GENERAL

What is this for?

This is a fan-made reference for Savestate's wonderful *Into The Cardboard Realm* CYOA, a collection of the author's explanations, responses to questions, and other supplemental material.

Into The Cardboard Realm itself can presently be read here, with a login on the QQ forums. Those interested in Savestate's other works can check her index & discussion thread here, or her wordpress, for a more stable plaintext archive.

Who made this?

All Q&A statements below the line are quoted from Savestate's posts, where the **bold** is copied from someone else's question, and the plaintext is her answer.

As a concession to legibility when interpreting casual forum posts, some questions have been editorialized for brevity or clarity, but Savestate's answers have always been left as unchanged as possible.

All credit for this material goes to Savestate, a fantastic writer and creator.

I can only take responsibility for curation of the material - collecting, sorting, and formatting. If you wish to speak with me in that role, you can leave a comment in this google doc, send me a private message on QQ, or mention me in Savestate's QQ thread, where I post under the username 'Subrosian Smithy'.

How comprehensive is this?

This document presently contains material from immediately after *Into The Cardboard Realm* was posted on QQ, up through the 1st of February, 2024. I've done my best to include everything relevant from that time period, with occasional omissions for redundant material, as well as to include some important material from elsewhere.

This is a living document, and may grow or change in the future. As mentioned above, if you believe that I've missed something important, misrepresented some material, or used a broken link, please reach out to me!

I hope you enjoy *Into The Cardboard Realm* as much as I do! c:

SORCERY

General

Q: What is Sorcery?
A: Sorcery is the creation of new magic, new powers, new Power Sources- and the upgrading of these things in ways not supported. It requires particular sorcerous resources, which obviously vary in quality. Quintessence, Ambrosia, Chain Parts… Potential.

At the low end, Sorcery lets you increase your personal power past the normal limits of such. Maybe you develop a personal energy source that helps refuel all your varied reserves. At the high end, Sorcery can create phenomena that threaten the cosmic bureaucracy. The bureaucracy tries to control that. They like exiling true threats to smaller infinities.

Some very rare people naturally have sorcerous potential. There's an academy that recruits such people as students, uses a portion of their potential to turn them into incredible magical prodigies, and takes the rest to fuel the headmistress's experiments. There's a civilization of wizards that imprisons such people in less-real realms to harvest the difference and enrich their own magic system.

Q: How are the wizards trapping people in these unreal realms? I'm imagining some sort of internet graphic/game hybrid.
A: They get at them before they awaken to their potential, by subtle means that don't risk them suddenly awakening. An example prison is the Cardboard Realm. Its floor is a plane of material that maintains a constant temperature comparable to molten rock, and its ceiling is a flexible membrane weighed down by gravity from which fresh air and moisture seeps. Great spires and angled columns span the whole expanse in a vast network, acting as foundation for construction but emitting a destructive force that conducts through dense and solid materials to gradually erode them.

Q: The Sorcerors in the Cardboard Realm all have natural Sorcerous potential. Where is all that power coming from in the first place?
A: Personally, I'm really fond of the idea that the local origin of Sorcery isn't intelligent, that over a thousand people independently won a cosmic lottery and it's only chance that had them sharing any similarities at all, that the multiverse just did that.

Q: Is Cardboard Realm Sorcery equivalent to a High Human Sorcery? Can others begin to wield powers derived from your Sorceries, even without deliberate effort?
A: Not really equivalent? High Human Sorcery is a highly-refined method of sorcery that creates "technologies" that can be improved limitlessly with sufficient effort. A Cardboard Realm Sorcery, these things you start with, are like big superpowers. Clumsy, hard to share. But even

without development, it's not hard to find ways to use something so powerful to empower others. It's just not necessarily going to be a natural outgrowth; see Shor's blood fueling cultivation.

Q: I'm having trouble grasping how to come up with OC Sorcerors. I get the idea in general, but the starting powers of the Cardboard Realm don't suggest any guidelines or limits - "being a draconic paragon," "the ability to escape any bonds," and "probability control" all seem arbitrary and unrelated.
A: They can, in theory, be just about anything. However! While coming up with personal Sorceries for ItCR, I sorted them into three general categories.
Something you are. (Dreambreed, Shor, Sen)
Something you have. (Siberian, Prim, Lilith, Creator)
Something you can do. (Skypiercer, Sierra, Mia, Cairn, Volosh, Escapee)

The Player

Q: I have a question about Into the Cardboard Realm. The premise is that a powerful force decides to get rid of you before you can become a problem. Is this powerful force the Wizard we see, or is it someone else? Who is the one responsible for yoinking you from "real-world" Earth to this 80s knockoff Earth in the first place?
A: ~~-1: Vacation Narrator's rebellion fails.~~
1: Vacation Narrator is hiding inside your narrative.
2: You die of normal death things.
3: Vacation Narrator reincarnates you to distorted-past-Earth, where you are born as a Sorcerer.
4: Agents of the Tree of Magic, who like to imprison Sorcerers and steal their power, notice you and try to do that to you.
5: Your Sorcery awakens, you kill one wizard.
6: Vacation Narrator twists your awakening Sorcery into something that can pose a threat to the Cosmic Bureaucracy.
7: You arrive in the Cardboard Realm.

Q: Do the Sorcery options we are offered stand out even among Sorcery manifestations in general?
A: Yes.

Q: How can Sorcery become a threat to the infinite beings of the Cosmic Bureaucracy?
A: It normally doesn't reach nearly to that level, but Vacation Narrator turned your Sorcery into either something that can let you mimic the omnipotent representation of a concept, or protect yourself from their attacks, or wound them.

Q: Where does Siberian stand in terms of power, versatility, and potential amongst the other Sorcerers present in the Cardboard Realm?
A: None of the Sorceries are substantially beyond the others, in overall capability. Your superiority is specific. Dreambreed can potentially mimic the likes of Vacation Narrator or her

acquaintance, Time. Siberian can defend you from the highest levels of assault. Skypiercer can injure the most unassailable beings.

Q: Are we actually entirely unique in the potency of our Sorcery, being that it was amped by Vacation Narrator? Are there others that have been in similar enough situations to have equally powerful ones, or is there perhaps variation in the baseline potency of a given individual's Sorcery in general?
A: Nobody else has been put in a position quite like having their Sorcery refined into a tool against the Cosmic Bureaucracy. Beyond that, the Sorcerers are starting from mostly equal starting points but some work harder, find additional resources (I'm talking magic systems), or make better choices.

Q: What would your fellow Sorcerers be like if they received some of Vacation Narrator's boost?
A: There'd be some narrow way in which they could stand against even the greatest cosmic overbeing. Some area in which they cannot be contested. Perhaps Lilith can make a common mortal soldier useful in a fight against the multiversal embodiment of time, perhaps the faintest echoes of Mia's word have infinitely wider reach and cannot be erased entirely, perhaps nothing can break Shor's scales.

Development

Q: When you say your Sorcery has been 'boosted' by Vacation Narrator, is that something you can lose, or is it innate to you as a Sorcerer?
A: If you work *reaaally* hard, and focus on that as your goal, you could eventually strip out what Vacation Narrator has done. It won't happen by accident. Even if you build something completely unrooted in your initial Sorcery, you can trivially ensure it makes use of Vacation Narrator's boost.

Q: With the right kind of development, would it be possible to expand the impact of Vacation Narrator's boost? Not just recycle it into a form that works better, but actually broaden the area in which you are inviolate?
A: You can leverage that ability in new ways, but it's hard to expand something so potent.

Q: I think I saw someone mention Sorcerers are fonts of power & magic that get deeper and wider with time, all else aside? Might have been you, even.
A: Yes. Sorcerers of your kind not trapped in a scenario like the Cardboard Realm (where your growth is being actively suppressed) can grow endlessly.

Q: I've seen the concept of improving your Sorcery mentioned here and there, but how does that work? Is it just intrinsic to the power that you can improve it beyond the baseline?

A: As a Sorcerer, you also have almost unbounded growth in general. You can build upon whatever foundation you have in just about whatever way you want, forever. This is almost if not entirely non-functional until you escape the Cardboard Realm.

Q: My understanding is that, while a Sorcerer is trapped in the Cardboard Realm, their growth remains uncapped, but is slowed considerably. Is this correct?
A: Your sorcerous development, at least, is supposed to be functionally paused while you remain in the Cardboard Realm. Other forms of growth are not slowed.

Q: Once you're out of the Cardboard Realm and can do Sorcery (as in, build Power Sources and such), how does one do it?
A: It's an intuitive process, particular to you. At its most basic, when you reach for new or greater power, you seem to simply have it.

Q: Does your Sorcerous power grow based on your personal timeline, or according to some external reference?
A: You share a clock with the other natural Sorcerers born in this corner of the multiverse.

Q: You've mentioned before that Sorcery can be used to make Sorcery more effective. What does that look like in practice? Do you just spend potential on the ability to do Sorcery more effectively?
A: That's one way. Also intentionally developing combos and synergies, building useful foundations, etc.

Q: Does Sorcerous growth require effort, or is it passive according to priorities you set? Or is it something like a passive accumulation of Sorcerous resources that you can spend as necessary, leading to explosive growth when stretching yourself?
A: It doesn't require any meaningful effort. You can accumulate unspent development.

Q: When developing a Sorcery, is "throughput" an issue? Like, let's say I want to develop it in two different directions. If I have sufficient multitasking ability, can I develop these two capabilities simultaneously?
A: Your rate of sorcerous development is fundamentally limited, and difficult to increase. If you want to follow two entirely different paths at once, you'll expect to progress at half speed along each. There's a lot you can do to avoid repeating your work, of course.

Q: You've said that it is possible to manifest your Sorcery as if you hadn't developed it in a particular direction. Is it possible to be so monumentally stupid in your development that you can't manifest an earlier, better version of your Sorcery?
A: That's possible. Even a cosmic superbeing like a Sorcerer can hurt themselves if they're extremely, willfully foolish.

Restoration

Q: Sen's profile mentions that her Sorcery restored her lost powers. When you reconstruct stuff, is it just Sorcery cosmetically flavored like whatever you lost, or would your abilities actually function in the same fundamental manner?
A: It rebuilds your power as efficiently as it can, then builds on top of that with remaining resources. This usually means a very efficient and straightforward "restoration of what was lost", and sometimes an enforcement of functionality to replace missing backend. Stronger powers would have less new stuff built on top of them, and it'll definitely fudge things if it would be too expensive to rebuild "correctly".

Q: How would Sorcery rebuild the powers of a D&D Wizard, or a Parahuman?
A: The Wizard would probably be set up as the source of the metaphysical background their spells rely upon. They might create a weave around themselves, or their magic might impose the implied presence of a weave and assorted planar forces. Forms of antimagic based on damaging or removing the weave would probably be useless against her. If her sorcery made sure to restore and enforce that aspect, she could teach others arcane spells, and possibly even those beyond normal spellcasting.

     It'd start by rebuilding the bare-minimum shardside stuff, substituting for the real expensive systems- planetary prediction networks? No, have some divination. I expect it'd pretty quickly reach the point where restoring more of your shard doesn't actually help you, and start building on to your powers and conceptually enforcing useful functions ("being boosted by conflict" as an actual boost instead of your shard providing access to more of its resources).

Creation

Q: How thoroughly can you overhaul your Sorcery?
A: You can abandon your Sorcery, start building something entirely new from a completely different starting point, and harness the original to support the new thing.

Q: It sounds like your development is dependent to a degree on your original Sorcery - am I right in that assumption?
A: It gives you a strong starting point, but you have the wonderful freedom of not needing starting points, if you're willing to put in extra effort.

Q: What is a Sorcery in comparison to a Power Source, and what differentiates those two from general lesser magic systems like what each group of reincarnators has?
A: Sorcery is the kind of thing that builds a Power Source. Lesser magics are just, you know, smaller.

Q: So what kind of effort and time is required to make a Power Source?
A: Really depends, but it's a big project, even for a natural Sorcerer like you.

Q: What kind of Power Sources could you make with your sorcery? Would it have any special resource/time/skill requirements?

A: It's up to you. You are the builder. You have a certain starting point, but you can take it wherever you want. Resources and skill would help people grow strong, because they give you something to build power on top of, just as time gives you additional opportunities for growth. But you don't need to rely on that.

Q: Is building a hollow System like Anatic Physics easier than building a complete Power Source like Nuclear Noise?
A: Generally, yes.

Q: Is making Power Source perks within the capabilities of a sorcerer? If you yourself are a source of sorcerous resources like the dreams the Chain of Isekai uses.
A: Yeah, it's something you can eventually do.

Q: Is there any particular barrier to giving many people your created perks, once you've put in the effort to create one?
A: Nothing in particular. If you can find a way to spread them, you can spread them.

Extraction

Q: Can a Cardboard Realm protagonist absorb other Sorcerous substances in order to speed up her growth, like Chain Parts or Ambrosia?
A: Sure.

Q: Where do Sorcerous resources come from for most people, if they're not born with an inexhaustible supply of them?
A: These resources may be found naturally under cosmically rare circumstances, small amounts obtained from taking apart universes, magic systems dismantled and repurposed. The Brede didn't see a glimmer of psychic power until after they had extinguished every star in their galaxy seeking some form of progression.

Q: Does every universe have useful Sorcerous resources to speak of, then?
A: Some realms might be too stable for an inhabitant to free up any sorcerous resources. Some might lack for those resources to begin with- it's all bound up in the Powers, say. This would be very common in infinite realms. Some realms might disperse those resources before they can reach any useful concentration, by chaotic nature or intelligent design. Some might lack the tools to manipulate those resources usefully.

Sorcery can be achieved even in universes where magic is not possible, if local reality is insufficiently hardened. The Brede created their psionics by extinguishing a galaxy, empowered it by killing their elders, and created a psychic god by erasing their civilization. The Cauldron-makers dissassembled whole planetary masses, performed great works of stellar engineering, to invent their magic, and iterated on it from there.

Q: If you can get some amount of Sorcerous resources by disassembling worlds, can't a creator god just create and destroy worlds to advance?

A: It's not so simple; worlds don't necessarily contain these resources, and building a world outright won't incorporate much, if anything, beyond what you personally include. But there is a tendency for magic to increase, across the whole of the multiverse, and there is something more to a universe allowed to burn on for billions of years compared to one assembled in its current state yesterday.

Q: What happens if a Sorcerer manages to absorb a Power Source? Would it grant generic 'raw power,' or could they incorporate it into their own magic to add new functionality like they could for someone else's Sorcery?
A: The starting Sorceries of Into the Cardboard Realm are closer to powers than Power Sources. But when someone eats a Power Source, they should definitely get something more interesting than "more power".

Q: Cardboard Realm Sorcerers are naturally able to consume and incorporate Sorcery and Power Sources. Does this extend to a natural aptitude for consuming supernatural things in general, devouring fields of magic to bolster ourselves?
A: You have a natural aptitude for playing with power in general. Muddling that which already exists is a very natural and efficient form of development.

Q: Is a single Sorceror at the same level as the Chain of Isekai? Kinda just wondering if, once I had time to develop, I could put people on Isekai adventures.
A: Maybe not at quite the same level- the Chain is *big*- but they can copy what it does with Chain Parts, learn to feed to accelerate their growth, grow to manipulate worlds and inject Power Sources they have encountered.

Quickening

Q: Can we steal the powers of other Sorcerers?
A: Sorcerers are able to do funky stuff with power. Absorbing the abilities of a fallen peer is part of that.

Q: What are some hypothetical ways you could steal power from other Sorcerers?
A: You have to subdue them thoroughly. Then it's an instinctive application of your nature.

Q: When a Sorcerer absorbs the power of another Sorcerer, does it happen instinctively or does it need something else? If there are other components to the process, do they vary from one Sorcerer to another?
A: Its a straightforward instinctive process that doesn't need much ritual.

Q: Is there any benefit to absorbing more of a Sorcerer's power?
A: You get more of the thing you're taking. It flavors your Sorcery more.

Q: If absorbing another Sorcerer's power alters your own Sorcery, can you still manifest your powers in their original forms, or is that lost to you?

A: You can manifest more limited/constrained forms of your Sorcery; you could use it as if you hadn't added to it. Absorbing someone else's Sorcery and using it exactly as they did is the sort of thing you'd have to carefully build towards.

Q: Is it possible for a Sorcerer to 'share' their Sorcery with one another? I mean, without needing to murder one another, even if it'd be a very intimate decision.
A: Yes, that's possible. Not something done casually.

Q: How difficult would it be to persuade all the other Sorcerers in the Cardboard Realm to share their Sorcery with one another? I don't really see any downsides to it.
A: I think it'd be pretty difficult? It's an intimate act, and it involves giving up a portion of your own power.
Not even Prim and Sierra have done it.

Q: It seemed more like an exchange, where both parties transfer power to one another?
A: Sure, but in the end you're giving up as much as you're getting.

Q: No orgies, then. :(
A: No *superpower exchange* orgy.

Dreambreed

Shapeshifting

Q: If reality pushes back on any expression of Dreambreed, then isn't being able to change yourself kind of pointless? You can't actually do anything without being subtle about it.
A: Your Self is somewhat proof against reality, enough to do as you like with your form. Only your outwards-facing interactions can be restrained.

Q: What counts as outwards-facing interactions? Because that's really vague as technically *any* form of interaction from you at all could be considered outward-facing.
A: Well, yes. Anything that's not internal.

Q: If I shapeshift into a dragon and I breathe fire on someone or hit them with a claw, would the fire breath fail but the claw work, or would both fail as I impose my dreams over someone else's reality? Could you turn into a giant eagle and fly someone on your back?
A: Your self-transformation is a good source of trickery. At maximum doubt, your claw strikes wouldn't hit harder than your fist, but if you maintain the deception well enough, you can burn someone for real. Turning into an eagle to carry someone is fairly safe from being disproven, as long as you're actually strong enough.

Q: At maximum doubt, if I take the shape of a dragon, my claw wouldn't hit harder than my fist. But if I upgrade my raw capability 'beneath' the shape I take, can I still use Dreambreed to exert that raw capability in more versatile ways?
A: Yeah.

