

PATHOS, ARCANA,
CALAMITY—AND THE
INFINITE LONELINESS
OF POWER

the
MAGUS

A SOLO TABLETOP RPG BY MOMATOES
SESSION ZERO EDITION

P R E F I X

This is the Session Zero edition.

This means that this game is highly liable to still receive content add-ons in the near future. All buyers of this game are entitled to this, for free.

This also means that, due to time constraints of me rushing to prepare a beautiful, memorable product for the con, this PDF may

pose readability challenges – especially as it uses background images for almost all pages and may use low-contrast font colors from time to time.

I will be releasing a plain version shortly to address this. I hope for your kind patience.

In the meantime, please enjoy: a game of loneliness and power: *The Magus*.

TWILIGHT ARRIVES, STEALING THE SUN'S WARM KISS,
LEAVING ONLY BEHIND THE SILENCE AND HEAVINESS OF
A MILLION YEARS' WORTH OF BURDENS.

It is time.

You gaze around. Across your workshop lay curious MEMENTOS, these patient witnesses to a life colored by deep YEARNING.

WAS IT FOR POWER?

Gods, were you *strong*. Wielding fantastic spells to uncover stranger truths, or perhaps — to exert control on an increasingly alienating world.

...OR WAS IT...FOR HUMAN TOUCH?

All this — for what? For connections that would barely quench your longing to *belong*?

SHADOWS DEEPEN. THE MOON RISES.

You are ready to depart.

And as you close this chapter of your life, you reflect on your storied PAST
— all your SCARS and REGRET.

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HELLO, PLAYER.

You are the **MAGUS**, the WIZARD OF THE LONELY TOWER, and with these pages you will **reminisce your story.**

PREMISE

In the **MAGUS**, you use dice and pen to write the unique history of their quest for arcane mastery. You will navigate strange encounters and confront complex opportunities for learning **SPELLS** — or cultivating tenuous **BONDS**.

However, you have time for only **SEVEN** events before **THE END** ARRIVES.

When **THE END** arrives, the story is completed. Whether willingly or due to forces beyond their control, the **MAGUS** permanently departs their tower and leaves their former life behind, in an ending determined by your *decisions*.

Perhaps the **MAGUS** rides a one-way ship to the Enigmatic North. Or they may give up their life of magic for rural days of peace. Or if your actions permit, they may turn to darkness and plunder innocent lives for *infinite power*.

ULTIMATELY, THIS IS A GAME OF **compromise**
— you have limited time, and you face **difficult decisions.**

I M P O R T A N T D I S C L A I M E R S

As the premise lays out, this is a game that can deal with complex and difficult scenarios. Primarily: isolation, ambition, and even catastrophe, should fortune frown upon your journey.

These can be heavy topics and may cause discomfort or anxiety. A “perfect”, kind-hearted playthrough is incredibly difficult to do – perhaps even impossible, though playtests haven’t ruled it out completely. The main character may end up hurting those that they love. Or perhaps spurn their own humanity, finding their heart hardening in their quest for power.

If, at any point during play, you feel your breath quicken, your heart constrained, your mind unable to think – if, in other words, your emotional state becomes difficult to manage – then feel free to step away. Feel free to skip prompts and rolls. Or retire the character early, and write a fitting ending to a journey that is ultimately the best for them and yourself.

Ultimately, *you* control the pace of your journey. The dice and the prompts set a framework and structure, but you are always at freedom to change this universe as you see fit. Please be safe and look out for yourself.

TO PLAY THIS GAME you will need

a set of polyhedral **DICE**...

→ *Digital or physical*

four-

six-

eight-

ten-

twelve- and

twenty-sided die

* notated throughout
this game as **d4**, **d6**, **d10**... etc.

...& **WRITING** tools.

→ *pen & paper*

or your favorite note-taking app

With these tools, you will encounter events and compose what happens next from **the MAGUS'** point of view. Your written thoughts and narration form **the JOURNAL** — the ultimate artifact and yield of this game.

YOU SET THE PACE OF THE GAME.

the MAGUS is a storymaking game, and it is *up to you* how elaborate the story becomes.

You can play in as little as three hours, or as extensively as several days.

The JOURNAL

is the keeper of memory, your chronicler of *history*. Every time you decide to resolve an **event**, you must write its details on its pages.

You will also track **the MAGUS'** traits, which can be written in a dedicated page at the beginning of your journal, or a different space altogether. Every time a trait changes, you may write a sentence in the main journal to describe what happened.

Do not feel constrained by the written form.

You may also draw, place photographs, pastiche links and references to other media.

If you find it difficult to articulate what brews in your mind, feel free to simply write short keywords for now and choose to return to that prompt later.



QUEEN ELIZABETH READING THE LINE WRITTEN BY SIR WALTER RALEIGH ON THE WINDOW:
"Fair would I climb, but that I fear to fall."



QUEEN ELIZABETH WALTER RALEIGH

(KENILWORTH)

[Period of Elizabeth's reign]

QUEEN ELIZABETH compounded with those foibles proper to the full ben-

predominated over her weak those about her person, had embarrassing turns of caprice which was both jealous and mother of her people, but Sir Henry VIII., and though education had repressed altogether destroyed the hereditary King."—"Her mind," says Harrington,* who had experienced the frowns which he describes air that cometh from the west—'twas sweet and refreshing

* [Sir John Harrington, a poet Elizabeth. He wrote a collection "Church," in which the courtly prebishops. Sir John was the first to Italian poet Ariosto into English the year 1612.]

FLOW OF PLAY

DEVELOP
the **MAGUS'**
origins and
begin the
story with the
first
event.



DECIDE:
pursue *this*
event or
the next one
instead.



RESOLVE
the chosen
event,
addressing any
complication
by pitting
FOCUS and
POWER against a
challenge.



ROLL DIE
to encounter
progressively
more difficult
prompts and
events.



