



ARCANUM

A HIGH MAGIC SUPPLEMENT
FOR THE IRONSWORN SYSTEM

BY M. CHRISTOF BERGER

Arcanum



**A HIGH MAGIC SUPPLEMENT
FOR THE IRONSWORN SYSTEM**

BY M. CHRISTOF BERGER

Copyright (c) 2021 M. Christof Berger

Licensing Info

This work is based on *Ironsworn* (found at www.ironswornrpg.com), created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License.

(<https://creativecommons.org/licenses/by/4.0/>).

The text of this work is created by M. Christof Berger and licensed for use under the Creative Commons Attribution 4.0 International License (CC-BY).

Writing and Design

All writing by M. Christof.Berger

Layout by Eric Bright.

Acknowledgments

NOTE: This is NOT OFFICIAL *Ironsworn* content! It is fan-made content made available through the generous licensing of Shawn Tomkin, creator of *Ironsworn*. Please support him by purchasing the original *Ironsworn* products as well as *Ironsworn: Starforged*, the sci-fi follow-up game.

Special thanks to Eric Bright, without whom this project may not have ever reached completion.

Image Credits

All photos are in the public domain used with permission from Unsplash, Pexels and Pixabay.

All icons on the asset and Facility cards are by Lorc, Delapouite and contributors from game-icons.net licensed under CC BY 3.0. ...

ARCANUM	8
THE WAYS OF MAGIC	9
MANIPULATIONS	10
CHANGE	11
CONJURE	12
CONTROL	13
DECAY	14
SENSE	15
ESSENCES	16
WATER, FIRE, AIR, AND EARTH	17
PLANT	18
ANIMAL	19
BODY	20
MIND	21
PERCEPTION	22
ASSETS	23
THE MARK	23
THE REVELATION	23
LEARNING MORE MAGIC	24
THE ARCANUM	25
ARCANUM FACILITIES	26
ANCHORAGE	27
DEEP RUINS	28
FORMULARY	29
GROUNDS	30
THE GROVE	31
GUARD POST	32
GUEST SUITES	33
LIBRARY	34
WRITING A TOME OF YOUR OWN	34
MESSENGER POST	35
QUARTERS	36
SCRYING POOL	37
SPELL VELLUM	38
STABLES	39
VENTURE	40
CHAOS	41
THE CHAOS TRACK	42
FRACTURE	42
CRACK	43
BREAK	44

MOVES	45
CAST A SPELL	45
SPELL MAGNITUDE	46
SPELL POWER	46
HOW SPELLS ARE CAST	47
SECURE RESOURCES	48
HARNESS CHAOS	48
SCRIBE	48
GROUND YOURSELF	49
WITHSTAND CHAOS	50
PLAYING A MAGE	51
MAGI ARCHETYPES	53
THE TIMOTHY	53
THE GANDALF	54
THE POTTER	55
THE MATTHIAS	56
THE TANASIN	57
ALTERNATE MARK VARIANTS	58
REDUCED POWER CASTING	58
YOUR TRUTHS	59

Arcanum



Arcanum

Arcanum is a supplement for the Ironsworn RPG system. It owes deep credit to the Ironsmith line of supplements, as well. Arcanum provides a flexible spellcasting option with a healthy respect for narrative. In my view, magic is necessarily hamstrung in most RPGs in order to balance character classes. If we grasp at the Tolkien root of this particular genre, though, magic is meant to be very powerful, and being someone who enjoys playing magic-wielding characters, I have had a lingering disappointment with how most RPG systems treat it. I also dislike Vancian magic intensely. It is a tremendously useful tool for balance, but it makes wizardry feel more like a collection of items rather than a willful shaping of creation. My notion of mages comes from a lifetime of reading works such as *Neverwhere*, *The Books of Magic*, and of course *The Lord of the Rings*. And, it also arises from the one RPG which I feel did magic justice: *Ars Magica*.

Thus, dear Magi, I present to you a method for implementing a flexible casting system in your Ironsworn narratives.

The Ways of Magic

Magic. In the Old World, it was known and practiced by those with the ability. In the Ironlands, it was rediscovered. Much was lost in the Great Crossing: scores of ancient tomes, and most of our few Magi who escaped from the Old World. But, the Mark followed us. New generations are being born, and some of these children are Marked by magic, their spirits forever altered. You were one of these children.

Magic is dangerous. Many do not survive the Revelation: the moment when the Mark is first expressed. Those who learn to control their gift, whether on their own or by way of apprenticeship, are feared and outcast by the rest of human society. The Mark makes a normal life, therefore, impossible.

Magi instead live apart from society, tolerated so long as they keep their distance. They may find a place nearby a community should they assist folk in the area, but cannot expect a generally warm welcome, regardless of their deeds.

The practice of magic, as standardized in the Old World, is made possible by the manipulation of Essences: the basic Forms of the world. These are Water, Fire, Air, Earth, Plant, Animal, Mind, Body, Perception.

Manipulations are divided into Conjure, Change, Decay, Sense, Control. A common spell in the bitter cold of the Ironlands is to **[CONJURE+FIRE]**. In the winter, when blinding snow storms descend from the north, a Mage may cast a spell such as **[DECAY+AIR]** to ease their travel. Wounds may be mended by a spell of **[CONTROL+BODY]**, to speed the healing process.

The ability of the individual limits the magnitude of the spell. In addition to that limitation, magic spells defy reality, and reality resists these efforts. Every spell stretches the fabric of reality further, with greater and greater risk of Chaotic backlash. With experience, magi learn how to manage this risk somewhat, though disaster always lurks, needing only one spell too many or an over-ambitious casting.

Manipulations

Manipulations are the methods by which a Magi exerts their power and influence in the world over an Essence. The Mark first expresses itself through a single Manipulation that is usually overwhelming and destructive in its nature. Those who survive this Revelation later find that they have the ability to Manipulate the chaotic energies of magic in one of the following ways.

- Change
- Conjure
- Control
- Decay
- Sense

It is common for a Mage to live their whole life casting spells based solely on one Manipulation, but with time, study, and experience, a Mage may master two or even three methods of Manipulation. The specific methods by which individual Magi are able to perform acts of Manipulation are diverse and can be unique to each Mage. However, most learn bits and pieces from the great Magi of the past, by way of dusty tomes and scrolls before adding in their own personal twist.

Some prophecies speak of the Cardinal Magi who will arise with the ability to use all five Manipulations, but these prophecies have remained seemingly unfulfilled throughout the ages. It is likely impossible for one to achieve such mastery over Chaos.



CHANGE

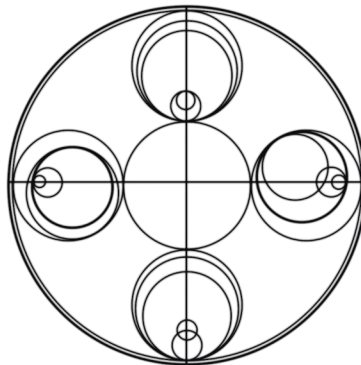
The modification of an essential property of a thing.

Changing, while not as flashy as other Manipulations (such as Conjunction), is a classically recognized ability of the Magi. In the Old World, in a time of great decadence, Changing spells were often sought by the wealthy in order to appear as they desired: different hair color, a baritone or lilting voice, a more angular face. These are basic spells. More advanced spells can replace the essential property of a thing, turning the leaves of a tree to glass or turning magma to mud.

It should be noted, though, that no Changed properties remain forever, eventually reverting to their natural state. The glass leaves fall, replaced by new greenery. The magma begins to warm and becomes molten once more. Permanent Changing is reserved for only the greatest of Changers: Magi of the highest skill.

Those with the skill of Changing may be called Changers or Transmuters within the magical literature.

Quest Starter: Thamonar the Transmuter was famous for being able to Change inordinately large quantities of a substance at once, even after making it here to the New World. Now, many years after Thamonar's death, a tiny journal belonging to the great Mage has been recovered. This volume may contain secrets to the Changing Manipulation, but the journal was turned into metal and cannot be opened via the normal magic means. Who do you know that may have a clue to unlock this treasure? What could you do with the ability to Transmute tremendous volumes of material?



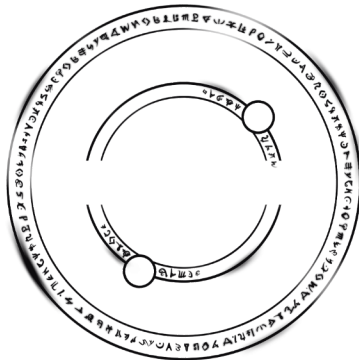
CONJURE

The creation of something from nothing.

This is a capability of magic long ascribed to the Magi and is one of the most awe-inspiring arts. The more complex the Conjunction, the more dangerous it becomes. Basic Conjunction can create small objects with generally similar properties to the item desired. More advanced Conjunction can generate large objects or significant amounts of simple matter, with properties essentially identical to the desired outcome. The greatest Conjurors can even give creatures from other planes corporeal form or create incredibly intricate objects.

Those with the skill of Conjuring may be known as Conjurors, Creators, or Summoners.