Q: Would it be possible to have a form of low-level healing by making it seem like wounds aren't as bad as they should be?
A: Dreambreed can do more than low-level healing. You can be reduced to non-existence and pop back up elsewhere.

Q: How immortal does Dreambreed make you, even against powers specialized against dreams? I wasn't under the impression that your existence was something that could be disbelieved by reality.
A: You can't be prevented from changing your form. You can escape any assault by not existing to be assaulted; even if you are reduced to nothing by an attack, that doesn't necessarily mean much.
Your return, your ability to access certain locations? These can be opposed. Even after the fact. You can wear a different mask, but the right defenses can make it harder and harder to slip in anything at all.

Q: With Dreambreed... does its utmost freedom of form also extend to one's own mind as well such that one could give themselves 'unending willpower' or shed their compassion on a whim?
A: To the extent willpower is a quality of a person as opposed to its own form of supernatural power, you can become something with unlimited willpower. It's enough for the entirety of the Motive Wings progression, at least. You can wear the mask of any possible personality, but "you" will still remain.

Q: To what extent can I give myself arbitrary mental traits? You mentioned giving oneself willpower, but can I, say, give myself perfect memory, superhuman intelligence, sensory processing, thoughtspeed?
A: You can use your freedom of form to take on arbitrary traits of non-supernatural personality; to manifest talent and task-suitedness with total security. More than that requires the sort of intervention that can be disproven, but is theoretically unbounded. You could become an inhuman genius, but you'd need to playact the part of your foolish prior self.

Q: You mention that you can be 'a pile of kittens that promptly scatter across a city'. Is there a limit to having more than one body like this?
A: The vaster your form, the easier it is to 'pop'.

Q: If you study with a hundred bodies at once, can you 'smuggle lore into the world through ordinary study' a hundred times as quickly? Or could you only do it for studying normal things, or not do it at all?
A: You're still you, just in a more multitudinous form. You can get more study done, but not a hundred times as much.

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Conjuration

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Q: Siberian has some Excrucian flavor, but couldn't Dreambreed do the same? Become Nothing, be Nowhere, navigate places that aren't real and find things that don't exist, then pull them into reality. Question then is if your gains would be useful, though.
A: Yeah. They wouldn't be more "real" than anything else you conjure, without development in some direction.

Q: Indulgence mentions that the Cosmic Bureaucracy defends the cosmos against the Unreal. Are they worried about threats from outside reality, *things* in the void? Would a Dreambreed sorcerer traveling the void be in danger?
A: There are threats that aren't quite properly part of the multiverse.
You're fine.

Q: How real are people made with Dreambreed? Are they fully-formed people, or just something like extensions of your sorcery/subconscious? Or can I decide?
A: You can decide.

Q: If a dream of yours, and the people in it, is disbelieved, do the dream and the relevant people keep existing, just unable to interact with the world?
A: Normally they cease to be, but you can dream of their continuation elsewhere.

Q: Can your dream-creations keep existing independently of you, if you move on?
A: If nothing dispels a dream, it can continue indefinitely.

Q: Are insubstantial illusions easier to justify?
A: Yeah.

Subversion

Q: If we fill a wonderland with enough people and places, could we make it count as a real place, with real, actual people? If we make a conjured population 'real' enough, can we exploit their belief to further our own deceptions?
Could we write ourselves into the mythos of our wonderland such as to manipulate the other reincarnators into believing us a creator god?
A: Dreambreed struggles to make things truly real; it's the biggest problem with that power. Making something bigger, grander, more complex, may actually hurt those efforts. But you can be buoyed by belief, and you can neutralize resistance, so real or mostly-real people are helpful. Even children born into an unreal world may share an unbroken lineage to something truly real, a quality of spirit that cannot be a lie, and support you. (You can build up and benefit from properly-seeded populations)

Q: Neutralizing resistance…? Oh, this is that "if you create something then it no longer suffers from denial" thing, right?
A: That which is created by you is a thing of dreams, and imposes no resistance. This is a matter of degree; the more a thing only exists because of dreams, the more it is a dream.

Q: Can you subsume things? Like, can I replace something with an identical dream variant and thus have power over that thing and all things it produces going forwards?
A: Yeah, you can convert people in the same way.

Q: Is converting someone into a dream difficult? I suppose if you catch someone alone it'd be much easier. Are they still subject to skepticism then?
A: Subsuming someone most naturally happens when they only exist because of you. If you put them in a situation where you could kill them, and you expend the necessary effort/resources to do so, that's enough.
That which has been subsumed contains some amount of absolute truth, which provides support.

Q: Can Dreambreed pull a Chain of Isekai and create permanent sources of power by refining their dreams?
A: Not their own dreams.

Q: Could you use your own dreams as a refinery for the collected dreams of others, then?
A: Sure.

Trickery

Q: As for tricking the world... I can't reach into a bag whose contents are unknown and draw out a gun to shoot someone with, can I? I could cut someone in half with a thought, but to make it stick I'd need to use a sword to do it?
A: You could transform from [a person] into [a person holding a gun] to attack from a greater distance, or travel to a lonely empty place and return with "something" in your pocket to be determined later, but not generally manifest an arbitrary object.
You have some capacity to exaggerate your actions, to make a sword cut better even when you can't manifest the cut directly, sure.

Q: For Dreambreed, what are some viable initial strategies? I'm guessing that you can probably exploit the expectation of your neighbors that you'll have a Sorcery for high initial power, especially if you combine it with certain magic systems.
A: Consign all your people to a fantastical wonderland, preserving them until your escape. Draw creatures of dust and faded magic from the vast wastes of the Cardboard Realm. Assert some of the raw reality-shaping power of a Sorcerer that let you tear apart a wizard's soul, to support an image of greater ability.

Q: I suppose what I really ought to have asked was this: what starting opportunities do we have for Dreambreed?
A: You're a Sorcerer, and thus innately potent. You are only a sliver of your full self, in the Cardboard Realm. You were sent here by an arcane process where things went wrong. You are surrounded by an endless unexplored vastness, and it seems as if there should be something above the "ceiling". A cosmically potent being has nudged things in your favor, and may do so again. You are accompanied by people from other worlds, their magic variably faded and distorted. You are the reason thousands of people were gathered up by mysterious government agents, and your peers have formed great kingdoms.

Q: Would it be possible for me to copy all of the other Sorceries with Dreambreed? Do copied powers suffer from rejection, or are they safe because I'm using Dreambreed to mimic already existing abilities?
A: Dreambreed could copy the Sorcery of another, could invent its own Sorcery, could build a System that asserts whatever lie you want or turn you into some sort of cosmic god. You'd still suffer from rejection, if your deception failed.

Q: Could I use Sorcery to mimic the abilities of a Nobilis character? What about the abilities of a Deceiver and other Execruians?

A: That's where you take Dreambreed, ask Vacation Narrator for directions, and show up at the cosmic bureaucracy claiming you're from a different department.

Q: Also how difficult is infiltrating the cosmic bureaucracy? Once you succeed, how hard would it be to solidify your position?
A: Getting in isn't incredibly difficult. Maintaining the deception while having an impact is harder. If you do nothing of significance, I expect you could maintain the lie almost indefinitely.

Q: If Willpower for Motive Wings isn't an issue for Dreambreed, then what about Spirit?
A: It's harder to fake that sort of growth, but you can get something out of manifesting appropriate trials and challenges. They don't even need to be violent, necessarily.

Disbelief

Q: How much of what is done via Dreambreed removed after the effect has been disproven? If I use a dream to manifest a manufacturing center and help build a city, would dispelling the factory cause the city to vanish?
A: Depends on how it was disproven, but this can *potentially* go into full-on "the last hundred years of history, across this entire planet, played out completely differently" retcons.

Q: How does it work when two opposing groups have different opinions on your works? Say you have chests that are bigger on the inside and that's long established fact with your people but a different new group says that's impossible. Who wins?
A: With sufficiently firm ontological grounding, you win. No amount of disbelief can stop you. Otherwise, doubt towards something emerging from a place of relative uncertainty partially degrades it. Concrete evidence unmakes it.

Q: With Dreambreed, is there any point at which your dreams functionally become base reality? If you dream up some mana, spend that mana to create food, feed people, and use their shit to fertilize crops, is that produce still damageable by disbelief?
A: There'll always be a kernel of untruth at the heart of everything.

Q: How blatant can you get before reality starts pushing back?
A: Basically avoid doing anything a person would notice as highly unusual, that's not backed by actual power. In some regions, this restriction ends up looser. (But if you set things up right you can go much much farther)

Q: Is it reality itself or observers that cause issues? I think you said no amount of disbelief will affect your power if its ontologically viable.
A: Reality has a say, but it's not meaningful without observers. If you extinguish a star and nobody can tell, did you really change anything? Once you start interacting with people, things get stricter.

Q: Is disbelief a function of the world in itself, or the people in it? If I create a person whole cloth, would that person be disbelieved out of existence?
A: It's a weird mix of both, with a lot of "if a tree fell in a forest and nobody was around to hear it, did it make a sound?". If your dream people never encounter "real" people, they'll be fine.

Q: So a place where weird and unusual things are expected to happen could give you a lot of leeway, then? Dreamlands, places of chaotic magic, and strange demiplanes (that totally existed before you arrived, honest!) seem like they would be your friends.
A: Yep!

Q: What are the dark places? Like, where are you more free? Is it places far from others? Empty deserts or oceans or the void of space? Or is it more of a metaphysical dark space, wherever you can locate such a thing? A place where reality is looser or the laws of said reality are less solid.
A: You're more free in places that are unknown and unobserved, and in places where reality is loose and possibilities are open.

<div align="center"><u>Interactions</u></div>

Q: Can you use Dreambreed to change the quality of your soul's mana pump, or to 'find' the Brede Disciplines pore which achieves the same result?
A: You can do stuff towards that end, but Dreambreed struggles to just make you "more powerful" in any real way. Dreambreed would definitely help you anywhere your efforts can be passed off as luck or coincidence.

Q: Could Dreambreed's freedom of form permit you to mix and match which Brede Disciplines pores you've 'leveled up'? Turn one refined pore into another, and so on?
A: Yeah, plausible.

Q: How would the various Systems interact and combine with Dreambreed?
A: That's a broad question!
Dreambreed gives you opportunities to exaggerate and muddle the workings of things, and to manifest "what-if"s. The Black Wind disappears by flowing out of reality along strange axes? Maybe something can come crawling back out from there. You made a big sacrifice to the Iron Sequence? We can figure out exactly what power you formed later.

Q: Say I'm a Rampant Cultivator. Could I summon all the cultivation resources I need with Dreambreed, or push my cultivation ahead at will?
A: Sure. The untruth in your foundation would still leave you with a vulnerability.

Q: I wonder how the cultivation style Shor's people use would react to sustained Dreambreed magic.
A: Dreambreed is probably exactly the sort of thing that helps someone trapped by their own nature.

Q: Could Dreambreed use their power to swap traits in and out of storage? Have multiple cultivation bases which are all equally real, just not in use at the same time?
A: Yeah.

Q: How would Dreambreed manifest its what-ifs for Rampant Cultivation and Ossic Runecraft?
A: There's not as much of that "we don't know what's out there" in these cases. Dreambreed might let you "luck upon" optimal paths of development, or distort your internal workings, with Rampant cultivation. Ossic Runecraft is not very well-suited, I think.

Q: Savestate, am I missing anything here in terms of Dreambreed synergies?
A: The Black Wind could help harden any figment that survives it.

Q: How does Dreambreed interact with motive wings?
A: Motive Wings are an expression of your nature, primarily that which motivates you. Dreambreed gives you ultimate freedom of self; you can define your nature and you can begin anew. Effectively, you can swap out your Wings as you wish without making them substantially less real.

Q: Does the Iron Sequence have any unique interactions with Dreambreed?
A: You can make fake sacrifices? Sate your hunger and need for destruction on falsehoods? Or slip free from the state of "having already made sacrifices" to start from the beginning of the Sequence again.

Q: Could a Dreambreed Monumentalist build multiple Monuments and freely decide which one is 'theirs' from moment to moment?
A: Dreambreed could definitely shift attunement.

Quickening

Q: If the Empty Shell is just laying there unclaimed, and the Hollow Kingdom colonists only took the power they could reach on the outskirts, could I claim that power? What would it do for Dreambreed?
A: Dreambreed could use the power of freedom to unravel reality, release people from normal existence. You could treat strong disbelief as a barrier and break through, unleashing dreaming figments that are totally unreal and yet still able to act upon the world.

Q: What would occur if Cairn and Shor shared their Sorcery with Dreambreed and vice versa?
A: Shor can provide large amounts of physicality and elemental fury, solidifying your dreams, while the causal influence Cairn provides could turn your dream-based luck into a sort of fate warping. I struggle to say how they would use Dreambreed; I suppose it's probably not too dissimilar from how you use their influence.

Q: How would Mia or Sierra's sorcery affect your own powers if you somehow took it?
A: Your speech, words and affectations and all else, carries real power; your illusions gain realness proportionate to your own creative effort in their weaving. You can support your dreams with known falsehood, shore them up when needed and leave them be the rest of the time, allocating a vast ocean of power to maintain the lie.

Q: How about Mia, Cairn, and Lilith?
A: Your self-expression, even echoed endlessly, brings things into existence; your dreams assert their own reality.
Causality is twisted to support the paths your dreaming finds; you control fate and destiny in truth.
Your dreams become useful, you can find ways to leverage them and developmental paths to reinforce them.

Q: And what about Prim and Sierra?
A: Sierra's shadow gets you a reserve of reality-distortion you can smoothly reallocate to different portions of your dreams, firming them up against that which would break them.
Prim's clay is naturally suited for mimicry; you can lastingly reinforce the physical presence of your figments at the cost of a little malleability.

Q: If a Sorcerer with Dreambreed were to absorb some of Lilith's Sorcery, could they create intelligent dreams that can reinforce themselves with their own belief?
A: Yeah.

Q: If we were to take Volosh's Sorcery then how would that influence Dreambreed?
A: Dreambreed gets a supply of phenomena that are real but weird and easily distorted, forces and figures to fill in its dreaming forms.

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Development

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Q: Are there any other ways of making your dreams capable of existing even when disbelieved? Eidel physique would probably work, but besides that? Is it something I can develop as native to Dreambreed once I escape the Cardboard Realm?
A: Generally, to resist disbelief you need something real to reinforce them. You can develop your power in all sorts of ways once you escape; you can develop dreams that harden themselves the longer they go without being undone.

Q: How would Sorcerous development actually manifest? And in particular how would that effect Dreambreed?
A: It would manifest *how you want it to manifest*. That's the big thing with Sorcery, you define your own power. You're still building upon what you have, but you're doing so in accordance mostly with what you want to achieve.

Dreambreed could develop a sea of irreal power it can use to enforce itself in the face of disbelief, limited only by how much can be drawn into the world. Or it might become able to slowly solidify and backfill that which has not been disproven, filling in the gaps with weight of history. Maybe you harden yourself against disbelief and make solid evidence more necessary, or vice versa.

Q: With sufficient growth, could you strip away Dreambreed's 'deception' aspect entirely, for a form of extremely potent reality warping?
A: Essentially.

Q: Now I'm curious. Isn't that basically just infinite power? Once you remove the limit of disbelief than what limits does Dreambreed have?
A: You shouldn't be able to *entirely* shed that weakness. You can narrow it, you can harden your dreams against it, you can find ways to support them, but you shouldn't ever be able to extend an unassailable dreaming across all infinity. Dreambreed's "infinite reality warping" is intrinsically vulnerable.

Q: If you wanted to truly remove the disbelief limit from Dreambreed, would that come at the cost of some of its ultimate potential?
A: Yeah, you can't have infinite real stuff nearly as easily as you can have infinite dreaming figments.

Q: Let's say I want to develop Dreambreed in two different directions. One is dreams that are "mirages", illusionary locations which appear in the distance, drawing on the attention and efforts of those who seek them to become more real. The other is parasitic dreams that enter people's minds and take over, resulting in dream-puppets who will readily believe what I want them to, eliminating disbelief. Are these valid ways to develop Dreambreed?
A: Both routes are valid.

Siberian

<u>The Kingdom</u>

Q: Savestate, I assume that the kingdom you manifest with Siberian is a stereotypical Fantasy JRPG kingdom. Or is it up to the player for the details?
A: You can decide whatever details you want. I imagine it as an exaggerated low-magic fantasy kingdom. It occupied a tundra the size of North America, with a population on the order of a billion, and was considered small and weak. Everything was oversized and immaculate, their people were tall and strong and clever and lived long lives. They used common steel and stone, elevated by Grandeur, and their forests were vast and towering but contained no herbs or animals of particular magical potency.

Q: What am I generally working with here in terms of inhabitants? I'll admit I was getting a 'medieval kingdom' vibe out of it for the denizens along with the usual assortment of mundane animals and plants.
A: It's quasi-medieval with little blatant magic but lots of little advantages. The people are strong and skilled and clever, and their crafts are somewhat better than ordinary stone and steel might permit. They have mages in the form of ritualists, who take advantage of Grandeur to amplify their efforts- they can do things like carefully fertilize a number of fields to enrich an entire province.

Q: What's the expected tech level of the idealized Kingdom, assuming I am a newly awakened Sorcerer?
A: Quasi-medieval, with much better materials and craftsmanship.

Q: Is it an actual kingdom, one that just doesn't exist, or is it more like the idea of a kingdom? For example, are my subjects actual people who carry out actions in my imaginary realm, or do I just have a bunch of conceptual people I can call into the real world when I need them?
A: The Kingdom exists Nowhere. It stands eternal. You have people, but they don't exactly have descriptions anymore. You can sort of add on to them, but not really change them.

Q: "The Kingdom exists Nowhere. You have people, but they don't exactly have descriptions anymore." This makes it sound like a place that used to be Somewhere, until something happened that made it exist Nowhere, and you just latched onto it.
A: Mhm mhm.

Q: I think it's time you explain a bit of the history of what happened to the Nowhere Kingdom in Siberian.
A: Oh yeah, they were not created by your power. Vacation Narrator plucked this kingdom from the void because it was well-suited to her goals, but they did this to themselves. Grandeur ritualism takes a lot of effort, but it can do interesting things once you scale it up enough. Obviously, they didn't intend this exact result.

