EMPAI YIRKOSU

Magic Playtest (revised)

Iɴᴅᴇx

MAGIC

What *is* magic? Tsethem and high-tier entities can pull off some pretty powerful stuff without casting a single spell, so what gives? Are they using magic?

The answer is, it's a trick question. Everything in Empai Tirkosu is constantly using magic, because magic is how the world functions. Everything that happens can only do so because, somewhere out in the turmoil of the elements, a matching rune is being lit up with energy.

Runes are like the source code of the world. They're the Pi that makes the circle. They're the infinitely complex Mandelbrot fractal. Like metaphysical puppet strings, they're the rules and patterns that work in tandem with raw energy to make existence exist.

Magic puts that power in the palm of your hand.

OVERVIEW

Magic provides a slew of powers to play with, usually requiring an epithet or special resource to access. Players will collect and combine runes to create a wild variety of effects, opening a whole new toolbox to engage the game with. Play with this subsystem if you enjoy building synergies, push-your-luck games, or exploring fantasy sciences. Or IT.

SPELLCASTING

This subsystem is a little different from the others: it's not designed to be easily useable by all characters. Anyone can use an arcane device, but only the extremely lucky or diligent get to wield magic to its full potential. So if you want to use Magic extensively, you should probably give your character a magic epithet (pages ??). This gives them access to **runes**.

RUNES

Every spell you cast is made up of runes:

- An **axiom** rune to define the base effect.
- Any number of **auxiliary** runes that modify the effect or its requirements.

Example axiom:

> **Craft**
> ✦ *+ Precision*
> Gain 1 Tier 1 resource.

Example auxiliary:

> **Martial**
> ✧
> All resources must be weapon, shield, or armour resources.

Both have a **casting mod** (either a bonus ✧ or penalty ✦) that you add together when casting. Axioms also add one of the caster's stats.

OK, COOL - HOW DO I GET RUNES?

Through epithets (mostly - see Arcane Devices, page ??). Gaining a magic epithet will give you access to a bunch of features, including:

SPELLMAPS

These are literal maps of runic knowledge, a gameplay abstraction of something infinitely complex. Imagine every possible combination of runes, repeating endlessly: A spellmap is a little slice of that, a window into the enigmatic.
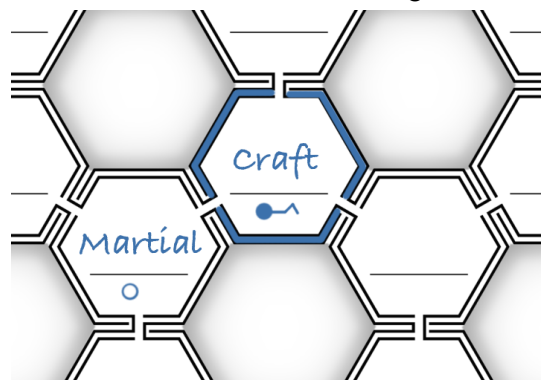
THE SPELLMAP SHEET

1. HEX

Spellcasters can **_discover a rune_** through various methods, recording them in these hexes. Positioning of the runes is important, as an axiom can activate any compatible adjacent auxiliaries, modifying its overall effect.

For example: *Harm* can become *Mass Harm*, or *Stinging Mass Harm*. Read more about compatibility on page ??.

2. RUNESLIDER

As you discover runes, this slider will move up and down to tell you which type of rune is discovered next: Either an axiom ⬡, an auxiliary ⬡, or randomly picking between the two.

Hint: On your character sheet, there are little symbols next to your stats. You can use these for maximum compactness and runic flair.