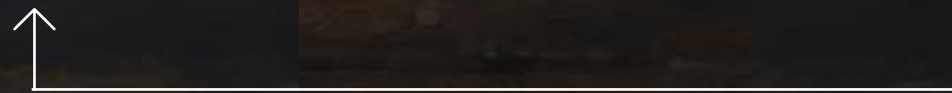
COMPLETE
the story when
any of the
following
occurs:

7 **events** are
completed

A **CALAMITY** is
triggered

CONTROL is
depleted

the **MAGUS**
chooses to retire



At the beginning of the game, you will have the chance of developing **the MAGUS'** origin.
Where are they from, and why do they pursue magic?

The **MAGUS'** journey is then tracked by changes in several *traits* :
→ **FOCUS & POWER & CONTROL & SCAR**

These traits affect and are affected by **events** you encounter.
Events give your only opportunity to gain → **SPELLS OR BONDS ...BUT NEVER BOTH.**

Most **events** involve complications that can only be
resolved through a test of fortune — rolling several dice
based on existing traits.

TRAITS

FOCUS

is a number representing **the MAGUS'** ability to prevail through adversity with sheer *willpower*.

You gain **+1 FOCUS** whenever :

- you overcome challenges with distinction, or
- you choose to enrich an existing human connection during an **event**.

POWER

is the manifestation of talent and total arcane supremacy. For so many, it is the ultimate craving, the final *seduction*.

the MAGUS starts at **POWER 1** but can achieve a maximum of **POWER 3**.

- **POWER 1** : Gifted with the spark of arcane power. Rare and remarkable.
- **POWER 2** : Supreme archmages, adept experts of magic.
- **POWER 3** : Omnipotent. Invincible. Master of *all*.

Focus is inner strength. **Power** is potential made manifest.

Together, they help **the MAGUS** overcome challenges and narrowly escape catastrophic *failure*.

However, gaining power is a matter of sacrifice.

→ We'll discuss how, later. For now, all you need to know is that it takes ruthless ambition.

TRAITS, CONTINUED

CONTROL

characterizes a combination of restraint, stability, and *wholeness of self*.

You start with **PERFECT CONTROL** at the very beginning.

Failing challenges repeatedly degrades the **MAGUS'** CONTROL :

- from **PERFECT** to **CRACKED**
- and from **CRACKED** to **BROKEN**

If you trigger another loss of **CONTROL** when the **MAGUS** is already **BROKEN** they must *retire* — end their journey — to heal and recover their *self*.

Note: you cannot regain **CONTROL** once lost.

TRAITS, CONTINUED

THE MAGUS
TRAITS, SPELLS, AND BONDS

IS IT
EVER
OKAY
TO
LOSE
CONTROL

The moment
CONTROL slips below
perfect, you must roll
a risk die with every
new challenge.

CRACKED d8
BROKEN d4

IF THE RISK DIE EVER ROLLS A 1
A CALAMITY OCCURS

CALAMITY is an
irrevocable
catastrophe
that triggers an
early end.

Meteors,
warfare,
mayhem.
Calamity's full
magnitude
will be
revealed in
due time, at a
later page.

avoid failure
avoid harming others
more power = good?



TRAITS, CONTINUED

SCARS

are short, flavorful keyphrases obtained during **event** challenges, indicating chronic issues.

They mark ongoing struggles that keep in the background and help shape what happens in **THE END**.

A SCAR can be removed if you perform particularly well in a later challenge.

A FEW EXAMPLES

ROTTING
DISEASE

HOUNDED BY FAE

whispers of the secret society

a prison of truth

WRONGFULLY
ACCUSED

TERTIARY LIMBS
& A HIDDEN EYE

In contrast to traits,
→ **SPELLS & BONDS**
are not personal characteristics but
rather acquisitions from **events**.

Spells

are **FIGMENTS OF ARCANA**
bound to the *mortal realm*.

They are the sole conduits of power.
Without **SPELLS**, the **MAGUS** is useless.

SPELLS consist of a
randomly rolled yet
deeply evocative
→ **name**, which acts
as your prompt for
imagining and writing
down what it → **does**.

Adding a **SPELL** to your
repertoire always
triggers complication,
a challenge, that tests
the **MAGUS'** **TRAITS**. A
→ **difficulty** level
indicates how hard this
is.

When you learn a **SPELL**, you add the name and
write a description to your journal. EXAMPLE

Porcelain Mask
of the hollow seraphim

SPELL NAME
shaped BY **event DIE ROLL**

◆◆ Creates an artifact that,
if worn, carves out the
soul of the wearer and
replaces it with an avatar
unfathomable in its
divinity. All truths and
secrets now dance on
the wielder's tongue, and
their words cut through
the lies of the earth in
return for forsaking self
& personality. The mask
can only be removed
upon death.

SPELL DESCRIPTION
shaped BY your
IMAGINATION

→ pour your otherworldly
creativity for as long as you
want, for as long as it's
satisfying, pulling
inspiration from games,
books, shows, fleeting emotions
or **THE MYSTERIES OF**
THE UNIVERSE

Bonds

on the other hand are
HUMAN RELATIONS—
fraught, **VULNERABLE,**
yet somewhat... *fulfilling.*

It is easy to gain and foster BONDS.

You only need to forego learning a SPELL every time you wish to pursue human connection.

Each bond can be **NURTURED** up to two times. When this happens, the relationship becomes more *intense*, more intertwined. Perhaps a casual friend becomes a confidante; an enemy becomes a lover; a mentor becomes an arch nemesis.

When you forge a new BOND, write their name and a short description in the journal.

Add a new sentence in the description every time the relationship is **NURTURED**.

EXAMPLE

Lady Kataris

◆◆ A widow, now turned mathematical scholar in her lonely days. She writes letters to me discussing the latest theorems.

In a recent letter she confided that she feels alone in this world and that I am the only one she can trust.

Events

are important moments in the **MAGUS'** life that *crystallize and define* their journey.

Events are determined by rolling a **d4** and a **d6** and moving forward through prompts a number of times equal to the **absolute difference**.

→ You get a 4 and a 2. Move forward 2 places.

→ You get a 1 and a 6. Move forward 5 places.

When you arrive at the new prompt, you have a **choice**: accept and resolve this event, or select the one after it instead. If you reject a prompt, write why in your journal.