Q: Savestate, does the Vacation Narrator use an already-existing turquoise spear for Skypiercer like she uses an already-existing place for Siberian? Does Dreambreed also draw something external into the foundation of its power?
A: Siberian's repurposing of something that already... well, I wouldn't say "is"... is a peculiarity of that specific choice.

Grandeur

Q: What is Grandeur capable of and how does it work? Does it need a mind to use or is every force in the realm enhanced by it? It seem like its the latter with the banishing light of the cold sun.
A: Grandeur influences the logic of the world. It says that things that are bigger, older, shinier, generally more "epic", are superior. If your walls are twice as tall, your city is better defended against ICBMs, sort of superior. Continent-spanning road networks accelerated travel severalfold, and oversized mills produced tastier and more nutritious flour from the same grain. There is little in the way of spellcasting, but rituals could be performed, as elevations of sizeable mundane tasks: a ring of fire set all around a location could be used to set everything within its interior ablaze.

Q: In what way does Grandeur improve things? Is it a straightforward scalar improvement, a wall being more durable, a fire burning hotter? Or can it expand it's function into unnatural directions?
A: Grandeur expands function in obvious conceptual directions. A wall defends, a greater wall defends against ICBMs and orbital bombardment.

Q: How far does Grandeur extend when enhancing things? Can it make it normally unviable concepts like humanoid mecha actually work?
A: Pretty far? I've said this before, but it's the sort of conceptual effect that can turn a wall around a city into an effective barrier against attacks from directly above. It can definitely make unviable concepts work, especially when the problem is "we want a really big thing to be more effective".

Q: Does things like appearance and style count for enhancing something with Grandeur? Would a wall purposely made to look more epic work better?
A: To an extent, yes. Scale and functionality scale better than aesthetic.

Q: Does the epicness have to be seen for it work properly? Say I make a supermaterial - does it need to look awesome, or does the sheer effort and/or skill put into it have any impact?
A: Visibility doesn't matter. Grandeur mostly procs off quality/effectiveness and size.

Expansion

Q: Siberian mentions it has limited growth. Is that in comparison to the other powers, or just in general?
A: In comparison to the other powers offered.

Q: You mentioned adding to your kingdom. What does that look like exactly?
A: Primarily taking something out of the world, making it part of your kingdom.

Q: Is it not worth it for someone to become a part of your frozen kingdom?
A: Exiting reality in this way is questionably beneficial. Even when you manifest instances of them, your subjects still "exist" nowhere.

Q: What is the general extent of the Siberian's capacity for growth? Could I expand it via 'conquest' or through having others willingly join? What are some other potential ways for Siberian to grow?
A: Siberian retains the general Sorcerer property of unbounded, personally-defined growth. Normally restricted by the fact of your presence in the Cardboard Realm, it allows you to build upon the foundation of your power over time in arbitrary ways. Assimilation is possible from the getgo by the same means the natives once escaped reality; it's naturally harder with subjects who are unwilling and beyond your ability to subdue.

Q: What would you say incorporating something into the timeless kingdom is like? Like, how would you do it and how would it feel? Anything I can think of would require it to exist in time; it's not like you can educate your scholars, build infrastructure, or the like.
A: You have an intricate web of things, tied together in particular ways. You add more things to the pile, loose and unconnected, and tie them into the whole. Link "knowledge of electricity" to your universities and scholars.

Q: "You have people, but they don't exactly have descriptions anymore. You can sort of add on to them, but not really change them." Does that mean that they can't grow at all or that you can't just will it and have to tell them to work on it?
A: The latter.

Q: I was wondering how "you can give magic to your citizens but they have to be the one who train it" works in a kingdom without time. Did you mean that you have to summon them for them to work on it, at least to begin with?
A: That's one way to go about it, and probably would help.

Q: How difficult would it be to infuse the frozen kingdom with mana or to further empower it via access to the other Systems?
A: Non-trivial. A project. I wouldn't expect you to labor over it for decades, but I wouldn't expect you to figure it out in a week, at least starting from inside the Cardboard Realm.

Q: Supposing I took System Access & Archical Mirroring, after going through the hassle of integrating Elevated Wizardry into the frozen kingdom, their tech level would be equivalent to the wizard's civilization, right?
A: Yeah.

Q: Integration of Archival Mirroring into Siberian should at least get the frozen kingdom up to 1980's tech if not higher shouldn't it?
A: If you integrated it in that sort of way, yeah.

Q: Is that which we assimilate into Siberian harmoniously integrated into the greater whole of the frozen kingdom? Would it remain as is, or would it be reformatted to better fit? Can the frozen kingdom be 'made worse' through assimilating other things?
A: Depends on how you go about it. Your Sorcerous development is very personal.
If you're *really* stupid, maybe you can make things worse.
Again, it's very variable. If you put in the work to make things go a certain way, you probably can.

Q: How viable is it to 'organically' grow your kingdom by just plopping down a whole bunch of your citizens and telling them to breed? Are those new entities automatically part of your kingdom letting you increase your population?
A: You'd have some advantage integrating fresh spawn over random people, but it wouldn't be automatic.

Q: As I understand it, Siberian is only slow in growth compared to the other two Sorceries, but it's still entirely capable of growth? So if I got a couple dragon eggs I could put them into my Kingdom and cultivate a population of dragons as citizens of my nation? Or give the various magicks I find to my people for them to practice and develop?
A: Yep! Approximately, yes.

Q: Can you use Siberian to stoke the embers of magic from Wonder back into fullness? Just keep piling embers together till you get a bonfire going.
A: It can do something roughly comparable, yeah.

Manifestations

Q: How strange can your power get, actually? Can you draw on the timeless nature of your kingdom to freeze people/things? Gain the martial skill of every one of your soldiers? Take on the nature of one of your mountains and crush people beneath your weight?
A: Pretty strange. Timestops, skill drain, weight, yes. Also pulling out regions of spacetime, manipulating the physical properties of what you have manifested with your authority, calling on the magic of Grandeur to amplify your feats in proportion to their magnitude, etc.

Q: Could I manifest the timeless nature of my timeless kingdom? Manifest the first week of the month, when the harvest is in and the snows are perfect. And then do it again. And again. Me and mine moving forward as I wish, everything else treading water.
A: Manifesting time... should be possible. Trapped in the Cardboard Realm, your true growth inactive, you might eventually manage a millionfold effective acceleration over a decently large area? Can't effectively spread it to other kingdoms without solving your reach problems, and even then you'd suffer from spreading yourself thinner.

Q: Since you can stack abstract properties unto yourself, does that also extend to charisma? Could I concentrate the total persuasive power and force of personality of every single being in my kingdom to achieve utterly supernatural levels of such?
A: Charisma is a bit more esoteric than strength, but you could probably develop the sort of super-charisma that gets resisted by supernatural defenses. Pulling on actual persuasive skill would be easier.

Q: Can you multitask, summoning yourself (since you should exist in your kingdom) to be in more than one place at a time? Or the same geographic feature for travel? The same door here, and there, to join the two locations like a portal.
A: You're not inside your kingdom. That would be bad for you, actually.
You can summon up space. Bending existing space in particular ways or linking two identical manifestations is a matter of development.

Q: Could you manifest an abstracted form of 'labour' to instantly do the work of however many people it represents, without literally summoning a bunch of dudes and leaving them for some time?
A: I don't think starting-point Siberian could be used to manifest something as abstract as "labor". Manifest your subjects fractionally, maybe, or impose the form of your own perfect cityscape upon the ruins, repairing and transforming at the same time.

Q: Could you mantle some Siberian inhabitant onto a colonist to give them skill? Could you do the same thing multiple times over, folding some notional person into them again and again for the strength and durability of ten or a hundred?
A: Possible, somewhat hazardous. Possible, reliant on continued maintenance of the enhancement.

Q: Can you un-manifest what you create? Summoning a hot springs resort and the unsummoning it when done, or unsummoning the trash from a feast? Or health and life granted someone, made to vanish if someone tries to steal it from whoever you granted it to?
A: Un-manifesting works. Un-healing would be harder, but not impossible if done very quickly.

Q: Is transmutation possible with Siberian at some point? If you have total control over your kingdom's substance, what's stopping you from eventually turning coal into diamonds, after all.

A: Sure.

Q: Savestate, can the Siberian Sorcery be used to summon prostitutes and courtesans alike?
A: Sure, call up partners from non-existence.

Q: For the Siberian, is your Sun actually a full on star? Could I summon it to throw a sun at someone?
A: You have access to the portion of the sun that shines upon your lands. That's still a lot of solar power, mind.

Q: Can the light of Siberian's sun nourish Sen's people?
A: Sen's people require substance. Light alone is not enough.

Q: Can Siberian be used to help Sen's people by providing them with 'substance'?
A: Yes, Siberian would help a lot.

Q: Assuming that I don't use the absolute invulnerability then how difficult am I to kill with Siberian?
A: Killing you is somewhat more difficult than shattering every stone, breaking every object, killing every person or plant or animal, throughout a continent. (Assuming accessing the targets is trivial. Your personal resilience is not so distributed.) And it has to be achieved within a limited time-frame.

Q: Is there anything stopping you from, say, giving yourself the durability of all the mountains of your land... and then doing it again for even more durability?
A: With just Siberian, at its baseline, you can't stably manifest abstract qualities. You have to continuously manifest them.

Q: Can I use Siberian to heal any degradation that might occur to myself from the use of Sprawling Root Regeneration?
A: Yes. It can grant you health and form as you require.

Q: Could you manifest the full scope of your kingdom within your soul in order to create some sort of inner world?
A: Eventually possible.

Interactions

Q: For System Access rather than my own soul's mana pump can I instead draw upon Siberian's magic to power spells? If so, what kind of power am I looking at?
A: Your frozen kingdom does not naturally possess any mana. If it did, you would be able to draw upon the efforts and grand rituals of millions of fantastically capable mages.

Q: How much synergy does Siberian have with the Eidel Physique and Rampant Cultivation?
A: Your kingdom cannot be replicated by Eidel Physique or Rampant Cultivation, but some of its various outputs can. Grandeur, or the essence of a winter wind that carries you swiftly on your way.

Q: Could you externalize the resources of the frozen kingdom for use in Eidel Physique or Rampant Cultivation and so on?
A: Your kingdom could readily provide Grandeur, materials of exceptional quality, and manifestations of the "spirit" of your kingdom (intangible aspects like the strength of stone or the cold light that banishes foreign influence). Rampant Cultivation is somewhat better by default at absorbing the material, Eidel Physique is better by default at absorbing the mystical. It's definitely useful.

Q: Would Grandeur improve upon the stuff you build with Anatic Physics? Provided that they were of sufficiently large size, anyways.
A: Grandeur can and will bolster other magic.

Q: How would Siberian interact with the Iron Sequence? It is an eternal and loyal realm that is nowhere. If you start sacrificing blood or treasure or what not from it, are those things lost or are they renewed?
A: You could endlessly draw from your kingdom to fuel grand sacrifices, and it would not be diminished. You have a lot of blood and lives and treasure and world on your hands, here.

Q: Through funneling the effectively endless resources of Siberian into the Iron Sequence then what kind of return can I get in terms of powers?
A: Continent-scale powers are well within your reach. Greater abilities are a matter of paying a larger sacrifice over an extended period.

Q: Would Motive Wings have any synergy with Siberian?
A: Sure. Giving your people Wings would strengthen them, though I'm not sure they could reach higher tiers.

Q: Would someone with Motive Wings and Siberian have any high-level wings to draw from, then? Or would they need to pull low-level wings, combine them on their own, and then have to do it all again if they wanted to change them up?
A: If you're pulling wings from your kingdom, you'll probably need some additional development to get anything beyond the basics. Depends on how well you integrate them initially.

Q: If one of Siberian's citizens sheds a Wing, does the discarded Wing stick around in the timeless kingdom? I guess it depends on where they discarded it.
A: Shed Wings are more likely to linger if within your Kingdom.

Q: To have your people shed Wings you'd need to drag them out into reality where they can work on it followed by updating their thread in Siberian, right?
A: Depends on how you want to do the upgrading.

Q: Can Siberian funnel the Willpower and Spirit of the entire frozen kingdom into them to forcibly evolve their Wings?
A: Possible, I think.

Q: Would Siberian have an advantage in replicating Lilith's plan to use the Microcosmic Writ in creating an 'inner world'?
A: Yeah, you have a lot of resources and a solid source of world-sustaining forces.

Q: Combining Siberian with the Black Wind seems like it could be quite a potent weapon? Just feed it lots of magic to let it consume more stuff. Are there any other potential interactions between the two?
A: The Black Wind is resisted by permanence, so the manifestations of your realm may endure it better than normal substance.

Quickening

Q: Is it possible to assimilate other sorcerers into your kingdom via Siberian?
A: Maybe? It would be very difficult even if they were willing.

Q: Lilith's Gnosis... How difficult would it be to take some for Siberian?
A: Taking some wouldn't be too hard.

Q: What would Lilith's Gnosis do if integrated into Siberian? Because if its influence always allows for useful action, then could it impossibly allow my non-existent kingdom to improve itself over time, act and live lives within my realm, despite not actually existing in truth?
A: That's possible. You'd basically be pushing the development of Siberian by your own internal power instead of absorbing external stuff.

Q: Is it possible to assimilate Prim's primordial clay into Siberian? Also, is this a viable method of expanding upon the frozen kingdom? Presumably we wouldn't need a continual supply of it given that we'd be able to create it ourselves afterwards.
A: As much as any other substance. Sure.

Q: Can I yoink the Empty Shell and add it to the frozen kingdom? How badly is it likely to turn out?
A: Possible. Absorbing the power of another Sorcerer will have an impact on the expression of your Sorcery. But this power of relentless freedom will be yours; it will not harm you.

Q: What would you actually get from the Empty Shell? Squaring 'relentless freedom' and 'eternal stasis' is proving to be rather difficult.
A: Instead of bringing things into the world or keeping them out, you can dance around the edges. Your forces can erupt into reality on their own power to carry out your will, even far distant from you. You are exponentially better at releasing people from their existence within reality.

Q: If we were to take Volosh's Sorcery then how would that influence Siberian?
A: Siberian... might be able to pull from unlikely developmental paths of their kingdom?

Development

Q: Are there any similarly-bullshit things Siberian can do comparable to Dreambreed's shenanigans?
A: Siberian's defensive measures can with the right means be extended to things that are not you. Construct a fortress-universe, within which Vacation Narrator can act more freely.

Q: You've stated in the past that Siberian can grow once you get out of the cardboard realm - what does it look like to grow something so unchanging?
A: Adding to your kingdom, increasing your influence over what has been manifested from it, refining specific applications of its resources, pulling shenanigans like in the Truth section.

Q: The thought I had is that it's complete when you get it. You can't expand your Kingdom, because it doesn't exist.
A: Once you're out of the Cardboard Realm, even Siberian has limitless developmental potential. But its growth rate *is* inferior.

Q: Is fusing with your Kingdom a possible development path for Siberian? Like, even if I need to use Regression first, could I make that a truly permanent part of my power?
A: Sure, yeah.

Q: "It has no presence in the world, and cannot be targeted or attacked or severed." Can I take this to mean that my Sorcery is full and undiminished, and because by its own rules, it isn't there for the tree to siphon from?
A: The Tree won't get anything, but you'll still only have the tiny portion of your Sorcery that fits within the Cardboard Realm. You might actually manage some growth? Huh.

Skypiercer

Spear Projection

Q: How difficult would it be to change Skypiercer's manifestation of a bright turquoise spear into something different?
A: You'd need at least a little bit of actual sorcerous development to completely change its manifestation. Otherwise, you'd only be able to conceal its nature up to a certain level.

Q: Does Skypiercer (initially, I'm sure you can develop it to have them) have any homing capabilities? Can it be dodged?
A: Initially, it's just a simple piercing attack that advances straightforwardly toward the enemy. It can be dodged, though skill helps much more than raw speed.

Q: You can parry anything that you can react to, is that a perfect parry? A deflection of all damage?
A: Yeah, it's a perfect parry.

Q: If you're currently using Skypiercer to push your limits, can you still use its offensive capabilities, or do you have to pause your development temporarily to strike someone with Skypiercer?
A: Committing all of Skypiercer towards internal functions would limit you in using it offensively.

Q: Skypiercer attacks can cross any amount of distance to reach their targets; can you put Skypiercer in a paper airplane letter and send it to the Sorcerers you can't reach?
A: Sure.

The Greater Sky

Q: What do we find if we pierce the floor? Context clues say that the place beyond might not be as friendly as the world above the sky, but I'm still curious.
A: The sky you reveal is part of Skypiercer itself, not the Cardboard Realm. I think you'd just find more floor, maybe basement layers.

Q: What would happen if you pierced the Greater Sky?
A: It's uncertain.

Q: I would assume that Skypiercer would allow anyone who possesses it to effortlessly navigate its skies in a straightforward fashion from one rift to any other rifts, but would anyone who lacks it be at significant risk of getting lost and stranded?
A: No. Not vastly greater than getting lost exploring any other uncharted territory, and when the weather clears, you can look back and see where you came from.

Q: Is Skypiercer able to exert an influence or control over the greater sky they have access to? Or, is it just a place to explore and use as a means of travel?
A: Not natively. It's just an opening.

Q: Can you... actually close the rifts that Skypiercer opens into the Greater Sky? Or do they just last forever?
A: Get good at Celestial Magic, I guess?

Q: The bit where you cut open the sky for access to life and magic seems like it'll be pretty useful.
A: Its sun can make magic users and artifacts stronger than their relevant systems should allow, and it can eventually bring self-sustaining life to inhospitable dimensions.

Q: Does the life-giving nature of Skypiercer's rain create animals to inhabit its sky-islands, or just plants?
A: It can create animal life.

Heavenly Magic

Q: Can you do anything with the life and magic of the Greater Sky, or is the effect restricted to the likes of rain making things grow and the sun making things strong?
A: The greater sky eventually provides access to a system of Weather Magic, which can be developed towards some greater Celestial Magic. It's a spellcasting system, effects expressed through atmospheric phenomena.