SPELLMAP

+0 +1 +2

START

❷

❶

Fervent

Drain

Recenter

Forfeit

Patient

Pocket

Forced
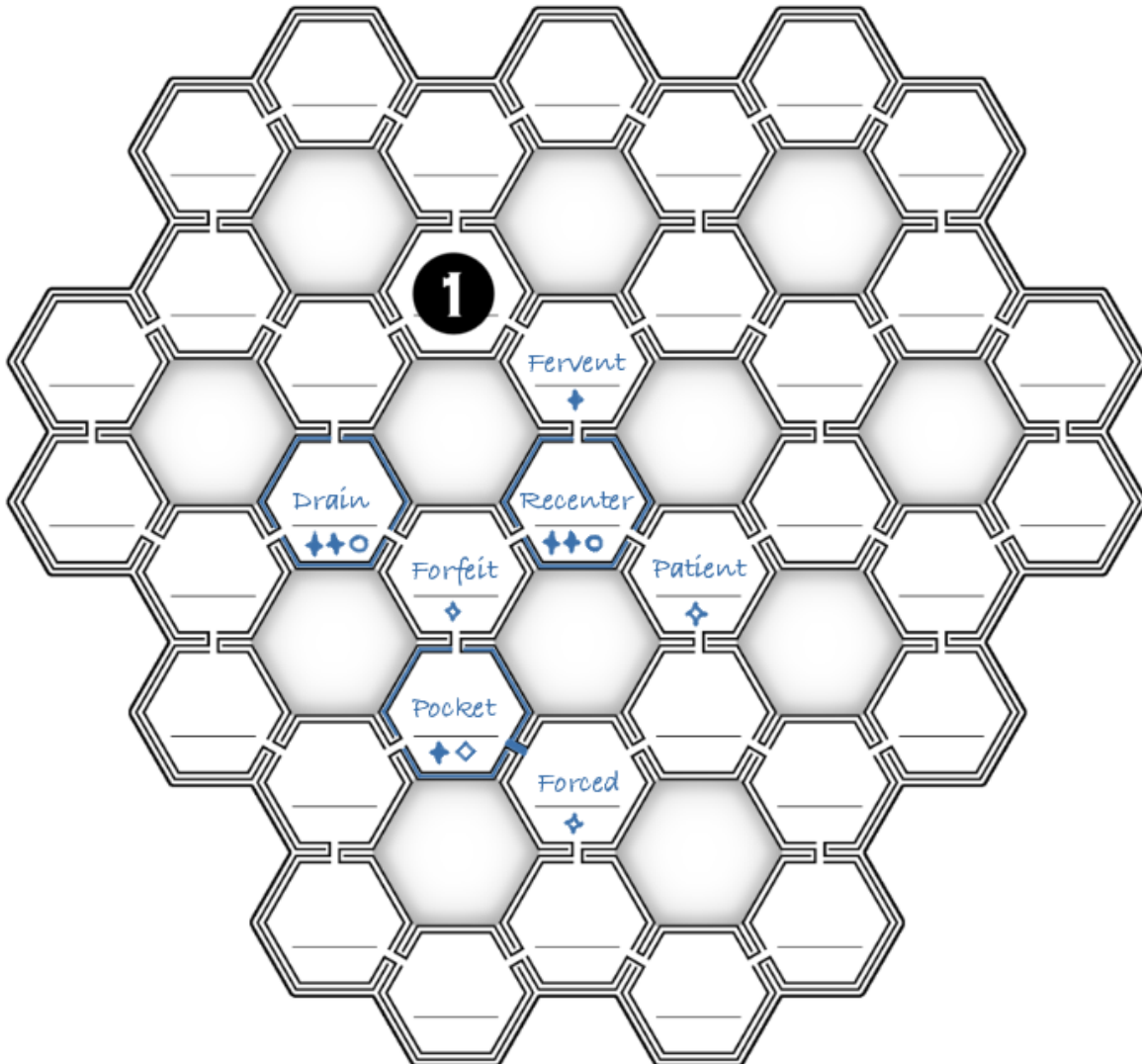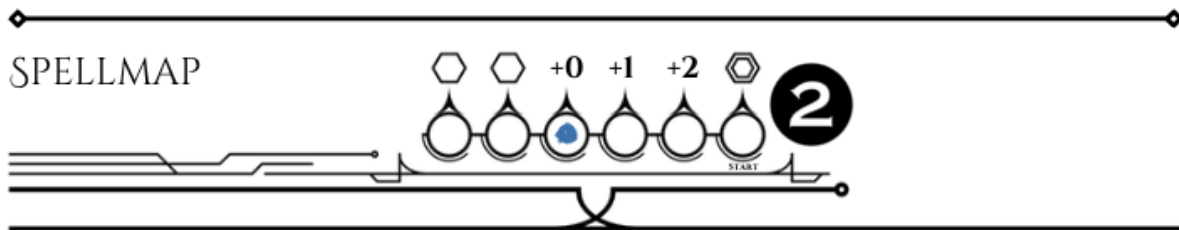
CREATING A SPELLMAP

I cannot stress this enough - you're not *creating* the spellscape, you're *discovering* it. When you "create" a map of this ethereal landscape, all that you're doing is choosing which part of an infinitely expansive conceptual space you want to focus on. It's like placing the front side of an advent calendar down on a jigsaw, and every time you *__discover a rune__* you're popping open one of the doorways to reveal the piece below.
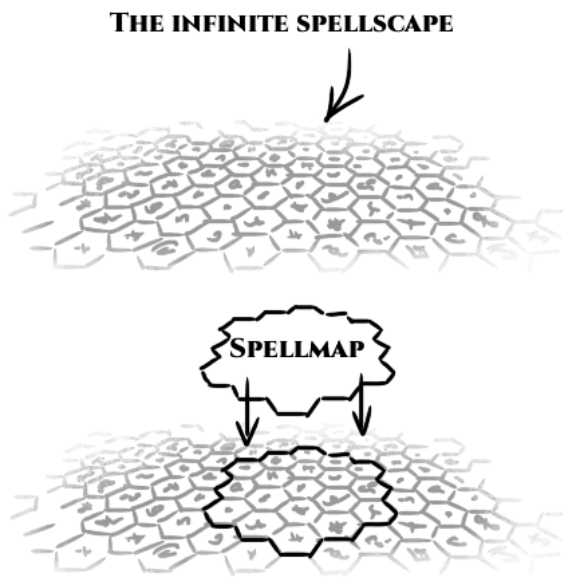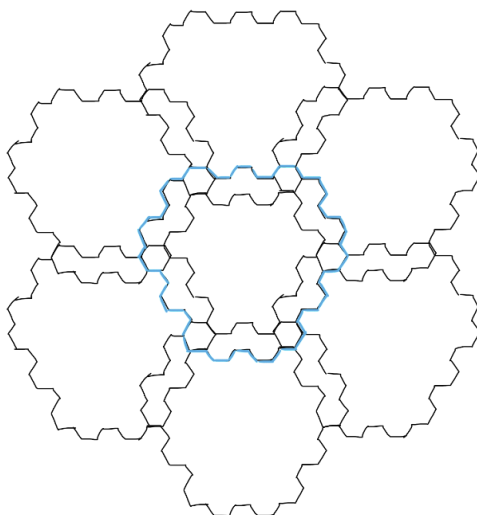