Quest Starter: A ceremonial relic was shattered accidentally by a young acolyte who now seeks your help. The acolyte asks if the relic can be temporarily Conjured while a new relic is fashioned so as to not induce a religious panic. What power did this ceremonial relic supposedly hold, and how does it fit into the culture or religion of these people?



CONTROL

The adjustment of the natural processes of a thing.

Control is the least popularly known manipulation, primarily because it is so easy to confuse with Conjunction or Changing. Control, though, does not modify a trait of a thing, nor does it create or add to a thing. Rather, it changes the natural process of a thing.

For instance, a basic Control spell might make a flower bloom in winter or cause a person's heart to beat faster. More advanced Control spells could turn a placid creek into a raging rapid, cause an avalanche, or force a person to utter a word or phrase involuntarily.

Control spells need not be used with malicious or whimsical intent, though. Indeed, the greatest Control Magi are renowned healers able to cast nigh-miraculous spells. For this reason, though, these Magi often must spend their lives hiding most of their abilities or surrounding themselves with powerful allies, lest the masses overwhelm them with the sick, the injured, and the dying.

Those with the skill of Controlling may be known as Controllers, Menders (if they focus on healing), or Guides.

Quest Starter: Years ago, a local village captured a novice Mage because of their ability to Control plant life and forced them into a life of indentured servitude of Controlling the crops which allowed them to complete their growing cycle during the short growing season. The young Controller has gone missing, and the village may not last the winter without the crops. What fate befell the novice, and can the innocents in the village make it through the winter?



DECAY

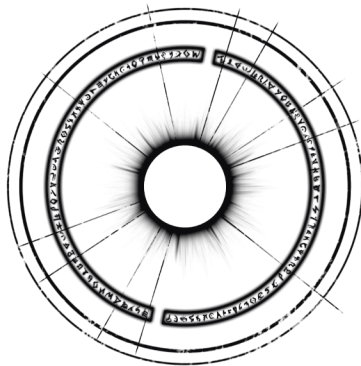
The winnowing of a thing.

All things fall to dust, in the end. The breaking of a form into its constituent parts is a natural part of the world's cycle of renewal. Magi can directly manipulate this natural process, with even the most basic spells able to silence a stiff wind or spoil a magnificent meal. Those who choose more advanced studies of Decay may be able to rot a house sufficient to ruin or drought a small river.

While Conjunction may instantiate or add to a thing, Decay subtracts. This is why Magi who master Decay inspire great fear, regardless of their deeds. A Decay spell from such a Mage can bring famine, or even winnow away the years of a person's life.

Likely as a result of this Manipulation's deadly reputation, a Mage proficient in Decay can be known as a Winnower, Eroder, Death Bringer, Wither, or one with the Foul Touch.

Quest Starter: A nearby mine collapsed and trapped many of the villagers inside with little air and even less food or water. A shunned Wither used to live in this mountain range. Can they be found and convinced to help? What previous interaction between this Wither and the village went very badly?



SENSE

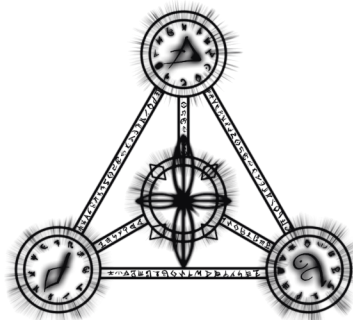
The understanding or knowing of a thing.

Divination may be a tool of the average hedge wizard or witch. However, true Sensing is the province of the Magi. Even novice Magi who have studied this art are able to know what others cannot: seeing sharply, hearing keenly. Thus, even basic Sensing spells can seem to give the Mage precognition or clairvoyance, though that is not necessarily the case. However, Magi with advanced knowledge of Sensing can detect such things as would normally be unknowable, such as the true mood of another person or the presence of magical or supernatural beings.

The greatest spells of Sensing are those which are typically ascribed to the oracles of the Old World: to know the weave of fate and to sense the minds and motivations of others. In the elder days, before the Great Crossing, Sensing Magi were strictly governed by the great councils, and they were almost always employed by the wealthy and powerful.

Those with the ability to Sense may be known as Seers, Third Eyes, Augurs, Oracles, or Soothsayers.

Quest Starter: An overseer is agonizing over the decision to abandon the village due to the constant threat of raiders and the encroaching harsh winter. The overseer wants to send a small party out to find a Seer who can answer whether or not they will survive the winter if they choose to stay. None want to abandon their home, but the villagers agree to follow the Seer's advice. What relationship do you have with someone in this village that compels you to join the party seeking the Seer?



Essences

When a Mage performs magic, they are manipulating some Essence contained within the world. As with a Manipulation, the first Essence a magic user is attuned to becomes evident during the Revelation, but further study can lead to mastery over further Essences which include:

- Water
- Fire
- Air
- Earth
- Plant
- Animal
- Body
- Mind
- Perception

There are those who claim to be what are known as Unbound Magi: those who can manipulate all Essences. This notion, much like that of Cardinal Magi, is generally considered a myth. The amount of Chaotic energy that it would take to master even a handful of the Essences would tear the Mage asunder.



WATER, FIRE, AIR, AND EARTH

Scholars in the Old World used to argue these fundamental building blocks of the world. The tools of the gods, these elements can also be manipulated by the Magi. If a Mage did not connect to one of the elements element during their Revelation, they most frequently begin their novice work with one, as these have predictable results to Manipulation.

- **[CONJURE + FIRE]** as one would expect, can create a fire where none existed before or unnaturally increase the size of a fire.
- **[CHANGE + WATER]** can turn rain into deadly iron shards or turn a promising oasis to sand.
- **[DECAY + AIR]** can silence a wind or suffocate a room full of people.
- **[SENSE + EARTH]** can reveal the passage of animals or people over a given ground, even if they would otherwise be untraceable, or reveal the source of a famine.

The elements are, thus, potentially a Mage's greatest ally.

Quest Starter: Scraps of an ancient manuscript point to the potential for other elemental essences such as Light, Shadow, or Aether. What new element is of importance to you? What makes the mission to find the truth of this new element so dangerous?

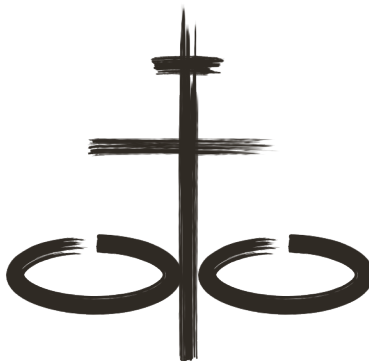


PLANT

Intimately connected to the element of Earth, plants are often the silent observers of the ages of this world. For a properly trained Mage, they can also be powerful and steadfast friends.

- **[CONTROL + PLANT]** can cause a sapling to suddenly grow into a mature tree.
- **[CONJURE + PLANT]** might bring roots whirling out from cave walls to impede pursuers.
- **[CHANGE + PLANT]** may turn a web of green vines into strips of parchment which tear away easily.
- **[DECAY + PLANT]** could abate a poison or curse a patch of earth to never grow again.
- **[SENSE + PLANT]** can reveal the conditions under which a farm could thrive, or perhaps convey an ancient tree's memory of its time as a sapling.

Quest Starter: The Forest of Serpere is full of thick vines that seem to have a life all of their own. Why do you suspect that there is some arcane power at work here? What other properties do these vines have that makes the area particularly dangerous?



ANIMAL

Imbued with the spirit of the wilds, animals have alternately been enemies, allies, and passive observers of humankind. Magi often rely upon animals to perform a variety of tasks. When they are the subject of spells, animals can exhibit perhaps the most dramatic of magical effects.

- **[CONTROL + ANIMAL]** can help a local farmer to mature his herd more quickly or push a beast into an adrenaline-fueled frenzy.
- **[CONJURE + ANIMAL]** can certainly call an animal to the Mage, but it can also bring forth a spirit of the wild.
- **[CHANGE + ANIMAL]** can give a normal horse wings (hence the legendary Pegasus) or turn a loyal hound into a monstrous beast.
- **[DECAY + ANIMAL]** may subdue the guardian spirits of a grove or cause a wolf's teeth to rot.
- **[SENSE + ANIMAL]** gives Magi their well-recognized ability to speak with animals, as well as to easily track their passage.

Quest Starter: A druid living as a hermit in the woods is protected by animal servants. It is said that this druid possesses the Tome of Vadallat, a legendary Mage from the past who ruled the animal kingdom with his magic. Why do you think that Vadallat's soul may yet live in the mortal realm? How do you think the druidic hermit is related to Vadallat?

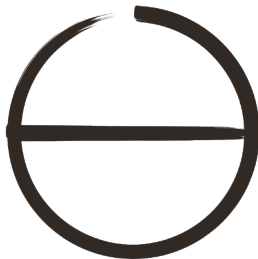


BODY

The body of a human being is a complex thing, and given its incredible importance, an entire art has been devoted to its manipulation. In the Old World, shortly before the Great Crossing, Magi who devoted themselves to the study of this Essence had formed an independent school to house and train their novices. This move was extremely controversial, but gave the school and its devotees significant political and economic power.