There are two types of **events**:

→ **Spell events** grant **the MAGUS** a new **SPELL**.

This always brings *complication* — such as deadly duels, fire-breathing dragons, or other unexpected consequences. You will need to overcome a related challenge.

→ **Bond events** allow **the MAGUS** the rare opportunity to either gain a new bond or nurture an existing one. If you choose the latter, **the MAGUS** gains +1 **Focus**.

REGARDLESS OF WHICH EVENT YOU ENCOUNTER, write down what happens — as short as a vivid, descriptive sentence, or as long as your heart desires.

never forget

Only **seven** events before **THE END**

Spell events

SPELL events give you a random list of names. Create one. Then, write what it means.

Afterwards, roll a pool of dice, determined by **the MAGUS'** current **POWER** (see right). **Each dice roll equal to or higher than the spell difficulty counts as a success.** If you have risk dice, you must also roll it – a risk roll of 1 is a **calamitous result**, even if the rest of your roll has a success.

You can spend 1 **FOCUS** to reroll any one dice.

EXAMPLE

AGAINST DIFFICULTY 7

7 7 II is three successes

4 IO 9 is two successes

8 3 4 is one success

5 5 4 is no successes

At 2 or more successes, **the MAGUS** overcomes the challenge with *distinction*.

Choose: gain +1 **FOCUS**, or resolve an existing **SCAR** instead.

When a **SCAR** is resolved, write down how **the MAGUS** succeeds in clearing its effect – for example, for the **SCAR** *Hunted by Shadows*, perhaps **the MAGUS** discovers a ritual to seal them away forever.

At 1 success, **the MAGUS** overcomes the challenge but receives a **SCAR** during the ordeal. The day is safe, but long-term effects may linger...

At zero successes...

Dice pool per **POWER** level. The dice are all rolled at the same time.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

At zero successes...

A *misFortune* OCCURS.

The worst outcome takes place, and someone is damaged in the process.

IS IT YOU?

Degrade *the MAGUS'* CONTROL by 1.

OR THE ONES AROUND YOU?

Instead of degrading CONTROL, you may choose to *hurt someone else instead*.

Strike off the bond *closest to the MAGUS*. They are maimed, reviled, alone, or even dead. Write how. Write how your actions led to irrevocable harm.

REMEMBER

Losing control means rolling ever worse risk die.

CRACKED d8
BROKEN d4

Failing challenges repeatedly degrades *the MAGUS' CONTROL*:

- from PERFECT to CRACKED
- and from CRACKED to BROKEN

AND WHEN YOUR RISK ROLLS 1
CALAMITY WILL STRIKE.

CALAMITY

everything will be alright

You lost control.

Roll **d6** to figure out what catastrophe ensues.

Or write your own ending.

- 1 The spell triggers a global conflict, and war consumes the world
- 2 Meteors pummel the earth, grinding everything to dust
- 3 The spell consumes humans, stealing the souls of all in the land
- 4 Decades in the making, people misuse your magic and turn savage, cruel, meaninglessly hungry and insane
- 5 Snow begins to fall, then fall even faster, coating the land and freezing crops across the globe
- 6 The land distorts: deserts turn to seas, lagoons into sinkholes, fields into swamps

If you obtain more power

it may not be so bad

Advancing to **POWER 2** or **POWER 3** gives you a stronger pool of dice that can better overcome challenges.

The easiest way to advance power is to

SACRIFICE SOMEONE.

Any existing bond can be betrayed.

And they will be gone forever.

Alternately, you can push yourself by spending **THREE FOCUS** to advance.

You can destroy someone at any time. This does not use up an **event**. You will only need to chronicle your sin in the journal.

Roll **d4** for the nature of your betrayal. Or write your own story.

- 1 They prove useful as a test subject for your experiments.
- 2 A spell goes awry.
- 3 You exploit them to gain access to resources that would have otherwise been impossible.
- 4 You make a deal with the devil to gain power in exchange for their soul.

Dice pool per **POWER** level. The die are all rolled at the same time.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Re-reflect

After the 2nd, 4th, and 6th event, you'll have the opportunity to look back and see how your actions have affected others, the world, and **the MAGUS**.

Reflecting won't count against your seven-event limit.

It's your space to pause and imagine the possibilities.

After the 2nd, 4th, and 6th opportunity to look back have affected others, the world, and the MAGUS.

CHANGE THE WORLD

WATCH THEM BURN

It's your space to pause and imagine the possibilities.

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.

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.

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.

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**.

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,
- a **CALAMITY** happens,
- 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.

AT LAST, I LEARNED THE SPELL "FORGE CHAIN". UNFORTUNATELY THE VILLAGE'S MAGISTER ATTEMPTED TO HAVE ME ARRESTED FOR PRACTICING "DARK MAGICK", BUT I MANAGED TO ESCAPE AND LEFT FOR A DIFFERENT TOWN UNDER AN ASSUMED NAME.

THE QUEEN WISHES FOR ME TO REVIVE HER SON WITH MY LATEST SPELL; IT IS A TRAP, I AM SURE, BUT I CANNOT REFUSE.

Forge Chain

Targeting an individual; silver chains appear from nowhere and immobilize them where

Revive

A corpse wakes up with no recollection

ON A DREAM, THE FINAL SPELL EQUATION FOR "SCARLET LAUGH OF NAILS" REVEALED ITSELF TO ME. NEWS MUST HAVE COME OUT, HOWEVER: THE NEXT DAY, A YOUNG WIZARD SCHOLAR APPEARED ON MY DOORSTEP AND BEGGED ME TO TEACH HIM THE SPELL. I REFUSED. HE ATTACKED ME AND I UNFORTUNATELY HAD TO STRIKE HIM DOWN.

A SORCERER FROM A NEIGHBORING KINGDOM CHALLENGED ME TO DUEL... I IGNORED HIM.

Scarlet Laugh of Nails

The victim feels incredible pleasure when penetrated by nails or wounded to blood; condition can progressively intensify.

