emotion amongst adults (e.g. a woman crying) are generally more controversial and frowned upon than they would be on Earth.

Events and Ceremonies

Archduke's Conference: Annual springtime gathering in *the Sovereignty* between the Archdukes and (presumably) the royalty. Lasts throughout the majority of spring. Presumably involves discussing the state of the country.

Autumn Hunting Tournament (?): Provisional name. An annual hunting competition that takes place in the *Nobles Forest* and held shortly before *Winter Socialization* begins. Local knights (as well as scholars and attendants) compete for status and rewards to hunt the most feybeasts, and the beasts are used to restock the castle's food reserves. Women (save for knights) and children typically enjoy a tea party and socialize.

Winter Socialization (Ehrenfest): An annual custom amongst nobles of Ehrenfest (and presumably elsewhere) wherein all nobles return to their estates in the Duchy's central city of Ehrenfest and engage in a series of meetings during winter months while snow blankets the Duchy. The adults generally exchange notable news, rumors, and gossip regarding the various provinces and even that of outside duchies; meanwhile, the baptized children of nobles (age 7 to 14) meet in a *Winter Playroom* to socialize and build future relationships.

The Royal Academy

A vocational school located in *the Sovereignty* that all nobles are required to attend. Study begins at age 10 and one becomes formally recognized as a "noble" upon graduation at age 15. Students can choose to sign up to a variety of courses, including Knight, Scholar, and Archduke, or even complete multiple of them, and will attend a series of lessons and practical classes for each such specialty. Study primarily takes place during the winter months, though courses are available year round for those who wish to do so or for those who receive failing marks. At the beginning of each class or at any point during the course, students can ask the instructor to schedule them a comprehensive exam to demonstrate their proficiency with the material; failing this, they must attend each lesson and take the final exam to pass the course.

Status is extremely important in the Royal Academy, with each duchy being rank ordered by the Sovereignty: those of duchies of lesser rank are generally expected to give deference to those of higher ranked duchies, such as allowing them to travel first.

Locations

Auditorium: Important ceremonies are held here, as are shared lectures for all years. Practical classes, on the other hand, depended upon mana capacity and were grouped by status. Exams are also taken in the Auditorium; the lack of printing or paper meant the lecturer read the test questions out loud, repeating each three times, while the students wrote them down on parchment. The students used magic pens, which allowed parchment to be magically erased and reused.

Dormitories: A series of buildings where students sleep during the school year. Each duchy has its own dormitory building, connected via teleportation circle to the *Teleportation Hall* located within the archduke's castle. The aesthetic of the dormitories tend to resemble their respective duchy's archduke castle, as both were created by archdukes of the past. Entering the dormitories of other duchies is prevented, as each dormitory requires a special brooch unique to each duchy to enter. The Ehrenfest dormitory is divided into floors, with girls occupying the third floor, boys occupying the second floor, and a common room on the first floor which includes a dining hall. Entry to the third floor by boys is strictly prohibited, and apprentice knights serve in shifts to guard the stairwell. Archduke candidates, their retainers, and archnobles typically occupy individual rooms furthest from the stairs, while mednobles and laynobles routinely share communal rooms, unless they purchase individual rooms for themselves.

Academy Library: A library open to all students who register, though requiring a registration fee. Typically, laynobles could not afford the fee, so archduke candidates and archnobles were encouraged to offer them work so that they could pay for it. The library is run by a librarian named Solange.

Events and Ceremonies

Advancement Ceremony: An annual ceremony in which new arrivals are welcomed into the academy and a speech is given to the entire student body. Duchies attend together in groups, and typically each duchy has between 50 and 150 students in attendance.

Fellowship Gatherings: Meetings between nobles of the duchies, divided by rank and held at the beginning of each year; laynobles meet with laynobles, mednobles with mednobles, archnobles with archnobles, and archduke candidates (and their retainers) with archduke candidates and any royalty attending the academy. Archduke candidates bow and greet the royalty in order of rank.

Interduchy Championship: A tournament involving feybeast hunts and games of ditter, played in the *Royal Academy*. Is presumably some kind of contest where members of each duchy participate and compete for status.

Timekeeping

Bell numbers are derived from the commoner timekeeping bell system (see [Timekeeping and Calendars](#)), which normally has no "half bell" system (instead simply having bells one through seven). The times are provisional and loosely based on the commoner time.

First Bell [4:00 am?]: wakeup

Second Bell [~7:00 am?]: breakfast

Second-and-a-half: start of morning classes

Third Bell [~9:30 am?]: change of subject

Third-and-a-half: change of subject

Fourth Bell [~12:00 pm]: lunchtime
Fourth-and-a-half: start of afternoon classes
Fifth Bell [~2:30 pm]: change of subject
Fifth-and-a-half: change of subject
Sixth Bell [~5:00 pm]: classes end, dinner time
Seventh Bell [~8:00 pm]: Bed time and curfew

Geography, Environment and Culture

Locations and Organizations

Regions

Nations

Yurgenschmidt: The nation within which the story of *Ascendance of a Bookworm* takes place. It is ruled by a king, the fifth prince of his time who ascended to the throne after a bloody war of succession involving three other candidates. It is composed of 21 regions; this includes the Sovereignty where the royalty is located, as well as 20 duchies, ordered by rank: 4 greater duchies, 9 medial duchies, and 7 lesser duchies. Before the *War of Succession*, there had once been 25 duchies, but 4 of them had been folded into other regions, including the former duchy of Zausengas, which is now under the dominion of the duchy of Klassenberg.

Duchies

A major region of the nation of Yurgenschmidt managed by a local Archduke, also known under the formal title of *Aub*. Duchies are divided into a series of smaller Provinces, each of which are managed by a *Giebe* on behalf of the Archduke, as well as a capital city (and its surrounding region), managed directly by the Archduke. The central city includes a nobles district filled with estates, where all *Geibes* in the duchy seemingly retire to in winter and where the majority of regular nobles reside full time. Duchies are divided into **greater duchy**, **medial duchy**, and **lesser duchy**, according to their relative power, geographic size, and influence.

The Sovereignty: The location where royalty of the nation of Yurgenschmidt resides. The nation's Archdukes assemble here through the bulk of spring as part of the *Archduke Conference* (presumably to discuss the state of the country with the royalty). The *Royal Academy* is also located here. The second prince Anastasius is currently attending the Royal Academy.

Ehrenfest Duchy: A medial duchy, where the main story of Parts 1 through 3 of *Ascendance of a Bookworm* takes place, ranked **13th** in the nation of Yurgenschmidt, near the bottom of the

medial duchies and below even some lesser duchies. [The map of Ehrenfest duchy and its provinces](#) is useful to peruse, and it also contains information on neighboring duchies. Additionally, the [Ehrenfest Nobility Family Tree](#) (updated for Part 4 Volume 1) contains all known Ehrenfest nobility. In addition to provinces managed directly by various *Giebes* who swear fealty to the Archduke, there is a province known as *Central Ehrenfest* which is managed directly by the Archduke as well as the *City of Ehrenfest* where he resides. Ehrenfest had once been considered a lesser duchy, but it had deliberately chosen to remain neutral during the recent *War of Succession* within *The Sovereignty*; this ended in a purge of many major noble families by the victor, which also caused several of duchies to fall below Ehrenfest in influence and led to Ehrenfest effectively ascending to the status of a medial duchy. The duchy is located on the nation's outer border.

Ahrensbach Duchy: A neighboring greater duchy to the south of *Ehrenfest*, ranked **6th** in the nation of Yurgenschmidt. Ahrensbach allied with the fifth prince, winner of the war of succession within *the Sovereignty*, and it retains a powerful influence in inter-duchy politics. Lady Georgine, a former candidate for Archduchess of Ehrenfest who was defeated by [Sylvester](#) and married off into Ahrensbach by their parents due to concerns that she would hold a grudge, climbed from third wife to first wife there through unknown means. Tensions between the two duchies are strained; Sylvester and [Ferdinand](#) intend to use the crimes of a Giebe of Ahrensbach (Count Bindewald) against Ahrensbach, while Georgine has made moves to discreetly supplant Sylvester as the Archduke through veiled discussions with ex-Veronica faction nobles. Reportedly, the duchy is struggling as a result of internal turmoil, placing it last amongst greater duchies of the nation and below even some medial duchies. Apparently there is a large ocean to the south of the duchy.

Frenbeltag Duchy: A neighboring medial duchy to the west of Ehrenfest Duchy, ranked **15th** in the nation of Yurgenschmidt. Relations between the two duchies are quite strong, as sisters of the current archdukes of both duchies are married to the archduke of the other duchy; [Florenzia](#) married [Sylvester](#) while Sylvester's older sister married Florenzia's older brother. Frenbeltag had allied with one of the losing families in a war of succession within *the Sovereignty*; presumably its former Archduke and several prominent nobles were executed, and Florenzia's older brother was subsequently appointed by the royalty as a replacement. The purge led to a duchy-wide mana shortage, and as a result, Florenzia and Sylvester have been providing the duchy with extra mana out of a sense of familial obligation to their older siblings. This has been much to the chagrin of [Ferdinand](#), who would prefer Ehrenfest be duly compensated for the help it is providing. Ultimately, however, the assistance should create a debt of obligation from Frenbeltag to Ehrenfest.

Klassenberg Duchy: A greater duchy to the north of Ehrenfest. It is the largest and most powerful duchy, ranked **1st** in the nation of Yurgenschmidt. One archduke candidate is attending the Royal Academy. Klassenberg also manages the duchy formerly under the dominion control of Zausengas, which became their responsibility at the end of the *War of Succession*.