- **[CONJURE + BODY]** may mend a mortal wound or restore a lost limb (albeit painfully).
- **[CHANGE + BODY]** is the art of fleshcrafting, imbuing subjects with aspects as subtle as purple eyes to those as overt as hideously long claws, and it is fabled to be the potential source of prolonged youth, though no spell is yet known which can accomplish this successfully.
- **[DECAY + BODY]** is often misunderstood and feared, even by Magi. However, it may be used for noble ends, such as to remove necrotic flesh or to slow the heart and reduce adrenaline in moments of intense fear.
- **[SENSE + BODY]** can be incredibly valuable when catching a murderer or determining the source of a disease.
- **[CONTROL + BODY]** can speed healing, but can also be used for more nefarious purposes. Many have been the defendants of crimes who have proclaimed to the village councils and lords that their actions were only the result of a Mage's spell of Control.

Quest Starter: An aging Mage has taken Control of a large group of people, forcing them to participate in a never-ending dance until they die of exhaustion. Who do you know that is enthralled this way?

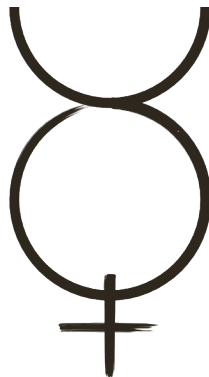


MIND

The mind of a person is an incredibly intricate creation, the secrets of which are known only to the Maker, whom- or whatever that may be. Still, the mind can be influenced by magic, and this ability of the Magi is often cited as a reason why they should never be trusted.

- **[CONJURE + MIND]** can bring unbidden thoughts to a person's awareness or generate extreme emotions, such as hatred.
- **[CHANGE + MIND]** can replace whole memories of events or exchange the mind of one person with that of another.
- **[DECAY + MIND]** can remove memories or turn a mature adult's behavior into that of an infant.
- **[CONTROL + MIND]** can inspire awe and obedience in others, or potentially confuse them, instead, leaving them lost and unsure.
- **[SENSE + MIND]** grants a Mage the ability to glean thoughts and emotions from the mind of another, and perhaps even to unearth memories with or without the knowledge of the subject.

Quest Starter: Sometimes called psionics, the study of the Essence of the Mind is often fraught with dangers. In your explorations of this Essence, you have been trapped inside a dream-like world that is really the mind palace of another Mage. What manifestations of madness exist in this place? What do you believe is your one hope of making it out of this mental trap and reconnecting your mind with your physical body?

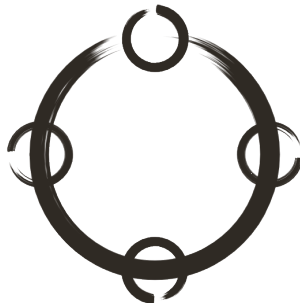


PERCEPTION

To most people in this world, perception is reality. Altering a person's perception in some way, thus, can dramatically change the world that they live in. Magi who delve deeply into this Essence are known as Illusionists or Shades.

- **[CONJURE + PERCEPTION]** is a hallmark of the illusionists: creating sights, sounds, smells, tastes, and feelings of things which are not actually there. The more powerful the illusionist, the more unsettling or believable the illusion.
- **[CHANGE + PERCEPTION]** can modify a sensation, making an object or person appear more beautiful or hideous, or to make others see oneself as like someone else: a sort of magical disguise.
- **[DECAY + PERCEPTION]** may reduce a sensation, making mead taste like thick water or a sunny day appear dull and colorless.
- **[CONTROL + PERCEPTION]** may distort a sensation, making a dog appear to be in one place when it is really in another or causing a smell to seem to come from one doorway, rather than another.
- **[SENSE + PERCEPTION]** grants a Mage the ability to see through the eyes of another and eavesdrop through their hearing. A stealthy Mage may also use this Manipulation and Essence combination to locate watchful eyes and to determine whether they have been alerted, even from a great distance.

Quest Starter: A magical beast has been attacking a nearby village, and the townsfolk have not been able to stop it because it can manifest illusions that cover its escape. What about this beast makes the people desperate enough to seek the help of a Mage?



Assets

There are two core assets for playing a Mage. The first is The Mark, which you should take at creation or whenever your character experiences their Revelation. The second is the Arcanum, which acts as a headquarters for a Mage and can acquire its own type of assets, known as Facilities.

The Mark

The Mark is a double-sided asset, with the back having blank areas for filling in the Manipulations and Essences which your character has learned. Upon acquiring the asset, set your Chaos track to the furthest left +2 space. Then choose one Manipulation and one Essence that revealed themselves during your Revelation. Write these in the blank spaces provided, and fill in a single dot for each one. Your choices should preferably reflect the nature of your character and/or the nature of their Revelation experience. Note that a single character may acquire no more than three Manipulations and four Essences, and that none of these may rise above level three (i.e. three dots).

To acquire additional levels through the Advance move, you must first gain the Arcanum asset and build the Library Facility. The number of dots in a Manipulation or Essence can never rise beyond the number of Tomes which you have on that topic in your Library. Thus, if you begin play with the Conjure Manipulation and Fire Essence, you will need to find (or write yourself through study and experimentation) two Tomes of Conjunction before you can Advance Conjure to the second dot.

There are several ways for you to acquire Tomes. Your character could *Swear an Iron Vow* to find an already extant Tome, a Tome may be discovered in pursuit of an unrelated vow, or your character may attempt to study and experiment within the Library in order to write their own Tome (see the Library Facility for more on this).

THE REVELATION

Whether you begin play with The Mark asset or acquire it later, your character will have gone through the Revelation. If you are starting a new character with The Mark, you might consider beginning your story with the Revelation. What magic revealed itself? What made the situation dangerous? How did your loved ones and friends react in fear?

If you gain the asset of The Mark later in the game, consider having the Revelation cause your character to *Swear an Iron Vow* to understand what the sudden appearance of these Chaotic energies means. When you Fulfill Your Vow, you could gain The Mark asset.

Either way, the Revelation was likely a very psychologically traumatic event for your character and also an event of tragedy and fear for the local population. It was the first major event that ostracized you from society at large.

PATH



THE MARK

You are one of the very few born with the Mark, blessed (or cursed) with a sensitivity to the flows of Magic. You wield tremendous power but are forever an outsider to the rest of humanity. Others instinctively fear and hate you without need of a reason. When you first acquire this asset, you are...

- **Shunned:** Permanently decrease your Heart score by 1.
- **Empowered:** Choose and list one type of Manipulation on the back of this card. Then place one dot in that Manipulation.
- **Attuned:** Choose and list one type of Essence on the back of this card. Then place one dot in that Essence.

PATH



THE MARK

Known Manipulations

○○○ _____

○○○ _____

○○○ _____

Known Essences

○○○ _____

○○○ _____

○○○ _____


○○○ _____

The Arcanum

A character's ability to advance a Manipulation or Essence is limited by the materials which they have available for study. Thus, as mentioned, your level in [CONJURE] may never be Advanced above the level of Conjunction Tomes which you possess. The Arcanum serves to house these Tomes, among its many other functions. If you are creating your character as a Mage from the beginning, then acquiring the Arcanum asset should be the goal of your first vow. A mage alone in the Ironlands is unlikely to survive for long, with neither friends nor community. If you are choosing to have a current character experience the Revelation, then you may already have a location which is suitable and perhaps even Attendants (see the Quarters Facility) to assist you in settling the area. If not, then acquiring and settling your Arcanum should be your first order of business. As such, the Arcanum is always acquired as the result of a vow, not the *Advance* move.

Quest Starter: The damage has been done and the mob is after you. What place do you know of that might provide you safety? Can you get there without the people finding your new place of refuge?

HOME



ARCANUM

After you *Fulfill Your Vow* to find a home, a place of rest and safety where you can study magic, perform experiments, store tomes, house companions, and more, you gain this asset. Then set the Resource track at the bottom of the card to 0. After that, you have access to use both abilities below.

- **Raise Funds:** When you *Fulfill a Vow*, you may *Secure Resources*.
- **Build:** When you *Advance*, you may spend Resources to install Facilities in your Arcanum. Envision the people who are willing to live near and work for a Mage to help maintain the Facilities.

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Arcanum Facilities

The Arcanum can acquire its own assets using Resources, which are tracked on the Arcanum asset. These assets are facilities and upgrades which provide various bonuses or enable certain abilities (such as the Library, which allows you to store those previous Tomes).

Experience points are not used to acquire these assets. Instead, Facilities are purchased with Resources gained through the *Secure Resources* move. The cost for acquiring and advancing each facility is identified at the top of its asset card.

Each Facility within the Arcanum takes time, resources, and people to run efficiently. When you gain or upgrade a Facility, envision how the new addition looks and functions. Is there a new NPC or one you already have a relationship with who might now be elevated to the status of an Attendant?