THE INFINITE SPELLSCAPE

SPELLMAP

This is important because **characters can share spellmaps**. And spellmaps can overlap (they're basically big hexes themselves):

The first thing to ask when making a new map is to look at your previous one. And then ask, which one of these are you:

➢ **I'm making my first spellcaster, or one with a different theme to any previous characters.**
   Make a map from scratch.

➢ **I've filled out an existing spellmap and need a new one.**
   Branch off from an existing map.

➢ **I'm neither of the above**
   Just use another character's spellmap. They can't stop you.

FROM SCRATCH

1. Grab a fresh sheet from page ??
2. Mark the runeslider's rightmost slot ⬡.
3. Choose a bundle of **cornerstone runes** from the list on page ??. Write down the given axiom in the central hex, and surround it with the three auxiliaries.

BRANCHING OFF

1. Grab a fresh sheet from page ??
2. Mark the runeslider's **+0** slot.
3. Pick one side of an established spellmap to branch off from, and copy the five runes from that side onto the new sheet.
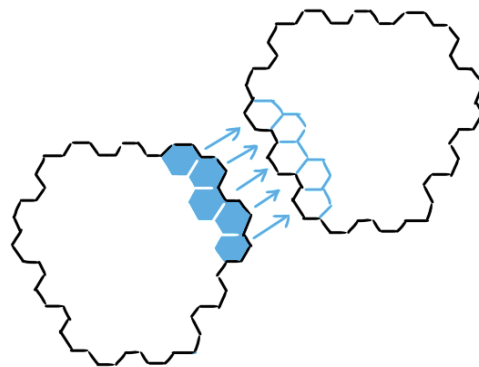
Types of spellcasting

There's two distinct ways to get into magic; **innate** natural ability, and **arcane** crafting. Plenty of fringe methods exist, but they usually share a lot in common with these. They're basically "epithet templates".

Innate

Your body is a living conduit for magic. Whether you were born from a liaison with a genie, cursed by a malevolent kresk, or simply chosen by the elements themselves, you can now alter the fabric of reality as easily as breathing.

This comes with *some* limitations, though. You don't truly understand your power, exploring the spellscape through instinct and accident rather than analytic study. You'll be very familiar with some runes, while others will be tantalisingly too far outside your comfort zone for reliable casting.

When casting a spell, you might channel your source's energy by...

- ❖ Physically drawing the runes in mid-air.
- ❖ Executing a dance or kata that traces the runes with your limbs.
- ❖ Focusing on the runes in your mind's eye until they reach quintessence.

All characters with **innate caster** epithets gain these abilities:

Spellmap

Create a new spellmap if none are available or appropriate (see page ??). Choose an axiom on the spellmap to **master**, and note it on your character sheet.

You can *cast* any axiom from the spellmap - but if it isn't mastered, it incurs a penalty ■ for every spellmap hex between it and the nearest hex containing a mastered axiom.
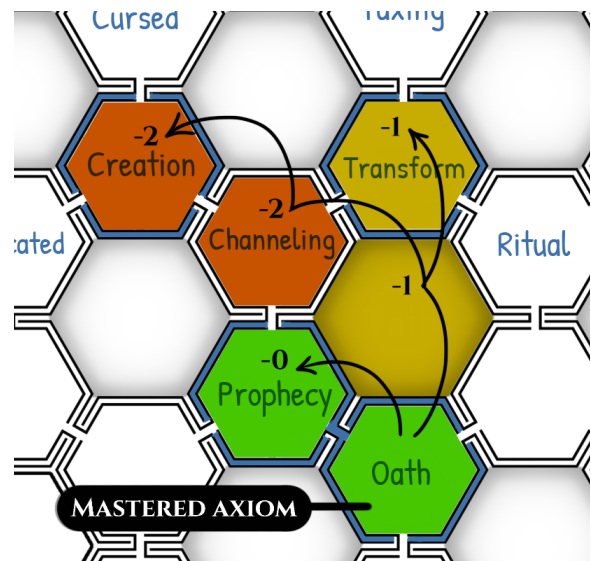
Basically - the further you get from your comfort zone, the harder it gets to cast.

Also note that mastering an axiom means that **any** hex with that axiom is considered mastered.

Spell mastery

You can master an axiom when you successfully *cast* it. You can have up to two mastered spells at a time.

Epiphany

When you *recover* from Galvanization (see page ??), you can *discover a rune* for every level removed.

5

Arcane

If you carve a rune into an object, and then channel energy into it, you get the spell effect. This is arcane magic, and in its crudest form it looks like a typical "enchanted weapon" or "rune-covered obelisk" - stuff created by innate casters who just want to offload the power strain to another conduit.