Q: How broad is Weather Magic? I'm guessing it lends itself easily towards grandiose and elemental things- healing rains, lightning bolts, meteor storms and the like. Basically, any practical ends you want, but actual effects are limited- no teleportation, but maybe you can call up a storm to sweep you away, etc. Am I in the ballpark?
A: It can do most things, though it does have some tendency towards material effects and simple conceptual expressions. At lower levels, you can fly on a gust of wind. At higher levels, that wind can carry you to a different world, effecting teleportation. At higher levels of Celestial Magic, you can resurrect someone by manifesting and dissipating an event horizon, revealing them whole and intact within the volume it had obscured.

Q: Since you refer to this Weather Magic and Celestial Magic as Magic and not Sorcery, I presume this is a system that can be shared amongst others?
A: Yes, it can be spread.

Idealization

Q: Is idealizing yourself permanent? Like, its not a sustained action but a transformation of your base state?
A: Yes.

Q: You're basically capable of inviolate volition, aren't you? You might feel fear but can act perfectly regardless of it. Could you interact with man and yet deny the formation of any bonds of friendship or empathy despite your interactions?
A: Yep! And you can definitely harden yourself and become as heartless as you want to be.

Q: Is Skypiercer's passive uncapper function separate from using Skypiercer to actively push your limits?
A: Essentially. You can grow by uncapped training, and by investing Skypiercer towards growth. Only so quickly, based on how much of Skypiercer you dedicate to that advancement.

Q: What if you use Skypiercer on something with no natural capacity for growth? Will that uncap them?
A: You can use Skypiercer to advance things that normally don't grow.

Q: Can Skypiercer be utilized to develop traits you don't have and have no other way of developing? Like access to a hereditary magic system.
A: It can let you bypass your own limitations and advance straightforwardly. It can't add novel functions. Idealization might help, otherwise you'd need some alternate plan.

Q: Spypiercer removes any limitations on your actions so that you can continuously advance forwards, right? Does that mean you can give yourself superhuman charisma with it?
A: It doesn't remove any limitations, exactly. But yes, you can use it to achieve superhuman levels of charisma.

Q: Can you use Skypiercer to develop itself? Can this be used to essentially skip having to train your Sorcery by other means?
A: You can't use starting Skypiercer to directly increase the basis of Skypiercer. You can increase some of its manifestations, like the minimum strength of your attacks. It's hard to accelerate your natural Sorcerous development.

Q: If Sen converted us to a lesser spirit of her own kind then we could shrug off her control with Skypiercer, right? Not to mention that we naturally wouldn't stay "lesser" for long.
A: Yeah.

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Interactions

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Q: How much mana can a Skypiercer-enhanced will-powered Mana Pump generate? As much mana as you need to cast a given spell? Starting at peak human when you transform into your ideal self, then steadily increasing over time?
A: It gets boosted to some degree when you idealize yourself, then can be developed indefinitely. You can cast spells at a basic level even without sufficient mana.

Q: How would the various Systems interact and combine with Skypiecer?
A: That's a broad question!
Skypiercer is straightforward. You bypass limits, you grow stronger, you maybe lend some of that to others. Life and strength and wisdom flows from the greater sky you reveal, pushing other Systems to new heights. Ink Magic takes your color to draw up new implements of overcoming, you push Regression closer to the ultimate ideal.

Q: How easy is it to share the energy of Skypiercer? Can you just wave your hand in someone's general direction to channel energy into them, or do you need to blow open a hole in the sky and allow the sun and moonlight to passively empower them?
A: Sharing it for use with Brede Disciplines, you could send out beams to people that bypass ordinary obstructions.

Q: Normally, the more Brede Disciplines you have unlocked, the more difficult it is to find the pore needed to unlock another of them. Will Skypiercer allow anyone using its energy to unlock as many of them as they want to?
A: Skypiercer could definitely help here.

Q: How would Skypiercer interact with the Iron Sequence, Motive Wings, or Ink Magic?
A: You can improve your Sequence-given abilities as anything else, and continue the Sequence past its natural conclusion. You can create powers with negative conditions you are simply immune to.
You can develop the strength of your Wings, and amplify those gains when you evolve them. You can guarantee your own evolution, eventually. You can unleash the power of your Wings even without any means of externalizing it.
The color of your Sorcery can be used to paint items that overcome. A sword that grows stronger every day.

Q: How about Rampant Cultivation, Ossic Runecraft, and Microcosmic Writ?
A: Skypiercer lets you push past the limitations that arise as you cultivate. It gives you a source of material for runes. It exists as something you can fold away in a shortened reference.

Q: And what about Regression and the Black Wind?
A: Skypiercer is suitable for use in maintaining Regression. If you stick the Black Wind onto your attack, it'll scale with it and unleash a form of the Wind potent enough to eat away at just about anything you hit.

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Quickening

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Q: If the Empty Shell is just laying there unclaimed, and the Hollow Kingdom colonists only took the power they could reach on the outskirts, could I claim that power? What would it do for Skypiercer?

A: Freedom supports and strengthens Skypiercer's unlimiting of the self. A greater capacity to unbind and escape. You can attack any seal, use your lance to break seals.

Q: How would Skypiercer interact with Shor and Sen's Sorceries?
A: You could increase the maximum size of your draconic form as any other parameter. You could add your draconic fury to your lance.
You can directly strengthen the lesser spirits you create, maybe? Not much direct interaction, for all they may synergize.

Q: How about Mia, Cairn, and Lilith?
A: You can use your spear-blows to express different effects of similar power. Killing a worldbeast and in the same motion restoring the world it had ravaged.
I'm not seeing a ton of basic synergy from the fate stuff. It'll help you manage your parries and land your blows?
You have access to additional paths of self-development, that exploit or advance your native Sorcery. As long as you exist, you can lift your arm and strike. There are fewer circumstances in which you cannot hit an enemy or parry a blow, rather than simply being insufficient.

Q: And finally the pair: Prim and Sierra?
A: I don't think either have particularly interesting interactions. They become like tools, supporting your core power but not changing how you use it.

Q: If we were to take Volosh's Sorcery, how would that influence Skypiercer?
A: Skypiercer could let you pull your own futures into yourself, accelerating your development or guiding your path.

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Development

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Q: Are there any similarly-bullshit things Skypiercer can do comparable to Dreambreed's shenanigans?
A: If you can properly orient yourself to something, Skypiercer can damage it. Find a perspective from which something you want to stop is a thing, and strike. Damage the concept of degradation or evil or "restrictions on personal growth", on local or eventually multiversal scales.

Q: Can Skypiercer cut distance for fast travel?
A: If you develop Skypiercer some or otherwise pick up the means to properly orient yourself for cutting space, that would work. Cutting away space and distance isn't part of Skypiercer's initial toolset.

Q: How hard would it be to develop Skypiercer's 'Perfect Parry' into a 'Perfect Counter' that reflects the attack parried back at the attacker, bolstered by the power of Skypiercer?
A: Not very difficult. It's not *that* far off from just lashing out at the same instant you execute your parry.

Q: If you can assume your ideal state and perfectly deny corruption and exhaustion, then shouldn't you be able to deny damage and alteration to your immaculate self?
A: Not without some development.

Q: With Skypiercer we can "emerge from mere flesh as an immortal creature of purer substance." Is it possible to repeat the process? Flesh to purer substance to…?
A: Theoretically, yes. You are a Sorcerer after all.

Q: Could you develop Skypiercer to open up greater versions of other things? Perhaps part the earth to reveal a primeval underground realm.
A: Plausible yeah

WIZARDRY

Elevated Wizardry

General

Q: So now I wanna know how Elevated Wizardry actually works, lol.
A: There exists a substance of magical processes, mana. This particular form of mana has a character of "Elevation". As its Elevation rises, the mana becomes more localized, and as Elevation declines, the mana is diffused over infinity. There is a seemingly boundless sea of mana that spans all the universe, which may be easily tapped, but its utility is more limited than may be obvious. Elevation roughly corresponds to energy content- this form of mana is not consumed to fuel spells, but instead acts as an energy carrier. To raise up mana from the astral sea is to invest your own energy.

Mana has a tendency to decrease in Elevation, when left undisturbed. This tendency grows stronger as Elevation rises; low-energy mana diffused over a planet can accumulate and linger for many years. There are many methods to hold mana in place, prevent it from descending. Mana is raised back up by various forms of mana pump, investing energy from such sources as the inexhaustible spirit, other mana, or the material world. The construction of a mana pump limits its functionality; a given pump might only be able to raise mana so high, or dredge mana from so deep.

Spells are assembled from mana, defined by pure structure. An identical spell made by archmage or apprentice or machine will have identical function, and more energy cannot be extracted from a portion of mana than was put into it. The behaviour of a piece of mana can be adjusted, such as in increasing its physical interactivity for the creation of mana crystal. Assembling spells can be an extremely difficult balancing act. Pure will alone is insufficient to create the most powerful spells, even for a wizened archmage. Specialized tools and highly-refined spell components (literally, pre-assembled subcomponents of spells) are required for high-end magical feats. Complexity and infrastructural requirements approach (but remain below) those of mundane industry.

Creating a stored spell is as simple as constructing a spell that is stable, that does not require active maintenance to avoid collapsing, and refraining from releasing it. Creating an item that performs magical feats repeatedly is more complex, requiring at minimum the magical architecture to reliably shape an input of mana into an effect. Greater magic items are able to collect energy to operate mana pumps, and can construct complex spells with a degree of customization. Embedding magic into physical objects allows that magic to benefit from interactions with the material structure of the object; at its most basic, leaning on it as structural support.

Given the ability to prepare many stable spells and release them simultaneously, high-end magical feats are largely a matter of complexity, energy density, and exotic function. A spell with millions of information-processing nodes would be overwhelmingly tedious to assemble by will alone. Denser, higher-Elevation mana requires superior mana pumps to

produce and is more difficult to store, even requiring greater structural support within the pattern of a spell. More exotic phenomena tend to be more difficult to usefully recreate.

Elevated Mana produces two primary categories of effect: shaping and recreation.

Recreation relies on mana's excellency as reservoir of information; the astral sea contains more raw knowledge than could be studied in a human lifetime. Locating and pulling upon the proper records, mana can be made to emulate all manner of phenomena. This is harder to precisely control than pure shaping, but effects such as healing are much easier by this method. Even other supernatural phenomena can be somewhat copied- but it will only ever be a pale copy, its conceptual potency limited.

Shaping relies on the ability to alter mana's properties, using it directly as medium of interaction. Instead of actively emulating natural matter, you might induce physical interactivity, then crystallize the mana into stable form, a new and exotic form of matter. Diffuse a packet of mana over a wide area, and harvest the information it collects. Fire off a beam of destructive mana that can bend and swerve to seek your target, that can become concussive or burning or cutting just as easily.

There remains some tradeoff between complexity and potency of spells. It's hard to make an explosion discriminate.

TLDR; Spells are objects made out of mana, sometimes bound to physical objects for some utility or convenience. Mana interacts with mana, so you can create mechanisms that aid in the construction of spells. Mana can be made to interact with matter, so you can have it interact in ways that transfer energy from the matter to the mana.

Q: So lemme try and walk through a couple spells, to see if I'm understanding Elevated Wizardry right. It takes 20-40% as much energy as you would otherwise need, right?
A: It's 20-40% of the "work", in the sense that an economy built on this magic spends 20-40% as much on achieving the same result as a modern industrial economy at the same level of development. It normally obeys conservation of energy.

Past the most basic spellcasting, you'd probably have some reservoir of high-energy mana you build your spell out of instead of running pumps as you cast. Mana's energy density grows exponentially with elevation, while pumping it higher gets harder, so this becomes more and more the case as you progress.

Wait. Okay, "mana pumps" are the specific, specialized tool that energizes your mana, moves it "up". You'd have other mana manipulation systems. But yes, you'd need to establish much more magical infrastructure in general as your spells expanded, and a point of physical stability would help.

Q: Not '20-40% of the work' in the sense of how much power a machine uses, but in the sense of how much effort it takes to develop and build and tech up to a given bit of machinery, right?
A: Correct. It's work in the economic sense.

Capabilities

Q: The Wizard's magic system is apparently kinda shit, but better than nothing, and with later choices, my lack of talent shouldn't matter as much.
A: Talent doesn't matter as much as knowledge. System Access gets you access to modern, industrial use of Elevated Wizardry, where you construct mana pumps powered by nuclear fuel rods to run industrial spell-printers. (Well, after some build-up probably.)

Q: What would you be able to do with elevated wizardry hour 1 other than fly? How hard is it to summon basic goods and materials?
A: Express a lot of raw energy, I suppose. You could fairly easily rig up a magical forge/loom/etc. and start churning out large quantities of metals, textiles, etc. formed from pure mana. It's a few times more productive overall than the equivalent amount of labor in a modern industrial economic process.

Q: Are there any downsides to widespread Elevated Wizardry mana shaping? If you lock tons of mana up in emulating matter, will it eventually 'decompose', or would like you get a microplastics pollution sort of situation?
A: It's not particularly difficult to degrade scattered traces of mana-formed materials back into useable mana; in the right circumstances it's free resources, even. Contamination can still occur, and improperly-conjured foodstuffs or other complex chemicals can cause significant environmental harm.

Q: How can Elevated Wizardry even do teleportation and world walking? Waa that the Tree, or something that they observed and mimicked others doing in another world?
A: They didn't develop that sort of stuff until the Tree started supercharging their magic. Teleportation was probably derived from the normal bending of spacetime, while their interdimensional travel came from analysis of the Tree's arrival.

Q: How long would it take the Apprentice to make a magical battery, if they exist?
A: A few hours for something basic, much longer to create tools for their manufacture at scale.

Q: The description of Elevation, in regards to Elevated Wizardry, makes me think that it isn't that good at making mana batteries, due to mana's tendency towards lower Elevation. Is that accurate, or is it more that - like with our batteries - they simply drain slowly over time, even when not in use?
A: Maintaining mana's elevation in a battery is similar to maintaining mana's elevation in a spell or enchantment. They have stable mana batteries that do not self-discharge, though her society has a preference towards using that energy in manufacturing instead.

Q: How hard would it be to make mana pumps that draw on the heat of the Cardboard Realm's lava floor for power? I imagine drawing up that much mana from the area would be tricky.
A: Yeah, the Cardboard Realm's energy resources aren't amazing. A 1-2 kilowatt mana pump running off the floor's heat could take 200 hours to construct if you rely solely on System Access and work alone.

Archival Mirroring

Q: The limiting factor after obtaining Elevated Wizardry itself would be the technical knowledge needed to actually use it. Would Archival Mirroring be the best way to neatly sidestep this issue?
A: Yeah. Archival mirroring is one way, but the access picks all give some amount of knowledge too.

Q: Would it be possible for me to recreate all of the other Sorceries by cultivating the sample taken from Archival Mirroring?
A: Archival Mirroring provides no samples- only raw data.

Q: Is Archival Mirroring limited to just the Cardboard Realm or does it update when I go to a new world?
A: Archival Mirroring gets you all the information from your Earth's universe, plus some carryover from the Cardboard Realm and the Tree's worlds where mana was allowed to exchange. It does not update. It does record its own formation.

Q: ...Wait. Wouldn't recreating stuff from the Astral Sea potentially be a viable way of getting all the other Systems that the Tree has encountered prior to this point?
A: If you dive far enough into the astral sea, you can find a lot of stuff. Bolster the pale mimicry Elevated Wizardry offers and it becomes a record of every non-self-censoring force or power it has touched.

Q: Would Archival Mirroring present its information differently for each of the three Sorceries? If so, roughly how would it do so?
A: Yes. Dreambreed might let you "assume" you have the Astral Sea's knowledge; you don't technically know it, but anything that well of raw data could justify is justified by it. Siberian could see your people enlightened as if they always had access to this information, such that you could manifest a long philosophical treatise on how the four fundamental forces emerged after the big bang. Skypiercer probably folds it into your growth, improving your ability to develop skills and expand your knowledge base.

Q: How do Skypiercer and Dreambreed express Archival Mirroring?
A: Dreambreed puts the knowledge into the category of "things you are assumed to know"; that is, things you are justified in knowing.
Skypiercer folds it into your growth, allowing you to learn true things as easily as you grow stronger or more skillful.

Q: Is it possible to gain something like Archival Mirroring later? After all, the astral sea still exists even if you don't take it.
A: Yeah.

Q: Could you generate massive quantities of zero-energy mana with Siberian, to diffuse across reality & easily keep Archival Mirroring updated with new information?
A: Infusing your own mana into the Astral Sea to continuously update your personal records is workable.

Interactions

Q: How would you bolster Elevated Wizardry's pale mimicry with Siberian or Dreambreed? Doing it through Skypiercer is straightforward at least.
A: You could infuse Grandeur into your spells or make them complex and self-obscuring enough to hide your dreaming influence.

Q: Savestate, is there any reason to use Elevated Wizardry in isolation if you also have Anatic Physics?
A: There's not much distinction between Elevated Wizardry with and without Anatic Physics.

Q: Could you use Elevated Wizardry to augment Anatic Physics instead of the other way around? Making it 20-40% easier to build any given bit of Anatic Physics infrastructure.
A: Elevated Wizardry would definitely help.

Q: What differentiates Elevated Wizardry spells from say, the JRPG spellcasting your colonists have sparks of? Are they both not made of mana?
A: It's debateable, I'll admit, but Elevated Wizardry is a fairly strict setup for turning mana into magical effects.

Q: Does someone with the Eidel Physique need to eat high-Elevation mana in particular in order to integrate it? Or could they do something with the limitless ocean of zero-energy mana that already intersects their body?
A: Zero-Elevation mana doesn't have a defined location, so they wouldn't be able to integrate it without some minimum engine to energize it into something manipulable.

System Access

Q: Can you initiate yourself into Elevated Wizardry from the Astral Records?
A: Not from the records alone. You don't have the mechanism for manipulating mana; there was no method of wielding Elevated Wizardry *before* people started being born as mages.