Dunkelfelger Duchy: A greater duchy within the nation of Yurgenschmidt, likely ranked second or third. Two archduke candidates from the duchy are attending the Royal Academy.

Provinces

Subdivision of a duchy managed by a landowning noble referred to as a Giebe. Like Aubs, Giebes adopt the province's name as a formal title. Again, please refer to [the map of Ehrenfest duchy and its provinces](#) for other duchies not listed below. Other provinces will be added when sufficient information about them is provided or they are visited during the events of the story.

Central District of Ehrenfest: A large province in the center of *Ehrenfest Duchy* which is managed directly by the Archduke and includes the city of Ehrenfest as well as a large number of surrounding farming cities. The majority of the series so far has taken place in this province, and Rozemyne has traveled extensively throughout it as a result of her church duties, both during the annual Spring Prayer to provide the duchy with mana as well as the Harvest Festival to collect taxes and perform notable rituals.

Illgner Province: A province in Ehrenfest Duchy governed by the Illgner House, located on the south-southwestern border of Ehrenfest Duchy. It is a largely rural area of low population and little industry or economy except in forestry; most of the commoners are illiterate and engage in barter rather than trading in coin. Only the local Giebe, Viscount Illgner, trades in coin with traveling merchants, assembling the necessary goods and supplies each year into a warehouse and bartering it with the locals. Because of this, the Illgner House has a much more informal relationship with the citizens of Illgner; interactions between noble and commoner are familial and friendly, akin to the same kinds of relationship that commoners would share with each other. As a result, other nobles tend to look down on the Illgner household as country bumpkins. Rozemyne set up a papermaking workshop there, in part due to its forestry industry and in part to reward her loyal guard knight [Brigitte](#) whose older brother runs the province. Rozemyne suggested that, to forestall future problems and avoid another “Hasse” situation, servants in the employ of house Illgner ought to receive training to behave in a servile manner when external nobles visit.

Locations

The Goddesses Bath: A region in the Central District near the town of Fontedorf where large numbers of rairein flowers bloom. The water is said to heal minor wounds and illnesses, and people assemble from far and wide to acquire water. Allegedly, all the Goddesses of Spring gather there, and they will help ensure you reach the spring safely if you provide them offerings of sweet food such as honey, milk, and fruit by a statue. On the *Night of Flutrane*, small glowing spirits float out of the water, producing the sound of a chime as they emerge, and the thick mana of the air entrances nearby women to join them until dawn arrives. The spirits seem to be receptive to music and song, as well as offerings of sweets and mana. Meanwhile, the forest conspires to drive out any men who might interfere, going so far as to make the trees move to impede them, and erecting a supremely powerful barrier capable of holding back even those with mana comparable to an Archduke such as [Ferdinand](#).

Mount Lohenberg: An active volcano on the southern border of Ehrenfest, within the province of Griebel just to the south of Illgner. Nearby fey creatures absorb Fire mana from the

environment, which keeps the volcano dormant. Conversely, if many such creatures are slain and mana is able to build up within the environment, the volcano can become active and erupt. Such an event is explained by the nobility as the God of Fire Leidenschaft growing irate and spewing forth fire, while the nearby feybeasts are said to calm his wrath. The entire mountain stinks of sulfur, and there is a large chasm that cuts through the side of the mountain that one can enter. Along the path one can find various hot springs that grow warmer and warmer over time as one journeys deeper into the mountain. The hot springs are inhabited by {insert fey creature here}, and a riesefalke nest is located at the final hot spring at the end of the path.

Cities and Towns

Illgner: A town in the center of Illgner Province, where the Lord of Illgner resides and governs the province. [Brigitte](#) grew up here and is well known and loved by the citizens for her work protecting the town from dangerous feybeasts. Rozemyne visited the place in order to establish a branch papermaking workshop in Illgner, bringing with her [Lutz](#), [Gil](#), [Damian](#), and a number of grey priests. The town is relatively poor and most of the citizens barter rather than trade in money; only the lord, Viscount Illgner, uses money, trading it with traveling merchants that visit once a year to stockpile goods in a warehouse. Reportedly, the citizens of Illgner only bake fresh bread once every 10 days, eating leftover stale bread the remaining days. Thievery is unheard of, and most people know each other personally; it would be difficult to get away with such things.

Dorvan: A town on the southwestern edge of Central Ehrenfest. *Ruelle* feyplants are common in a nearby forest. Rozemyne visited it during the Harvest Festival as a result of her duties as a High Bishop, with the intent of covertly acquiring an ingredient for her *Jureve Potion*. While the first attempt was a failure due to unforeseen complications, the second attempt was more successful.

Fontedorf: A town located on the southeastern edge of Central Ehrenfest. A few days travel by carriage in a nearby mountain range lies the location known as *The Goddesses Bath*, where many Rairein flowers bloom.

Hasse: A town a half days carriage ride from *Ehrenfest City*. It was formerly presided over by a now-deceased [mayor](#) who had connections to the former [High Bishop Bezewanst](#); due to its short distance from Ehrenfest, Bezewanst (who could not fly on Highbeast) would apparently visit regularly to flex his connections and power, enjoying bribes of wine and women. The population of Hasse and its surrounding farming villages totals approximately 1000. For attacking Rozemyne's Orphanage, the entire city was ultimately punished with 10 years of increased taxes and no Spring Prayer for one year. The lack of Spring Prayer was a significant burden on the town, as the harvest was much lower than most years and the town was forced to sell four orphans to Rozemyne's orphanage. Furthermore, [Ferdinand](#) constructed a *Door of Judgment* and had the entirety of its citizenry filter through the door, identifying 6 people who bore treasonous thoughts towards him, including the mayor and his wife; these individuals were all executed for the crime. The rest of the town would normally have also been sacrificed

for the crime of attacking an archduke's building, but Rozemyne managed to secure mercy for them. Rozemyne would later send two Grey Priests, [Achim](#) and [Egon](#), to Hasse to help educate the new mayor [Richt](#) on how to properly write letters to nobles; the euphemisms they once used with Bezewanst would not be appropriate, as they were phrased in such a way to suggest or imply various things that Richt was not aware of, such as to covertly offer bribes of wine and women (i.e. the kinds of things that Bezewanst often visited them for). This would generally be considered brazen and uncouth to the new High Bishop's regime as well as other nobles, and of course failing to deliver on the promise would doubtless outrage those who decided to take them up on it.

Dinkel: A town near Hasse. Hasse is so close to Ehrenfest that nobles almost never visit it, instead staying in Dinkel.

Ehrenfest City

A large city in the center of *Ehrenfest Duchy* which contains three main districts occupied by the nobility, the priests, and the commoners, respectively. The entire city is protected by a barrier which protects the individuals within it from the effects of magic from other cities.

Lower City: A term for the region of *Ehrenfest City* inhabited by commoners. Areas closest to the gates tend to be inhabited by poor, working class tradesmen like carpenters or tailors who live subsistence lives, and whose children often must leave the city to forage for food and various supplies. Meanwhile, areas closer to the center of the city and the Temple tend to be inhabited by merchants and skilled, accomplished craftsmen, some of whom are fortunate enough to be able to sell their wares to nobles, and are notably cleaner and fancier than the poor sections of the city. Regardless of area, however, the entire city tends to smell horrible due to the lack of a sewage system, as the contents of privy pots are often unceremoniously dumped out windows and onto the street.

Noble Quarters: A large district which contains residences for all nobles in the duchy. Landowning *Giebes* tend to have small villas for them and their family to reside comfortably during the winter while meeting with nobles, while those nobles which reside in the city all year round and fulfill administrative tasks tend to have relatively larger and more extravagant mansions with elaborate gardens.

Ehrenfest Temple: A small temple district that lies between the *Lower City* and the *Nobles Quarters*. Contains a temple for worship of the Gods as well as various living quarters for the priests and shrine maidens who reside therein. These individuals are generally former nobles who were unwanted or disowned by their families and so were sent to become priests; as nobles, they possess some degree of mana, which they use to fill the various divine instruments stored in the temple. These divine instruments are then used in various religious ceremonies which serve administrative purposes in the duchy, such as filling the ground with mana in order to ensure a bountiful harvest. The Temple district also contains an orphanage, where children are trained to become servants, either of the priests themselves or of nobles who buy them from the temple.

Organizations and Buildings

Archduke's Castle

{TODO}

Bookroom: Ehrenfest's castle houses a much more expansive Library than the one in the Temple, holding both books and important documents. While the Archduke's family can go as they please, other nobles must be of a certain status to enter, and have the Archduke's permission. Books can be rented from the library for large fees, large enough that even mednobles would struggle to pay.

The Foundation: A location within the heart of the Archduke's castle, known only to the ruling archduke. It contains magic that protects Ehrenfest, such as a barrier of Schutzaria. It's location and safeguards are kept completely secret from even members of the Archduke's family, to stop anyone from learning of its location. Only the current ruling Archduke knows how to access it, though presumably some records exist in the case of their untimely demise, likely within *The Sovereignty*.

Hall of Replenishment: A location magically connected to the Foundation, located within the Archduke's personal office. The Foundation magic that protects Ehrenfest draws from mana supplied to the Hall of Replenishment by the Archduke and those limited few trusted to supply it. The entrance is hidden behind a tapestry, and the door is protected by magic which only allows the Archduke or those who have registered their mana with special feystones to enter; there are 7 potential slots for registrations. The entrance door is small but expands in size when supplied with mana. The room is pure white with a watermelon-sized feystone floating in the center and surrounded with intricate magic circles; each location is implied to be connected to powering certain functions of the barrier, as Myne was put in charge of a section connected to Schutzaria's magic. However, the room and its magic merely serves as a receptacle (like a battery of sorts) for supplying the Foundation with mana, which is located elsewhere.