But advanced practitioners can string multiple runes together, combining them with mechanical engineering to create devices whose power and flexibility can surpass even the most gifted mage.

Arcane devices

An arcane device is a resource with one or more runes imbued within it:

A resource engraved with a Heal axiom, with a Tiring auxiliary attached.

The resource's wielder can ***cast*** using these axioms, with some caveats:

- ➢ *All* auxiliaries attached to the axiom must be activated.
- ➢ Any Galvanization (see page ??) suffered from the casting is applied to the device.
- ➢ **Supercharging** the spell uses the device's Galvanization instead of yours.

All characters with **arcane caster** epithets gain these abilities:

Spellmap

Create a new spellmap if none are available or appropriate (see page ??). You can ***craft arcane*** using runes on it.

First invention

You gain a Tier 1 arcane device, engraved with an axiom of your choice from a spellmap.

Studious insight

You can erase a detail to ***discover a rune*** a number of times equal to the detail's tier.

Magic conditions

These new conditions are used by spells and spellcasters.

Barbed

Angry energy strikes back against your attackers.
> ➢ When you are Wounded by an entity, they are also Wounded and you must remove this condition.

Corrupted

The Shadow threatens to consume you...
> ➢ When you gain this condition, choose a sentiment that suffers the worst from the nihilistic decay, for example "Corruption (Killing is dishonourable)", or "Corruption (I can't stand parties)". When you ***arrive at a new location***, the sentiment's tier is decreased.
> ➢ You can gain multiple **separate instances** of this condition, keying each new one to an uncorrupted sentiment. If you don't have any uncorrupted sentiments left, erase a sentiment instead of gaining the new instance.

Galvanized

You are supercharged with magical energy.
> ➢ You can gain multiple **levels** of this condition. If your Galvanization levels exceed your tier, any more Galvanization is converted into Wounds.
> ➢ This condition can be applied to arcane resources, and can only be removed from them by ***repairing arcane***. If an arcane resource's Galvanization levels exceed its tier, the device is destroyed.

Protected

A magical aura wards you against harm.
> ➢ When you are Wounded, ignore the Wound and remove this condition instead.

Magic formulas

> **CAST**
>
> *When you cast a spell...*
> - ➢ Through **innate power**, choose which connected auxiliaries you want to activate.
> - ➢ Through an **arcane device**, choose an axiom engraved in the resource, and activate all attached auxiliaries.
>
> Roll + the casting mods of all activated runes.
> - ❖ If you or your arcane device are Galvanized, you can **supercharge** the spell and add the Galvanization to the Roll: Those bonuses cannot be cancelled out. For every bonus that results in a 6, you or your device suffer a level of Galvanization.
>
> ───────────────
>
> **Pass**: The spell takes effect.
>
> ───────────────
>
> **Fail**: Suffer a level of Galvanization.

It all comes back to this formula. Without *__cast__*, there is no magic.

Activating auxiliaries

Axioms are your "base effects" (essentially mini versions of classic RPG spell descriptions), but auxiliaries make them pop. These modify the effect by directly changing the text.

Let's take the Death axiom, for example:
Kill 1 entity within sight.

We can slap the Crowd auxiliary (*Change "entity" to "mob entity"*) on it to change it to:

Kill 1 mob entity within sight.

However, auxiliaries have to be **compatible** with the axiom you want to use it with. For example, the Elevating auxiliary refers to an entity:

Gain XP equal to the entity's tier.

So it can only be activated with an axiom that mentions an entity. Otherwise it just doesn't make sense. This is really kinda common sense and I'll probably cut this in the final draft. Fuck i'm tired

Casting mods

Let's say you're casting Prophecy ✦, and activate the Apparatus ✧ and Powerful ✦ ✦ auxiliaries. This gives a total of two penalties.

And then Prophecy also adds your Hope, so that goes in too.

Supercharge

Now this is pretty fun - the more castings you fail, the more Galvanized you become. And the more Galvanization you have, the easier it is to cast... and to gain even more Galvanization.

Here's an example: You're casting a spell with a total casting mod of ✦. You have two levels of Galvanization, so you decide to supercharge.

The Roll now looks like this:

6 = GALVANIZATION

And for each "supercharged" die that turns up 6, you suffer an extra level of Galvanization. Or, your resource suffers it, if you're casting using an arcane device.

CRAFT ARCANE

When you work on a magical device...
Choose a resource, and an axiom from a spellmap. If the resource already has an axiom engraved, you can choose an auxiliary instead.

Roll + Precision, adding the resource's tier as a penalty.
> ➤ If imbuing an auxiliary, add a penalty ■ for every spellmap hex between it and the nearest engraved axiom.

Pass: The rune is engraved on the resource, and can be *cast* by the wielder.

If it's an auxiliary, it must be attached to an engraved axiom. Axioms can only have up to 3 attached auxiliaries.

Fail: Encounter a **crafting complication** (d8).

You can *dwell* to add a bonus □ to this formula.

This lets arcane casters add runes, one by one, to a resource - turning it into an arcane device.

Like a lot of formulas that can be used as *dwell* actions, this one is supposed to take a little while in the fiction... usually. Sometimes it can be really cool to jury-rig a device in the middle of a battle. But the intended default setting looks something like an inventor hunched over a complex device, poring over blueprints and surrounded by a myriad of tools.