ANCHORAGE

Few Arcanae, whether in the Old World or the Ironlands, have ready access to water. Waterways are often claimed by other settlements, and Magi are frequently pushed away from these civilized areas. Still, it is possible for a well-connected (or very sneaky) Mage to establish an Arcanum with access to a river or to the ocean, particularly if they can do so from a location in the remote northlands. In such cases, it can be wise and profitable for a Mage to establish a proper Anchorage with docks, a shipyard, and warehousing. The ease of water transport can bring a great deal of wealth flowing through an Arcanum, so long as the settlement doesn't earn an ill or ominous reputation. A Mage and their Attendants can likewise enjoy a number of benefits, not the least of which is ease of travel over incredibly long distances. There is no doubt that an anchorage and the maintenance of a ship or a fleet can be incredibly expensive. However, it can also provide for larger and more distant expeditions: a potentially crucial capability for a Mage seeking remote ruins or tracking an especially elusive enemy.

Quest Starter: Sightings of the ghost ship known as The Sanderling have been increasing. It is said that a power hungry Mage captained the vessel to other realms looking for sources of dark magic, but encountered beings beyond understanding who drove the Mage mad. The empty ship now randomly phases between the mortal realm and other planes of existence. Can this ship's Chaotic energies be tamed and repurposed? What pressing need causes you to risk traveling to other dimensions?

FACILITY: 4 RESOURCES



ANCHORAGE

While building and maintaining a navy is rarely of interest to an Arcanum, there are advantages to an Anchorage, from travel to trade. You may build this facility only if your Arcanum has ready access to a river or ocean.

- **Heavy Canvas:** Unfettered by stamina, a ship carries its cargo and crew long distances with ease. When you *Undertake a Journey* by river or ocean on your vessel, add +1 and take +1 momentum on a hit.
- **Well-Provisioned:** Unlike a horse or cart, a ship can carry a tremendous amount of equipment and supplies, making long voyages possible. When you *Make Camp* while on a naval journey, add +1. Once per vow, you may *Sojourn* at your ship's landing site.
- **Heavy Cannon:** Your vessel is equipped with a relic of the Old World: a heavy cannon. When you *Strike*, *Clash*, *Face Danger*, or *Secure an Advantage* through force of arms in naval combat, add +1 and take +1 momentum on a hit.

DEEP RUINS

The Ironlands can be a very mysterious place. There is a great deal which loremasters may know (or may suppose), but there is likely an equal or greater amount that is yet to be understood. In some of the forgotten places of the Ironlands, one may still encounter ancient ruins full of mystery. A Mage who finds that there are Ruins beneath or nearby their Arcanum may decide to mount an expedition to uncover the secrets hidden within. There is the possibility that valuable treasures may be found: a boon to the finances of a budding Arcanum, certainly. Of perhaps more interest to a Mage, though, are any artifacts which may depict magical formulae or possess magical potency. Make no mistake, though: these sites are very dangerous places. Rockfalls, rusty spikes, fanged denizens, and more may await an expedition, and the time and resources required to explore such a place are significant... as are the possible rewards.

Quest Starter: A servant in the lower areas of your Arcanum found a false wall that had covered over an ancient opening which leads to an underground maze of ruins. What danger immediately made itself evident? What event in history could help explain the existence of these abandoned places?

FACILITY: 6 RESOURCES



DEEP RUINS

- **The Caves:** Your explorers have found little in the upper caves. However, a strange book placed in a refuse pile catches your attention: a spellbook. Take three free Spell Vellum assets.
- **The Halls:** These ancient arcades are foreboding and filled with many hazards. Some workers have been injured in traps. Others have died, dragged into deeper places by horrific creatures. However, an ancient Tome of knowledge has been unearthed. Take one Tome asset for free. Amidst the magical notations, fragments of personal reflections and history can be deciphered. *Ask the Oracle* in order to reveal one secret of this land's ancient past.
- **The Dark:** The workers will go no further. Too many have died or been driven insane by horrors in the dark. Before they sealed the shaft, a strange relic was recovered. Obtain a Rarity. Envision what this item looks like and how it might have been used in eons past.

FORMULARY

In remote villages, healers often mix tinctures and grind herbs for poultices. A step above this basic herbology, a true formulary can concoct, decoct, distill, and more. The results of these experiments and careful application of formulae can be beneficial, whether to Magi or Unmarked. Formularies are relatively affordable, as many alchemists are more than happy to work in relatively spartan surroundings, so long as they are allowed to dedicate themselves to their craft, full time. In addition, many basic ingredients are widely available in the meadows and forests. Most resources dedicated to a formulary are spent acquiring some of the more rare reagents necessary to the more useful (and thus more popular) formulae.

Quest Starter: A healer approaches the Arcanum hesitantly with an offer: they will work for you at the Arcanum if you take on a quest for them. What is this quest, and what will make it particularly difficult or dangerous for you to undertake?

FACILITY: 3 RESOURCES



FORMULARY

Magi generally look down upon alchemy as a pale shadow of the true power of magic. Still, alchemists have managed some impressive feats, using only their formulae and the strange ingredients which they find or process. You have decided that this is a worthwhile investment for your Arcanum.

- **Medicine:** All reputable formularies keep a healer on staff. When you receive +health while on Arcanum grounds, take an additional +1 health.
- **Potion:** The mixtures of an alchemist can rarely match the sheer power of magic, but they also do not carry the same risks. Once per vow, take +1 health.
- **Poison:** Common folks often think of formularies as places of healing. However, an alchemist's interests may be quite varied, including many different formulae. Once per vow during a single combat, when you *Strike* or *Clash*, add +1 harm.

GROUNDS

The Arcanum is a home and, in some ways, a sort of escape for a Mage. However, unique as it may be, an Arcanum is also a settlement which serves as a home and economic center for the Unmarked residents who care for and live within it. Thus, it is not enough for Mages to lock themselves away in their towers and ignore the rest of the estate. Rather, they must ensure that the area is sanitary, livable, and presentable. Improvements to the Grounds can improve the reputation of the Arcanum and make relations with residents and visitors go more smoothly.

Quest Starter: The attacking mobs and violent opposition seem to be coming more often to the Arcanum. If you acquired the services of a master craftsperson to make your home more presentable to the masses, they may tolerate you more. Which master craftsperson do you seek for this service, and what will it take to secure their aid?

FACILITY: 2 RESOURCES



GROUNDS

Your Arcanum is not just a home. It is a functional headquarters and a settlement in the region. As such, you have seen fit to beautify and enhance the comforts afforded to you, your staff, and your guests. Each improvement increases the prestige of your Arcanum, resulting in a +1 to all social moves made on its grounds (stacking).

● Improvement: _____

○ Improvement: _____

○ Improvement: _____

THE GROVE

Not all Magi have a love of nature and a sensitivity to the language of plants and trees. However, those who do find that the peace of the quiet earth and the whisper of leaves can bring calm to an otherwise troubled spirit. As a result, some Magi find that planting a Grove within the walls or bounds of the Arcanum can have a number of benefits. A Mage may spend time working the soil and giving care to the plants which grow there, and the other residents of the Arcanum may also walk the grounds in quiet hours, contemplating the many paths which may have brought them into the service of the Mage. With time, it is possible that the spirits of nature may consecrate a Grove, entering into an informal alliance with an Arcanum, though this was rare even in the Old World.

Quest Starter: Seeds blessed by the ancient people of Növény are said to possess the power to grow whole trees within a span of months rather than years. Who were the Növénians before they passed into obscurity, and why have none of these mystical seeds been found?

FACILITY: 3 RESOURCES



THE GROVE

Your Arcanum houses a serene Grove of fruiting and flowering trees, offering a quiet place of contemplation to those who live on the grounds or visit from afar.

- **Fruits of the Earth:** When you spend time amongst the quiet trees, with their roots deep in the earth, you feel rejuvenated. When you *Sojourn* on the grounds of the Arcanum, add +1.
- **Tend the Grove:** The sweat of one's brow, reconnecting with the slow and steady rhythms of the world and its seasons, brings one closer to nature. When you *Sojourn* by tending the Grove, you may reduce Chaos twice as a Recover option.
- **Consult the Dryads:** The care which you have invested in the Grove has caught the attention of the Dryad Covenant. Envision how an alliance between you is formed. When you *Compel* or *Gather Information* in service to the forests, add +1 and take +1 momentum on a hit.

GUARD POST

Magi may install themselves in a region and become a nominal part of society, if always at a distance. However, Magi should not (and, indeed, cannot) ever forget that they are disliked by most, despised by some, and publicly hated by a few. Whether in hopes of claiming treasures, out of a desire for popular favor, or even to slake bloodlust engendered by sheer hatred, the angry Unmarked are a constant threat to the Mage and the Arcanum. Because of this threat, most Magi will employ a personal retinue of guards to watch over the Arcanum estate.

Fortunately for the Magi, the people of the Ironlands are intimately familiar with hardship, and many are willing to stand watch and even fight, so long as their bellies are filled and their homes are warm. The construction of a Guard Post, complete with barracks and equipment, is most certainly worth the investment of Resources required. With time, a Mage may find that a multitude of steady hands gripping spears and shields may earn them more respect and greater safety than any deed or spell.

Quest Starter: A group of raiders threatens a nearby village. What makes you think these raiders could be reformed?

FACILITY: 3 RESOURCES



GUARD POST

Maintaining the security of an Arcanum can be challenging. Even common folk have some curiosity about the inner workings of such a mysterious place. You have hired a group of soldiers to stand watch and have made provision for their care.