Nobles Forest: A forest located within the castle grounds. Occasionally used for hunting tournaments, such as the *Autumn Hunting Tournament*.

Teleportation Hall: {TODO}

Winter Playroom: A large room for noble children (ages 7 to 14) to socialize in during winter. Those aged 10 to 14 soon leave for the Royal Academy, while those aged 7 to 9 continue to visit most days during the winter. Originally, it was primarily used by the young nobles to build connections with each other. Lower status nobles frequently sought to serve as retainers to higher status nobles, while higher status nobles hoped to form lasting bonds of trust and camaraderie at a young age with their future retainers that would last well into adulthood. In many cases, higher status children would bully and lord over the other children, and the adult retainers would often have to step in. When Rozemyne and [Wilfried](#) entered, however, Rozemyne quickly reorganized and repurposed the playroom, using it as an opportunity to

educate the noble children: she taught them the basics of reading by organizing karuta tournaments while motivating them with promises of sweets, encouraged the children to practice reading and writing by reading them her stories and having them transcribe the tales they knew, and had her harspiel instructor [Rosina](#) tutor those who needed practice.

Other Locations

Ivory Tower: A prison wherein criminals who have committed crimes against the Archduke are imprisoned. Entry is strictly prohibited save for those who have the permission of the Archduke, and only those registered to replenish the Foundation magic may enter. {TODO: Part 3 Volume 5}

Rozemyne's Workshop: The place where Myne and [Lutz](#) make products. [Benno](#) created the workshop on Myne's behalf with the Craftsman's Guild and registered her as its forewoman in order to allow Myne to sell her goods. It was once a storage shed on the edge of Ehrenfest city, and is now located in Ehrenfest's Orphanage, with a branch store in Hasse Monastery. Myne initially used the business to demonstrate to Benno her ideas on Plant-based paper, recruiting Lutz to help her create successful samples of it in the storage shed out of Trombe and Volrin trees. She would later convert Ehrenfest's Orphanage into a paper-making and printing workshop in order to raise the finances necessary to feed, clothe, and later even educate the orphans.

Gilberta Company: [Corinna](#)'s matrilineal family clothing store. It is a premiere clothing store in Ehrenfest that sees significant patronage from the wealthy commoners and low ranking nobility; for instance, Baron Blon purchased a dress for his daughter's marriage there. Practically all seamstresses who work there come from very well off families, and likewise with the sales staff, who are highly trained. Historically, the women of the family headed up the seamstresses and owned the rights to the store, while the men handled the administration, finances, and sales. The original founder had apparently requested a noble to name the store, and took on the name as her own for marketing and promotion purposes. Following the death of Corinna's father, her brother [Benno](#) took over the responsibilities for directing and managing the business. Following Corinna's marriage to the travelling merchant [Otto](#) and the subsequent birth of their daughter, [Renate](#), Benno began training Otto to replace him in this role. Gilberta company would later expand to various industries through the inventions of Myne and the diligent work of Benno, first beauty products such as Myne's shampoo and hairpins, then recipes and food, and later her plant-based Paper. Due to the explosion in his resulting workload, Benno would later split this work amongst three different stores: the Gilberta Company (to handle clothing and beauty products and run primarily by Otto and Corinna), the Italian Restaurant (to handle Myne's recipe ideas and run primarily by [Guildmaster Gustav](#) and his granddaughter [Freida](#)), and the Plantin Company (to handle Myne's printing industry and run primarily by himself and [Mark](#)).

Plantin Company: In order to better service Myne's printing industry and other inventions, [Benno](#) separated from Gilberta Company to create the Plantin Company, taking Lutz and [Mark](#) with him. He had always wanted to run his own store with his (now deceased) childhood

sweetheart [Liz](#), but following the death of his father as well as the girl of his dreams, he devoted his time and efforts keeping the administrative end of his sisters matrilineal family clothing business, the Gilberta Company, afloat. Once Gilberta Company was in a more stable position, and upon discovering Myne and her modernistic inventions, he began to pursue the new business opportunities she provided him with, first focusing on beauty products and later printing at the behest of the Archduke of Ehrenfest. However the stark contrast between the old business model of Gilberta and the new store made it difficult to run both under the same administration and with the same employees. Likewise, competing merchant stores who were jealous of the noble connections and money his work was raking in began levying spurious complaints against Gilberta company within the Merchants guild, and so he ultimately decided to create a new store. Fortunately, his connections with the Archduke of Ehrenfest and its High Bishop were well known by this point, and many extremely competent apprentices were sent to this new store from the other merchants of Ehrenfest. Benno intends to have the store follow Rozemyne wherever she may go, selling her books and other products in the process. As is often the case for merchant stores, the name for the store was awarded by a noble patron, in this case Rozemyne; she named it after Christophe Plantin, a famous publisher from Earth's history who was important to the early printing industry.

Merchants Guild: {TODO}

Paper Guild: A guild created by [Benno](#) for Myne's plant-based paper invention. The product was distinct from Parchment and Benno wanted to avoid subordinating himself to the Parchment Guild, so he formally registered the Paper Guild with the Merchants Guild in order to protect his investments into his new product. For the time being it appears to be just a shell guild operated only by Benno himself, though Benno has created at least one papermaking workshop of his own within Ehrenfest.

Ink Guild: Members are made up of ink workshops and a single stationary store to actually sell the ink to customers. Main customers are nobles and merchants. After the death of the Guildmaster, the monopoly of the stationary store is broken. The ink produced by the workshops are divided between traditional gall ink for parchment use, and the oil based ink suitable for paper.

Italian Restaurant: A restaurant constructed by [Benno](#) to target extremely rich commoners and present to them an experience which would be equivalent to that of a noble. Benno initially created the restaurant to monopolize Myne's recipe inventions as well as to show up [Leise](#) ([Guildmaster Gustav](#)'s chef), whom Myne had taught a few recipes to. He had to rely on Myne's connections in the nobility in order to train chefs and servants, as well as establish a suitable noble decor. Due to prompting by [Sylvester](#), who was eager to try more of Rozemyne's Earth-style cooking after sampling some from one of the chefs she had trained, he invited Sylvester, [Ferdinand](#), and [Karstedt](#) to a luncheon. They ended up being extremely impressed by the results, and poached most of the chefs Rozemyne had been training to teach their own Chefs some of the recipes for a month. This, in conjunction with Sylvester demanding that Myne and Benno prioritize the development of her state-sponsored printing industry, ended up delaying the opening of the Italian Restaurant significantly. It was eventually opened, but not before Benno took on Guildmaster Gustav and his granddaughter [Freida](#) as fellow

investment partners and ultimately ceded most of the administration and control of the business over to them, retaining only a right to the resulting profits.

Fey Creatures

Feybeasts

Feybeasts are defined as creatures which produce *feystones* in their body. Presumably, this allows fey creatures the ability to manipulate mana or produce effects similar to that of magic; shumils, for instance, appear to be able to use some kind of weak *Crushing* ability. Furthermore, feybeasts grow in size and strength when they consume feystones, sometimes evolving into alternate forms, and feybeasts will often consume their own fallen brethren as well as feyplants to multiply their own strength. Damaging or destroying the feystone causes the feybeast to melt away into nothing; those trying to kill feybeasts prioritize destroying the feystone, while those trying to hunt feybeasts for food, pelts, or bones make sure to keep the feystone intact.

Bataffe: Small monkeys that generally travel in packs of dozens. They apparently engage in egg predation against riesefalke's; they pretend to look timid and docile to lure other creatures into a false sense of security to steal eggs, but if that fails it can be quite violent and aggressive.

Eiderot: A large feybeast that looks like a [salamander](#) with a [frilled neck](#). It is apparently as tall as a grown human despite being a four-legged creature that crawls on its belly. It frequents the hot springs in Mount Lohenberg. When it attacks, it breathes fire while charging at its foes; the fire has relatively short range and is more intimidating than dangerous.

Eifinte: A feybeast that looks like an oversized squirrel with horns. It is about as large as a cat.

Grun: A feybeast which apparently bears a strong resemblance to Rozemyne's *Highbeast*, which she modeled after a [red panda](#).

Lord of Winter: A particularly nasty feybeast who appears in Ehrenfest duchy in the dead of winter, bringing a terrible blizzard that is said to delay the onset of spring. It is not, in and of itself, a species of feybeast, but rather the name for the feybeast which grows most powerful during Winter. The entirety of the duchy's knights assemble to defeat it, amounting to close to 250 knights; there are normally many injuries and even deaths, and the proceeds of the hunt is typically split between the participating knights by sharing in spoils from the corpse. Many different feybeasts can become the Lord of Winter, and it is usually the feybeast that consumes the most mana (by consuming feyplants and other feybeasts) and evolves into its largest form (typically around the size of a mountain). When threatened, the Lord of Winter can use its mana to produce lesser minions or even heal itself.

Riesefalke: {TODO}. Its name is derived from the German word "riesenfalke", which means "giant falcon".

Schneesturm: A feybeast with the appearance of a White Tiger. It appeared as the Lord of Winter one year and produced a particularly potent winter ingredient for Myne's jureve potion. Its name is based on the German word *schneesturm*, translating literally as "snow storm".

