

the MAGUS

SUMMARY OF PLAY

Create **the MAGUS'** origin, then start at the very first prompt. Choose: resolve *this* event, or do the one right next after it instead. If you reject this prompt, write why.

BOND EVENTS

If your selected event is a **Bond**, choose whether to gain a new **bond**, or nurture an existing one. If you choose the latter, gain **+1 Focus** in the process.

SPELL EVENTS

If it's a **Spell** instead, roll for the name and write its description in the journal. Afterwards, roll a pool of die based on **the MAGUS' power**. Count as a success every roll that's equal or higher than the spell's **difficulty**.

- At 2+ success, you can choose to gain **+1 Focus** or remove an existing **scar**.
- At 1 success, you gain a **scar**.
- At 0 successes, you must choose whether to degrade your **control** or sacrifice an existing **bond**.

You can spend **1 focus** to reroll one die.

CONTROL, CALAMITY, FOCUS & POWER

If your **control** has already been degraded at least once, don't forget to roll a **risk die**. If the **risk die** is a 1, **calamity** ensues.

At any point, betray a **bond** or spend **3 focus** to advance your **power**.

CONTINUING UP TO THE VERY LAST

To move to the next prompt, roll **d6** and **d4**, and get the absolute difference. For example, if you roll a 4 and a 2, you move forward two places. If you get a zero, go to the next prompt. Then choose again whether to accept this event or resolve the next one instead.

Continue play until: → all seven events occur OR → a calamity happens OR → the magus is forced to lose even more control despite already being broken.

You can also choose to retire at any time. Perhaps the best way to escape the cycle of power is to refuse to play altogether.

All throughout, you will chronicle **the MAGUS'** journey through words or multimedia, describing the outcome of the events and the human connections that they foster.

At the end, you will grapple with the future that they face. It is time for them to go, but why and where are they headed? This game will give suggestions, but it is up to you to give them the proper farewell.