Here's an example of the process:

Lundal wants to upgrade his potion launcher:

- Potion catapult (T2)
  └Harm ✦✦∩

Currently it only fires caustic exploding vials, and he'd like some variety. He recently

discovered the Heal axiom on his spellmap, which would make the perfect accompaniment.

*Lundal **crafts arcane**, adding his Precision □ □ and the device's tier as a penalty ■ ■, for a total Roll with no mods. He succeeds, and engraves the new axiom into the device:*

- Potion catapult (T2)
  ├Harm ✦✦∩
  └Heal ✦✦<

*But he's not done yet. He doesn't have a very high Hope, so **casting** the new axiom will be a pain unless he offsets it with some axioms.*

*He **crafts arcane** again, choosing the Fabricate rune. It's one hex away from the nearest imbued axiom, so that adds a penalty ■ to the Roll: Which Lundal fails this time.*

*He rolls 1d8 for his crafting complication, and gets "**Unstable**: Decrease the device's tier." Bugger, that's the worst result you can get.*

- Potion catapult (T1)
  ├Harm ✦✦∩
  └Heal ✦✦<

*After a bit of deliberation he **crafts arcane** again, and this time succeeds. But considering the device's reduced capacity for Galvanization, he decides to put the focus back on the offensive, and attaches the auxiliary to Harm instead of Heal:*

- Potion catapult (T1)
  ├Harm ✦✦∩ (fabricated ✧)
  └Heal ✦✦<

REPAIR ARCANE

When you repair a galvanized arcane device...
Roll + Precision.

Pass: Remove any number of Galvanization levels on the resource, up to your tier.

Fail: Encounter a **crafting complication** (d6).

You can *dwell* to gain an automatic pass with this formula.

CRAFTING COMPLICATIONS

1d6/ 1d8	Complication
1	**Unstable** - Decrease the device's tier. If reduced below 0, the device is lost.
2	**Rare materials** - You must *use a resource* with a tier 2+ resource when you next *craft arcane* or *repair arcane* with this device.
3	**Mechanical puzzle** - You must Roll + Smarts when you *craft arcane* or *repair arcane* with this device, until successful.
4	**Extra parts** - You must lose an appropriate resource before you can *craft arcane* or *repair arcane* with this device.
5-6	*Suffer consequences*.
7	**Workaround** - Choose one: ❖ Engrave the rune, but add a penalty ✦ to its casting mod. ❖ Engrave an adjacent rune from your spellmap.
8	**Unexpected feature** - *discover a rune* and engrave it if possible.

DISCOVER A RUNE

Check the spellmap's runeslider for what type of rune you discover. If the runeslider indicates a number, roll on this table:
1d4 + Runeslider

1-3	Auxiliary
4+	Axiom

Randomly select a rune of the indicated type, and write it in a hex on the spellmap. It must be placed adjacent to an already filled hex.

Move the runeslider:
➢ +1 step if you found an auxiliary.
➢ -2 steps if you found an axiom.

Magic users can fill out their spellmaps with this formula, which they gain access to...
❖ When they *recover* from Galvanization (if they're innate).
❖ If they choose to erase a detail in exchange for runes (if they're arcane).

CORNERSTONE RUNES

These are collections of commonly-used runes for beginner casters. Grouped by elemental theming, each bundle contains an axiom (in **bold**) and three compatible auxiliaries.

(Really these are just here to stop min-maxers from creating an über spell right off the bat - that's just taking the fun out of the discovery!)

Some elements are missing bundles, as the runes rely on other subsystems (which I need to knock into shape before I start making add-ons for).

AIR RUNES
- ➢ **Enhancement** (potent, extended, cleansing)
- ➢ **Recenter** (fervent, patient, forfeit)

DUST RUNES
- ➢ **Fear** (mass, stinging, imposing)

EARTH RUNES
- ➢ **Binding** (fragile, gilded, apparatus)
- ➢ **Courage** (kindling, tenuous, fixated)

FIRE RUNES
- ➢ **Feast** (plentiful, fabricated, celebratory)
- ➢ **Harm** (severe, crowd, combative)
- ➢ **Oath** (motivated, resolute, informed)

ICE RUNES
- ➢ **Ward** (friendly, caustic, shadow)
- ➢ **Buff** (communal, prolonged, savage)

LIFE RUNES
- ➢ **Calm** (gentle, restful, forgetful)

LIGHT RUNES
- ➢ **Heal** (greater, chronic, tiring)
- ➢ **Prophecy** (visionary, fated, preemptive)

SHADOW RUNES
- ➢ **Death** (elevating, leeching, detached)

SMOKE RUNES
- ➢ **Ornament** (humble, fading, adjunct)
- ➢ **Craft** (enriched, fleeting, crackling)

STEAM RUNES
- ➢ **Creation** (effigy, precise, powerful)
- ➢ **Portal** (cached, homeward, retraced)
- ➢ **Pocket** (swap, martial, risky)

WATER RUNES
- ➢ **Truth** (compelled, common, influential)

RUNES

AXIOMS

1. **Binding** (✦ = *resource tier*) + *Precision*
   Tag a resource with (runebound). When this resource would be lost, remove the tag instead.