Shumil: A tiny, rabbit-like feybeast; commoner children sometimes hunt them to sell their meat and feystones, while nobles sometimes take them as pets. They tend to have blue fur and big golden eyes, which become multi-colored when the fey creatures feel threatened or their young are targeted, in much the same way as one applies *The Crushing*. Shumils enjoy the taste of a plant known as *rutreb*, a summertime fruit similar to a strawberry. Like all fey creatures, they contain a fey stone near their heart, generally referred to by commoners as a mana stone. Myne apparently bears a strong resemblance to them.

Talfrosch: A toad-like feybeast, about as wide as an adult human's arm span. They appeared en masse in *The Goddesses Bath* during the *Night of Flutrane*. While knights can apparently easily defeat them, they are well known for their repulsive appearance. They can swallow prey whole using their long, powerful tongues to grab them. When wounded, they split into hundreds of miniature frogs and can restore themselves by recombining back into a whole; should this happen, each individual mini talfrosch must be destroyed. They have been observed feeding on the "spirits" that appear at *The Goddesses Bath* during the *Night of Flutrane*.

Warf: A small, armadillo-esque feybeast that can curl into a ball to protect itself. It has an extremely hard and durable outer shell that protects it from danger. It is used as a ball in a game with the same name by residents of Hasse (and maybe elsewhere).

Zantze: A large cat-looking feybeast. Has several different evolved variations depending on its size and amount of mana consumed, including a **Fetze** (a stronger variation that is about the size of a tiger) and a **Gotze** (a much stronger type that can be the size of a house). *Gotze* are apparently virtually impossible to occur naturally; they can be produced if supplied with an inordinate amount of mana. The *Fetze* variation is much more common in nature.

Feyplants

Feyplants appear to be defined as plants which contain significant quantities of mana, from which ingredients can often be extracted for use in magic potions (see *Magic Potions*, above); similarly, feybeasts also sense their energy and attempt to consume them to become more powerful. Extracting ingredients from Feyplants can thus be quite dangerous, as feybeasts are usually lured towards Feyplants when their ingredients are at their best and most ripe.

Effon: A largely harmless tree that normally sings softly and gently. However, when multiple effons are near each other, they tend to compete with each other, trying to drown each other's voices out and eventually devolving into a cacophony of screams that sounds more like a heavy mental band.

Nanseb: A largely harmless moving tree that acts like a parasite on other trees. It moves around fairly slowly, slow enough that even Rozemyne can easily catch it. When it spots a healthy tree, it wraps itself around it and sucks out its nutrients through its roots before peeling off its bark. The roots themselves are useful ingredients as they contain the stolen nutrition. Nansebs are apparently quite commonly found near Illgner, though it is unclear if they can be found elsewhere.

Parue(?): A strange frozen tree that appears magical in nature. While it has not been explicitly confirmed to be a feyplant, it is speculated to be one by fans due to its magical properties, including the ability to put out nearby flames. Commoners often harvest their fruit, to enjoy their sweet juice as a rare winter treat; Myne created pancakes out of them (see *Parue Cakes*, under *Myne's Recipes*). Parue trees have an unusual life cycle, appearing suddenly without warning early in the morning during the middle of winter. Once sunlight touches them, Parue trees grow rapidly and begin shaking, flinging their fruit far and wide before shrinking to nothing and disappearing. Harvesting their fruit involves climbing the tree early on before sunlight hits it and thawing the tree with your bare hands, as fire is ineffective.

Rairein: A pale pink-colored waterlily. Said to be a flower "favored" by *Flutrane*, the Goddess of Spring. Large numbers of them appear in The Goddesses Bath, whose waters are said to have a minor healing effect. It's nectar can be harvested as a potent Water ingredient through a specially made spoon that does not contaminate them.

Ruelle: A feyplant which takes the appearance of a large, metallic tree with dozens of magnolia-esque white flowers blooming, instead of leaves. When the light of a full moon shines on them, these magnolia peel away and fall to the ground, disappearing on contact. This reveals "fruit" (which look like small purple amethysts) that are feystones which can be used in magic potions due to their high concentrations of Wind mana. Such fruit is at its most potent on the *Night of Schutzaria*, during which armies of feybeasts are attracted to the tree. The fruit must be harvested by cutting them off the tree with a magic blade (or a Schtappe transformed into one) filled with the user's mana.

Trombe: A feyplant which absorbs mana and is immune to burning. Trombe fruit lie dormant beneath the earth for years before emerging on the surface as "**Taue Fruit**" during the spring. They slowly absorb water while inflating like a water balloon throughout the summer, before their surface hardens and they transition to absorbing mana from the nearby environment and producing tiny seeds inside the Taue Fruit. They then explode, spreading tiny seeds everywhere; the Trombe plant grows rapidly using the mana, and rapidly consumes the mana in the nearby soil, killing plants and rendering the land infertile. Trombe plants can be easily killed by individual adults or groups of children if discovered close to when they germinate; if they are repeatedly cut to pieces as they attempt to grow they eventually starve themselves of nearby mana. Teams of adults can also handle medium sized Trombe plants that have been growing for some time. However, if a Trombe plant is allowed to grow unattended for long enough, it grows to unmanageable levels and its wood becomes too thick to be cut by commoners. It must then be destroyed by the Knights Order, who attack it with weapons blessed with the ability to drain its mana. Once defeated, the Healing Ritual must typically be performed to restore mana to the afflicted areas. Myne soon discovered that Trombe wood made the highest quality paper in addition to retaining its fire-resistant properties, and began selling it as a premium variety of plant-based paper.

Commoner Culture

Customs and Practices

[Section is in progress.]

Female Dress Standards: Female children customarily wear dresses that go down to their knees, while those of 10 years of age or older wear dresses that extend down to their shins. Those who have come of age tie their hair up, while those who have not wear it down.

Dates, Events and Ceremonies

For *religious* ceremonies and rituals, see [Ceremonies, Festivals and Rituals](#) under [The Temple](#), above.

For events and ceremonies organized by the nobility, see [Events and Ceremonies](#) under [The Nobility](#), above.

Funeral for Commoners (Ehrenfest): Takes place at dawn, as the afterlife is only open when the *God of Darkness* and *Goddess of Light* meet. Friends, family, and acquaintances wear a strip of black cloth as an armband and share stories about the deceased until dawn breaks and their soul has safely departed to the afterlife. They are then carried to the temple on a board alongside some of their possessions to pick up the identification medal they get on their baptism and report their death to the government, and before being taken to a graveyard and buried with a simple wooden marker for the grave, which the tag is then typically inserted into.

Naming Ceremony (Ehrenfest): A local celebration (among Ehrenfest commoners, at least) when a baby is born. Local mothers/midwives are called to help deliver the baby while their husbands go buy and cook birds. When the baby is born they're taken outside, shown to everyone as the parents announce their name, and then a small party ensues where everyone eats the cooked birds and socializes.

Night of Schutzaria: The time of year in the middle of autumn where the land is saturated with the highest concentrations of Wind elemental magic. This makes it the ideal point in time to gather pure Wind elemental potion ingredients, such as from *ruelle* trees. The date is named after the Goddess of Wind and Autumn, *Schutzaria*; as the temperature begins to drop much more quickly after this date, it is said to signify the fact that the God *Ewigeliebe's* power finally surpasses that of the Goddess *Schutzaria*. This soon brings winter to the land, which is said to last until the *Lord of Winter* (a powerful winter feybeast) is defeated each year. There is always a full moon on this night, which turns purple.

Night of Flutrane: The time of year in the middle of spring where the land is saturated with the highest concentrations of Water elemental magic. This makes it the ideal point in time to gather pure Water elemental potion ingredients. The date is named after the Goddess of

Spring and Water, Flutrane, and arrives just as the last bit of snowfall has finally melted. The moon is a light pinkish red.

Star Festival (Ehrenfest): The informal cultural festival that takes place in the city of Ehrenfest after the commoner Starbind Ceremony. Couples enter the temple for a formal communal Starbind Ceremony presided over by the High Bishop, then return to the lower city where individuals throw Taue Fruit at the newlyweds as well as other unmarried couples who participate. Husbands and boyfriends generally try to symbolically demonstrate their ability to be good spouses by protecting their wives and girlfriends. According to the author, this was based on an annual Spanish festival called La Tomatina (“The Tomato Fight”), which takes place on the last Wednesday of August in the town of Buñol, Valencia, wherein the entire town throws tomatoes at each other for about an hour as a form of entertainment.

Sports and Games

Ditter: A combat sport played by nobles in the Academy atop highbeasts as a form of Knighthood training. Apparently quite dangerous for the participants.

Gewinnen: A traditional game played amongst nobles involving the use of mana. The goal is to capture territories. It apparently bears a resemblance to chess, though is still quite distinct enough that the two wouldn’t be confused with the other. Moving the pieces requires the expenditure of mana, and it can apparently model real warfare with enough fidelity to be properly used as a training tool for learning military strategy, so perhaps it bears a resemblance to some kind of mana-powered [wargame](#).

Warf: A hybrid of soccer and basketball played in Hasse and other villages in Central Ehrenfest (and potentially elsewhere), named after a fey creature used in the game (see *Warf*, under *Feybeasts*) with the appearance of an armadillo. Participants kick, throw, or dribble the Warf towards a loop on either end of the playing field and then throw it inside to score. The Warf curls into a ball to protect itself with its hard outer shell while being kicked but is likely to revert back to normal while being held, and allowing it to do so is a foul that awards possession to the other team. Physical contact with other players, including tackling, kicking, or shoving, is apparently not prohibited, leading to games being quite physical and violent.

Isekai Products, Goods, and Food

The series has a number of items and products with unique names that nonetheless have an earthly analogue, as well as a smaller handful (so far) of things that are unique to the world of *Ascendance of a Bookworm*. Here’s a list of them in case you need a refresher. Things with a name identical to its Earth analog (such as pigs or paper) have been omitted. Note: isekai is Japanese for ‘different world’.