- **The Watch:** Though few of them are true veterans, your guards create the sense that intrusions will not be tolerated. During combat on the grounds of the Arcanum, add +1 to all rolls and envision how your guards assist in your defense.
- **Legion:** Over time, careful training and additions to the guard have swelled the number and expertise of these soldiers. Reduce the rank of any enemy on the grounds by one level.
- **Conscription:** Local clans or lords have need of armed soldiers. You may suspend the benefits of the Guard Post during one vow. If you do so, increase resource gain for that vow by +1 as payment from your lord for the service of your soldiers.

GUEST SUITES

An Arcanum is perhaps a foreboding place for most Ironlanders. Yet, when the sun is setting and no other refuge is in sight, the wild can be even more frightening. Not only that, magic itself can be enticing and intriguing to a few of the Unmarked. Thus, an Arcanum can expect that some Ironlanders will seek refuge within its walls or bounds, or they may visit in the hopes of glimpsing something miraculous.

In addition, it is possible that powerful factions in the region may send (reluctant) envoys to the Arcanum to treat with the Mage's Attendants, especially in times of great upheaval or dire need. These guests should ideally be quartered, rather than left to fend for themselves, and the collection of rents can improve the economic health of the Arcanum.

Quest Starter: A powerful Mage asks you and your entourage to stay at his or her Arcanum. What does this Mage really want from you? What makes traveling to this Arcanum dangerous?

FACILITY: 4 RESOURCES



GUEST SUITES

The Mark generally is a barrier to social encounters. Magi must live apart from society, amongst a few companions who do not instinctively fear the Mark and who can manage a household staff for them. Still, there are those who must treat with a Mage or are fascinated by the Magi and by Magic itself. You have built a Guest Quarters on your Arcanum grounds. Of course, the privilege of visiting the Magi is not free...

- **Rents:** When you Secure Resources, take +1 Resources to your total.

LIBRARY

The beating heart of a Mage's Arcanum is the Library. Magic requires extensive study. Unlike the careful science of a builder or the shifting yet reasonable certainty of farming, magic requires an extensive understanding of nuance and the manifold possible outcomes of a spell. Thankfully, Magi are consummate writers and readers, and even in the desolation of the Ironlands, it is possible for Magi to discover lost Tomes or have insights which lead them to compose their own. Naturally, Magi cannot expect to carry all of their Tomes around on their backs or house them in a small cupboard in their bedroom. Rather, a Library is necessary to store and catalogue these books, along with a staff to watch over and care for the volumes.

In game terms, each Tome is dedicated to a single Manipulation or Essence (Decay or Plant, for example). A Mage can only advance a Manipulation or Essence as high as the number of Tomes which they possess on that topic. Thus, the Library must contain two tomes of Conjunction before a Mage may advance to two dots in Conjure. Though the Library asset has eight spaces, there is room for as many Tomes as a Mage wishes. Simply use an additional Library asset card to track these.

FACILITY: 3 RESOURCES



LIBRARY

Studies are the cornerstone of a Mage's work. You have set up a modest library to house your notes and the Tomes that you have collected during your adventures. From here, your knowledge and power will grow, and other Magi may seek to trade with you for the knowledge that you have archived.

- Tome of _____
- Tome of _____
- Tome of _____
- Tome of _____
- Tome of _____
- Tome of _____
- Tome of _____
- Tome of _____

WRITING A TOME OF YOUR OWN

When you gain the Library Facility, you also gain access to the *Scribe* move which allows you to write Tomes of your own design.

Quest Starter: An ancient Tome is said to be housed in the lost library of a famous Mage. Who was this Mage? Which Art were they an expert in, and where is their library rumored to be found?

MESSENGER POST

Settlements in the Ironlands are often isolated, separated by vast swathes of the wilds. In this realm, the nearest town is a foreign place. The next town over is a name only. Anything further is only a rumor.

For any form of society to function, communication is crucial. Bills of sale for trade goods vital to survival, requests for aid, warnings of strange events, and more: all must be carried from one place to the next to keep Ironlanders alive, season after season. An Arcanum, like any other settlement, can be a hub into and through which important news may travel.

An Arcanum can, therefore, become more firmly established in its region by constructing a Messenger Post. The Messenger Post allows news to travel to nearby towns and villages, and it can become a crucial repository of information. The Arcanum (and, by extension, the Mage) may establish bonds with communities to which they have a messenger route. These connections can be valuable for a journeying Mage and their Attendants, and they can increase the safety of the Arcanum, as these communities send word of potential threats.

FACILITY: 4 RESOURCES



MESSENGER POST

As your reputation and the reputation of your Arcanum grow, it has become necessary to maintain communication with other communities. The messenger post will help to strengthen your connections in the region.

● **Community Bond:**
_____ ()

○ **Community Bond:**
_____ ()

○ **Community Bond:**
_____ ()

○ **Community Bond:**
_____ ()

○ **Community Bond:**
_____ ()

Quest Starter: News of war and conquest have made their way to the Arcanum. Despite the people's reticence to trust you, a nearby village must be warned of the impending threat. What bad experience did you previously have with this village? What dire outcome awaits the region if the village falls?

QUARTERS

A Mage's Attendants are those few who can see past the Mark and become close friends and trusted servants. Being so closely tied to a Mage, though, can be dangerous, and so the custom of Magi quartering their Attendants began in ages past. Any individuals who pledge themselves to the Mage's service or who affirm their genuine friendship can expect to have their needs met by the Arcanum. The life of a Mage's Attendant is hard. Much is asked of them, and by way of their association, they may face significant prejudices in society, even amongst their own close family. Magi who place any value on their Attendants' safety and happiness should devote resources to providing for them within the bounds or walls of the Arcanum.

In game terms, an Attendant is an NPC with whom you have *Forged a Bond* during gameplay and who has agreed to serve in a special capacity at the Arcanum. They may be a person or animal (like a familiar) associated with a Companion asset, but they can also be simply an NPC. The capacity in which an Attendant serves is up to you, but examples include being your representative to the Unmarked, spy master, trade negotiator, or treasurer. No matter their organizational role, an Attendant also is one of the few people who

have a relationship with a Mage. There is some sort of emotional connection. They may be a trusted confidant or a vocal opponent who has earned the Mage's respect by providing alternate views.

Attendants must be protected and respected. It is rare for a person to overcome their innate fear of a Mage, let alone befriend one. A wise Mage values such Attendants.

Quest Starter: A stranger once stood up for you when the rest of the people turned against you. Who is this person, and how are they now in need of your help?

FACILITY: 3 RESOURCES



QUARTERS

A wing of the manse, a floor of the tower, a separate building: whatever it is, you have acquired sufficient space to house Attendants. By tradition and perhaps affection, these individuals are elevated above the standard staff members.

● Attendant:

○ Attendant:

○ Attendant:

○ Attendant:

○ Attendant:

SCRYING POOL

The Scrying Pool is a powerful device for a Mage who can withstand the visions which it offers. It can be difficult to know, though, whether the pool grants true visions of the future or merely reflects the fears and desires of the scryer. Regardless, the Scrying Pool requires a serene place: a deep cavern or a quiet courtyard where its waters may settle into placidity. Else, disturbed waters may distort the visions and can potentially even pose a danger to a reckless scryer. In the elder days of the Old World, when Magi were more numerous and, thus, political, many an unwary Mage came to their end as the result of a disturbed or poisoned Scrying Pool. Some wise Magi in the Ironlands may still post guards and ensorcel wards to protect the pool from such insidious interference.

Quest Starter: A small pool at the headwaters of the river Folyó is rumored to have magical properties. It is said that when a full moon shines on the pool, visions of the future are reflected on its surface. What could you accomplish if you had information about a particular upcoming event? What dangerous creature is said to lurk in the waters of the Folyó?

FACILITY: 2 RESOURCES



SCRYING POOL

- **Scry:** When you gaze upon the waters in an attempt to scry a person or place, roll +wits. On a strong hit, you see a significant scene. *Ask the Oracle* twice and take your preferred result. On a weak hit, *Ask the Oracle* once and the scene reveals a complication.
- **Fate:** When you plumb the watery depths to see your potential demise, roll +wits. On a hit, the next time you *Face Death* or *Face Desolation*, you may reroll one die. If you do, envision how your scrying helped you alter fate.
- **Foresight:** When the waters are very still and the visions come through with great clarity, roll +wits. On a hit, one time before you next *Fulfill Your Vow*, you may convert a weak hit or a miss to a strong hit. If you do, envision how you are driven by the certainty of your scried knowledge.

SPELL VELLUM

Magi must exert tremendous willpower and apply an extremely nuanced understanding of the forces of the world in order to achieve magical effects. Not only is the process taxing, it is also dangerous, as the threat of unleashed Chaos ever looms. Thus, many early Magi sought methods to codify spells and minimize the unpredictable and dangerous nature of magical practices.

The construction of spell vellums and scrolls began for just this purpose. By laying out careful formulae and precise measurements, Magi were able to anticipate and counteract the ‘tension’ between the spell’s intended effect and reality’s resistance. This practice made the casting of spells dramatically safer, though the process of constructing a vellum, let alone an entire spellbook, is time and resource intensive. Even so, it is often worthwhile to prepare a vellum for spells which a Mage finds themselves casting with regularity. Given their costs, Magi are often unwilling to share such artifacts with one another, and certainly not with the Unmarked.