I MET A MOST STRANGE FELLOW WHILE I WAS RESEARCHING ALCHEMY IN THE ISLAND OF ALABA. "ELIA" WAS ALSO AN ACADEMIC, BUT CLAIMED TO SPECIALIZE IN INVESTIGATING INVISIBLE "ELECTRO" WAVES IN THE AIR. INTRIGUED, I DECIDED TO EXCHANGE CORRESPONDENCES WITH HER.

Elia Windsworn

Outgoing, gregarious. She intimidates me, but I respect her deep intellect and passion for physics.

She visited my tower one night, soaked from rain. A shadow was over her face. She did not say why, but I gave her warm bed and food regardless. In the morning she hugged me tightly. For some reason I feel strange.

THE MAGISTER HAS TRACKED ME DOWN; HOW, I DO NOT KNOW. HE PLEADED ME TO RETURN TO THE VILLAGE TO DEFEND IT FROM A DEMON ATTACK. I ASKED FOR AMPLE REMUNERATION AND HE BEGRUDGINGLY AGREED. I WAS ABLE TO THWART THE ATTACK, BUT THE VILLAGERS FEAR ME EVEN MORE. WHY?

I HAVE TRAPPED ELIA IN MY TOWER. IT SICKENS ME TO MY STOMACH BUT SHE IS A

ORIGINS

Welcome, wizard

*What is your name?
Who are you in life?*

EXAMPLE

I AM TALATA, THE SEVENTH DAUGHTER OF SEVEN GENERATION OF FARMERS. SINCE I WAS YOUNG, I HAVE ALWAYS BEGRUDGED MY LOWLY STATION FOR LIMITING MY POTENTIAL.

WHAT IS MAGIC LIKE IN YOUR WORLD?

Magic can be an infinitely rare power in your universe, or perhaps it is as common as sunlight. Write three keyphrases to describe it, or roll a d12 three times and refer to the table below.

1. Magic is incredibly taxing on the soul of the caster.
2. Anyone can cast magic, provided they have access to learning.
3. Arcana is deeply forbidden by the state.
4. High sorcerers act as kings and keep a close eye on who uses magic.
5. Magic is granted by strange gods.
6. Magic corrupts anyone who uses it.
7. The study of spells can be incredibly academic; heavy tomes of research exist in many libraries.
8. Fae and other enchanted creatures freely use magic.
9. Magic is incredibly rare; anyone capable of casting spells is feared and revered.
10. Deep magic exists; strange effects can happen with the utterance of the right name with the right emotion.
11. There are many established wizarding families, with lineages dating centuries.
12. Demons grant access to magic, but often by claiming the caster's soul.

YOUR TALENT FOR ARCANAE REVEALS ITSELF ONE DAY.

Whether or not it took you by surprise, your powers manifested one day. Where did it come from? Describe what happened, or roll a d6.

1. You stumbled upon a dying sorceress, and with her final breath she bequeathed her magic to you.
2. Touching a strange and terrifying artifact sparked arcana within you.
3. A vagabond wizard, whom you have befriended, patiently taught you how to cast magic.
4. You stole a forbidden book and spent tireless nights trying to learn its secrets.
5. One of your parents is an accomplished magician, and their natural talent flows in your blood.
6. You do not know.

How did you react? Did others see? Did you keep it secret? Why?

This game gives you relative freedom to define the world, but to best enjoy the prompts, take these assumptions to mind:

THE WORLD IS MEDIEVAL FANTASY, OR ADJACENTLY THEMED.

WIZARDS AND MAGI ARE MOSTLY LONERS.

MAGIC CAN BE INCREDIBLY DESTRUCTIVE AND CAN TRIGGER WORLD-ENDING CATASTROPHES IF GONE WRONG.

Your ambition begins.

YOU REALIZE YOU CAN
DO SO MUCH MORE

Acquiring ultimate power attracts you. Where does this desire stem from? Write down a burning, obsessive reason, or roll d4.

1. You crave control over your life. The only way you can master it, the only way you can avoid pain and hurt, is to be stronger than anything else.
2. You want to make the world a better place. With so much suffering and senseless hurt, the only way to create a fair world is by taking things into your own hands.
3. You need to prove yourself. You need to build a legacy, or else be forgotten forever. And this is the only way within your grasp.
4. Magic is endlessly interesting. There are so many secrets to unlock! What is the universe like? How can words create reality? You *must* know.

*I'm sorry, sister,
I promise I'll
be good*

YOU BEGIN YOUR
SOLITARY QUEST

Becoming the greatest magus requires utmost effort and concentration. Perhaps it's just as well that you begin this journey alone — for you find yourself friendless and solitary at the moment. Write why, or roll d6.

1. You've heard tales of riches and artifacts ripe for plunder abroad, and have decided to embark on adventure.
2. You have been shunned. Others fear your magic, unable to understand.
3. One of your actions has caused a remarkable accident, and you have been exiled from your hometown.
4. You have decided to cut them off for their own good.
5. You cannot take the weight of their judging eyes.
6. You require a skilled mentor, and no one in your hometown can take on this role.

And so you move to a new place, a new beginning. Write down how you're starting a new life.

EXAMPLE

FOLLOWING THE CALL OF DESTINY, I BOARD A SHIP TO THE EASTERN CONTINENT AND SETTLE IN THE PORT TOWN. I PROCURE A DWELLING FOR MYSELF WITH WHAT MEAGER SAVINGS I HAVE LEFT.

This is where you start.

THE NEXT PAGES CONTAIN THE
PROMPTS FOR YOUR STORY.

Start at the first prompt, then decide where to go from there.

If you have done extremely well and reached the final prompt with one or more events remaining, keep repeating that prompt as the magus' subsequent events.

The magus begins with Power 1, Focus 0, and Perfect Control (no risk die).