Allegras: A small red flower that looks like a clover, which Myne embedded in plant-based paper to give it a floral design pattern.

Apfelsige: A sweet citrus fruit, like an orange. Myne suggested that their peels could be used to flavor pound cakes, and act as an aromatic scrub for Rinsham. She also made a sweet orange sauce out of them, to be placed on crepes. Bears a resemblance to the German word Apfelsine, which translates to “orange”.

Behelle: An alcoholic drink, specifically a type of beer.

Degrova: A nondescript plant with leaves that can be used as a *tororo* analogue for Rozemyne’s washi-style paper. Apparently, they turn water sticky when washed, and presumably they can be mashed into a sticky substance. They matched well with Rinfin, a tree native to Illgner.

Edile: A type of fruit Myne experimented with to use as *tororo* analogue for her plant-based paper. It ended up being one of the few combinations that worked effectively during her initial trials of Trombe. Translates to “construction” in Italian.

Effon Wood: Wood from Illgner, obtained from a feyplant known as an *Effon*, which tends to sing rather loudly.

Firsloch: Summertime fruit that Myne suggested would be a good ingredient for rumpstof.

Fisha: A nondescript food product. Probably isekai freshwater river fish, based on the name resemblance and the fact that both Ehrenfest and Illgner commoners (with rivers nearby) eat them.

Harspiel: An instrument that is like a combination of lute and harp. Proficiency with the harspiel is widespread amongst the nobility as playing it is a cultured pastime. It was based on a Ukrainian folk instrument known as a Bandura.

Jours: A nondescript summertime fruit or vegetable that grows in the wild in Illgner. It is frequently harvested by the citizens of Illgner with a knife and basket.

Kove: An unknown food. It was mentioned as an ingredient for a sweet smelling summer time Rinsham like Apfelsige, so it’s probably another kind of sweet fruit.

Meryl: An avocado-like fruit. The seeds are generally crushed for oil, while the surrounding fruit is edible.

Nanseb Wood: Wood from Illgner, obtained from a feyplant known as a *Nanseb* which acts as a parasite on other trees.

Nusfrut: A type of nut.

Parue Fruit: Fruit from a parue tree. Composed of a soft outer shell with the consistency of dried soy pulp and a sweet juice inside that tastes like coconut milk. Commoners occasionally obtain Parue Fruits during winter for the juice, using the outside to trade to others as chicken feed.

Pome: A vegetable that looks like a bell pepper but tastes like a tomato. Myne used it to make a tomato sauce for Parue Burgers and in several other places as a tomato-esque substitute. Likely derived from the Italian word “pomodoro”, which translates to “tomato”.

Potatoffel: A potato. The name is most likely a blend of the English “potato” and German “kartoffel” (also meaning potato).

Prunbeer: Summertime fruit that Myne suggested would be a good ingredient for rumpstof.

Rio: A fruit similar to a Meryl, in that it can be used to obtain oil.

Rezzuch: A vegetable that looks like a plum and tastes like a zucchini.

Renfruhl: White flowers that mark the beginning of spring.

Rinfin: A type of tree from Illgner. It matched well with degrova leaves, creating a promising paper.

Rutreb: A strawberry-like fruit. May also appear under the name **Rutber**; it is unclear if this is a mistranslation/typo or a different fruit entirely.

Taue Fruit: {TODO}

Trauperle: A type of fruit that Rozemyne's attendants investigated as a *tororo* analogue for paper. They are reportedly too bitter to eat and largely considered inedible. They have a tough outer layer of skin that makes it difficult to crush them, requiring the assistance of an adult. Reportedly, use of trauperle makes the paper rapidly shrink and dry extremely quickly, turning silky smooth. The paper also holds together very well after drying and was very flexible, and Rozemyne commented that it would be quite suitable for making playing cards.

Shireis: A type of wood from Illgner. Rozemyne's entourage struggled to match it with a suitable tororo, so [Damian](#) suggested importing it in its bark form and seeing if any Ehrenfest ingredients could match it.

Shram: A type of insect Myne experimented with to use as *tororo* analogue for her plant-based paper. She ended up using them in Volrin-based paper.

Volrin: A type of wood that Myne used for plant-based paper. Of all the wood Myne tried for paper-making, it ended up being the most useful next to Trombe; its wood fibres were harder to beat than other wood, but the more one beat it the better the resulting paper held together, unlike the alternatives which routinely broke apart after drying. Trombe wood still made for the best paper, but the difficulties of harvesting it meant that it sold at a premium, while Volrin was much more cost-effective and widespread.

Commerce, Merchants and Guilds

[Section is in progress.]

Currency, the Lion: the Lion is the currency in Ehrenfest, though this official name is rarely used. Instead, people speak in terms of what coins are being exchanged, ie "small copper" or "large gold." Working class commoners typically deal in coppers, and rarely in silvers (if they happen to be workshop owners for instance). Nobles, on the other hand, rarely deal with currency lower than small golds.

- 1 Small Bronze Coin is worth 10 lion
- 1 Medium Bronze Coin is worth 100 lion
- 1 Large Bronze Coin is worth 1,000 lion
- 1 Small Silver Coin is worth 10,000 lion
- 1 Large Silver Coin is worth 100,000 lion
- 1 Small Gold Coin is worth 1,000,000 lion
- 1 Large Gold Coin is worth 10,000,000 lion

Lehange: A craftsman or merchant signed to a temporary apprenticeship contract, which generally lasts 3-4 years; the apprentice gains valuable work experience in a new environment,

while the employer gains a short-term employee. It is customary for the children of merchant families to sign Lechange contracts with other stores upon being baptized at age 7, not only to build connections with fellow merchants but also because they would be less likely to be coddled by merchants outside their family. As Lechange contracts are temporary, neither employee nor foreman are committed to any long term arrangement; employees are thus free to leave and join a competitor or start their own business. Accordingly the employer generally promises little to nothing in conditions, pay, training, or responsibility; it is up to the employee to try their best to learn whatever they can in the limited time they have available to them, and their jobs typically entail acting as low-level laborers or assistants.

Leherl: A craftsman or merchant signed to a long-term contract, which promises a future position at a store or workshop upon the completion of an apprenticeship period. The apprenticeship lasts 8 years instead of 4, following which the craftsman becomes a full time employee for the rest of their life. Merchant children generally take Leherl contracts with their own family business upon completing a Lechange contract elsewhere, covering the period from age 12 to 20. Other individuals may take Leherl contracts following their completion of a Lechange contract at the same place; merchants often deliberately send their children to take leherl contracts with multiple other stores in order to build connections and network. Leherl contracts are lifetime commitments, and those who sign them are bound to the store they signed with permanently, but in exchange the employee can negotiate job security, good pay, good working conditions, as well as quality training and support.

Beruf: A license to be the foreman of a workshop. Doing so will allow one's competency as a craftsman to be formally recognized and certified by the broader craftsman and mercantile community of Ehrenfest, which is generally a necessity to be able to sell products. Some workshop heads will not need to acquire a Beruf certification, particularly if they have close connections to the nobility or powerful merchants who intend to purchase their products regardless of certification. Regardless, the certification is also necessary to sign apprenticeship contracts.

Traditional Greeting: Merchants typically celebrate the arrival of spring with the following greeting: *"Blessed be the melting of the snow. May the Goddess of Spring's boundless magnanimity grace you."* There are most likely other variants for each season. They are implied to have arisen amongst merchants due to their close proximity and interactions with the nobility; nobles have a much more complicated system of etiquette and expressions, and it is likely that merchants imitated that system.

Timekeeping and Calendars

The people of *Ehrenfest Duchy* (and presumably elsewhere) use town bells to help people keep track of the time during the waking hours of the day. According to an official fanbook released as a companion guide to the main series, the following system is used in *Ehrenfest*:

First Bell [4:00 am]: Wakeup Time

Second Bell [7:00 am]: City Gates Open, Workshops Open, Commuters Leave For Work

Third Bell [9:30 am]: Nobles and Aristocrats Begin Meetings

Fourth Bell [12:00 pm]: Lunch Time

Fifth Bell [2:30 pm]: Markets Close, Bars and Restaurants Open

Sixth Bell [5:00 pm]: Town Gates Close, Dinner Time

Seventh Bell [8:00 pm]: Bed time

The exact time of the bells is variable and depends on the time of year and the amount of daylight available.

The seasons are as follows:

Spring: Associated with Water elemental magic, the goddess Flutrane, and the color green.

Summer: Associated with Fire elemental magic, the god Leidenschaft, and the color blue.

Fall: Associated with Wind elemental magic, the goddess Schutzaria, and the color yellow.

Winter: Associated with Earth elemental magic, the goddess Geduldh, and the color red.

Bookworm has a 7 day week similar to that of Earth, though with different names:

Waterday

Sproutday

Fireday

Leafday

Winday

Fruitday

Earthday - Considered a day of rest (e.g. Sunday)

If you want to remember the order, note that the odd-numbered weekdays follow a similar pattern to that of magic's seasonal affinities (Water → Fire → Wind → Earth), while the even-numbered days follow a rudimentary plant cycle (Sprout → Leaf → Fruit) in between them. As [Benno](#) explains: *“In spring, snow melts into water that gives life to sprouting plants. In summer, the sun burns like fire and plants grow leaves. In autumn, the cool wind chills fruit as it grows. In winter, the life and earth of our land sleeps. That’s why Earthday is considered a day of rest and stores are closed on it.”*

Miscellaneous Terms and Expressions

“Climbing the towering staircase”: A euphemism for death or dying. The “towering staircase” refers to the statues of the Supreme Gods and the Eternal Five in Ehrenfest temple (and presumably other depictions elsewhere in the country), who are placed at the top of and around a large staircase, which symbolizes one's ascent into heaven. Thus, to climb the towering staircase is to ascend into the afterlife.