2. **Buff**
   (✦ = highest entity tier x 2) + Physique
   Increase the tier of 1 entity within sight, until you ***arrive at a new location***.

3. **Calm** ✦ + *Influence*
   1 entity within sight removes a mark from 1 sentiment.

4. **Courage** ✦ + *Hope*
   Choose 1 sentiment from 1 entity within sight: Its tier cannot be reduced until you ***arrive at a new location***.

5. **Craft** ✦ + *Precision*
   Gain 1 Tier 1 resource.

6. **Creation** ✦ ✦ + *Hope*
   Create 1 Tier 0 entity.

7. **Death** ✦ ✦ ✦ + *Physique*
   Kill 1 entity within sight.

8. **Enhancement** ✦ + *Focus*
   1 entity within sight adds 1 bonus □ to a stat, until you ***arrive at a new location***.

9. **Fear** *(✦ = highest entity tier) + Influence*
   1 entity in this combat suffers ***defeat*** by fleeing, without being Wounded.

10. **Feast** ✦ + *Smarts*
    Gain 1 Tier 0 ingestible resource. You can erase it to remove 1 level of Exhaustion.

11. **Harm** ✦ ✦ + *Physique*
    1 entity within sight suffers 1 level of Wounded.

12. **Heal** ✦ ✦ + *Focus*
    1 entity within sight removes 1 level of Wounded.

13. **Oath** ✦ + *Hope*
    Vow to do something, and choose a related unmarked sentiment: Until the vow is fulfilled, the sentiment cannot be marked, and its tier cannot be increased.

14. **Ornament**
    (✦ = resource tier + 1) + Precision
    Increase 1 resource's tier.

15. **Pocket** ✦ + *Smarts*
    Stash or retrieve 1 resource in an "extradimensional space" stash.

16. **Portal** ✦ ✦ + *Smarts*
    Arrive at a new location within sight, ignoring any direction to ***suffer terrible consequences***.

17. **Prophecy** ✦ + *Hope*
    Ask the oracle what the future holds, and gain a tier 1 detail: You can erase it to add its tier as a bonus or penalty to an appropriate Roll.

18. **Recenter** ✦ + *Focus*
    Move 1 bonus □ from 1 sentiment to a sentiment with a lower tier.

19. **Truth** *(✦ = highest entity tier) + Influence*
    Ask a question of 1 entity within sight: They cannot answer with a lie. Gain 1 Tier 1 detail.

20. **Ward** ✦ + *Focus*
    1 entity within sight gains 1 level of Protection (Wounded).

Auxiliaries

1. **Adjunct** (✧): Can only be _cast_ after _casting_.
2. **Apparatus** (✧): Can only be cast if you are wielding a Tier 1+ magical resource.
3. **Cached** (✦): Change "within sight" to "at one of your stashes".
4. **Caustic** (✦): Change one condition to Barbed.
5. **Celebratory** (✧): Can only be _cast_ after _revelling_.
6. **Channelling** (✦ = _levels of Galvanization_): Change "#" to your current level of Galvanization.
7. **Chronic** (✦ ✦): Add (permanent) to all conditions.
8. **Cleansing** (✦): The entity removes all Wounds keyed to the stat.
9. **Combative** (✧): Change "entity within sight" to "entity in this combat".
10. **Common** (✧): The entity's tier has a maximum of 2.
11. **Communal** (✧): Can only be _cast_ in a settlement.
12. **Crackling** (✧): You are Galvanized.
13. **Crowd** (✧ ✧): Change "entity" to "mob entity"
14. **Cursed** (✧): Suffer Corruption.
15. **Detached** (✧): Mark a sentiment.
16. **Dulling** (✧): Mark the sentiment/s.
17. **Effigy** (✦ ✦): Lose a resource: The entity's tier becomes the resource's tier.
18. **Elevating** (✦): Gain XP equal to the entity's tier.
19. **Enervating** (✦): The entity marks a sentiment.
20. **Enriched** (✦): +1 resource tier.
21. **Extended** (✦): Change "until you _arrive at a new location_" to "until you _arrive at a new location_ and get a result of 1-2".
22. **Fabricated** (✧): Lose a resource.
23. **Fading** (✧): Decrease the resource's tier when you next _arrive at a new location_.
24. **Fated** (✧): While you have this detail, roll 2d6 and take the highest when you _arrive at a new location_.
25. **Fatiguing** (✧): Change one condition to Exhaustion.
26. **Fervent** (✦): +1 sentiment.
27. **Fixated** (✧): Choose a formula that requires a Roll: The entity adds a penalty to all other Rolls until you arrive at a new location.
28. **Fleeting** (✧): Lose the resource/s when you _arrive at a new location_.
29. **Focused**: Add Focus when _cast_.
30. **Forfeit** (✧): Lose 1 unspent XP
31. **Forgetful** (✧): Erase a detail.
32. **Fragile** (✧): Replace "When" with "When you suffer a Wound, or when".
33. **Friendly** (✧): Change "entity within sight" to "ally in this combat".
34. **Gentle** (✧): Can only be cast after _recovering_.
35. **Gilded** (✦): Increase the resource's tier.
36. **Greater** (✦): +1 condition level.
37. **Homeward** (✦): Change "within sight" to "within the nearest settlement".
38. **Hopeful**: Add Hope when _cast_.
39. **Humble** (✧): The resource's tier has a maximum of 2.
40. **Imposing** (✧): Can only be _cast_ if your tier is higher than the entity's.
41. **Influential**: Add Influence when _cast_.
42. **Informed** (✧): Erase a related detail.
43. **Inspired** (✦ = _sentiment tier_): Gain XP equal to the sentiment's tier.
44. **Kindling** (✦ ✦): Increase the sentiment's tier (but not beyond its owner's tier).
45. **Leeching** (✦): Remove a number of Wounds equal to the entity's tier.
46. **Martial** (✧): All resources must be weapon, shield, or armour resources.
47. **Mass** (✦): +1 entity.
48. **Motivated** (✦ = _sentiment tier_): When the spell ends, gain XP equal to the sentiment's tier.