POWER 1:



d8 d10 d12

BOND 01

Gain a new bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

- | | |
|--|---|
| 1. A librarian, cloistered in books and the academe. | |
| 2. A frog familiar, whose master recently passed away. | |
| 3. A single father, toiling hard til night to provide for his twins. | |
| 4. A widow, craving meaning in her listless days. | |
| 1. Highly determined... | 1. ...but ultimately mundane |
| 2. Hopeless romantic... | 2. ...and speaks in a whisper |
| 3. Self-taught fighter... | 3. ...and worships ten gods |
| 4. Charismatic leader... | 4. ...but very pessimistic |
| 5. Kind and generous... | 5. ...and always wakes late |
| 6. Pale-skinned shyster... | 6. ...who believes magic will make everything alright |

How did you meet?

- | | |
|---|--|
| 1. They begged you for help with a pressing issue | 3. You needed help with a non-magical concern and they were the only person who could help or wanted to help |
| 2. Together, you are strange folk in a normal town, and you banded together out of instinct | 4. They are fascinated by you and are proposing work under you as apprentice |

What makes them interesting – and how do you feel about them?

As with all future prompts you'll land on, you may choose to skip this event and do the next one instead. If you do, write how you rejected this opportunity.

SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. TWILIGHT
2. VERDURE
3. CENSURE
4. WHISPERS
5. LANGUAGE
6. SLEEP

Complication. Roll dice pool based on your power, plus risk die if any.

You cast a new spell for the first time, excited to test your skill. What could go wrong?

vs Difficulty 6

1 SUCCESS An innocent bystander or animal is maimed, and people know.
> Gain the “**MARKED BY A DANGEROUS AURA**” **SCAR**.

2+ SUCCESSES The magic fills you with a rush of joy.
> Gain **1 Focus**.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.
> Sacrifice a **BOND** or lose a level of **CONTROL**.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

03 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. WALL
2. SHADOW
3. REVERT
4. LAUGHTER
5. GRIEF
6. HUNGER

Complication. Roll dice pool based on your power, plus risk die if any.

You discover an uncomfortable truth that will certainly anger, hurt, or disillusion many. Your safety may be at stake. What is it, and how does it complicate your life?

vs Difficulty 6

1 SUCCESS You are safe, though your interactions with others are affected, and you are heavily conflicted.

> Gain the “**BEARER OF UNWANTED TRUTHS**” **SCAR**.

2+ SUCCESSES You do what you feel is right, and it works out - mostly.

> Gain **1 Focus** or resolve an existing **SCAR**.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a **BOND** or lose a level of **CONTROL**.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

04

BOND

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Gain a new bond

OR

Nurture an existing bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

- | | |
|---|--|
| 1. A member of the Watch, torn by their duty and their principles. | 1. ...with a dark past |
| 2. A decadent fortune teller who predicts the end of the world. | 2. ...and surrounded by idiots |
| 3. A sailor with strange lights in their eyes; they have visited far-flung lands. | 3. ...and has a story to tell <i>Why should you care</i> |
| 4. A popular community figure, outwardly caring but inwardly inscrutable. | 4. ...but resents it |
| 1. Square-jawed and beautiful... | 5. ...and was recently rejected by someone they loved |
| 2. Always tense and wary... | 6. ...despite everything they've experienced |
| 3. Hot-blooded... | |
| 4. Very good at keeping secrets... | |
| 5. Wears dark glasses to hide eyes... | |
| 6. Brooding and lonesome... | |

How did you meet?

- | | |
|---|--|
| 1. You were forced to help them after they did something incredibly brave but foolish in public | support on a very delicate issue |
| 2. They are seeking your opinion or | 3. They hold information that you require for your studies |
| | 4. Crazy shenanigans – involving a chicken, jail, and an angry royal |

What makes them interesting – and how do you feel about them?

You gain a stronger relationship with an existing connection. Write why and how, or roll d4.

1. A meaningful conversation. You see them in a new way. Perhaps they learn of your vulnerability, and you theirs. It is terrifying. But it feels... right.
2. They were there when you needed them. They didn't need to do it. And yet you are all the better for it.
3. The two of you suffer together — an event or ordeal that you uniquely share with one another. Somehow, as a result, you are closer.
4. They teach you something valuable. What it means to be human, to have empathy, to connect.

How do you feel? Gain +1 Focus.

05 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. TOMORROW'S
2. DREAMER'S
3. QUIET
4. SECOND
5. VIOLET
6. SUBTLE

+

1. WINTER
2. MEMORY
3. GHOST
4. HEARTBREAK
5. HEALING
6. MIND

Complication. Roll dice pool based on your power, plus risk die if any.

You traveled far, seeking the faintest remnants of this spell as written by a long-dead mage. What wondrous lair did you discover – and how did it remind you so painfully of the shortcomings of your current skills?

vs Difficulty 7

1 SUCCESS You recover the spell, but you accidentally misuse it in a way that gives you a striking physical mutation – write down what it is.

> Gain the “MUTATED AND MARRED” SCAR.

2+ SUCCESSES You succeed, and even recover unusual artifacts and discoveries kept secret by the dead mage.

> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

Re-flect

If you have 2 **events** under your belt, take a breather. Answer these prompts.

If not, come back to this afterwards.

Ask yourself:

→ **If you have bonds** How do your bonds connect and humanize you? What makes them indispensable, even those who you don't fully understand? What would it take for you to understand? *Can you?*

→ **If you have no bonds** How do you spend your time alone? What isolating reality do you face?

You look outside
the tower and
sense great things
about to come.

What signs do you see?

SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. DECEITFUL
2. REVELATORY
3. BLASPHEMOUS
4. LOGICAL
5. BLEEDING
6. HYPER

+

1. SYMBOL
2. VOID
3. RAGE
4. POISON
5. CHARM
6. GUARDIAN

Complication. Roll dice pool based on your power, plus risk die if any.

In the process of mastering this spell, you accidentally summon a wretched, shadow creature – nameless, fearless, it seeks to possess your body. What do you do?

vs Difficulty 7

1 SUCCESS You successfully hold off the creature using this very spell – for now.
> Gain the “HAUNTED BY DEEP SHADOW” SCAR.