“Water Goddess”: A euphemism for one’s female lover. As Flutrane, the Goddess of Water, is associated with change, calling someone your “Water Goddess” is to suggest that they bring great change to you or to your life. Rarely, the phrase can be used for that more general meaning, but it’s mostly used as a euphemism for the change that tends to occur specifically as a result of romance and marriage.

“Flower offering”: A euphemism for sex, either coerced or voluntary, used in the Temple with regards to the prostitution of grey shrine maidens.

Myne’s “Inventions”

[Section is in progress, more entries will be added over time; feel free to contribute]

A list of ideas, inventions, and products Myne has brought into the world. While most are based on an existing idea from Earth, she must frequently adapt the process to circumstances unique to the isekai world.

Products

Chess: A popular [board game](#) from Earth, played on a 8x8 grid; players alternate turns, moving specific pieces according to rules associated with that piece on to squares occupied by one’s opponents in order to capture and remove the piece from the board. The objective of the game is to trap the opponent’s King piece such that it cannot avoid capture, known as a Checkmate. [Ferdinand](#) compared the game to an existing turn-based strategy game played by nobles, which involved capturing territory and used the participants' mana. For her version of chess, Myne utilized the piece designs from [Shogi](#), a Japanese variant of chess played on a 9x9 grid with slightly different rules; this was because the pieces for Shogi are normally constructed by writing a Japanese character onto a small square tile, as opposed to the elaborately carved statuettes customarily used as chess pieces. Myne reasoned that she could effectively modify the rules and the names of pieces at her own whim, and so readily combined Shogi piece designs with Chess rules.

Chopsticks: A traditional japanese kitchen utensil to prepare and eat food. Myne used it to stir the pot while boiling bark, but her adept use of the two sticks in one hand tipped [Lutz](#) off that she was not who she claimed to be.

Clay Tablet: {TODO}

Colored Ink: {TODO}

Crochet Hook: {TODO}

Hairpins: An item to tie one’s hair back and out of their face, based on the Japanese hair accessory known as a [Kanzashi](#). The initial design was just a simple stick, but for Tuuli’s baptism Myne added a bouquet of mini lacework flowers to it using spare thread, before moving on to create increasingly more elaborate variants made of more expensive thread to sell through the Gilberta Company.

Halter-style Dress: A dress that Rozemyne designed for [Brigitte](#). Noble conventions typically dictated that Archnobles created trends which would be followed by the nobles beneath them;

as a result of this, Ehrenfest had long adopted a particular style of dress that was not suitable for Brigitte's body type. In designing a dress after her, Rozemyne modeled it after a type of sleeveless gown known as a [halter dress](#). Its material was thin and skintight, and designed to show off her natural curves, in contrast to the current noble trend, which had lots of frills in the shoulders and waist and were more suited for short and thin women without an hourglass figure; given that it was standard for noble dresses to have large amounts of cloth to show off one's opulence, Rozemyne instead modified the traditional halter dress design to concentrate the bulk of the cloth well below the waist, and also added a decorative ribbon sleeve as well. Furthermore, it fully covered her body, allowing her to wear her knight underclothes beneath the dress.

Hand Pump: A pump to allow one to efficiently draw water from a well by pushing a lever up and down repeatedly. The lever controls the expansion and contraction of a water-tight, vacuum chamber, while one-way valves at the top and bottom of the chamber carefully control the flow of water to prevent it from flowing backwards. When the chamber expands, water is pulled up into it through the one way valve at the bottom thanks to suction; when the chamber contracts the water is forced through the one-way valve out the top of the chamber and out the nozzle of the mechanism. Rozemyne wasn't particularly certain on the precise design, but she explained the general principles to [Zack](#), who designed blueprints and a prototype to test it. She had a magic contract drawn up so that herself and Zack would be paid a fee for each pump manufactured and sold within Ehrenfest duchy.

Ink Roller: {TODO}

Karuta: A Japanese [competitive card game](#) which involves famous Japanese poems [printed on cards](#). The two competitors arrange a portion of the cards from a single deck between them, while a neutral announcer draws from a second identical deck and reads the poems out loud; the participants memorize the sounds of the poems and attempt to touch the matching card before their opponent does, without committing faults such as touching cards when the announcer reads a poem of a card that is not currently in play. Myne created a variant of this suitable for use in the orphanage as an educational tool, creating a set of words related to gods and the bible which started with each letter of the alphabet, as well as a short description, and invited the orphanage children to play in order to help them to memorize the look and sound of each of the 32 characters of the local language. She later sold sets of these cards to various nobles as educational tools for their children for 5 large silvers after introducing them to the play room during Winter Socialization.

Metal Letter Types: A [standard set of characters](#) in upper and lower case for the local alphabet (which had 35 characters) intended for use in printing; many copies of each vowel and consonant would be required in order to print an entire page. Metal letter types were constructed through a complicated process in order to make duplicate letters perfectly identical: first, a stamp for each letter would be carefully created, with the pattern of the letter carefully and precisely carved onto the end. Then, this stamp would be used to punch out a mold made of a more malleable but heat-resistant metal. This mold could then be used to create endless identical copies of the same letter if filled with an alloy of hot metal, which was then cooled, hardened, and removed from the mold. In addition to the letters, various kinds of

blank spacers of different lengths and purposes are also included in a set, including wooden blocks meant to add space between each line..

Mokkan: {TODO}

Oil-based Ink: {TODO}

Origami: Using stiff washi-style paper, Myne was able to replicate a traditional Japanese [folded paper decoration](#), specifically folded paper cranes. It is unclear how much other origami Myne has introduced, although [Benno](#) has used the paper cranes as decorations in the Italian restaurant.

Pandabus: [Rozemyne's take on a Highbeast](#), styled after a Japanese animal known as a [red panda](#) (or "lesser panda"). Myne initially modeled it off a [childrens ride](#), but as she could not imagine it flying, it was unable to fly. She then modeled it after [the flying catbus](#) from the Studio Ghibli film *My Neighbor Totoro*, initially having it take the form of a cartoonish lion (as lions were the traditional Highbeast animal of [Sylvester](#)'s household) before settling on the red panda bus design, which apparently bears a resemblance to an existing fey creature known as a *Grun*. The bus possesses doors, seatbelts, a steering wheel, and an acceleration pedal, and Myne can adjust the size and number of seats as needed to transport additional passengers. The steering wheel can be tilted to ascend or descend, while the accelerator controls the travel speed of the vehicle.

Paper Stencil: A stencil created by carving out a message or a picture out of a piece of stiff washi paper, placing it atop another piece of paper, and rolling ink over it. The ink would transfer through the holes in the stencil to the paper underneath, replicating the image carved into the stencil. It could be used several times in a row, but when the large amount of ink on the paper dried it would warp the stencil and render it unusable, meaning the stencils would have to be remade each day.

Papyrus: {TODO}

Picturebook: A book with pictures and simple sentences, intended to help teach young noble children how to read. Employing a paper stencil, Myne was able to mass produce an initial run of picture books intended to teach readers of the *Eternal Five*, deftly reproducing the basics of the world's seasonal creation myth in simplified, child-friendly prose; Myne would go on to develop additional picture books of mythological stories involving the subordinate gods of *Flutrane* and *Leidenschaft*, and then latter *Schutzaria* and *Geduldh*, incorporating colored ink for the first and a proper printing press for the second and subsequent editions. Other projects included a series of short knight stories, a recipe book filled with some of her inventions, {TODO}. She uses a book-binding process from Japan known as "four hole stitch" bookbinding {TODO: link} to bind the pages together, after deciding that a custom-made leather cover binding would make the books too expensive - this was marketed as a feature to allow nobles to order whichever custom cover they desired. She also included a section for the owners to write their names, due to the difficulty of distinguishing between similar-looking copies. She first considered replicating simple Earth fairy tales, but the cultural difference made this too difficult; she chose to instead stick to religious mythology as the initial target market would be noble children, and they needed to memorize the names of various gods in order to cast spells. She debuted them during her first *Winter Socialization* to great success and sold hundreds of copies, having used her status as the Archduke's child to influence and

direct the various activities that took place and get the entire group of kids to practice karuta and reading. She hopes to one day spread literacy amongst commoners as well, once the Printing Guild has expanded and the books can be made affordable enough.

Plant-based (Washi-style) Paper: Paper made out of wood, as opposed to parchment which is constructed out of animal skin. Animal skin is generally quite expensive due to it requiring one to raise an animal and butcher it for meat (which produced relatively small amounts of skin relative to overall demand), so businesses generally used slate or wooden boards as low cost alternatives. Myne's papermaking process was based off of a Japanese style of paper-making known as washi (wa = japanese, shi = paper), which used wood bark rather than wood pulp and thus produced a tougher, stiffer paper which was more suitable for origami. The paper is made as follows: steam the bark off the wood; dunk it in cold, running meltwater (in order to keep it free from bacteria) to help separate the lighter inner layers of bark from the darker outer layers of bark before peeling them off by hand; dry the inner layer; boil the light bark in ash to soften it; wash off the ash and bake the bark in the sun to dry and bleach it; manually remove any damaged fibres by hand; beat the fibers into a cotton-like consistency; mix the fibers with water as well as a sticky sap from a plant or bug juice (Japanese washi used the roots of a [tororo aoi](#), a type of Japanese flower known in English as a sunset hibiscus); flatten the mixture into an even layer with a screen; drain as much water as possible; press the paper as flat as possible with heavy weights; and finally, leave the paper out to dry. Myne had to experiment with different types of wood and different kinds of tororo (Myne used Edile fruit and Shram bugs), before the process was complete, producing two types of usable paper: a lower-quality one made out of volrin and a higher quality one that was made out of Trombe, which also made it fire-resistant. Myne also experimented with decorative paper by including small plants into the mixture to add floral patterns.