49. **Patient** (✧): Can only be _**cast**_ after _**arriving at a new location**_.
50. **Physical**: Add Physique when _**cast**_.
51. **Plentiful** (✦): +1 resource.
52. **Potent** (✦): +1 bonus □.
53. **Powerful** (✦ ✦): +1 to all numbers.
54. **Precise**: Add Precision when _**cast**_.
55. **Preemptive** (✦): Remove a mark on a threat.
56. **Prolonged** (✦ ✦): Change "until you _**arrive at a new location**_" to "until you _**dwell**_".
57. **Resolute** (✦): Until this spell ends, when the sentiment's tier would be decreased, instead mark a threat.
58. **Restful** (✦): Change "removes" to "removes 1 level of Exhaustion, and".
59. **Retraced** (✦ ✦): Change "within sight" to "at a location you have visited before".
60. **Risky** (✧): Roll a d6: On a result of 1, lose the resource.
61. **Ritual** (✧ ✧): Can only be cast as part of _**dwell**_.
62. **Savage** (✧): Suffer a Wound.
63. **Self** (✧): Change "# entity within sight" to "you".
64. **Severe** (✦): +1 Wound.
65. **Shadow** (✦): Change one condition to Corruption.
66. **Smart**: Add Smarts when _**cast**_.
67. **Stimulating** (✧): Remove any marks on the sentiments.
68. **Stinging** (✧): Change "# entity" to "all Wounded entities".
69. **Suffering** (✦): Change all conditions to Wounded.
70. **Swap** (✧): Change "or" to "and".
71. **Taxing** (✧): Suffer Exhaustion.
72. **Tenuous** (✦): Change "until you _**arrive at a new location**_" to "until you suffer a Wound".
73. **Tiring** (✧): The entity suffers Exhaustion.
74. **Visionary** (✦): +1 detail tier.
75. **Vital** (✧): Can only be _**cast**_ if you are Wounded.

EPITHETS

Arcane Mechanic

Magic epithet

Diligent study has unlocked the secrets of the arcane, making you adept at accessing magic via the mechanical.

➢ Sentiment prompt: *What do you feel when a complex device works exactly as planned? What does that imply about you?*

➢ Improvement example: *Taking apart and reassembling devices, copying blueprints, tracing runes to develop a steadier hand.*

Level 1 - Arcane caster

You gain the abilities of an **arcane caster** (page ??).

Level 2 - Mechanical Method

When you successfully ***craft arcane***, you can choose to tag the resource with a **mechanology**, adding special game rules to it. Once tagged in this way, you can't ***craft arcane*** with it again.

Level 3 - Steady Hand

When you successfully ***repair arcane***, you can remove one additional level of Galvanization.

Level 4 - Peerless Creations

Engraved axioms are no longer limited to three attached auxiliaries when you ***craft arcane***.

MECHANOLOGIES

Automaton. Lose the resource, and create an entity with an equal tier. Any runes from the resource are imbued within the entity, allowing it to ***cast*** them.
The automaton understands you, and obeys you to the best of its abilities.

Battery. When this resource is Galvanized, the condition can instead be applied to another appropriate resource, or to the wielder.

Combat protocol. This resource counts as a weapon, shield, or armour resource.

Consumable. Lose the resource, and gain a number of tier 1 consumable resources equal to the total casting mods of all imbued runes, plus the original device's tier.
Each consumable contains a single axiom of your choice from the original device. When you ***cast*** a spell from one of these resources, the Roll automatically succeeds, and you lose the resource.

Edifice. This resource is immediately stashed, and cannot be moved without an ***attempt***. Add a bonus energy ✧ to the axiom.

Spellcard slots. When you ***cast*** using this axiom, you can choose which auxiliaries to use.

Holy

Magic epithet

The Supreme One has rewarded your dedication with a mysterious source of holy power.
➢ Sentiment prompt: *What temptation do you struggle against?*
➢ Improvement example: *Reciting prayers, meditating to receive visions of holy runes.*

Tier 1 - Acolyte

Randomly select two axioms and two auxiliaries from the **divine favour** table, and note them on your character sheet. You can ***cast*** using any of these runes, but if successful you must erase them from your sheet afterwards.