2+ SUCCESSES The creature is banished, but in the process you learn that the shadow was an aspect of you all along. What does this epiphany mean to you?
> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.
> Sacrifice a BOND or lose a level of CONTROL.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

07

BOND

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Gain a new bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

1. Another wizard.
2. Someone from your past – someone you weren't expecting to see.
3. An innocent and naïve youth, gravitated towards your aura.
4. A prince, second in line to the throne, yet living as if he weren't royalty.

- | | |
|---------------------------------------|--|
| 1. Allows omens to guide their day... | 1. ...with an intense mathematical and analytical mind |
| 2. Has a persistent illness... | 2. ...but burdened with guilt |
| 3. Obsessed about evil... | 3. ...and has dreams of immortality |
| 4. Incredibly wise... | 4. ...but unable to do anything about it |
| 5. Has strange, porcelain skin... | 5. ...and wishes for a true friend |
| 6. Is machine-made... | 6. ...and has run out of dreams |

How did you meet?

- | | |
|---|---|
| 1. They need your help – a deeply personal issue that can only be solved through magic. | 3. They knocked on your door one day and asked for your acquaintance. |
| 2. Unwittingly, they hold an important fragment of deep magic inside themselves. | 4. You were lonely and they were there. |

What makes them interesting – and how do you feel about them?

O R

Nurture an existing bond

You gain a stronger relationship with an existing connection. Write why and how, or roll d4.

1. A meaningful conversation. You see them in a new way. Perhaps they learn of your vulnerability, and you theirs. It is terrifying. But it feels... right.
2. They were there when you needed them. They didn't need to do it. And yet you are all the better for it.
3. The two of you suffer together — an event or ordeal that you uniquely share with one another. Somehow, as a result, you are closer.
4. They teach you something valuable. What it means to be human, to have empathy, to connect.

How do you feel? Gain +1 Focus.

SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. BLOOD
2. SANCTITY
3. CIRCUS
4. GLOBE
5. PURITY
6. ANNIHILATION

of

1. PRIDE
2. PROTOMEN
3. PUNISHMENT
4. VULNERABILITY
5. THOUGHT
6. JOY

Complication. Roll dice pool based on your power, plus risk die if any.

You come across a most unusual artifact that whispers to you – promises you untold power. The offer is tempting. Before you could act on it, however, a cloaked stranger warns you of its dangers and the corruption it can sow. What do you do? vs Difficulty 8

1 SUCCESS You follow your heart, but someone or something has terribly lied to you, and you feel your decision impair you.

> Gain the “BEWITCHED BY THE RING” SCAR.

2+ SUCCESSES You do what you think is right – and an unexpected but beneficial effect occurs. You enjoy the fruits of your savvy action.

> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

ALTERNATE COMPLICATION: A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.



SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. ANGER
2. BLAST
3. PROMISE
4. FISSURE
5. FRENZY
6. ASSAULT

of

1. TITANS
2. FIREBALL
3. INVERSION
4. FAILURES
5. BROKENNESS
6. DEMONS

Complication. Roll dice pool based on your power, plus risk die if any.

After news of your latest spell mastery somehow spreads, others begin to avoid you, refusing to even make eye contact. You hear them whisper names. What do they call you? How does your latest spell bring out the worst reputation, and why does it adversely affect you?

vs Difficulty 8

1 SUCCESS You try to make do and adjust as best as you can. You worry that others will begin to hunt or track you down.

> Gain the “REVEILED” SCAR.

2+ SUCCESSES You discover a way to either alter your reputation, or thrive despite of it. This spell helped, too – how?

> Gain 1 FOCUS or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

ALTERNATE COMPLICATION:

A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.

10 BOND

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Gain a new bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

- | | |
|---|--|
| 1. A young hero, lauded as the upcoming savior against tyranny. | |
| 2. A foreign tyrant who has committed unspeakable crimes. | |
| 3. A researcher, desperate for a cure for their loved one's terminal illness. | |
| 4. A monster hunter, cool and aloof yet tangled in heartfelt advocacies. | |
| 1. No longer recognizes faces... | 1. ...and has an incredible sense of humor |
| 2. Trapped in a passionless occupation... | 2. ...and has lost their spouse of ten years |
| 3. Finds meaning in small things... | 3. ...and used to be an idealistic bard |
| 4. Pits themselves in danger... | 4. ...but is in denial |
| 5. Cannot think well of themselves... | 5. ...and speaks with a forlorn voice |
| 6. Cares deeply about the common folk... | 6. ...but dreams of better things |

How did you meet?

- | | |
|---|--|
| 1. You've never met anyone like them, and your chance meeting shakes your core. | 2. An ongoing complication links the two of you. |
| | 3. A piece of prophecy. |
| | 4. You were lonely and they were there. |

What makes them interesting – and how do you feel about them?

OR

Nurture an existing bond

You gain a stronger relationship with an existing connection. Write why and how, or roll d4.

1. A meaningful conversation. You see them in a new way. Perhaps they learn of your vulnerability, and you theirs. It is terrifying. But it feels... right.
2. They were there when you needed them. They didn't need to do it. And yet you are all the better for it.
3. The two of you suffer together — an event or ordeal that you uniquely share with one another. Somehow, as a result, you are closer.
4. They teach you something valuable. What it means to be human, to have empathy, to connect.

How do you feel? Gain +1 Focus.

Re-flect

If you have 4 **events** under your belt, take a breather.
Answer these prompts.

If not, come back to this after.

Ask yourself:

→ **If you have bonds** How do your bonds connect and humanize you? What unexpected words do they use to reveal the depth of their appreciation, admiration, or belief in you? Do you believe it?

→ **If you have no bonds** What kind of human or creature would it take for you to give a little of your heart...despite your worst fears?

Your actions are making a difference. Whether for better or worse, only gods know.
How has the world noticed?

11 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. CONTROLLED
 2. DARK
 3. NETHER
 4. UNSTABLE
 5. UNHOLY
 6. IMMORTAL
- +
1. OBLITERATION
 2. RUPTURE
 3. SEAL
 4. PARADOX
 5. DESPAIR
 6. CONJURATION
- of
1. ANGELS
 2. SILENCE
 3. UNLIFE
 4. MATHEMATICS
 5. DEATH
 6. CURSES

Complication. Roll dice pool based on your power, plus risk die if any.