Quest Starter: The spellbook of the recently deceased Varazslat is rumored to have been found by a sentient horror. What Art did Varazslat specialize in, and what might this horror unleash if it unlocks the power of the spellbook?

RARITY: 2 RESOURCES



SPELL VELLUM

You have studied, experimented with, and mastered a specific spell: a combination of Manipulation and Essence devoted to a single purpose. Your formulae will properly counterbalance the forces of Chaos. Envision how your casting of this spell is unique and powerful. You do not Mark Chaos when casting this spell, regardless of the result.

● **Spell Manipulation & Essence:**

Spell Description:

STABLES

A Stables is a functionally crucial element of life in the Ironlands. While the Old World, with its roads and more numerous settlements, was able to focus its stables and cartwrights in towns and cities, travel in the Ironlands can often be measured by weeks: not hours or days. Wise Magi will quickly recognize the value of a stables to their Arcanum, both for normal operations and for their own personal journeys. Therefore, it is important to note that the maintenance of a team of horses is not just functionally wise; it helps to embed the Arcanum in its region and serves as a gateway to many other places in the Ironlands which could otherwise be unreachable.

Quest Starter: A herd of wild mustangs roams the plains of Lovas. What unusual quality or ability do these horses possess? What other creature or group of people protects the herd?

FACILITY: 2 RESOURCES



STABLES

An Arcanum often feels like a solitary place, but it is connected to the rest of regional society as well. A Stables reflects this, offering ease of travel to residents and visitors.

- **Pack Horse:** Your Stables provides you with basic stock suitable for bearing burdens. When you *Undertake a Journey* leaving from your Arcanum and a move requires you to reduce supply, roll 1d10. On 6-8, do not reduce supply. On 9-10, you find additional rations hidden in the saddlebags and take +1 supply.
- **Pedigree:** After careful breeding or shrewd trading, your Stables now has a stock of sturdier beasts. When you *Advance*, you may acquire the Horse asset for free.
- **Cavalry Veteran:** In return for room and board, a grizzled, retired cavalry veteran has agreed to train some of your horses. When you *Advance*, you may pay 2 Resources to unlock an ability on the Horse asset.

VENTURE

Magi may be socially outcast, but they remain a part of society. As a result of a Mage's exile, the average Ironlander has much uncertainty about who they are and what they do. This uncertainty has given birth to many myths and rumors, not the least of which describe the incredible riches and treasures hidden within an Arcanum. As a result, it is not uncommon for enterprising merchants and nobles to send missives or envoys to Magi seeking financial backing for their Ventures. Some Magi are either too busy, too indifferent, or too bitter to be bothered with the worldly matters of human society. Others, though, engage in business ventures, either occasionally or with regularity. An Arcanum is a settlement which has needs for resources, and a Venture, while initially costly, can potentially result in a beneficial payoff over the long term.

Quest Starter: The captain of a trading vessel believes that they have found a map to a lost island with a rare iron ore that has exotic properties. Who is the last person to have found this island, and what was their dire fate?

FACILITY: 2 RESOURCES



VENTURE

Investing in expeditions or new enterprises can improve life for Ironlanders and result in increased resources for the Arcanum. These may come from a noble's gratitude, profitable commerce, or some other source. You have elected to make these investments over time on the promise of obtaining a greater number of resources in the future.

- **Initial Investment:** Your Arcanum's representative has suggested that this particular venture may be of interest. You have decided to invest your resources in its success. Envision what sort of project you have helped to start.
- **Venture Upkeep:** All Ventures are risky. Unexpected costs are bound to arise. You are staying the course by assisting with the upkeep of this project.
- **Project Completion:** At last, the project is complete. Envision the result of this Venture, take +8 resources, and discard this asset.

Chaos

Reality and fate do not passively shift on the whims of the Magi. Rather, they resist diverting their course, building tension with each change. Magi are aware of this dynamic and must always weigh their need against the risks involved in pushing reality too hard. The resistance which builds against a Mage as they cast their spells is called Chaos, for that is exactly what can be unleashed when reality snaps itself back into its natural course, expelling the magical energy: sometimes explosively. Magi typically hold this Chaos at bay through wise use of their art and sheer will. Over time and with enough restrained Chaos, the Magi can become twisted and psychologically crushed by the struggle to withstand it. They must always weigh the benefit of spellwork against the consequences of Chaos on their minds and bodies.

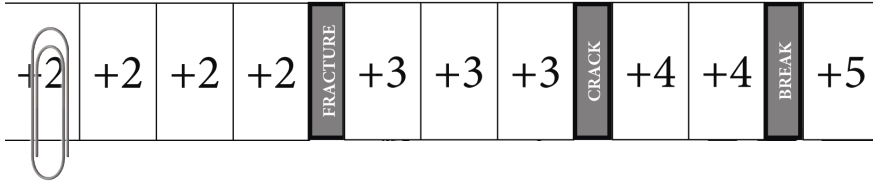
In game terms, Chaos is represented by a track at the bottom of the character sheet. Moves will prompt you to 'Mark Chaos' under certain circumstances, which means that you should increase your Chaos track by one interval. Keeping your Chaos low is generally a good idea, and connecting with other people helps to ground your character and remind them of their natural place in the world. The Chaos track has several areas marked as 'Fracture', 'Crack', and 'Break'. When your Chaos level rises above one of these, your character will experience the warping and twisting nature of Chaos.



The Chaos Track

The Chaos Track is found at the bottom of the Arcanum character sheet. When you first gain The Mark asset, set your Chaos level to the +2 value furthest to the left. When you Mark Chaos, move your marker one space to the right.

CHAOS LEVEL



Fracture

Whether you have come upon this moment through a slow accumulation of Chaos or if a single mighty spell brought you across the threshold, your character experiences a subtle shift in their consciousness and change in their body. Roll 1d10 and consult the following chart of subtle supernatural features to determine the type of change wrought by the backlash. Your supernatural feature adds a further -1 to all social rolls in which it would be revealed, except for the purpose of intimidation.

1d10 Supernatural Feature

1	Eyes which shine in the dark
2	Pointed ears
3	Thick, sharp fingernails
4	Sharper canines
5	Pointed or split tongue
6	Icy or fiery touch
7	Glittering tears
8	Unnatural hair color
9	Barely perceptible ringing
10	Unnaturally heavy footsteps

Crack

Your Chaos is reaching a level at which it requires constant, conscious effort to restrain. In your mind, it feels like an unending pressure as reality tries to correct itself. It resists your spellcraft, but now it almost feels as if it is resisting your every movement. At the same time, you feel utterly saturated by magical energies, as though they seep into your pores and take deep root within your mind. Select a category, and then roll 1d10 on the table to determine how Chaos has now manifested more strongly within you. A compulsion or fear results in a -2 to all rolls when in the presence of a trigger. A feature results in a -2 to all social rolls, and this feature cannot be hidden by a spell.

1d10	Fear	Compulsion	Major Supernatural Feature
1	Darkness	Do important tasks in threes	Unnatural eyes
2	Heights	Steal small objects	Fangs
3	Insects	Talk to self	Claws
4	Confined spaces	Tear paper	Clinging shadow/mist
5	Large, open spaces	Set small fires	Reptilian skin
6	Being followed	Fidget with a small item	Horns
7	Deep water	Arrange objects in order	Tail
8	Being touched	Count important events/objects	Gills
9	Mirrors	Check if an Attendant is okay	Constant hum
10	Thunder	Avoid a particular type of animal	Echoing voice

Break

Your mind and your physical form tremble with the strain of holding back the fury of the Chaos that now tears at the edges of your perception. Every moment is divided between the actions that you take in the world and the tremendous effort of containing these energies. The magic, though, courses within you so strongly that your physical form is being twisted and altered, and you are having difficulty accurately perceiving reality. What is real, and what is not? Select a category, and then roll 1d10 on the table to determine how Chaos has permanently altered your mind or body.

1d10	Major Derangement	Debilitating Feature
1	Paranoia	Burn in sunlight
2	Hallucinations	Twisted spine
3	Waking nightmares	Backward knees
4	Magic addiction	Elongated appendages
5	Shared body (partial possession)	Skeletal arm/leg
6	Enigmatism	Bone spikes
7	Amnesia	Semi-ethereal form
8	Extreme dependency	Lethal silver sensitivity
9	Power focus	Lunar entanglement
10	Unending sight	Rotting form

Moves

When you gain The Mark asset, you gain access to all the moves presented in this section. The moves in Arcanum are made in the traditional fashion of Ironsworn. Some supplement other moves, such as *Cast a Spell*. Others are moves of their own, such as *Ground Yourself*. Whichever move you are making, whether that is an Arcanum-specific move or an Ironsworn move supplemented by Arcanum, you will make a challenge roll as normal.

You will find that there are many routes to the same outcome. For example, it may be possible to cast a **DECAY** spell or a **CONTROL** spell while achieving similar goals. This is natural, and the system should inspire your creative thinking.