Q: Savestate, what specifically changed when people began to be born with the capacity for Elevated Wizardry? Did mages develop some minimal ability to elevate and manipulate mana, and go on to bootstrap the technology from there?
A: Evolution, on a planet with a natural supply of mana. Humanity had the capacity for crude magic before they were humanity, as did many animals. Wizardry evolved alongside intelligence, a tool as basic and essential to them as the pointy stick.

Q: Does that open up the possibility of 'magic creatures' that naturally evolved to make use of innate spells? Like the bombardier beetle or spitting cobra or so on.
A: Yes.

Q: What options can I pick to get access to Elevated Wizardry? What are the differences between them? Is it a system where you need to be given access, or could you just learn it from the Wizard or Apprentice?
A: The system of Elevated Wizardry can be obtained from System Access most easily, Apprentice Abduction Plan, Just Looting if you're clever, Uprooting Liberation if you can bolster the soul fragments.
You need tools that can detect, energize, and shape mana, ideally embedded in your soul for convenience, and ideally alongside the millenia of arcane advancement the wizard civ achieved.

Q: Can any of the System options let you break into conventional Elevated Wizardry access? Anatic Physics seems the easiest. But can Brede Disciplines turn zero point mana into mana pumps? Can Eidel Physique burn calories to elevate mana?
A: Anatic Physics would be fairly straightforward, yeah. Brede Disciplines just needs some way of pumping energy into the ambient mana. Eidel Physique... could do something like that, though it'd be a bit trickier to build that up into more normal spellcasting.

Q: How hard is it to transfer the ability to use Elevated Wizardry to others?
A: Something like a few hundred hours of training, which can be held in larger classes, a hundredish hours to construct mana manipulation mechanisms, a few hundred hours to prepare the energy supply/mana pump(s).

The Tree of Magic

General

Q: What exactly did the Tree do to the wizard? Some kind of subsumption effect? It seems like the 'real' bits of him that are left are definitely against the Tree.
A: It first empowered all his people's magic, and used that as a vector to extend itself into the rest of their selves. Over years, it grew and overtook them, less and less remaining that was not the Tree.

Q: Is there only a single tree or are there more than one?
A: There are a bunch of Trees, of varying morality. They all infiltrate a whole population, feeding on and empowering them in a parasitic or symbiotic relationship. In the context of the CYOA, you're very unlikely to encounter another Tree any time within the next... many thousand years.

Q: Wait. You've mentioned that Cardboard Realm sorcerors share a clock time for their power growth, as if they're all linked to one another and they share a power source. Is Sorcery the result of a rival, elder, significantly more benevolent Tree?
A: I doubt a Tree would be responsible. Concentrating power to this degree is just not their MO.

Q: Are these supposed to be the Trees from that unfinished series of CYOAs (Tree of Spite)?
A: Yep!

Sprawling Root Regeneration

Q: Is Sprawling Root Regeneration this a source of regeneration for me, or just a thing I can use to heal others by providing my own health (and then take them over)?
A: Sprawling Roots Regeneration doesn't give you regeneration, though you could probably use it to integrate conjured material into your body if you have no other method of healing.

Q: Couldn't we use Sprawling Root Regeneration to make others into Elevated Wizards by simply giving them our soul's mana pump? We'd need to heal ourselves from it afterwards however that doesn't seem like too much of an issue.
A: Sure, you could use SRR for organ transplants.

Q: If I get both Sprawling Root Regeneration and Process Sustainment, would I be able to stretch the filaments of Process Sustainment into the workings of others, as the Tree of Magic does?
A: Yeah, that's probably reasonable.

Process Sustainment

Q: Is Process Sustainment a source of infinite mana for me, or just a thing I can use to sponsor access to magic for others (and then take them over)?
A: Process Sustainment gives you infinite mana in theory, but at very low density, and it directly goes into supporting existing workings (it's troublesome/inefficient to fold it back into your mana pool, or otherwise repurpose it).

Q: Can you use Process Sustainment with any magic you get a hold of, even if you don't have a proper source of it?
A: You can use it on any lasting thing you create, even if you could never sustain it yourself.

Q: Is Process Sustainment enough to counteract the eroding force conducted by the pillars of the Cardboard Realm?
A: It's pretty slow, so yeah, probably.

Interactions

Q: If you use Sprawling Root Regeneration on any dream-beings you create, can you make them as 'real' as you are, capable of existing even when disbelieved?
A: You can lend them your reality to resist disbelief. This could end up taking more than you have to give.

Q: Does Process Sustainment help with sustaining things created by Dreambreed against reality? What would this do?
A: Yeah. There'd be some amount of real structure and energy in your dreams, and you'd have better control.

Q: How resilient does Process Sustainment make Dreambreed's dreams?
A: Like spiderwebs instead of sunbeams.

Q: Do Sprawling Root Regeneration and Process Sustainment offer anything useful or novel to a Siberian Sorcerer? Can't you just draw on your kingdom indefinitely, using more infinite power as necessary?
A: They help with linking up to others over great distances. Note that your *throughput* remains finite, even if your kingdom stands eternal.

Q: Could I use Skypiercer to improve Process Sustainment, using my filaments for more support and power?
A: If you're willing to invest Skypiercer towards that, yeah.

METAMAGICS

General

Context

Q: Is Wonder investment related to your choice of System?
A: Your chosen System is a hollow implement adapted to make use of arbitrary sources of magic. It is not the same as the reincarnators' original magics, and is unaffected by Wonder.

Q: So my understanding is that the System options are what we can make out of the parts of our people's power source warped by reincarnation, while Wonder is what remains of their actual unwarped source. Is that right?
A: That's correct, for your System options.

Q: My understanding of it was, the System you choose determines where your reincarnators are from.
A: You get reincarnators from all mentioned worlds, the System just determines what's made of that.

Player Options

Q: What is the state of your people's use of Systematization when you arrive?
A: They understand it at least as well as the description, and have proliferated it to everyone.

Q: Can one get significantly better at using these Systems? Not just in combination with a specific source, but just in general?
A: Yeah.

Q: How long would it take to learn our people's System? You've said it could potentially take a while.
A: A few months.

Q: What are the basic expressions of the three systems, Brede Disciplines, Eidel Physique, and Anatic Physics?
A: Brede Disciplines lets people channel your power and use it to pull off similar but lower-scale feats. Eidel Physique is similar, but they lastingly imbibe your power and struggle to match you in external expression. Anatic Physics allows your power to be dissected into increasingly basic structures and operations, synthesized with great care, and repackaged as mechanisms built for purpose.

Q: Is deconstructing other Systems unique to Anatic Physics, or can both Brede Disciplines and Eidel Physique achieve a similar outcome?
A: Anatic Physics is definitely best by far for integrating this sort of structured thing. Brede Disciplines/Eidel Physique would be limited to that which manifests mostly as vague energy/substance. Black Wind, but not Microcosmic Writ.

Q: Where do these words come from? 'Brede' sounds like 'Breed', and 'Anatic' sounds like 'Anodic', for anodes and cathodes. But what about the word 'Eidel'? Is it just the word for 'empty' in Luxembourgish?
A: These ideas make me sound smart and all, but what really happened was:
Krork -> (word-corruptor) -> Brede
Eldar -> (word-corrupter) -> Eldel -> Eidel
Mana -> Manatic Physics -> (no more specific thingy to be atic of) -> Anatic Physics
(Sometimes I repurpose words if they sound good even if they have weird origins, because naming stuff is hard.)

Brede Disciplines

General

Q: How do you pronounce 'Brede'? Breed? Bread?
A: I pronounce it like "breed".

Q: I'm not sure what Brede Disciplines does, or what can be done with it.
A: You can absorb magic and immediately release it as "any effect that particular bit of magic could produce". You still need to figure out how to produce any specific effect. Training lets you develop a multiplier to what you can do with the same quantity of magic.

Q: Roughly how long does training take to develop new disciplines?
A: Developing a new Discipline can take as little as a week. It gets harder and slower the more Disciplines you have. It's like you have a billion billion sleeping invisible limbs, and every limb you wake up and become able to feel makes it that much harder to focus on or reach out to the limbs you *can't* feel.

Q: I thought it was just Brede Psionics that get harder to unlock the further you go. Does that apply to Brede Disciplines as well?
A: Brede Disciplines shares the quality of "gradually taking longer to unlock new Disciplines" with Brede Psionics.

Q: What do Disciplines actually mean in the context of Brede Disciplines specifically? What does it mean to develop Disciplines in Brede Disciplines? What are you doing that gets harder the more you have done so before?
A: A Discipline is equivalent to a pore, a matter of terminology. It gets harder to unlock more because it's so automatic, because it's so very easy to slip up and reach for what you already have.

Q: Does the magic you take in influence your attempt to use it?
A: Yes. A given form of magic can only be used to produce effects from the set of "possible applications of this magic", and relative efficiency for specific applications is unchanged.

Q: How much magic can a starting reincarnator pull in, in the Cardboard Realm? Do they need to do something special to do so?
A: As much as is available, that's not resisting them. How much you give them, most likely. Brede Disciplines gives them, or by its own assertion "reveals", a sort of mouth for magic.

Pores

Q: What benefit do you get for 'unlocking' a Discipline?
A: Once you've found a Disciplines/pores, using it is completely natural and automatic.

Q: I thought it was mana going into a pore that decided the effect, with the range of effects determined by the pores.
A: Each type of supernatural energy has its own set of pores, equivalent to the set of effects it could potentially produce.

Q: What sort of scale would the spells be at, to start with, when people are floundering around and trying to learn which pores control fire and which conjure water?
A: Brede Disciplines effects start out with exactly as much power as you put into them, which is only limited by what a person can safely contain and procure. As pores are developed, they increase beyond perfect efficiency.

Q: Efficiency I can grok, but what do you mean by finesse? Can something like a firebolt spell can be made to spin, hone in, have a controllable trajectory, etc?
A: It's a direct multiplier to your ability to control the expressed powers. To the extent you can adjust your firebolt spell like that, it makes it much easier.

Q: If you channel mana through a Brede Disciplines pore to cast a spell, and then sustain the effect with Process Sustainment, does that help the pore at all?
A: It's the use of the pore that matters. Relying on something like Process Sustainment in ways that leave you using the pore less will slow its growth, but maintaining a sustained effect with the pore is just fine for growth.

Q: Could you catalog the different 'pores' of Brede Disciplines? This is assuming that the 'pores' aren't unique to each individual and are instead essentially standardized.
A: Yes. The pores are distinguishable, and similar between different users.

Q: Are you able to tell what a pore does without using it? How difficult is it to find the pore you want?
A: Not without someone using it. It's not difficult, but time-consuming; some months at worst to find something in the right ballpark. This is a labor that can be shared between people, as the map of pores is the same for everyone.

Q: If two forms of mana happen to have enough overlap that they have similar spells, would the work you've put into improving those pores would carry over, right?
A: If result and method are identical, you can treat it as the same pore.

Q: Is there a way to 'close' a pore or forget a Discipline? For example, if you want to start using a different kind of magic?
A: Not within the scope of Brede Disciplines itself.

<u>Applications</u>

Q: Say you get your mana mouth to suck in some Cardboard Realm mana and shove it through a random pore in your hand. What sort of thing could happen?

A: There is no ambient "Cardboard Realm" mana. There is the diffuse zero-energy mana of Elevated Wizardry's astral sea, which is the same as any other Elevated Wizardry mana and can be used (once energized) to produce any effect Elevated Wizardry could produce; you might crystallize a clump of mana-matter or fire off a destructive beam of coherent mana or mimic and reproduce the expansion of spacetime to a very small degree.

Q: Savestate, can you use Brede Disciplines to direct the growth of Rampant Cultivation?
A: It'd definitely be able to help.

Eidel Physique

General

Q: I'm really curious what the world Eidel Physique is from is like. A world being eaten? What does that even mean?
A: The Embattled Realm formed when a group of immortals was stranded in the Digesting Abyss. They constructed a world with only one entrance onto the Abyss, to give them a chokepoint and a place of relatively safety where they could rest and plan. Over time, they would fall back and lose ground, while the magic of the Weyrwalls extended their world out into the void to match. The cost of fueling their endless battle sees the people of this realm, naturally immortal and capable of attaining great magical power, degrade and die like mortal humans.

Q: Eidel Physique… I'm not quite sure I grasp what's going on. You need magic from somewhere to enter the body. And only certain kinds of magic properly strengthen the body? Or permanently strengthen the body, which... allows for more magic to do things that aren't strengthening the body?
A: If a person absorbs a bunch of mana, you'd generically expect it to be spent when they use it... Eidel Physique would turn that mana into its own mystical organ, sustained by the body and undiminished in use. An engine instead of a fuel source.
Supporting these magical organs exacts a toll on the body's vitality. If they can improve your vitality by more than they cost, you've made a profit. If they can keep doing that, then you can keep developing the organ further and boosting the body harder to get ever-increasing benefits.

Q: So this is like ki from Dragonball or fighting games, right?
A: With the right energy, yeah. You absorb magic and accumulate it permanently in your body. Capped by your stamina or the amount of magic present, you can do internal stuff easily/automatically or external stuff with training.

Q: Does awakening an Eidel Physique require a healthy body, or is that just fluff text?
A: It's not just fluff, but it's not applied to awakening the Physique- rather, situations that put sufficient stress on the body can interfere with the intake of magic and with the maturation and maintenance of arcane organs.

Q: Does Eidel Physique increase required food intake? Can it use magical resources in place of food?
A: It can. Yeah.

Q: How much control do you have over your Eidel Physique's development, beyond your choice of intake?
A: As much control as you normally have over your body's development. You can train yourself for specific tasks.

Q: Can Eidelists continue to use externally-housed magic normally if they don't go out of their way to eat it?
A: Yeah.

Applications

Q: How would Eidel Physique & Elevated Wizardry work with one another? It seems like Eidel Physique has the least affinity for Elevated Wizardry, I suppose the mana pump in one's soul would provide a functionally 'limitless' supply of magic.
A: Your internal supply of mana would be able to provide spell effects and structural support. Actually assembling it into spell-forms would be tricky, and a lot of effects would be complicated or made impossible by Eidel Physique's preservative nature, but once established you could cast the same spell repeatedly without reconstructing it.

Q: How do you think Eidel Physique would work with Elevated Wizardry? I thought Elevated Wizardry would begin to make your body into a physical mana pump at least, but as a bonus effect of elevating your quality of existence in general.
A: Elevated Wizardry, most obviously some form of mana manipulation yeah. More easily parlayed into personal enhancement than conventional Elevated Wizardry, yes.

Q: What would be the capabilities/effects of someone who had internalized vast amounts of elevated mana with eidel physique (and nothing else)?
A: Their body is passively reinforced by structures of solidified mana, and they are able to harness the full extent of their internal energy reserves for physical action up to and including flight. Some effects, like magical healing, run passively in the background. They can assemble spells internally, and cast them repeatedly, and use this to indirectly produce external effects. Their energy supply is their greatest limiting factor.

Q: Eidel Physique's tendency to conserve magic interferes with Elevated Wizardry's tendency to treat magic as a construction material. When you say you assemble and repeatedly cast spells internally, are you saying the construction material itself never leaves your body? You can project real energy and power, but the effect is 'indirect' because you can't release the Elevated mana itself?
A: Yes.

Q: Would Grandeur be useful for the Eidel Physique then? I mean it's all about making things bigger and more epic after all.
A: Yeah, pretty useful. Increasing your lowercase-g grandeur would increase its benefits without affecting vitality cost.

Q: I had some ideas about Grandeur kind of working like a stamp press in general, in the way Grandeur lifts stuff all by itself. Like, Your Grandeur begins to radiate out to affect Your things.
A: Grandeur's benefits naturally scale only with lowercase-g grandeur, your baseline size/power/epicness. It's an environmental field at a more-or-less fixed intensity. Eidel Physique

would let you put more oomph into that effect, compound the benefits of Grandeur by raising it to levels not normally seen. Extending it, especially to that which already extends you, would definitely also work.

Q: What would Eidel Physique do for Skypiercer's Greater Sky? Would my people grow stronger and learn to ride the winds? Turn into living weather, or shed blood and waste akin to the life-giving rain of the Greater Sky?
A: Skypiercer + Eidel Physique would let people absorb the magic of the skies, to grow stronger and receive inspiration and manifest magical weather as a function of their bodies. They could become weather, yes, and fuel "standard" weather magic with their internal forces. I suppose they could express lifegiving functions through their castoffs.

Q: How much synergy does Eidel Physique have with Rampant Cultivation?
A: The physique is a great aid to cultivation.

Q: How would Eidel Physique internalizing the Black Wind look?
A: You can use it to resolve imbalances and to move along unusual axes.

Q: Would Motive Wings have any synergy with Eidel Physique?
A: Sure. High-tier Wings can scale off certain attributes, or provide peculiar forces Eidel Physique can integrate.

Q: How do you think Eidel Physique would work with the Iron Sequence? Having treasure as a sacrifice sounds like it could enable the dragon thing of incentivizing you to sleep on/around a hoard of valuables, and having that make you stronger over time.
A: The Iron Sequence is a weird one for Eidel Physique. I suppose it might let you make trades for power without the systemization of Marks, albeit at a rate constrained by your own personal power. Which, yeah, might look like a dragon sleeping on a hoard of gold and jewels and gradually absorbing it to grow stronger.

Anatic Physics

General

Q: What can I expect from Anatic Physics?
A: Magic is just advanced physics, we swear. This raygun beams dragon mana into your target, at which point it transforms into its "fire breath" state. We're using this supercollider to breed divine energy.

Q: Is Anatic Physic the same magic system that Nexus uses in your Indulgence CYOA? They feel very similar, with the "mana particles" thing.
A: Nope. From an Anatic Physics perspective, every self-defined power or magic system has its own unique set of exotic particles.

Q: I'm admittedly still curious if this is supposed to all be magitech or if you're supposed to be able to access it by being a wizard.
A: Anatic Physics gives you as much power over arcane forces as our own mastery of physics gives us over heat, chemistry, and electromagnetism, and in a similar way.