You utter the final word of this spell and collapse into a broken heap, your body spent after infinitely sleepless moments. As you lay dreaming, your recent efforts weaken the veil separating the realm of strange things – of the dead, of great old ones, of higher mathematical concepts, or any creature related to the spell – and you are visited by convincing faces, individuals. Who are they, and what do they beseech you to do? Do you accept? vs Difficulty 9

1 SUCCESS Your decision, made in the dream reality, achieves desired results, but you are intoxicated by the experience and spend much of your day trying to dream again.

> Gain the “ADDICTED TO DREAMING” SCAR.

2+ SUCCESSES Your decision brings you prestige and accomplishment, and the dream creatures whisper a powerful secret about magic to you. What is it?

> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1:



d8 d10 d12

POWER 2:



d10 d10 d12

POWER 3:



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4

ALTERNATE COMPLICATION:
A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.

12 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

1. DELUSIONAL
 2. CHAOTIC
 3. NETHER
 4. UNSTABLE
 5. HALLOWING
 6. PORCELAIN
- +
1. ECLIPSE
 2. RESURRECTION
 3. VENGEANCE
 4. BARRIER
 5. JUDGMENT
 6. MASK
- of
1. MIRRORS
 2. WARFORGED
 3. DRAGONS
 4. MADNESS
 5. PROPHECY
 6. TIME

Complication. Roll dice pool based on your power, plus risk die if any.

A young waif from an impoverished village visits you every day and begs you to forget this spell – that its existence and usage will result in darkness, despair. In what way is she right? And in what way did you try to ignore or silence her protestations? vs Difficulty 9

1 SUCCESS You cannot unlearn this spell, you cannot change it. Like in a silent movie, you watch yourself unleash the result she warned about. It's not that bad. No pain is permanent. But the trust and hope in her face completely shatters.

> Gain the "HEARTLESS, REMORSELESS" SCAR.

2+ SUCCESSES At the last minute, you realize how to change the spell so that your awareness or usage doesn't trigger any harmful effect. Make a small edit to the name, and amend its description. How does this make you a better mage?

> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1:

d8 d10 d12

POWER 2:

d10 d10 d12

POWER 3:

d10 d12 d20

Risk Die
CRACKED d8
BROKEN d4

ALTERNATE COMPLICATION:
A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.

13

BOND

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Gain a new bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

1. An empress with wicked ambition.
2. A humanoid – a medusa, elf, or minotaur, perhaps – hunted and oppressed.
3. A young woman with stars in her eyes. She clings to you, strangely.
4. A wizened old man, with half the heart of a dead god.

- | | |
|---|--|
| 1. Immensely powerful... | 1. ...and has a tender heart for music |
| 2. Incredibly defenseless... | 2. ...and tells others about it |
| 3. Lived beyond death... | 3. ...but believes it's a punishment |
| 4. Craving for connection... | 4. ...and doesn't understand why |
| 5. Has an unremarkable origin... | 5. ...but rejects any help |
| 6. Deeply misunderstood by a community... | 6. ...and sees you as a friend |

How did you meet?

- | | |
|---|---|
| 1. They claim they are the only one who can understand you. | 3. They are implicated in a sin you recently committed. |
| 2. They attempt to murder you, but inexplicably gain their respect instead. | 4. You were lonely and they were there. |

What makes them interesting – and how do you feel about them?

O R

Nurture an existing bond

who needs them

You gain a stronger relationship with an existing connection. Write why and how, or roll d4.

1. A meaningful conversation. You see them in a new way. Perhaps they learn of your vulnerability, and you theirs. It is terrifying. But it feels... right.
2. They were there when you needed them. They didn't need to do it. And yet you are all the better for it.
3. The two of you suffer together — an event or ordeal that you uniquely share with one another. Somehow, as a result, you are closer.
4. They teach you something valuable. What it means to be human, to have empathy, to connect.

How do you feel? Gain +1 Focus.

14 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

- | | |
|------------------|------------------|
| 1. NON-EUCLEDIAN | 4. DISTANT |
| 2. MIDNIGHT | 5. IMPOSSIBLE |
| 3. IMPERFECT | 6. COSMIC |
| + _____ | |
| 1. PORTAL | 4. VISIONS |
| 2. OCEAN | 5. HAUNTING |
| 3. DREAMS | 6. PAIN |
| + _____ | |
| of _____ | |
| 1. DEATHLY | 4. THE FAITHLESS |
| 2. THE WAKING | 5. ALTERED |
| 3. DECADENT | 6. APOCALYPTIC |
| + _____ | |
| 1. NIGHTMARES | 4. SORROW |
| 2. ELEMENTS | 5. BANISHMENT |
| 3. SUPERNOVAE | 6. FUTURE |

Complication. Roll dice pool based on your power, plus risk die if any.

44

This spell attracts the baleful attention of a supernatural, sinister force whose power outclasses yours. Who are they, and how are they linked to the spell? What do they want with you? Do you attempt to flee, stand your ground, or perhaps...an allegiance?

ALTERNATE COMPLICATION:
A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.

vs Difficulty 10

1 SUCCESS Your decision amuses them. They promise to return again soon and truly take what's theirs by conquest, but in the meantime they leave you a small gift that devastates many people.

> Gain the "PLAYTHING OF THE DARK ONES" SCAR.

2+ SUCCESSES Your decision impresses them and you succeed in swaying them to your side. They keep a close eye on you, a most promising magus...

> Gain 1 Focus or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1:

d8 d10 d12

POWER 2:

d10 d10 d12

POWER 3:

d10 d12 d20

Risk Die
CRACKED d8
BROKEN d4

Re-flect

If you have 6 **events** under your belt, take a breather. Answer these prompts.

If not, come back to this after.

Ask yourself:

→ **If you have bonds** How do your bonds connect and humanize you? How do your connections provide you the only way to feel tethered to humanity? How deep is your fear that you will eventually lose them all?

→ **If you have no bonds** Something has replaced your pathos. Or buried it deep, beneath the soil of your ambition. How did it happen? Where did your heart go?