Be wary, though, of moves which ask you to Mark Chaos, which can be difficult to reduce, especially for a novice Mage. Young Magi lack the personal and Arcanum resources to easily reduce their Chaos. Perhaps your story would benefit from a character which burns bright, but burns only briefly. However, if you would like for your character to endure for any significant amount of time, care for your Attendants and Secure Resources from your vows in order to build out your Arcanum. Doing so will make your moves less dangerous.

Cast a Spell

When you **channel the flow of Chaos to Manipulate an Essence**, envision how the spell takes effect to:

- **Act:** You may make *Face Danger*, *Secure an Advantage*, *Strike*, *Clash*, *Gather Information*, *Compel*, *Heal*, *Resupply*, *Enter the Fray*, and *Aid Your Ally* moves as narratively appropriate to the spell magnitude by rolling +spell power or +chaos (whichever is higher). If the Action Die shows 1, Mark Chaos. If you chose to cast with +chaos, Mark Chaos equal to the Spell Magnitude, instead.
- **Intervene:** After rolling for a move but before resolving the outcome, you may choose one:
 - Mark Chaos to change a Weak Hit to a Strong Hit
 - Mark Chaos twice to change a Miss to a Weak Hit

SPELL MAGNITUDE

Spell Magnitude determines what outcomes a spell can produce and is calculated by finding the lowest level between the Manipulation and Essence. Thus, a character with two dots in **CONJURE** and one dot in **WATER** would have a Spell Magnitude of one.

A spell of magnitude one changes what already exists or what is already happening. As an example, a character with one dot in **CONJURE** and one dot in **WATER** would be able to increase the flow of running water or increase the amount of water in a pitcher.

A spell of magnitude two can bring into existence something which wasn't there before or may change something already present in a major way. Onlookers who are not Magi or Attendants are likely to be shocked by such a display. For instance, a character with two dots in **CONJURE** and three dots in **WATER** (remember: the lower level determines magnitude) would be able to cause a river to flood or fill an empty bucket with water.

A spell of magnitude three can change reality in significant ways. Onlookers who are not Magi or Attendants are likely to be in awe of the Mage and the event. For example, a character with three dots in **CONJURE** and three dots in **WATER** would be able to bring a river tumbling down from the snow in the mountains, where no river existed before, or would be able to fill an empty depression in the land to create a lake.

SPELL POWER

Spell Power determines how likely the Mage is to produce the desired outcome of the spell and is typically calculated by the adding the levels of the Manipulation and Essence used in the spell. Thus, a character with two dots in **CONJURE** and one dot in **WATER** would have a Spell Power of three.

However, daring Magi may choose to use their Chaos level, instead, if it is higher than the combined Manipulation and Essence. As a Mage twists and bends reality, the risk of backlash grows. However, so also does the ability of the Mage to subvert its influence, channeling the crashing waves of Chaos into incredible feats of magic. If the Action Die shows 1, though, you must Mark Chaos a number of times equal to the Spell Magnitude of the attempt (instead of just once when using Spell Power). Some ill-fated Magi have

surrendered, intentionally or unintentionally, to this lure of incredible power.

Here are a few more examples of calculating Spell Magnitude and Spell Power:

- A character with two dots in **DECAY** and one dot in **MIND** has a Spell Magnitude of one, a Spell Power of three, and the ability to slow a person's thought process or bring a person's normal state of mind to a state of calm, for example.
- A character with two dots in **DECAY** and three dots in **FIRE** has a Spell Magnitude of two, a Spell Power of five, and can extinguish a bonfire or create a patch of shadow where none should be, for example.

HOW SPELLS ARE CAST

As with many things in Ironsworn, it is important to let Your Truths and your narrative define the methods by which spells are cast. The ideas assembled in this supplement are formed with the notion of traditional Magery in mind: gestures, words, occasional spell components, etc. However, the rules here are flexible enough to allow your own personal style of magic to be applied.

Maybe your Magi are Witches or Wizards of an ancient tradition filled with complex rites and rituals which take hours to perform and a mere snap of the fingers to unleash. Maybe your Magi are masters of their Psionic abilities, using the sheer power of their intellect and their will to shape reality around them. Maybe your Magi are, instead, angelic or demonic beings whose unimaginably long names are scarred or inked upon their skin and whose runes blaze to life when powering a spell. There are so many possibilities, some classic (like a wizard or bard) and some novel.

Regardless, make magic fit your world and your notions of power. In short, make your Mage as unearthly and fascinating as you like, in all the ways that you like. The only rule is consistency; your magic should always operate in the same way, if possible.

Secure Resources

When you *Fulfill a Vow*, for each experience point gained, roll 1d10. Consult the chart below, and envision what you have found:

1d10 Resources

1-3 No Resources

4-8 +1 Resource

9-10 +2 Resources

Harness Chaos

When you *Face Death* or *Face Desolation*, you may roll +chaos instead of the normal stat. Your bending of fate and reality has allowed you to potentially step outside of their influence. If your Action Die shows a 1 on that move, mark Chaos.

Scribe Tome

When you work in the Library Facility at your Arcanum to study a particular Manipulation or Essence, perform experiments, and write out your findings, roll +wits.

On a **strong hit**, you produce a Tome about that specific Art. List it as being in your Library.

On a **weak hit**, you are close to a break through, but it will take much more time. After you next *Fulfill Your Vow*, you may attempt to Scribe again for the same Art and add +1.

On a **miss**, something goes horribly awry. Envision how your Arcanum suffers damage or is now in danger. Alternately, *Ask the Oracle* for what goes wrong.

Ground Yourself

When you spend time in the presence of your bonded Attendants in rest and fellowship, roll +heart, and for any challenge die result below your Chaos level, change it to your Chaos level. You may not *Cast a Spell* to affect the results of this move.

On a **strong hit**, you reconnect with your essential humanity. Reduce Chaos and choose one:

- Reduce Chaos again.
- Take +1 momentum.

On a **weak hit**, you feel as though you remember your place in this world. Reduce Chaos. If your Attendants are unquartered (i.e. your Arcanum lacks the 'Quarters' asset), something has happened with which they need help. *Swear an Iron Vow* to assist them with this task. Should you refuse the vow or forsake it, the problem takes a dramatic turn for the worse. Envision this tragic outcome.

On a **miss**, you take no comfort in the company of others, remembering that you are forever shut out of human society. Mark Shaken. If your Attendants are unquartered (i.e. your Arcanum lacks the 'Quarters' asset), something has happened with which they need help. *Swear an Iron Vow* to assist them with this task. Should you refuse the vow or forsake it, the problem takes a dramatic turn for the worse. Envision this tragic outcome.



Withstand Chaos

When you **must Mark Chaos and cannot**, roll +wits, and for any challenge die showing less than five, set it to five. You may not *Cast a Spell* to affect the results of this move.

On a **strong hit**, Chaos remains at +5. You hold the fragments of your mind together, just barely... this time.

On a **weak hit**, choose one:

- Your mind shatters. You have just a moment before conscious reality as you knew it is lost forever. You may perform one last feat of arcane mastery, leaving your mark upon the world. Envision this final moment.
- You experience astral ripping, your soul becoming sundered from your body. In this state, you can see the chromatic Mark on your spirit: the channel through which you draw magical power. As your connection to your body is wracked by a torrent of uncontrolled magical energies, you realize that removing the Mark would stop the flow, though it will grievously wound your spirit. If you choose to sever your Mark, *Swear an Iron Vow* to heal your soul if you survive. On a **hit**, remove your Chaos marker and discard The Mark asset. If you **miss** or refuse the vow, your soul is severed from your body, ending your mortal life.

On a **miss**, your control over the Chaos buckles. Choose one:

- You desperately try to hold onto control to prevent disaster, destroying your body in the process. When it finally dies, your disembodied soul remains bound to this plane in its anguish. Envision where and how your spirit haunts a now foreboding and gloomy place.
- You give in to the sheer rush of power, and some aspect of the secret nature of this world is revealed to you. Envision this new understanding. The unbridled power channeled through you erupts in a catastrophic explosion of Chaotic energies, destroying your body. Identify your location on the map, and remove any structures in the immediate area (e.g. village, ruin, etc.). This is a wasteland of Chaos, where the sun slants in odd ways, strange creatures lurk in impossible shadows, and the very land itself allows no escape. Name this horrific place, as appropriate to your world.

Playing a Mage

Magic in Arcanum is generally meant to be powerful. It allows a Mage to perform feats beyond the average human being, and it also provides a means to overcome personal limitations: a frail physical form, a clumsy predisposition, even death. Magi in Arcanum are intentionally a step above the rest of the Ironlanders. Thus, when playing a Mage, you may need to scale your adventures accordingly.

A typical adventurer in Ironsworn may take on any number of quests, from recovering a beloved locket to ridding a village of a particularly vicious wolf. Such concerns, though, are beneath the interest of the average Mage. Terrifying monsters, unchecked cults, warmongering kings or chieftains, or tears in the fabric of the mortal plane: these are the sorts of things which Magi are best equipped to deal with. In essence, when playing a Mage, think on a grander scale. As an example, for a typical Ironlander, a wolf pack may be an Extreme foe. For a Mage, it may only be Dangerous.