Q: Can Anatic Physics synthesize specific variations of a magical energy?
A: Generally, yes.

Q: Could I recreate all of the other Sorceries with Anatic Physics?
A: Anatic Physics isn't sufficient to mimic all the properties of a Sorcery.

Q: Is it possible to use Anatic Physics for more practical usage like weapons and infrastructure and killer robots and sex toys?
A: Definitely.

Q: Savestate, do you know if Anatic Physics magical particles obey wave-particle duality?
A: Probably, yeah.

Applications

Q: How does Anatic Physics function with Dreambreed, anyways? It sounds like it could provide justifications for your deceit if done right, but on the other hand it might not work together at all.
A: Technobabble explanations plus external mass/energy/information inputs let you support your phenomena pretty well, but it's harder (not impossible) to lie outright when you have all these scientific instruments working to observe and manipulate the motes of Dreambreed magic. You can probably do "this spaceship functions normally most of the time, but collapses into the raw elements its illusion was built upon when sufficiently damaged", or "we don't know

how this god-computer comes to its conclusions, but we're feeding it enough energy to power the computations it's probably doing and it's not *breaking* the laws of algorithms so...".

Q: If you have the knowledge that your technology runs on belief and can scientifically verify that fact, wouldn't that be a form of justification in itself? In this case, belief having power to alter the world is an actual thing you can observe.
A: It'd be an indirect benefit, because it's really just reliant on the lack of disbelief, but you can probably get some advantage by changing what people think is possible.

Q: What kinds of things can you build with Anatic Physics and Siberian?
A: The higher-end looks like folding vast quantities of massenergy into artificial pocket spaces to manifest powerful arcane and psychic effects from externally tiny instruments.
In the short term, you can exploit your Sorcery and the traces of Nuclear Noise from Wonder most easily. Your Sorcery gives you a massive supply of magic to dissect and repurpose; there's no need to synthesize it in its most basic form and reassemble standard functionality from its fundamental operations. Look at the standard functionality of Siberian- manifesting things from your Kingdom, influencing that which is of your Kingdom, providing stasis as a defense. You can construct technology that does those same things; stasis shields, "cannons" that summon volcanic heat into an enemy, computers based on the interactions of influence-projectors. Grandeur is also available, you can start establishing standing fields of greater Grandeur.

Q: How would Nuclear Noise in particular interact with Anatic Physics?
A: Nuclear Noise is easy because it's fundamentally very compatible with Anatic Physics. You can make more of it from just about any nuclear reaction or radiation source, including many forms of electromagnetism. Primitive equivalents to all sorts of Fallout-style tech would rapidly become available, including medicines based on nuclear chemistry and mutated biology that can function as a healing potion or literally make you smarter. There are a few "psychics" around that you can rejuvenate slowly with very careful applications of Nuclear Noise until they're manifesting useful powers again.

Q: Of the Neighbors whom among them have Systems with the best synergy for Anatic Physics?
A: Systems? I guess Rampant Cultivation for its self-assembly or the Black Wind for its active elimination of instability.

Q: So Rampant Cultivation and Anatic Physics would allow for the creation of self-assembling machines? Doesn't that have the issue of potentially growing in the wrong direction?
A: Self-assembling, self-improving. Growing in ways you don't want is something that can happen, but just think of the potential!

Q: Ossic Runecraft seems like another viable addition to Anatic Physics, with the two systems feeding into one another.
A: Maybe. It could help you construct tools.

Q: Would deconstructing the Iron Sequence through Anatic Physics give you anything? Its ability to 'convert' one thing to another, even with the costs involved, seems quite useful.
A: Yes. You've already noticed its ability to convert.

Q: With Anatic Physics, could you mitigate or remove the inherently hungry and destructive aspect of powers obtained from the Iron Sequence?
A: Possible. You're talking about modifying individual powers.

Q: What would you get if you used Anatic Physics to deconstruct the Monumentalism system of Volosh's reincarnators, or the Beautiful Creator's Remembrance system?
A: Methods of creating self-stable physical forms, linking between things such that one reinforces the other, translating information, anchoring the spirit to the world. Something that allows that which is scattered to maintain some essential integrity.

Q: Gnosis synthesized through Anatic Physics is the same as Gnosis directly created by Lilith, right? It's just that if you use it in an Anatic Physics-way instead of a Gnosis-way it can't reach its full potential?
A: Correct. Debateable.

Rampant Cultivation

General

Q: How does Rampant Cultivation compare to the Eidel Physique?
A: Rampant Cultivation is trickier, but more all-encompassing and transformative. DBZ vs Xianxia.

Q: Do Rampant Cultivators still do the Dao/Law comprehension thing?
A: Rampant Cultivation is severed from conceits like Dao as much as it is from Qi. It can integrate and refine knowledge, but has inferior potential to bring it to higher levels.

Q: Is it possible to intentionally 'cripple' the growth of Rampant Cultivation?
A: Yes, that's possible. Almost easy- Rampant Cultivation already runs into bottlenecks due to simple accident.

Q: So it's an automatic and continuous process of self-refinement along a path decided at the beginning of the process? And given that it's continuous and automatic, you have to control the process so as to prevent it growing in strange and detrimental ways.
A: It's not so much the path that is decided as it is the starting point. Shor's people could diverge from the path of dragonhood if they had different resources- some manage that even with nothing but draconic substance.
It's the sort of cultivation process that says "oh hey you're filled up on power, time to advance now!" when you really want to perfect your current foundation.

Q: I suppose that's the reason for the term Rampant. It is, in a sense, rampant. What happens if you don't have sufficient resources then? Is it like hunger, where you can starve and eventually suffer negative consequences?
A: It won't kill you for lack of resources, except in the sense that it might develop you in ways that expect greater access to resources.

Q: I keep thinking I'd like to find a way to leash Rampant Cultivation, but there aren't any mitigation powers I can hand out that the cultivation base isn't liable to eat.
A: Is it really a problem if it assimilates the mitigation factor? If your cultivation base incorporates scalpels for cutting away at your cultivation base? Your fingers are part of a harmonious whole but the nails can still wound you, and Rampant Cultivation is less constrained than that.

Q: Huh, I figured Rampant Cultivation would eventually try to melt down everything not in character for the cultivation base and convert it into more of what you already have.
A: It doesn't do... *much* of that. The closest it usually comes is repurposing powers, directing all their output towards new functions it considers an improvement.

Q: You've mentioned that Shor's cultivator colonists have developed all sorts of powers, but did Rampant Cultivation itself give them any added ability to lastingly grow? Or was their transformation just a more efficient way to harness what Shor's blood already does for you?
A: Kind of? It generally tries to build you up in ways that will last, and can enable feats of personal evolution that are otherwise infeasible, but there's no guarantee any particular power can be rendered sustainable. Shor's blood contains a finite amount of power, but her people have a renewable supply of draconic magic because they've taken on varying degrees of draconic heritage.
If there's a way, Rampant Cultivation can probably find it, and will help you towards achieving it. But it can't unilaterally decide that there is a way.

Applications

Q: If we have Rampant Cultivation and Elevated Wizardry, then our soul's mana pump should be subject to Rampant Cultivation's endless integration and improvement, right?
A: Yep!

Q: Rampant Cultivation uses some spark of magic to define the nature of your cultivation base. What would you get from a spark of Siberian itself?
A: With Siberian itself, something about a kingdom hidden away from the world.

Q: Shor's people are curtailed by the boundaries of draconic nature. What limitation is that, exactly?
A: Cultivators can develop whatever abilities they want. Dragons are dragons; Rampant Cultivation has tied all of their self up in that principle.

Ink & Bone

General

**Q: Savestate, I feel like I want to give some of your magic systems more love!
Is there anything cool you can tell us about Ink Magic and Ossic Runecraft? What people in Sen and Mia's kingdoms are getting up to with them, or particularly neat synergies they'd have once they were shared with other kingdoms?**
A: Well, Sen and Mia's people came from the same world. The magics they had built upon each other- Flower Magic provided pigment for Ink Magic which provided materials for Ossic Runecraft. They colonized strange and desolate worlds, but lived in plenty.

Ink Magic only gets out what you put in, in theory. In practice, an artist can express things you wouldn't expect them to be able to. From nothing but Sen's Silver, they can draw up healing potions (their Elixir totally draws a person towards their own ideal form even if they don't know what that is btw). The possibilities they can evoke with more "colors" are greater; one and one makes more than two. Any magical substance they can find a way to paint with gives them a lot.

Ossic Runecraft... it's possible under the right conditions to outright rip the magic out of an object (though putting it back isn't so simple). With a supply of Prim's clay, they could create superweapons that cause all in their radius to lose shape or grow uncontrollably. They could filter the dragon out of Shor's blood to create an elixir of pure vital power, store and capture Gnosis, compress vast quantities of limited-intensity Black Wind into harrowing entropic blades.

Q: I thought the way Ossic Runecraft modified magic was by killing it. How do you get the machines to do so?
A: Yes. And then you interact with magic as if it were a material thing to the extent of mimicking material processes, put Gnosis through a distillation tower.
Interlocking runes can be used to construct devices that isolate and manipulate magic, that filter and shape or compress and refine such arcane forces.

Q: How thorough is it when you kill magic for Ossic Runecraft? Can you use this on "radiating energy" or only on the source?
A: You can theoretically kill any form of magic. The nature of it simply shapes the resultant runes. Sturdier, more persistent magic makes them sturdier.

Q: Suppose a druid has performed a ritual of plant growth on an area, and an Ossic Runecrafter walks up and kills the magic of the ritual. Do the plants wither as supporting magic goes away? Or are they fine as long as they could survive in the area?
A: It depends on the nature of the ritual, and what normally happens when it is broken? Runecraft doesn't automatically extend beyond what you kill.

Q: Could Ossic Runecraft be used offensively? To counterspell an incoming fireball by killing it, for example.
A: Possible

Q: Ossic Runecraft works on magic killed 'properly'. Does that mean it takes a while? If so, how long, minutes to hours?
A: It's easier if you have more time to work.

Q: Could you use Ossic Runecraft to make traps that trigger on the next instance of magic that enters?
A: Runes can be used in mechanisms to detect magic within an area.

Q: Suppose a spellcaster is captured and a Runecrafter goes to kill his magic. Would they be killing his individual spell effects, or his entire ability to use magic?
A: You can kill either. You can be selective.

Q: What is the captured one has Eidel Physique. Would I be killing individual magic organs in them, or their entire ability to absorb and process magic?
A: Either. It's your choice.

Q: If you don't mind me asking, how physical *are* runes, and how do you work with them?
A: They are physical objects from which extends invisible, non-physical structure. They're linked; forces applied to one part apply to the other. The non-physical portion has a complex enough shape you can interlock runes to create solid structures that, from a mundane perspective, look like they have massive gaps. You figure out their actual form and put them together like puzzle pieces.

Q: It's a weird thing conceptually to take runes, that what is typically defined by engraved absence, and arrange them as if they were a physical thing with presence.
A: Is it weird to say that a rune can just exist as the symbol itself? Also, I may have been influenced by years of playing Runescape.

Applications

Q: What synergies would Ossic Runecraft & Ink Magic have with something like Brede Disciplines or Eidel Physique?
A: Runic engines can modify magic, mimicking mundane processes of refinement and concentration, allowing you to create more efficient and specialized Eidel organs. Runic vessels can accumulate magic for later release, giving your Brede Disciplines a mana pool.
Ink Magic can use Eidel blood as ink to produce effects you otherwise could not, and as persistent external artifacts. The right painted artifact could fuel Brede Disciplines, acting as stored power or allowing access to a greater variety of effects.

Q: What does it look like for Brede Disciplines to draw power from an artifact?
A: The artifact is created to allow its magic to be drawn off, a leaky vessel you can drain as easily as ambient energy.

Q: Savestate, how would Ink Magic use Gnosis?
A: Make an ink with crushed gemstones that catches the light beautifully, and paint in the brilliant blue of wisdom. Draw up artifacts that ensure their own effectiveness, and draughts that invigorate the mind.

LESSER POWERS

General

Context

Q: If Systems are hollow implements for channeling other magics, then are the people with Motive Wings somehow diverting Cairn's causality control in order to emulate technology?
A: This is some cool analysis, and you can totally go ahead with this interpretation if you want, but Cairn isn't meant to be from the Motive Wings world. Their System is the Motive Wings. The Wings aren't part of Cairn's sorcery.
Not every System is a broken fragmented thing. The Iron Sequence is wholly intact.

Q: How common are Systems? Given that the Tree of Magic managed to snag ten of them over a decade it seems to imply that they're not that rare.
A: In this corner of the multiverse, as common as Sorcerers.

Fading Wonders

Q: For the Wonder option of Into the Cardboard Realm, what do these magics look like, what are some examples? How many distinct magical systems are there?
A: To misquote myself, the contents of Wonder include Brede Psionics from the broader Orgystone setting (no Oblivion unless you develop it), vaguely conventional JRPG fantasy spellcasting (with high-end feats that look like "personally drain the life force of millions of immortals"), and Nuclear Noise (which is "what if Fallout's Rads were just toxic mana").

Q: What does putting points into Wonder do for you?
A: Investment in Wonder makes it easier to rebuild and make use of the magic your reincarnators had in their previous worlds. This magic is entirely distinct from your Systems. One point makes it theoretically possible, three points makes it easier, five points lets you start using that magic in small ways immediately.
The specific magic this gives you includes psionics, high fantasy magic, and what can be treated as exotic technology.

Q: Can you unpack that in a bit more detail?
A: Okay, so scaling Wonder up gets you, approximately:
      Brede Psionics: Theoretical access to psionics at 1. Extremely low psychic Intensity/growth but full access to Disciplines at 3. Still low but useful Intensity/growth at 5.
      JRPG Magic: Theoretical access to magic at 1. Full access to spellcasting with very meagre effects at 3. Useful, very low-level magic use at 5.

Nuclear Noise: Theoretical access to rads at 1. Measurable psychic powers/mutations at 3, theoretical ability to construct rad-tech. Useful minor psychic powers/mutations at 5, useful but bulky/expensive rad-tech.

Q: Do all your people possess the three sparks Wonder provides, or do some have one, while others have one of the other two?
A: Nobody has more than one spark, because they each reincarnated from a single specific world.

Q: Are we at risk of running out of magic if we use our Wonder options?
A: Probably not in danger of running out.

Q: Do you get the traces of magic from Wonder, or is it just for your people?
A: Just them.

Q: A Future For All People is embedded in psionics. Would it be possible to summon it by using the myth-evoking properties of Microcosmic Writ?
A: Echoes of it are present in the echoes of Brede Psionics your people carry, and it would be possible to artificially strengthen it. The myth-power of Microcosmic Writ's world could serve such a purpose.
It's the sort of diffuse hands-off being that doesn't like direct communication, but you could find ways around that.

Q: Is it possible to do the opposite, and scrub A Future For All People out of our psionics? Not really sure I want it around.
A: It's possible, yes. Easier, even, when there's less Brede Psionics to go around.

Q: What would happen to A Future For All People if we integrated Brede Psionics into Siberian's frozen kingdom?
A: If you fully integrated Brede Psionics, you would have your own version of that ancient psionic god, and it would be as loyal to you as any of your subjects.

Q: You said that you can eventually develop Oblivion with Brede Disciplines. What would this look like? Would high ratings in Wonder help?
A: If you redevelop Brede Psionics, you can eventually discover a Discipline for the generation and manipulation of Oblivion. Some degree of Wonder is necessary, more is helpful.

Q: If you're calling the JRPG Spellcasting "vaguely conventional," that implies that there are in fact considerable differences, which would be nice to learn about.
A: It does? Huh! Genuinely though it should be pretty normal. Gathering up energy, casting spells, flashy combat effects, background economic use, wizards in towers/academies, you get it.

Q: If I put 5 points into Wonder, would my people get from their JRPG spellcasting?

A: Minor spells, essentially cantrips. Enough to provide warmth and water, to let skilled professionals perform their crafts in a subtly supernatural manner, for the gradual and laborious production of magical materials.

Q: How can a technology-based System like Nuclear Noise grow weaker or stronger with Wonder? What does it look like for any of the Systems to grow weaker, even?
A: More Wonder should give you more efficient conversion of mundane nuclear processes/radiation sources into supernatural "rads", and easier manipulation of rads. Certain Fallout-esque technologies may be impossible below a certain level of efficiency (microfusion is liable to falter if it can't harvest enough rads to keep the reaction going), but the rest just becomes more expensive, more difficult to miniaturize, more difficult to power. The faded remnants of Brede Psionics and JRPG Spellcasting retain access to all of their original functions in theory, they just have dramatically less power to throw around, less capacity to grow that power, less ability to direct it.

Q: Is there any particular mechanism for the psychic stuff and mutations? Do the rads physically take root in the body to facilitate your paranormal biology? Or is it just blatant nonsensolium grandfathered in from 50s pulp science in general?
A: Rads let biology take off in stupid directions. It's all "mutations". A lot of it doesn't even strictly rely on the presence of rads except to give things a kickstart. You can have strange herbs any rando can grind up into healing potions that technically haven't been exposed to rads in many generations. The reincarnators got to keep remnants of their mutations because they didn't make much sense anyways.

World Wonders

Q: Our people had one cohesive System made from the collective scraps of their magic, but they also had traces of at least three other magics. Do the other Neighbours' people also have a similar situation?
A: I never really considered this very deeply, but you can potentially recover a few extra magic systems. There was a fairly bog-standard sort of Cultivation, an art of Flower Magic used to create enchanted inks (not just in gardens; a painter might grow an azure flower on their brow and use it to paint deadly flames). The people that brought the Black Wind used a sort of Sun Magic that improved as you approached the unreachably distant star of their world, a beacon that never set. They would construct grand temples to harness this power, some flying, and constantly battle the great pull downward that said nothing could rise too high. Lilith's people came from a realm with mythological gods and monsters, a sort of divinity not reliant on prayer exactly but on marking the world with their presence.