You cast your long shadow on the world. The marks of your magic burn with indelible flame.

Go back to the origins of this world, your three keyphrases on magic. At least one of these have changed, forever. What is it?

15 SPELLS

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Spell Name

- | | | |
|------------------|--|-------------------|
| 1. ALTERNATE | | 4. FEEBLE |
| 2. VILE | | 5. BLACKEST |
| 3. RAW | | 6. EVIL |
| + _____ | | |
| 1. CROWN | | 4. DENIAL |
| 2. ABJURATION | | 5. NARSUS' |
| 3. CORRUPTION | | 6. ART |
| + _____ of _____ | | |
| 1. METEORIC | | 4. PRISMATIC |
| 2. ELDRITCH | | 5. POWER |
| 3. TRUE | | 6. EVOKE |
| + _____ | | |
| 1. REALITY | | 4. CREATION |
| 2. SWARM | | 5. KILL |
| 3. SIMULACRUM | | 6. DISINTEGRATION |

Complication. Roll dice pool based on your power, plus risk die if any.

46

You craft this spell. You walk; look in the mirror; you barely recognize yourself. In what seems like slow motion, you trace a finger down your face, blinking and attempting to remember who you truly are. What do you recall, what memories save your sanity? **vs Difficulty 10**

ALTERNATE COMPLICATION:
A random, existing scar rears its troubling head and causes distress. Same difficulty; unless you succeed with distinction, the scar simply transforms to something different.

1 SUCCESS You bring yourself from the brink, but you are never the same.
> Gain the "DISPLACED, UNABLE TO RETURN" SCAR.

2+ SUCCESSES You draw on impressive inner strength and find a way to gain confidence in your path ahead. You can do it. You *must* do it. You must succeed.
> Gain 1 FOCUS or resolve an existing SCAR.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.
> Sacrifice a BOND or lose a level of CONTROL.

POWER 1:

d8 d10 d12

POWER 2:

d10 d10 d12

POWER 3:

d10 d12 d20

Risk Die
CRACKED d8
BROKEN d4

16

BOND

If you land on this prompt, you may choose to skip this and do the next one instead. If you do, write how you rejected this opportunity.

Gain a new bond

You encounter someone who makes a deep impression on you. They are... (choose or roll against each list)

1. An honest villager who believes in the goodness in people.
2. An orphan working hard to earn an education.
3. A lonesome singer who pours their soul into heartrending music.
4. Someone you once wanted to be.

- | | |
|---|----------------------------------|
| 1. Has suffered infinite heartbreak... | 1. ...but still believes in you. |
| 2. Despises the work of evil... | Why???? |
| 3. Hollowed by despair... | |
| 4. Pursued by the consequences of your own doing... | |

How did you meet?

1. You were lonely and they were there.

What makes them interesting – and how do you feel about them?

O R

Nurture an existing bond

You gain a stronger relationship with an existing connection. Write why and how, or roll d4.

1. A meaningful conversation. You see them in a new way. Perhaps they learn of your vulnerability, and you theirs. It is terrifying. But it feels... right.
2. They were there when you needed them. They didn't need to do it. And yet you are all the better for it.
3. The two of you suffer together — an event or ordeal that you uniquely share with one another. Somehow, as a result, you are closer.
4. They teach you something valuable. What it means to be human, to have empathy, to connect.

How do you feel? Gain +1 Focus.

17 SPELL

Spell Name

WISH

This is the last prompt. If you still have events left in the journal, you must repeat this again.

Complication. Roll dice pool based on your power, plus risk die if any.

You cast the spell, knowing that it can alter reality – undoing any regret, reviving any death, creating any world – and only at the cost of your soul.

vs Difficulty 11

1 SUCCESS Your wish comes true. But it carves at your humanity.

> Gain the “SHAPING THE WORLD — BUT AT WHAT COST?” SCAR.

2+ SUCCESSES Your wish does not come true.

FAIL You still gain the spell, but at a cost: the worst possible outcome occurs.

> Sacrifice a BOND or lose a level of CONTROL.

POWER 1 :



d8 d10 d12

POWER 2 :



d10 d10 d12

POWER 3 :



d10 d12 d20

Risk Die

CRACKED d8

BROKEN d4



This is
where it
ends.

THE CLOCK HAS *struck.*

It is time.

Your hands are steady. Perhaps you have spent the whole night trying to calm yourself as you take this heavy decision. Perhaps it comes with ease.

Despite – or perhaps, because of – your **YEARNINGS**, you must leave. CHOOSE:

...because your sins are too heavy

...because the loneliness is unbearable

...because you look for a brighter future

...because there is nothing left

If you have at least one nurtured bond remaining, you go with peace in your heart and acceptance in your spirit. How do they accept your farewell, and how did their final embrace feel?

If you achieve Power 3, you become keenly aware that you can use your magic to do *anything* – even undo the past. The choice is yours.

If you are *broken* you leave this place to find calm and healing. Shadows torment you. Yet you find a way to overcome. How?

Their remaining scars torment them, but the magus finds a way.

WRITE AN ENDING TO CAP THEIR UNCERTAIN TOMORROW.

the
MAGUS

A SOLO TABLETOP RPG BY MOMATOES

IN THE END,
was it worth it

A B R I E F A P P E N D I X

This is a game created for Session Zero Online, held on 30 January 2021.

The Magus was written and laid out on PowerPoint, partially to prove that it was possible.

The Magus relies on art generated by Artificial Intelligence (from artbreeder.com) and from the Rijks Museum (from rijksmuseum.nl/en). These are all public domain images.

Thank you to everyone who visited the con, and thank *you* for supporting this game.

I have only two final asks: please share your experience at the project page (<https://momatoes.itch.io/the-magus>) and please explore games created by #RPGSEA.

Thank you once more. May you successfully face down the loneliness that rages in our hearts.

Looking for a more adventure-oriented game where you build stories about defeating an apocalypse? Visit <https://arc-rpg.com>. Coming to Kickstarter on Spring 2021, in partnership with Exalted Funeral.