Playing Cards: Standard [playing cards](#), made out of thin wood rather than paper for durability, billed as educational tools to help teach children learn their numbers as well as rudimentary counting and arithmetic. Myne adopted the standard Earth set for the temple and religious mythology of the Bookworm world, using a Spade, Diamond, Circle, and an inverted Triangle as the suits, which were designed to resemble *Flutrane's* staff, *Leidenschaft's* spear tip, *Schutzaria's* Shield, and *Geduld's* chalice, respectively. The Jack became a Sword to symbolize the *God of Life*, the Queen became a crown to symbolize the *Goddess of Light*, the King became a cape to symbolize the *God of Darkness*, and the Joker became a twisted ring, to symbolize the *Goddess of Chaos*. Myne made sets of both black and white (priced at 3 large silvers) as well as colored ink (priced at 1 small gold), the latter of which was marketed to archnobles who wanted to show off their status. Myne hopes to make future sets out of paper rather than wood.

Precision Knife: A small knife in a sheath designed to cut out paper stencils, with a replaceable blade. Myne most likely styled it after a [pen knife](#).

Printing Press: {TODO}

Reversi: A popular [board game](#) from Earth, played on an 8x8 grid; players alternate turns, placing tiles down to try and capture opposing tiles. Each tile has one of two colors printed on its two sides, representing ownership to one of the two players, and the opposing player's placed tiles can turned over to one's own color when a new tile is placed such that a chain of

one or more opposing tiles in a straight orthogonal or diagonal line are surrounded at both ends by one's own tile (with one of the placed tiles forming one of those two ends); all tiles caught between the two end tiles are flipped to become one's own color. Once the entire board is filled with tiles, the player with the most total tiles wins. Myne initially managed to beat [Ferdinand](#) the first few times they played, correctly reasoning that it would be her only opportunity to do so and that with enough practice he would eventually defeat her.

Rinsham: A type of hair conditioner made from Meryl oil. The name is a shortening of the words "Rinse Shampoo" which in Japan is used to refer to all-in-one shampoo and conditioner products. The basic recipe involves using Meryl oil as a moisturizer & conditioner, adding coarsely-ground salt and chunks of Meryl fruit as an exfoliant, scented herbs for a nice aroma, and finally water to dilute it. Additions such as apfelsige peels can be used as an alternative exfoliant with different aromatics. Technically, based on Earth chemistry, it's not actually a shampoo, as it contains no lye (which would produce soap bubbles to emulsify your body oils and dirt); the Rinsham would best serve as a kind of conditioner applied shortly after cleaning ones hair normally to give it a bright, silky sheen, which is what it appears characters in-universe do.

Scented Candle: Candles filled with various ingredients to produce a nice aroma when burnt. The effectiveness of various isekai ingredients generally needed to be identified experimentally by placing them within a candle and burning it; some would smell very nice, while others would give off a burnt or foul smell. She also invented a variant scentless candle that did not have the usual stench associated with most candles {TODO}.

Soot Pencil: A pencil made out of clay and soot. {TODO}

Wax Diptych: An [ancient writing utensil](#) formed from a pair of wooden boards connected by a hinge, with a recession in each that is filled with a malleable wax. The user can write messages by carving it into the wax and erase it by spreading the wax flat. For Myne, this was more economical and convenient to use to store temporary notes than a slate with chalk, as the wooden boards can be closed to protect the message within, while being significantly less expensive than methods using ink. If the wax hardens, it can easily be replaced.

Wax Stencil: A stencil made from wax as opposed to paper (see Paper Stencil, above). The process required a **Wax Stencil Machine** that could carefully spread a thin, even layer of wax in between two sheets of paper, which would then be hand-carved into a stencil that could be used in printing. Once the wax hardened, it would remain sturdy enough to be used many more times than a hand-made *Paper Stencil*, but the creation of the machine required very precise construction to make the wax thin and even enough to be used, as well as the formulation of a suitable kind of wax.

Recipes

Large enough to deserve their own section, here is a list of all of the recipes Myne has "invented", usually based on recipes she knows from earth and adopted to suit the isekai ingredients.

Bird and Pome Soup: Myne's first try at a soup. The broth was made out of bird meat and bones, as well as various added herbs that had a similar aroma to onion, ginger, garlic, and bay leaf, as well as a small radish that screams when you cut it. She then added large chunks of bird organs and thigh meat, as well as pome (isekai tomato) and dried mushrooms. As it was tradition to create vegetable-based soups out of just water and vegetables, and even discard the water used to cook them out of fear that the water was dangerous, Myne's meat-based broth was an instant hit.

Consommé Soup: A type of extremely rich meat-and-vegetable broth developed in France that has had all of the fat, oil, and other impurities skimmed from it, forming a translucent red soup. This skimming is accomplished by cooking it with an acidic vegetable like a tomato and then simmering it over an extremely long period of time, carefully removing any of the fat and other impurities like bits of meat or vegetable that float to the surface. By using a large amount of a wide variety of meats and vegetables, the soup will be densely infused with lots of flavor. Consomme can be served as is or used to flavor other dishes, and skilled chefs can create "double consomme", which involves packing the flavors of twice as much ingredients into the same volume of soup, which appears to be what was actually served at the Italian Restaurant by [Hugo](#). When he was served it at the Italian restaurant, [Ferdinand](#) was greatly impressed by the symbolism of the soup's appearance, as it was a deep well of flavor that had been carefully refined into a simple, pure, and nearly transparent liquid. This is in contrast to local soups, which were generally just overcooked vegetables in water.

Gnocchi: Dumplings made out of cooked potatoes and some other ingredient, like flour or breadcrumbs, as well as possibly eggs or cheese. They are customarily pressed to form a ridge to hold sauce. Myne's was a simple variation as she had access to only potatoffels (isekai potatoes) and multigrain flour. She reduced leftover bird & pome soup and added extra pome, creating a kind of chicken-based tomato sauce.

Hamburg Steak Stew: A Myne-original amalgamation of various previously-invented cooking concepts. It involves cheese wrapped in a finely minced (i.e. hamburger-style) meat steak ball which is grilled like a hamburger patty, and then covered in a consomme-and-pome (isekai tomato) sauce.

Italian Dressing: A dressing made out of plant oil, a sour citrus fruit juice (like a lemon or lime), salt, and edible herbs. As sauces in the bookworm universe were customarily made from a meat base (like a gravy, though with varying thickness to suit the dish), this was a much different style of cooking than people are used to, and it made the salad it was put on much less greasy.

Langues de Chat: French for "Cat's Tongue" and also known as "Lady Fingers", it is [a soft french cookie](#). Myne flavored it with tea leaves. The importation of sugar allowed a variety of baked goods to be made in Ehrenfest, including cookies. Myne often prepares a variety of cookies flavored with local ingredients (such as tea leaves) for her archnoble family members as treats, and such snacks were one of the first things [Elvira](#) gave permission to Myne's chefs to make.

Macaroni Gratin: Good old oven-baked mac n' cheese, with a twist: it has neither macaroni nor cheese. The "macaroni" is actually handmade farfalle (ribbon-shaped pasta), and the cheese was a layer of Béchamel sauce (a pure white sauce from Italy made of milk, flour, and

butter), which was browned in the oven (i.e. in the style of a cheese gratin). Since the Bechamel sauce wasn't quite the same as normal oven-baked cheese, it has an exotic taste to those who tried it at the Italian restaurant.

Mille Crepe: Pilled crepes separated by thin layers of cream; Rozemyne topped it with a sweet orange sauce made from combining apfelsige (isekai orange) juice with sugar.

Mont Blanc: {TODO}

Parue Cakes: An original invention of Myne created from Parue Fruit to imitate a pancake. Uses the outer shell of a Parue fruit as the base, its fruit juice as a sweetener, as well as eggs and milk. The recipe is styled after a type of pancake made out of soybean pulp (called Okara pancakes) due to the outer shell of a Parue fruit being similar to soybeans, though Okara pancakes normally use additional flour and yeast/baking powder for fluffiness.

Parue Burgers: A "cheeseburger" with "ketchup", made out of isekai ingredients. Mentioned off hand as one of the recipe's Myne charmed [Lutz](#) with. Uses the outer shell of a parue to make an Okara bun, with some kind of nondescript minced meat in the middle, a pome-based (i.e. isekai tomato) sauce, and cheese.

Potato Salad: Mayonnaise and potatoes mixed together with other vegetables. Myne originally taught [Lutz](#) how to make mayonnaise (made out of heavily whipped eggs mixed with small amounts of plant oil, a sour citrus fruit juice, and salt) to improve the taste of the vegetables they ate, before developing potato salad for the Italian Restaurant.

Pound Cake: A traditional cake recipe made with exactly one pound each of flour, sugar, eggs, and butter (though smaller or larger cakes can be made so long as one ensures that all ingredients weigh the same), which is then baked in the oven. Various other ingredients can be added to slightly change the taste, such as tea leaves, fruit, and alcohol. Using different proportions of ingredients can lead to cakes that are sweeter, lighter, softer, et cetera and so chefs can experiment to create their own cake. As sugar was a rare commodity in Ehrenfest that had only just begun being imported from the Sovereignty, sweets made with sugar were relatively uncommon, and the pound cake became an instant hit when [Freida](#) introduced it.