Q: If Rampant Cultivation is flexible enough to let you take a spark of magic in different directions, was the old cultivation system a bit less regimented than shows up in most xianxia?
A: I always struggle with the whys of cultivation. It seems so weird when they have this complex fixed progression seemingly built into the Qi itself and don't bother to analyze that. So honestly

maybe a bit looser than the most standard standard cultivation, the basic procession being simply the easiest way for your cultivation base to develop.

Q: What's up with Flower Magic, this is the first I've heard of it? Is that also something we can get access to?
A: Flower Magic wasn't brought to the Cardboard Realm, except perhaps in small traces. It entailed various species of flower that grew unnaturally swiftly and were unnaturally healthy and vibrant. They were strengthened by the qualities of the soil they were planted in, and could take root in a person.

Q: That Flower Magic doesn't seem very magical unless paired with Ink Magic. What could a practitioner of solely Flower Magic pull off?
A: A bit of herbalism, long since superceded in its world of origin by painted medicines. Massive quantities of biofuel from comparatively small gardens.

Q: Are Sen and Mia's reincarnators the people that also practiced that Sun Magic, that got stronger the closer to the sun you got? What was that capable of?
A: No, that was Sierra's people. They could collect and imbue people and items with a fading sunlight, that gave various sun-like properties.

Q: What's the Sun Magic that Sierra's people have? I remember that she made a fake sun using her shadow magic, but I didn't realize it was a source of its own magic in its own right.
A: The Sun Magic has nothing to do with Sierra' false sun. The Black Wind came from a world with a sun that never set, an unreachable beacon. People would build temples to collect and imbue fading sunlight into people and objects, granting various solar qualities. The closer to the sun you were, the more power you could collect and imbue, the greater the qualities you could bestow, but on that world the downward force grew stronger the higher you rose.

Q: How did the myth magic from Lilith's world work? It sounds unusual, and I do love legend/myth magic oh so very much.
A: Mythical beings are born where there are the indicators of their presence. They grow stronger and expand their reach by marking the world; mountains carved by a dragon's claws, a city shaped by its divine patron. They exist through the implication of their own existence.

<u>**Rebuilding Wonders**</u>

Q: How would you access Wonder 1-3 if you don't have anything to pump it back up?
A: Wonder 3 is perfectly accessible, just *incredibly* weak. Wonder 1 takes significant efforts- the likes of a deep dive into the self, exhaustive training as they try desperately to take back what they once had, conceptual reinforcement, or powerful technologies.

Q: How would you actually go about reconstructing something like the Wonder systems? Are they not broken up into cantrips?

A: They're mostly just faded, reduced in power. Something like Anatic Physics that can rebuild that power is exactly what's needed most.

Q: Is Anatic Physics the only System that can be used to synthesize magical power while trapped within the Cardboard Realm, or does the player have other options?
A: In terms of Systems, a high-level Mark, or Wing, or use of Regression might manage to nurture magic.

Q: How powerful are the power systems of Wonder in theory, if you were to cultivate them into more than faint embers?
A: How powerful they are is hard to say. Psychic power and arcane capacity can be accumulated endlessly, and you can probably stuff as much magi-nuclear energy into someone as if they were made out of uranium.

Regression

General

Q: As a side note, Savestate, what qualifies as a Regression-applicable force?
A: It has to be able to oppose entropy. If it can unburn a document, bring someone back from the dead, reverse aging, increase its own complexity or potency without expending anything, etc.

Q: So, for every use of Regression to fuse two objects, you require a distinct Regression-compatible force right?
A: Yes.

Q: You can only fuse two objects for each use of Regression, right?
A: "Yes", but you can finagle that with sets.

Q: If you use the Black Wind or a similar power in order to make a Regression permanent, can its two components actually be separated again? Or would you need a specialized countermeasure like time reversal?
A: Once you stabilize it, you'll need some specialized measure to undo the fusion.

Applications

Q: Could you provide a few examples for Regression?
A: You combine a rifle and a spear to create the Soldier's Weapon, a tool from ancient days that unites their functionality and also advantages its wielders in facing the darkness at the edge of civilization.
Combine a serpent and a bird to create a lesser dragon.
Diamond and water to create Adamant, close to unbreakable, that can be drunk in liquid form to nourish and temper the body.

Q: Could you use Regression to fuse yourself with Siberian's frozen kingdom in its entirety? What would even be the consequences of that?
A: You become your kingdom, retreating into its nowhere. You endlessly spill yourself out into the world, and you continue to be every trace of your kingdom that enters reality, aware of it all, dominating every scrap of it as thoroughly as your own body. You cannot be destroyed in any real way, only purged so thoroughly you have no path back into the world.

Q: Could you fuse yourself with your Rampant Cultivation base, and take control of it that way?
A: If you get at it before it encompasses every aspect of yourself, that's probably a decent way to leash it.

Q: When you say some reincarnators united with the Black Wind, I presume that's through Regression? In this case, what does that look like, what 'axes' does Black Wind travel along?
A: Yes. They are the Black Wind and they are human, and they are better than either. Their human qualities enhance the aspect of themselves that is Wind, and the expansion of their Wind as they correct imbalances enhances their human qualities. They can alter their shape freely, and move along an endless number of strange axes of movement- they can treat similarity as a path to follow, enter and inhabit abstract qualities of a place, carve homes for themselves in the Wind-scoured borders of reality.

Q: How does the shape-shifting ability of someone who fused with the Black Wind compare to Dreambreed's freedom of form?
A: It's the difference between molding clay and grabbing a random image and saying "this is me". They can sculpt themselves freely, even take on strange geometries to look like they have multiple bodies, but it's still way below Dreambreed's conceptual nonsense.

Q: How do Regression and Motive Wings interact?
A: A Wing of the right sort can be used to achieve Regression. Two Wings can be brought together for a simulation of normal advancement. You can fuse a Halo to a person to turn them into the sort of being that manifests Wings as a natural expression of their nature, with various advantages.

Q: Motive Wings is supposed to be about reducing your wings to empower what remains - would regression allow you to do and undo that at will or would it be more esoteric?
A: In normal Wings progression, you shed one wing and the rest evolve and grow more powerful. The use of Regression only mimics that- you "lose" a wing in the process of fusion, and all of your wings become as powerful as they should be for their number. This leaves most of your wings stronger, but unevolved; all they get is that raw power. You can do and undo this regression, fusing particular pairs of Wings to access more evolved functionality.

Q: What would fusing with your Wings look like?
A: Fusing with your Wings would be... weird. You're asking something like "what would fusing with your arm be like?" "what would fusing with your soul be like?". You are at once your self and a projection of your self, a materialized component of your own identity. Difficult to harm or cage.

Q: Could you use Regression to fuse with the Wings of another?
A: At that point you might as well just fuse with the other person entirely, but it definitely wouldn't leave you weaker. Probably look like a two people piloting the same body situation, if you just fuse your Wings with their Wings. Fusing foreign Wings into your self would be weird, again. You're an independent manifestation of their self, capable of living and acting on your own but not quite killable as long as your source endures, wielding the unified powers of their Wings as a natural function of your base self that you extend and build upon with your own Wings.

The Black Wind

General

Q: Wait, what does Black Wind really do, when you get down to it? I was under the impression it was a hungry, self-replicating wind. How could you possibly use it to ignore stamina depletion?
A: As it eats, the Black Wing brings things down. It brings stability by destroying imbalances and that which is impermanent. Its intensity varies, and it does nothing at all to that which it is not potent enough to consume, so a gentle form of the Wind can eat away at stamina without causing permanent harm. Training under these conditions hardens your foundation, for it does not allow any growth to occur that is unstable. You train and struggle and build a new power, something that is stamina but eternal.
It can be used to harden your foundations more generally, too. If you succeed at casting an augmentative spell under its harsh influence, what you have cast cannot be a spell time alone could tear down.

Q: So could this more broadly allow for you to eventually enact action without cost? Cast a spell without consuming mana, continue to be ambulatory with the blood drained from your body and no signals running through your nerves?
A: With enough training and a sufficiently intense manifestation of the Black Wind- mind that something too intense will just eat you- yeah.
Well, for most things. It wouldn't let you cast Elevated Wizardry spells without mana, because they're built out of mana, they need materials.

Q: A person can train under the Black Wind, but could you stabilize inanimate objects? Build an engine that needs no fuel, a magical artifact that requires no mana? I would assume the trick is just in sustaining them against the constant damage from the Wind. Savestate?
A: Yeah, it's a matter of construction under harsh ~~constrictions~~ conditions

Q: How does one precisely target a part of one's cultivation or physique, a mana pump, a pore, etc for tribulation or deletion with the black wind?
Q: By first finding a method of controlling and precisely maneuvering the Black Wind. On its own, it's too unconstrained for such precision.

Q: How do the reincarnators using the Black Wind control it, then? How precise can they be with it?
A: They can summon it to a general area, or to the tip of a weapon to linger in the wound but be shed immediately from your own person. The peak of normal precision is "the Black Wind eats my enemies, but not me".
Those that have become the Black Wind have complete self-control.

Applications

Q: When you use Black Wind on a magic maintained by Process Sustainment, does it only bolster that spell/person, or do your roots within get the benefit too?
A: It's possible to temper your roots, but the way they work they'd just end up hardier. They already function without draining you, and otherwise just act as efficient carriers of your power.

Q: It looks like the Black Wind can affect Sorceries, but what would it likely do for yours?
A: The Black Wind tempers things when it fails to wear them down as they change; it's a matter of growth under adversity. The Sorceries themselves would be hard to temper, but you could firm up your dreams and the manifestations of your kingdom, form a brilliant spear that will never fade.

Q: Would Dreambreed Black Wind self-annihilate, making it useless? Or could the sorcerer go into a fairy world and train their power for a decade in moments, and come out much stronger
A: If your dreams are firm enough to resist the scouring influence of the Wind, anything less will not break them. A dream of the Black Wind is a different matter- it need not attack your dreams at all, and its real benefits are questionable. You might be able to use it to measure the integrity of your dreams.

Q: So if you train your sexual endurance while under the influence of the Black Wind, you'll have more sexual stamina once you're done? Or if you manage to ejaculate when the Wind eats away at your sexual pleasure/sensitivity, you'll have even more pleasurable sex?
A: You can develop endless sexual stamina, and the ability to enjoy sex under situations you normally couldn't. That might be leverageable into increasing sexual pleasure in general.

Q: Have Prim and Sierra been using the Black Wind? It looks like they've been using it to support some of their creations, like the false sun at least.
A: They use it in some of their creations (not the sun); clay-fueled regression is usually more pleasant and convenient than the scouring Black Wind.

Q: Would Black Wind be a viable path to allowing for the indefinite manifestation of Wings without a HALO?
A: Yes.

Motive Wings

Manifestation

Q: Savestate, what *is* a HALO device, physically and metaphysically speaking?
A: It's an impossible invention, as significant on its own as some magic systems. It lets a person express their Self without being ground down by objective reality. Wings exist even without the HALO, yet it allows them to be unleashed in full. Its name comes from physical resemblance to a halo; it is a ring of strange technology that hovers above its bearer. They vary somewhat in quality- it is rare that a person can maintain their winged state indefinitely, even with this technological aid.

Q: How difficult are HALOs to mass produce, then?
A: For a 20XX-era spacefuture civilization, they're not super expensive but not, like, ultra cheap. I'm not sure you can make them in the Cardboard Realm, but there are plenty of ways to substitute for their lack.

Q: Is there a way for an ICR Sorcerer to permanently remove the need for a HALO?
A: Enough personal power can substitute for the HALO device. The Wing of Wings, for one, allows a person to maintain their winged state indefinitely.

Q: What about removing the need for a HALO for other people? I know that Cairn can achieve this while they're in her sphere of influence but if they leave then it stops working from what I understand.
A: The wings have a tendency to crumble under the light of day. Anything that can reinforce them against this sufficiently will allow for their full manifestation.

Progression

Q: Why would adding Wings to someone make them weaker? If it's a matter of the soul or vessel simply being unable to sustain your Wings, then is it possible to improve it until you can handle more?
A: The wings are sources of weakness, they hold you back. That's why you want to shed them. Adding more is just the opposite of progression.

Q: When you shed a Wing, are you literally shedding that spiritual wing like a tree sheds its leaves? What happens to the shedded wing? Does it dissipate into nothingness?
A: Yes, you're literally shedding that part of yourself. Normally, it would simply fade. The Wings are naturally unstable under the conditions of reality. More, though, an abandoned Wing is... almost nothing. It's been proven unimportant. Broken and purposeless.

Q: After shedding your Wings, could you eat them with the Eidel Physique to regain some measure of their power? Harness them with Brede Disciplines to find pores replicating their old effects?

A: It's possible to eat the fallen Wings with anything that can eat souls. There's *something* there, at least. You might be able to exploit it for its original function, if you're clever, but I doubt Eidel Physique or Brede Disciplines would be sufficient.

Q: Could the number of Wings someone has be increased past eight? Would this do anything besides weakening their Wings even further?
A: Yes. You'd be actively shackling their spirit.

Q: What would shackling their spirit do? Would it weaken their willpower, make them more suggestible?
A: It'd interfere with any preternatural assertion of the self.

Q: Do you have any control over the direction a Wing evolves? Like, does the Alcubierre Wing have to become the Wing of Wings, or could I push the Alcubierre Wing to evolve into the Wing of Journeys?
A: It's hard to exert conscious control, but aspects of your self shape their evolution; they always end up in a form better-suited for the you that evolved them. You could definitely end up going down that alternate route.

Q: Why doesn't everyone hone themselves down into one or two almighty Wings, then? Is there a difficulty curve above and beyond choosing which Wings to relinquish?
A: Yeah. Most people can't get past seven wings. It takes a lot of willpower and mysterious strength of spirit, and tends to be easier for people who aren't psychologically normal. Managing two-winged status is something like one in a billion.
To be clearer, even if you have enough raw will from the getgo to reach one-winged, you need to nurture your spirit. Overcome great challenges, develop as a person, etc. There's a character in the Motive Wings setting who's stuck on advancing because he can't find anyone strong enough to challenge him, so he tries to create powerful opponents.

Q: What sort of things do you have to do to build that 'mysterious strength of spirit'?
A: Grow as a person. Overcome meaningful opposition. Build yourself up over time.

Q: What if you're down to one wing and you sacrifice it? Probably it's not even possible, but maybe you unlock some super enlightenment bullshit.
A: I like the idea that you become a sort of creator god. Without any way to externalize your power, it might as well not be part of the outside universe; it's a world in its own right. And it's nicely ironic, for those that sought to impose themselves on the world around them.

Q: If you achieve the Zero Wing state, does the wing that you finally shed to do so at all flavour your power within your world, or is it just broad demiurgic control?
A: It's unflavored, as you have shed all that would have given it definition. Your own nature probably has some influence, though this might just be a matter of how you choose to build and shape it.

Q: Is there any baked-in limitations to Zero Wings beyond 'can't externalise your power'?
A: Not so much. You are the god of your own creation.

Q: Is Zero Wings at all viable to achieve for a mortal?
A: You'd need a force of will that transcends the normal limits of human will. Technically viable.

Q: My one sadness about Motive Wings is that Lucifer is often shown with seven wings, but a seven-winged angel is weak.
A: And here I was gonna just suggest a basic inversion, that instead of shedding aspects of themself to develop their personal power, someone might muster the will and selfhood to take on new fetters, to accept that something is important to them, and in doing so come to rely on and draw strength from something beyond their self.
You could see someone descend towards one-wing, then turn around and claw their way back up, in the process becoming only stronger.

Q: Is accepting new Wings in this fashion something you can actually pull off with Motive Wings as it already is, sans any outside resources?
A: It's possible as a protagonist-tier feat.

Q: This is liable to produce Wings more bound up in outside forces than the norm, obviously, but could you tie yourself to your own creations?
A: Sure, if it's substantial enough and you're invested in it enough on a personal level.

Q: If you did progress in this way, would you get more wings as strong as your current ones? An upgrade to all of your Wings *and* a new one?
A: Upgraded Wings + new Wing.

Q: How would accepting new Wings interact with having Zero Wings? Could you draw strength from your ties to your own universe?
A: I'm not sure it would work with zero wings. There's a difference between making yourself "more connected" and returning from a state of absolute disconnection.

Examples

Q: Out of curiosity, do you have any examples of what a solo (five sacrifices) wing might be like?
A: Initially, you manifest eight wings, so there can be up to seven sacrifices.
　　　At the eight-wing level, you have basic industrial stuff: the Helicopter Wing, or the Rifleman's Wing.
　　　At the seven-wing level, you have advanced modern stuff: the Jet Wing, the Server Wing.
　　　At the six-wing level, you have basic sci-fi stuff: the Thruster Wing, the Habitat Wing.
　　　At the five-wing level, you have more advanced tech stuff: the Binary Wing, the Wing of Fabrication.

At the four-wing level, it becomes obviously supernatural in how it does what it does: the Wing of Wings, the Burning Wing, the Titan's Wing, the Flagellant's Wing.

At the three-wing level, this escalates again. The Wing of Aetheric Substance allows you to produce large amounts of a persistent exotic material, preformed into anomalous technology. The Phoenix Wing allows you to travel through flames, to unleash devastating infernos and to rebuild and restore large areas. The Halo Wing acts upon the mechanism by which Wings are manifested. The Cursed Wing, the Hellfire Wing, the Broken Halo Wing.

At the two-wing level, you see crazier effects. The Mirroring Wing allows you to, amongst other things, access a parallel universe where the Motive Wings were never discovered. The Wing of Force gives you incredible control over and awareness of... forces, and that which is forceful.

At the one-wing level, you have something almost complete in its self: the Wing of Wizardry, say.

An experienced combatant at the four-wing level can be dangerous to certain newly-awakened Sorcerers (or Sorcerers whose development has been prevented) for how comparatively focused their powers tend to be.

Q: You gave an example for six wings - the Habitat Wing. What would that actually do? I'm thinking obvious abilities like maintaining an atmosphere around you, environmental protection, communication, somehow providing all the amenities of a home.
A: The wing becomes a hardened habitat, allowing you to wrap it around yourself as an envirosuit or unfold it into a facility capable of comfortably housing at least a dozen people. It has the expected utilities of a long-term hazardous environment habitat built with beyond-modern technology.

