

RULES

Explore each dungeon, clearing rooms to find as much treasure (pg 6) and complete as many tasks as you can before you die or choose to leave.

You can leave a dungeon anytime between turns, but once you do, you can't return. So be wise, be brave, and above all be lucky.

BATTLES

To clear a room you will battle. Battles are tracked in turns and each turn has four phases:

- I. **Draw Forth.** Roll all five dice (d4, d6, d8, d10, d12) to fill your hands with arcane power.
- II. **Shape.** Gather any dice whose results you are unhappy with and reroll them all at once.
- III. **Unleash.** Sort the final results into spells (next page), using each result only once. Assign these spells to targets.
- IV. **Steel Thyself.** Any surviving foes attack! Reduce your hit points accordingly, reduce time by 1, then start a new turn.

The room is clear once you've cast every spell listed under each target, or one *Alternative* target. *Optional* targets don't need to be cleared, but may benefit you.

HP & TIME

You enter each dungeon with 16 hit points (HP) and 16 time, tracked with tick boxes on each dungeon page. If reduced to either 0 HP or 0 time, you surge.

Sometimes you'll *gain* HP or time. Don't erase used tick boxes. Instead, draw new ones. Use these bonus points before continuing to use your original ones.

LEGEND

- | | |
|---|--|
|  Black boxes show the amount of HP damage a foe does per turn. |  Key. Opens all locks in this dungeon. |
|  Entrance. If there's more than one, choose. |  Once room is clear, roll a Lesser Treasure (pg 10). |
|  Passage. Move between rooms with matching passage symbols. |  Once room is clear, roll a Greater Treasure (pg 10). |
|  Mystery Room. Roll on table (pg 11) to clear. |  Once room is clear, gain +5 HP. |
|  Lock. Requires key. |  Gain a scar (pg 6). |
| |  Must surge immediately. |

SURGES

Magic is hard to control. Eventually you lose hold of it, power overtakes thee, and for a brief and terrifying time you are as a god. This is called a "surge".

While surging, you roll a d20 along with your other five dice. You are *immune to all damage*, but vulnerable to your own arcane power.

If you roll a 5 during a Draw Forth phase, that die is immediately banished—unusable for the rest of this surge. (If you rolled multiple 5s, just pick one.) If you then roll *another* 5 on a subsequent Draw Forth phase, you die, torn apart by supernatural forces.

A surge only ends when you leave the dungeon.

THE END

Once you've seen every dungeon (or died), tally your final score—1 point per completed task. Write it on your character sheet and take a picture.

SPELLS



TOTAL

A Total is one or more results that add up to a target number *exactly*. These are precise attacks, like searing rays, diving ravens, or loosing Apollo's Arrow.



TOTAL+

A Total+ is one or more results that add up to a target number *or higher*. These are unbridled torrents of power, like storms, fireballs, or the Trumpet of Mars.



SET

A Set is a group of matching results. These spells are simple and effective, like a force blast, a smite, or drawing the Sword of Eden.



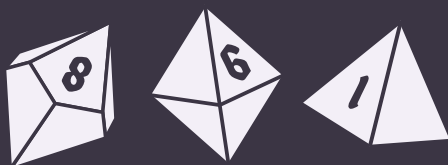
ROW

A Row is a group of sequential results. Rows represent complex spells like illusions, teleportation, twilight cleansing, or psalms to the Uranian moons.

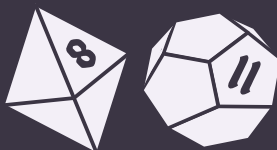


BRAID

A Braid is a group of results in which the die with the *fewest sides* has a result *higher* than the others. Braids represent exorcisms, counter-spells, and other deep arcana.



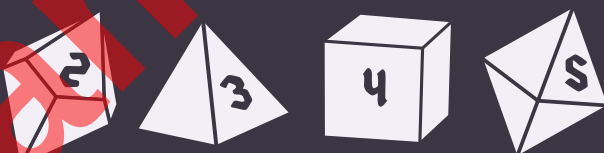
An example of a **Total 15** (or just a **15**, for short).



An example of a **Total 17+** (or just a **17+**, for short).



An example of a **3-Set**.



An example of a **4-Row**.



An example of a **3-Braid**.

BLESSINGS

THOU ART BLESSED

You'll gain treasure, scars, and other blessings as you play. When you do, draw them on your mage's hands (pg 12–13). This is your character sheet.

BRACELETS

Of plastic or pearl, of wood or mammoth bone—bracelets stabilize and ground you.

Each full bracelet grants 1 additional reroll during the Shape step of your turn.

Bracelets are made by collecting beads. Eight beads complete a bracelet.

RINGS

Rings are arcane conduits, each attuned to specific ley lines, domains, and entities.

Each ring has a number associated with it. Before you Unleash, you can substitute a die for that number. For example, a Ring of Locusts (5) could turn the 3 you rolled on your d4 into the 5 you need for your 3-Set.

You can't use rings in place of the smallest die of a Braid, but you could use them for the other results.

AURAS

But rings and bracelets were not the only arcana left from the war. Amulets, talismans, canvas jackets scrawled with scripture—all have power, and that power displays as auras.

Auras grant unique effects, detailed on page 10. Some let you spend results to do things. Spent results can't be used to cast spells that turn.

SCARS

These same hands that perform great wonders shall also blister as the carpenter's and bleed as the Nazarene's.

You gain a scar when you mark the scar box on your HP track. When you enter a dungeon, you start with +2 HP for each scar you have.

TATTOOS

As you explore dungeons you'll gain tattoos. Tattoos have no mechanical effect—they tell your story.

Tattoos come in all sizes and styles. These next pages offer examples you can copy, trace, and be inspired by. (Or roll 1d100 to let fate decide.)

Fingers
are good
places to
tattoo small
symbols.

Creative ring
numbering.

All four auras,
each represented
by a different
type of line—spiky,
wavy, smooth, and
dashed.

A Ring
of Seals,
marked
clearly with a
seven.

A scar.

The back of the
hand is great for
larger tattoos.

Knuckle tats
are great for
portraying
character traits
or history.

Two completed
bracelets.

A half-completed
bracelet.



A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z



A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z

Q R S T U V W X Y Z A B C D E F
R I D Z N F J W B S Q K A M O G



Q R S T U E R N Y Z A B C D E F
W X Y Z A B C D E F G H I J K L