Rumtopf: A German food product that is basically summer fruit preserved in a powerful distilled alcohol (like rum) and sugar. The fruit can be used as an ingredient in other dishes. The fruit is placed in a bowl with large amounts of sugar to draw moisture out of the fruit, before being added in layers to a large jar over time as various fruits come into season. As each layer is added, the jar must be filled with enough heavily distilled alcohol to completely cover the fruit, in order to prevent the formation of mold. Myne taught [Freida](#) how to make Rumtopf out of rutrebs, a local strawberry-like fruit, and suggested she also add extra layers of other seasonal fruits as they become available, specifically firsloches and prunbeers. The preserved fruit and (now) fruity alcohol can then be used as ingredients in other recipes, either separately or in the same food, or even simply consumed by themselves as a snack.

Sourdough Bread: Bread made with natural yeast, which acts as a leavening agent. Bread made without yeast or other leavening agent (such as baking soda), does not rise when baked, creating an extremely hard and dense bread. Using a leavening agent will react with carbohydrates in the bread to form carbon dioxide; this forms pockets of air inside the bread as it heats up, making it soft and light. This makes it much easier to eat, but the lack of a need to significantly chew it can cause one to feel unsatiated, leading to overeating. As the yeast is

grown naturally rather than produced in a lab, moderate amounts of other bacteria will also generally be present, which when cooked becomes entirely safe to eat but often causes the bread to have a slight sour taste - this is the origin of the name “sourdough”.

Steamed Potatoffels: Since Ehrenfest’s cuisine did not have the concept of steaming, Myne was able to turn the potato-like “Potatoffels” into a tasty original dish with a steamer and some butter.

Strawberry (Rutreb) Shortcake: A tiny cake topped with cream and rutrebs (isekai strawberries). The cake is made similarly to that of a pound cake, but its small size makes it difficult to cook properly.

Yeast: A naturally-grown single-celled organism which acts as a leavening agent when baked with bread. Individual Yeast bacteria can be found all over, in the air and on surfaces, and can be grown into a large culture in a jar by placing a mixture of carbohydrates (like fruit or flour), sugar, and water, in a sealed glass jar (leaving about a quarter of the jar unfilled as an air pocket). The small amounts of naturally-occurring yeast bacteria in the mixture will begin reproducing, converting the carbohydrates and sugar into alcohol and carbon-dioxide in a process known as fermentation; this requires frequent aeration to release the excess carbon dioxide. The resulting product should smell lightly of alcohol (and like wine specifically if fruit is used); it would be unsafe to eat if it smelled putrid or looked slimy. After the ingredients have been completely fermented after approximately 5 days, any included fruit can be filtered to obtain a mixture of yeast, alcohol, and water. The yeast must be regularly resupplied with a carbohydrate such as flour as well as sugar to keep it “active”, i.e. alive (at least once a day, or once a week if refrigerated). When baked in the oven, the yeast performs a very similar reaction as it does while slowly fermenting over time: it will react with the carbohydrates in the flour as well as the sugar used in the recipe to rapidly produce carbon dioxide, creating air pockets in the bread before dying to the extreme heat (once the oven reaches approximately 140°F). Myne created hers out of *rutrebs* (or *rutbers*; it is unclear if these are distinct fruits), which is a strawberry-like fruit.

Ideas and Concepts

{Section is in progress}

Copyright System: Rozemyne plans to introduce a copyright system for books and blueprints, where guilds must arrange to pay a fee to inventors and authors for each product created.

Folded Mana Compression: Rozemyne’s unique *Mana Compression* method, which she developed in order to stay alive during her days as a commoner. Whereas normal compression is like taking a cape and stuffing it haphazardly into a box, Rozemyne suggested visualizing the mana compression as follows: first, fold the cape carefully and evenly like a sheet of paper, several times; second, place the cape inside a bag and place that bag in the box; third, flatten all of the air out of the bag by squashing it with your entire body weight, creating as much empty space as possible in the box; and fourth, repeat the process for the user’s remaining mana. The third step in particular frees up a lot of additional room, and so to avoid feeling sick, one should compress only small portions of mana at a time this way, repeating the

process over and over again until all mana is compressed. This visualization process is apparently much superior than existing mana compression methods, as visualization in general is key when using mana; apparently, Ferdinand had already been using the first step himself, having explored different techniques for mana compression back at the *Royal Academy*. As a result, Rozemyne was asked to share the method with others within Ehrenfest, subject to the approval of six individuals: [Sylvester](#), [Floencia](#), [Ferdinand](#), [Karstedt](#), [Elvira](#), and Rozemyne herself. Rozemyne also negotiated to have an expensive, country-wide magic contract employed, to prevent any outside of Ehrenfest from learning the technique.

Mimeograph Printing: Mimeograph printing is the act of using stencils to rapidly print copies. Myne used stencils, first made from paper (which would only last a single day and would have to be remade continuously) and later from the more durable wax stencils that would last indefinitely.

Operation Grimm: The name for Rozemyne's plan to collect and publish all different kinds of commoner folklore and stories which had been passed down via oral tradition. Named after the brothers Jacob and Wilhelm Grimm (often referred to as the "Brothers Grimm") who collected 18th Century German folklore and published them in short story omnibus format in a famous book titled "Children's and Household Tales". Many modern readers would recognize some of the stories, such as Snow White, Little Red Riding Hood, Hansel and Gretel, or the Pied Piper, though in their original iterations many were much darker and more gruesome, often intended as warnings.

In order by time of Completion, Sale or Implementation

The following list includes all inventions in the book they were invented, for cross-referencing.

Part 1

Book 1

- Hair Stick
- Rinsham
- Scented Candles
- Modern Math
- Faux Papyrus (failed)
- Parue Cakes
- Lacework hair ornaments (crochet in anime)
- Myne's education system for children/apprentices
- Clay Tablets (failed)
- Soot crayon
- Japanese Pickles
- Fish stock (failed)
- Chicken Stock
- Veggie soup

- Gnocchi
- Mokkon (failed)

Book 2

- Suketa & Other Paper Making Materials
- Steamed potatoffels
- Chopsticks
- Plant Paper
- Decorative Stationary
- Origami

Book 3

- Pound cake (and various suggestions for improvements)
- Tea flavoring

Part 2

Book 1

- Yeast
- Soft Bread
- Pizza
- Round Hangers
- Diptych
- Metal Stylus
- Karuta
- Tau/Trombe devouring cure (shelved)

Book 2

- New unnamed cookie
- Block Print Letters
- Baren
- Soot based Ink (a type of [carbon black](#))
- Block Print Pictures (failed)
- Picture Book
- Precision Knife (with swappable blades)
- Paper Stencils
- Ink Roller
- Mimeograph
- Four-hole stitch bookbinding
- **BOOK** — Children's Bible
- Dewey/Nippon/Myne Decimal System

Book 3

- Othello
- Playing Cards
- Faux Chess
- Anime Sheet Music
- Rumtopf
- Dessert Crepes
- Metal Letter Type Set
- Caramel Custard Ice Cream
- Prototype Printing Press (shelved until Part 3)

Book 4

- Colored Ink
- Scentless candles (sold)
- Baby rattles (already existed but I'm marking it anyway)
- Wax Paper Stencils
- 'Cat' Bells
- Jingle Bunny

Part 3

Book 1

- Italian Restaurant
- Menu
- Mayonnaise
- Potato Salad
- Herb dressing
- Consommé
- Pasta - farfalle
- White Sauce
- Gratin (probably already existed, but I'll list it anyway.)
- Hamburger
- Shortcake
- "30 new recipes" mentioned, not including sweets, but including food items above.
- Swiss Cake Rolls
- Ticketed concerts
- Commoditized Celebrities (GG Ferdinand)
- **BOOK** - Goddess of Water & Subordinates
- Langue de Chat cookies
- Pandabus
- Seatbelts
- Wax Paper Machine x2 (one each by Zach and Johann)
- Pine Resin Wax

- Wax Paper Stencils
- Glamour Shots
- Idol Concert (just straight up, gg Gutenbergs)
- Smaller version of meat grinder (unsure if she invented it or just refined it)

Book 2

- Italian Restaurant Finally Opens For Real
- Invite-only system
- Scent-free candles (first time crafted)
- **BOOK** - God of Fire and Subordinates

Book 3

- Advanced Printing Press Schematics ([which probably looks something like this](#), the type of press Ben Franklin used during the 18th century)
- Buying Blueprints
- Temari (Cloth Ball with Bells in it)
- Hidden picture origami
- Mass Production Of Noble-Aimed Goods
- Enka Music

Book 4

- Halter-style Dress
- Movable Type Printing Press
 - Composing Sticks
 - Spacers
 - Setting Tool
 - other minor tools & techniques necessary to operate the Printing Press
- **BOOK** - God of Wind and Subordinates
- Radio Calisthenics
- Mont Blanc
- Mana Compression Method (technically “invented” in Part 1 Book 1, but it’s at this point she fully understands and shares what she’s learned)
- Stenluke
- **BOOK** - God of Winter and Subordinates
- **BOOK** - Handmade Peasant Story Picture Book
- **BOOKS** - Series of Knight Stories (individually serialized)
- Lacework dress ornaments (based off the hair ornaments)
- Hand Pump (credit shared with Zack for its invention)
- Harisen Paper Fan