While Arcanum is composed with this sort of scaling in mind, there is nothing stopping you from continuing to use the standard, gritty sort of scale which Ironsworn provides by default. In that manner, you may be able to achieve a lower magic sort of setting, where Magi are flexible, but not necessarily more powerful than other seasoned adventurers. As with all things Ironsworn, your narrative and preferences should determine your gameplay.

Whether you prefer the powerful Magi suggested here or something closer to default Ironsworn, here are some tips.

- **Few Friends:** Magi are Marked and are instinctively disliked by normal Ironlanders. Thus, your character's bonds are critically important. These few individuals who can see past the Mark and have formed a connection to your character are the only social anchor that your Mage has. A Mage cannot engage in casual conversation in a tavern or expect the tradition of Hospitality to be honored when they knock on someone's door. Thus, your stories may regularly feature your bonds, as they are a priority for your character.

- **Part of this World:** Magi, while shunned, are yet often the only ones who can directly confront the most terrifying creatures and forces in the Ironlands. Your stories may feature requests for aid from nobles, mysterious diseases or demonic possessions afflicting nearby villages (or even your own Arcanum), councils with other Magi on how to deal with a rampant cult, an unbridled Mage in the midst of the Revelation who must be brought under control, and more. Your character is outside of society, but is still part of this world.
- **Roots in the Ironlands:** Magi are unable to settle into human communities. Thus, most (if not all) Magi form communities of their own. Expect that you will eventually form an Arcanum: a sort of ‘headquarters’ from which you venture into the Ironlands. This community will house your closest Attendants, as well as refugees and wanderers who need a home and are willing to care for your Arcanum while you do your work or are away on a quest. You will rely on your home to build your power over time, and you will rely on your Attendants to make interactions with humans easier, in addition to their other skills. In short, your Arcanum is your character’s support system and a source of many potential storylines.



Magi Archetypes

There is no one ‘right way’ to tell a moving story about a Mage. Chances are that you already have some great ideas for how you want to add Magi to your Ironlands. If you need a few ideas, though, here are some story archetypes, based on some rather classic examples.

THE TIMOTHY

Magic is the stuff of worlds, and it is interwoven with the weird and the ever-changing. As a Mage, traditional displays of magic such as Conjunction or Changing are almost effortless and equally meaningless. Your knowledge is not geared toward dazzling the bleary-eyed human herd. Rather, yours is the power to travel to other times and dimensions and to uncover the nature of all of creation: to know the mind of God, if there is such a being.

Timothy stories are built around your character exploring places, times, and perspectives which are out of this world, all while trying to survive the journey, fight or (more likely) escape the eerie creatures which dwell there, and plumb the depths of the universe’s secrets without going utterly mad in the process. As a Timothy, you might be guided by a patron Mage: someone dark, brooding, odd, insane, or impossibly wise. They may help you at times and may seem to harm you at others, all for their own unknowable purposes.



THE GANDALF

Magic is a power in this world, for good or for ill. You believe that its use, though, should always be in service to the goals of the Council of Magi and the betterment of the world. The more powerful ‘magic’ which you wield is wisdom and some degree of influence over the leaders of Ironlander clans or nations. Your words are often more powerful than spells in motivating change in this world, even when they must be carried or spoken by your Attendants. When great evil arises, you will use your power to protect the innocent and defeat the powers which would enslave the people of this land.

As a Gandalf, your path will lead you across many hundreds of miles around the Ironlands, treating with great adventurers, monarchs/chieftains, and your fellow Magi. Your magic often is not flashy or dazzling, though in dire moments, you may summon the full might of your Mark to strike a devastating blow against the enemy. Unlike the Timothy, as the Gandalf, you are the patron: a guide to many in these lands. You hope to shape a better tomorrow.



THE POTTER

Magic is widespread, though the Mark largely prevents most Magi from living in society. Instead, a sub-society of Magi exists: a world almost entirely independent of the rest of human society. Hiding in plain sight, the world of the Magi is filled with magic, from brooms which sweep the floors to scrying pools which speak their secrets to the right listener. Beneath the fabric of 'normal' society, an ongoing conflict bubbles and boils, and it is up to the Magi to fight against an insidious foe while also shielding human society from any harm and, indeed, from any awareness of it.

As a Potter, your goal is to increase your knowledge while also finding your place in the conflict between two or more factions, each with their own goals: some admirable, some downright evil, and some mixed. You won't spend much time, if any, in normal human society, except perhaps to prevent breaches and to fend off those who might harm these naïve folk. Your quests are almost always linked to some supernatural creature, potentially disastrous magical event, Magi social gathering, other Magi in need of aid, forgotten evil, or magical investigation of strange events.



THE MATTHIAS

We left the Old World behind and sought our salvation in the north. When, after long weeks at sea, we sighted the shores of the Ironlands, we felt hope. This place would become home: a land harsh, but fair.

We were wrong.

Common folks shutter their homes at night, sheltering blocks and beams behind bars and locks. The hearth fires remain lit all through the dark hours... and with good reason. Beneath the veneer of a cold yet beautiful wilderness, a twisting maelstrom of magic and chaos gives birth to cryptic ruins, tenebrous monsters, and horrific mutations. The Ironlands is a refuge, but it is a hellish one.

In a world filled with desperation and terrors in the dark, you are the shield, and you are the sword. As a Mage, you are charged by fate with the defense of your people. You will protect them with spell and blade. The Mark may make you disliked, perhaps even hated by some. However, it is your relentless hunt for the monstrous and unyielding resolve to purge it from this land, even if it means putting entire villages to the torch, that makes you and others of your kind universally feared by all Ironlanders. Yours is the dark but necessary power to save the tattered remains of your civilization, though hatred may be your only reward.



THE TANASIN

The Ironlands was a refuge for many who fled from the Old World. For a time, it seemed that our people would build a new society free from the suffocating bureaucracy of our forebears. The lust for power, though, returned, and within a short time, clan leaders and self-titled nobles rose on the backs of the people. Now, the land is besieged by petty wars, and the people have sunk to unscrupulous acts in order to improve their barren lot. Neighbor steals from neighbor, and families struggle against one another for survival. As a Mage, you are one of the few with power in this land who exist outside of the strictures of this cruel society.

As a Tanasin, you have taken it upon yourself to reshape this land toward order. You will break these chieftains and would-be nobles, shattering their feeble warbands and bringing devastation to their ill-gotten estates, won on the backs of the people: folk who even now fear you, misunderstanding your aims and the paradise that you could awaken in this frozen wilderness. In spite of their fear and their resistance, your faith in your cause is a raging fire within you. Your power is devastation and ruin. Others (including your fellow Magi) may not share your vision. From these ashes, though, order shall at last be restored, to the glory of you and your people.



Alternate Mark Variants

The lore of Magi presented here is intended to provide a cohesive and well-reasoned explanation for the existence of magic and its practitioners. However, you may desire to play a Mage who is not hindered socially but is affected in some other manner by the Mark.

The Mark as written reduces Heart by one, accounting for how an individual with such incredible power might be viewed in an impoverished and otherwise 'gritty' Ironlands. At creation or at the time of your character's Revelation, you may instead reduce any other core stat by one. When you do so, envision how your mind and/or body has been permanently affected by the Revelation and the Mark.

For example, instead of suffering a -1 Heart, you might:

- Suffer -1 Iron due to a wracking cough that can only be soothed with a noxious herbal tea.
- Suffer -1 Edge as your limbs twist into permanent contortions, making nimble movements difficult and painful.
- Suffer -1 Wits as your mind is addled, causing you to have periods of time which you don't remember.
- Suffer -1 Shadow as a subtle but noticeable glow surrounds you wherever you go.

REDUCED POWER CASTING

For a lower-powered variant of The Mark, when you Cast a Spell, use the lower of the Spell Power or your Chaos level, instead of the higher of the two. This maintains the same risk of marking further Chaos, but makes your spells less likely to succeed. If you like more failure in your narrative, this variant may be for you.

Your Truths

- Is there a source of magic other than Chaos? If so, describe it.
- How common are Magi throughout the land? Does everyone in the Ironlands know of at least one Mage nearby, or are there only whispers of Magi?
- How do Magi fit into the power structures of Ironland society? Are Magi often in contact with chieftains or nobles in the Ironlands: leaders who seek their help? Or, do they pursue their own goals, with little regard for the politics of the realm?
- If there are Firstborn in your world, do some of them have those who undergo the Revelation as well? If so, how does their magic differ from the Ironlander Magi? If not, how do they view and interact with Ironlander Magi?
- What beasts or horrors exist that are frightening even to a Mage of significant power? Describe them. Where do these horrors come from? Do they arrive through portals which open in random places around the Ironlands? Do they spill down from the northern wastes: the frozen and uninhabitable plains? Are they summoned by unscrupulous Magi?
- Does the use and practice of magic vary from region to region, or is there a universal approach to controlling Chaos employed by all Magi?
- How do Magi relate to one another? Are they isolated and mistrustful, or do they cling together for the sake of keeping the magic alive in a world turned against them? Is there a council of Magi which governs the group, or is each Mage independent?
- How were magic and Magi viewed in the Old World? Was magic responsible, in whole or in part, for the exodus which led your people to the Ironlands?