DIVINE FAVOURS

Axioms
1. Calm ✦ + *Influence*
2. Courage ✦ + *Hope*
3. Creation ✦✦ + *Hope*
4. Enhancement ✦ + *Focus*
5. Fear *(✦ = highest entity tier)* + *Influence*
6. Feast ✦ + *Smarts*
7. Heal ✦✦ + *Focus*
8. Oath ✦ + *Hope*
9. Portal ✦✦ + *Smarts*
10. Prophecy ✦ + *Hope*
11. Truth *(✦ = highest entity tier)* + *Influence*
12. Ward ✦ + *Focus*

Auxiliaries
1. Chronic (✦✦)
2. Effigy (✦✦)
3. Extended (✦)
4. Fabricated (✧)
5. Fated (✧)
6. Fixated (✧)
7. Friendly (✧)
8. Gentle (✧)
9. Greater (✦)
10. Kindling (✦✦)
11. Mass (✦)
12. Preemptive (✦)

WORSHIP

When you pray to the Supreme One...
Roll + Hope.

Pass: Replenish any erased divine favours, randomly selecting a rune of the appropriate type.

Fail: ***Suffer consequences***.

You can ***dwell*** to gain an automatic pass with this formula.

Tier 2 - Cleric

You gain additional divine favours: One axiom, and one auxiliary.

Tier 3 - High Cleric

Choose one divine favour: It cannot be erased from your character sheet.

Tier 4 - Grand High Cleric

RESURRECT

When you bring an entity back from the dead...
The target of must make a special Roll:
➢ For each sentiment they have for an entity that's still alive, add a bonus ☐.
➢ For every other sentiment, add a penalty ■.

Pass: The target accepts the call and returns to life, removing all conditions.
Fail: The entity refuses the call, and cannot be coaxed out of the Waiting Place with further spells.

Mage

Magic epithet

Gifted with the ability to channel elemental energies, a mage's body becomes a conduit to carve runes into the fabric of reality.

➢ Sentiment prompt: *What does your element whisper to you?*
➢ Improvement example: *Repeatedly casting spells, experimenting with new runes, communing in areas strong in your element.*

Tier 1 - Prodigy

You gain the ability of an **innate caster** (page ??).

Tier 2 - Magician

Choose a mastered axiom: You add a bonus □ when ***casting*** it.

You can have up to three mastered axioms.

Tier 3 - Magus

You can have up to five mastered axioms.

Tier 4 - Archmage

When you ***arrive at a new location***, you can remove a level of Galvanization.

You can have up to six mastered axioms.

Primaeval

Magic epithet

An element has marked you from birth, and now primordial runes answer to your whims.

Tier 1 - Runebound

You gain the abilities of an **innate caster** (page ??).

Tier 2 - Relic

> ## *SOULBOND*
>
> *When you bind your essence to an object...*
> Choose a resource and a sentiment: They are bound together with primordial magics. If you already have a bonded resource, the bond is broken.
>
> While bonded:
> ➢ The sentiment's tier is always equal to your Galvanization.
> ➢ When you ***use a resource*** and choose the bonded resource, unmark the sentiment.
> ➢ If you lose the bonded resource, the bond is broken and the sentiment becomes tier 1.

Tier 3 - Maven

You can have up to three mastered axioms.

Tier 4 - Archon

You can have up to four mastered axioms.

When you suffer a permanent Wound, you can lose your ***soulbonded*** resource and make it temporary instead.

FORMULA REFERENCE

CAST

When you cast a spell...

➢ Through **innate power**, choose which connected auxiliaries you want to activate.
➢ Through an **arcane device**, choose an axiom engraved in the resource, and activate all attached auxiliaries.

Roll + the casting mods of all activated runes.

❖ If you or your arcane device are Galvanized, you can **supercharge** the spell and add the Galvanization to the Roll: Those bonuses cannot be cancelled out. For every bonus that results in a 6, you or your device suffer a level of Galvanization.

Pass: The spell takes effect.

Fail: Suffer a level of Galvanization.

CRAFT ARCANE

When you work on a magical device...

Choose a resource, and an axiom from a spellmap. If the resource already has an axiom engraved, you can choose an auxiliary instead.

Roll + Precision, adding the resource's tier as a penalty.

➢ If imbuing an auxiliary, add a penalty ■ for every spellmap hex between it and the nearest engraved axiom.

Pass: The rune is engraved on the resource, and can be *cast* by the wielder.

If it's an auxiliary, it must be attached to an engraved axiom. Axioms can only have up to 3 attached auxiliaries.

Fail: Encounter a **crafting complication** (d8).

You can *dwell* to add a bonus □ to this formula.

DISCOVER A RUNE

Check the spellmap's runeslider for what type of rune you discover. If the runeslider indicates a number, roll on this table:

1d4 + Runeslider

1-3	Auxiliary
4+	Axiom

Randomly select a rune of the indicated type, and write it in a hex on the spellmap. It must be placed adjacent to an already filled hex.

Move the runeslider:

➢ +1 step if you found an auxiliary.
➢ -2 steps if you found an axiom.

REPAIR ARCANE

When you repair a galvanized arcane device...
Roll + Precision.

Pass: Remove any number of Galvanization levels on the resource, up to your tier.

Fail: Encounter a **crafting complication** (d6).

You can *dwell* to gain an automatic pass with this formula.