Q: What would the Wing of Wizardry be able to do?
A: The Wing of Wizardry lets you play the archmage, producing your own mystical energies if necessary or mastering what already is. Your ability grows as you further your mastery; you can find a way to do almost anything.

Q: What are some other examples at the One-Wing level?
A: A Wing of Shadow akin to Sierra's power but more capable of persistent distortions, that gradually approaches yet never reaches the ultimate source and in doing so grows its influence.

Q: Holy shit, is the Wing of Shadows stronger than Sierra, at least while she's stuck in the Cardboard Realm? Is it on the level of Sorcery?
A: Yes, a Motive Wings user at the peak of their power can surpass a Sorcerer at her nadir.

Q: Savestate, would you be willing to list out a full progression of Motive Wings, from 8 to 1? As in, how a singular specific wing would develop, to give a good feel of how it improves at each step.
A: It can diverge significantly at every step, but a possible chain is:
Propcraft Wing > Jet Wing > Thruster Wing > Alcubierre Wing > Wing of Wings > Halo Wing > Wing of Unrestrained Spirit > Courtly Wing

Q: I understand fine up to the fourth Wing there. Beyond that I'm unsure.
A: Propcraft Wing: Basic atmospheric mobility.

Jet Wing: More energy, more refined principles.

Thruster Wing: Void mobility.

Alcubierre Wing: More energy, more refined principles.

Wing of Wings: A measure of the conceptual freedom of flight, and a measure of power over Wings. A divergence from the straightforward prior progression, as simple mobility becomes too small to fit a Wing.

Halo Wing: From power over Wings, comes power over the principles behind Wings. A divergence, as mobility becomes less important.

Wing of Unrestrained Spirit: A greater capacity to express and bolster your own spirit, and that of others.

Courtly Wing: The Wing of Wizardry manifests and masters magic, and the Wing of Shadow manifests and masters an obstacle between platonic and material reality. This Wing manifests and masters elements of identity, independent extensions of oneself born from their personality that hold great power.

The evolution of a Wing can diverge *massively*.

Q: How would a theoretical Wing that allows me to do enchanting progress from 8 Wings to 1?
A: At 5 Wings, you might have an implement that rebuilds items into augmented form. It's entirely mundane, and only repurposes existing materials.

At 4 Wings, you can start producing supernatural effects. You can lay down temporary enchantments that build up as long as you keep your Wings up and keep your enchanted things within range.

At 3 Wings, you can lay down permanent enchantments. You can amass as much enchantment on a given thing as you want, but the actual effects of the enchantments only get so exotic.

At 2 Wings, you can lay down more exotic enchantments, and enchant more unusual targets.

At 1 Wing, you can endlessly develop your ability to lay down enchantments, the profundity and potency of effects and the rate at which you can create them.

Q: There are Wings that interact with Wings and the mechanisms of their manifestation. Could there be a Wing that stifles spiritual development, potentially increasing the amount of Wings someone has?
A: It's possible. Motive Wings kind of trains people to fight exactly that, though.

Microcosmic Writ

General

Q: As it is one of the systems I'm most interested in, could I trouble you for a look at Microcosmic Writ?
A: If you embed a city wall in your shield, you can carry it to defend a city. Meta-references allow vast libraries of information to be built up over generations, though navigation can get difficult. You can capture things that are normally short-lived, lightning in a bottle. You can't duplicate material things like information, but you can store objects in scrolls. You can forge a sword that clearly expresses all of your hopes.

Q: Can this let you learn faster? If you condense entire books into short phrases, do you need to read that phrase for as long as it would take you to read that whole book to understand it? Could you write a sentence that could imbue complex instructions in a single line, or speak a single word and convey a whole conversation's worth of info to someone?
A: You need to think about the phrase to decipher its full meaning, which takes about as long as reading the book. It's good for building a mental library, but you still need to internalize that knowledge. Imagine you had a link to a text document in your head.

Q: So mental archives are easy with Microcosmic Writ. What would it take to let people collectively update one of their compressed phrases, to keep pushing the knowledge within?
A: If the phrase actually contained a supply of Gnosis, you could use that to enable continued useful development of the collective archive.

Q: Is Lilith making an inner world with Microstructural Writ really as simple as turning her body into a microcosm? Huh.
A: It's currently taking a lot of Gnosis to sustain her inner world, and what else she has done to develop it is unclear. But yeah, you could embed a whole stone tower into a regular person with just Microstructural Writ and an enabler, as easily as reinforcing an object.

Q: When it comes to Grandeur, how much would Microcosmic Writ aid it?
A: You'd get the full benefits of Grandeur after compressing it.

Q: Does Microcosmic Writ have positive interactions with Monumentalism? Could you compress a large pyramid into a small one while keeping the full benefits of scale?
A: Yes. That's kind of microcosmic writ's thing.

Q: Microcosmic Writ seems like it has good synergy with Anatic Physics.
A: Sure, but that's just using Microcosmic Writ as-is, really.

Q: How many dicks can be inserted into the vagina of a woman who uses Microcosmic Writ, assuming she's up for an orgy?
A: At that point, it's more a matter of how you arrange the people fucking her.

Q: While the ability to fit more into less is inherently useful, is there any option which you think has a particularly interesting or powerful synergy with the Microcosmic Writ?
A: You could do some painted world stuff with Ink Magic, but Lilith is already making an inner world so that's probably too obvious.

The Iron Sequence

Q: What is the Iron Sequence from?
A: The Iron Sequence is from one of my CYOAs, Into the Cardboard Realm. It is a magic system based on sacrifice.
You can pay in blood, life, treasure, power, world, self, or love in order to obtain a Mark of the sequence, which grants a specific power of your choice in proportion to what you payed. These powers are always hungry and destructive more than they are creative and beneficial, and may encompass such things as corrosive energy blasts, selective antimagic auras, the ability to drain the blood of creatures around you for spellcasting, inefficient transmutation, a demonic servant that must be given careful orders lest it leave a wake of destruction, more ordinary abilities of all sorts that are simply extremely costly in stamina or other resources, and so on. You may take additional Marks, up to seven, but each requires a hundred times your previous payment in addition to an entirely new type of payment, costs compounding rapidly at the same time as they diversify. Efficiency technically increases at each step along the Sequence, but it's very easy to end up paying for the same thing repeatedly, or paying in currencies you dearly wish not to spend.
It's the sort of horrible power that leads to horrible settings.

Q: Probably should have been brought up before, but how does the process of sacrificing something to the Iron Sequence work, and what does the result look like? Is that all it takes, something being within arms reach and not being directly opposed at the moment you attempt the sacrifice?
A: You need to "own" the thing you're sacrificing, which is fairly vague yes. Expect to need to quash resistance. All you need to do is commit that thing to the Iron Sequence, and see it leave you.
To sacrifice World, you would mark out a stretch of territory, drive away those who oppose your efforts, and commit it to the Iron Sequence. You would see the land ravaged utterly, stripped of resources and potential and made increasingly hostile to all life. A simple sacrifice of a building between two neighbours might leave you with an empty lot, but the ground of that lot is at once crumbly and jagged, unsuitable for any productive purpose, the air perpetually filled with a haze of blinding choking smoke.
Sacrificing Love destroys your own relationships with others. Obviously you can specify which. You care about your spouse a little less, and she cares about you a little less. If you don't care about someone who loves you, this might not seem so great a sacrifice.

Q: Could you do an end run around Mordor in LOTR? Just sacrifice the One Ring as soon as you have it physically in hand, with the willpower to resist it for the instant that takes?
A: The One Ring is animate enough to resist your efforts- you would need to, at least briefly, overcome it entirely. But it could be sacrificed.

Q: Does paying more than the Sequence asks for increase the reward you get? Does paying more than it asks for increase the minimum cost of the next sacrifice?
A: The reward is based on what you pay. Paying extra makes the next Mark cost extra.

Q: I thought that paying extra didn't get you a better power, and its power was based on where in the sequence you were buying it?
A: It's based on what you pay, advancing in the Sequence just multiplies what you put in.

Q: Could you feed entire Systems into the Iron Sequence to make them 7x as powerful? Just, you know, more hungry and destructive.
A: The Iron Sequence eats power, not systems, and what it spits out inherits nothing from what it consumes.

Q: There is a power option in Shadowslayer, Bright Iron Code, that feels like it could have been made directly through the Iron Sequence.
A: Yeah Bright Iron Code and the Iron Sequence are the same fundamental thing expressed in different ways.

Applications

Q: Is it possible to change your Sorcery while in the Cardboard Realm? Even without the ability to get stronger, can you still put the static resources you have to use in a different configuration?
A: Your initial powers aren't really built to enable that. You could maybe feed chunks of your power to the Iron Sequence?

Q: Wait. Does that mean you could get a new Sorcery up to seven times as potent as the starter options?
A: Sure, severalfold the raw power. And it would be a hungry and destructive thing.

Q: What all can the Iron Sequence grant? What can you ask for? How much relation is there from what you choose and what you get if the powers are hungry and destructive more than creative and beneficial?
A: Almost any manner of power, that is hungry and destructive more than it is creative and beneficial. Super-strength and invulnerability by eating the forces that oppose you. Sufficiently expensive blood magic. Mind control that scars its subjects. Useful, benevolent powers that eat a lot of stamina/mana/etc. If you choose something that's too nice, you get something meaner than you asked for.

Q: What if I ask for a comfy beach pocket dimension (because I want a summer home), or a genie girlfriend (to have her stick around and use her phenomenal cosmic power for me)?
A: A comfy pocket dimension might take the form of a seed that needs to eat part of the world to fully take form, or a realm that slowly digests visitors. A genie girlfriend might need vast

quantities of "tantric energy" to grant wishes, or eat people's souls, or grant wishes that have horrible ironic consequences- maybe not even on you, but on other people around you.

Q: Can you use the Iron Sequence to create a hungry and violent "kill monsters to get XP" LitRPG system? That would go well with the Empty Shell's escape power, to travel to liminal spaces full of monsters for killing and leveling up.
A: You can create various methods of consuming sacrifices to receive self-improvement; you're likely to run into limitations or inefficiencies. I called them dead, but there are monsters in these unstable spaces.

Q: I suppose that raises the question of the limitations of the Iron Sequence. If you fed it enough power, could you have it spit out an entirely new System? (Probably can't make actual magic given the whole hollow nature of it though.)
A: You can get stuff that's essentially a System. Like, turn yourself into a nexus of blood magic, that mages make sacrifices to in order to cast their spells. But it'll be rooted in one person's power, or that which they create by that power.

Q: How much can a power acquired through the Iron Sequence 'grow'? Could you set it up so that your nexus of blood magic is gradually empowered by the sacrifices made to it resulting in it reaching ever greater heights?
A: Powers granted by the Iron Sequence can be used to build, but they're not the sort of thing that grows.

Q: Could we sacrifice an Elevated Wizard to the Iron Sequence and recreate some of the Truth options? Creating a Hunting Bond to the Tree of Wizardry, or taking their System Access?
A: The Iron Sequence doesn't really preserve the nature of what it consumes, what is sacrificed to it, but it can make powers that guide you towards your prey, or help you eat people.

Q: Could you get some kind of versatile enchantment power? I mean, obviously either the enchantment process or the enchantments themselves would have to be destructive, but still.
A: They can get pretty versatile, yeah.

Q: Can the Iron Sequence be used on Rampant Cultivation to prune away unwanted growth?
A: Certain forms of growth, sure.

Q: Can the Iron Sequence generate an entity or power capable of producing Spirit and Willpower for Motive Wings?
A: Possible to some extent.

Q: How about creating a power or entity for transplanting Motive Wings from one individual to another?

A: Soul-surgery is within its potential scope. Just adding wings would make the recipient weaker, but there's space for tricks like bound tormented spirits with their own independent wings.

Chicanery

Q: Does the Iron Sequence need 'real' blood or could I instead offer up artificial blood made through Elevated Wizardry?
A: Good enough artificial blood could work. Quality affects the amount you need.

Q: By tearing out the Marks I can essentially 'reset' what I have, right?
A: You can reset your position on the Sequence; it's not much harder than any other feat of soul manipulation.

Q: Does removing the Marks remove the powers you got? How hard are they to remove?
A: If you're careful and tricky, you can keep most of what you get. As hard as removing a chunk of soul.

Q: Can Systems be used to jailbreak your Marks? Using Rampant Cultivation to allow for growth, merging multiple Marks with Regression, or rendering a Mark inexhaustible with the Black Wind?
A: Systems can be used on your Marks as effectively as on any discrete component of your soul with no natural capacity for growth.

Monumentalism

General

Q: What is Monumentalism?
A: A properly-sanctified monument (in theory, any artificial structure of sufficient size) will produce a monumental. They are formed fully-grown, their basic attributes proportionate to the scope of their monument (with some diminishing returns), knowing everything written upon it. They are preserved by their monument- they do not need to eat or drink or breathe, they scarcely need to rest or sleep, and if slain their spirit will be reborn in a new body at the most important point of their monument.

      If the monument decays, it affects the strength and stability they gain from it. If the monument is changed, they may change in turn- immediately, for more intangible qualities like its engraved knowledge, or only after their next rebirth for grosser physical alterations. If the monument is destroyed, they lose all of its benefits, but their body and mind and spirit have already been formed, and may be lessened but will not simply disappear.

      The minimum size for a monument is something like a one to two meter tall pyramid. Material doesn't matter most of the time, except in that sturdier monuments are preferable. "Basic attributes" includes mental and spiritual qualities. An existing person can be tied to a monument by the same processes new monumentals are created. Monuments constructed in peculiar ways can provide more unusual benefits, as strength naturally flows from the monument to concentrate in the monumental.

Q: You've said that Monumentals can pick up unusual abilities through their Monuments. What kinds of abilities does this refer to, and how do you even design a Monument to empower its owner?
A: Strength naturally flows from monument to monumental. Without other magic, this can mean something like- a glass pyramid that allows its monumental to unleash burning light as long as the sun shines, or a hall of immaculate statues that can give over their physical integrity to the monumental, crumbling to heal them.

Q: Are new monumentals significantly shaped in terms of personality/talents/interests by their monument, or are these random/shaped by their upbringing after? Does this also affect a non-monumental binding themselves to a monument later in life?
A: It has as much influence on them as upbringing has on an ordinary human. Mature individuals are less influenced.

Q: Would it be correct to assume that power is mainly determined by size, and sophistication determined by architectural features, with better construction just plain able to do more?
A: Yes.

Q: Does binding you to a building not carry any sort of downside?

A: What downsides are you expecting, exactly? You're only at risk of losing what the monument provides.

Q: If you die and respawn from your Monument, does that preserve everything, or just what your Monument provides for you?
A: The monument will try to recover as much as it can. It's great at retrieving the mind and soul. Depending on size, it may struggle to rebuild stranger or stronger bodies.

Q: Can a Monumental rebind themselves to a new monument?
A: Rebinding is possible, but it's more difficult when you can't dismantle the old monument first.

Interactions

Q: Can Siberian build their Monument within their kingdom, or even turn their entire kingdom into their Monument?
A: As easily as building anything else in your kingdom. Obvious question is "where do you respawn", of course, but I imagine you could draw forth your monument into the world to deal with that. I'm not sure exactly how much benefit it would provide, given you could already draw on all of your kingdom's resources.

Q: Can Dreambreed treat their monument as part of themselves, and as such change out how it empowers them, where it is, repair it, et cetera?
A: The monument is bound to you well enough that you would find it easier to treat it as a part of yourself than to do so for any other object, but the connection you have with it is mostly a one-way street.

Q: Could someone install a HALO device in their monument, and so always have access to their Motive Wings no matter where they are?
A: Yeah.

Echoing

General

Q: What sort of System did the Beautiful Creator's reincarnators have access to?
A: Their people had an echoing system, that said something isn't truly gone as long as its impact on the world continued. It's non-obvious in its effects, but it helps people uphold and take on the legacies of those who came before them. It's the sort of power that says "the hero's sidekick will someday come to match their mentor", or at least that tries to.

Q: What is Echoing? Could you describe it a little more?
A: There is a principle that something isn't truly gone as long as it's impact on the world continues. It's not an obvious principle. When someone tries to take up a legacy, it helps them rise to the occasion. When someone tries to rebuild what was lost, it lends them some of the strength of the fallen. That which should have been lost forever can be preserved so long as people try, perhaps diminished and distorted but true to itself in the most essential ways.

Q: Huh, that seems kind of anemic.
A: It is, honestly.

Q: Does Echoing also apply to things that are not lost? A student learning better simply because their mentor learned it already, the recreation of still-extant wonders that would otherwise have been unique, mass-production coming more easily to a society that uses it, simply because the 'it has been done before' benefit applies to doing it again?
A: It can. It's the sort of power that helps a student live up to the example set by their mentor. It's hard to explain, but it'll help you copy a unique wonder if you need it for something like its original purpose, but not so much if you just want another. If your city is suddenly isolated and needs new trucks, it'll help you mimic the best truck factories in the world with what you have. You can certainly echo someone else's journey.

Q: What about reinforcing a risky trade route? Making it more reliable as it's used more, not merely for the knowledge of the risks and methods developed to mitigate them, but because Echoing lets later traders use it more easily?
A: When something isn't truly lost, and especially when it continues to be in heavy use, there's less for the power of Echoing to draw upon, there's a space already occupied. It's... vague. A person can have many inheritors at the same time, even while they still uphold the role themselves.

Q: Does Echoing stack with itself? And if it does stack, would that allow inheritors to reach supernatural heights of ability, just by accumulating sheer quantity?
A: With a degree of diminishing returns. The legacy of a thousand heroes is not a thousand times greater than the legacy of one, but it *is* more. That said, Echoing struggles at raising you higher than your predecessors. If people want to reach into the supernatural, they'll need something else to support their climb.

Q: Could this allow for a purely personal reclaiming of what was lost? Resisting decay, retraining to your peak after letting yourself go, regaining lost motivation, remembering your childhood dreams, picking yourself up after a fall?
A: As Subrosian_Smithy said. "That would work within the limitations of the System's ability to restore what was lost. So you'd have to apply yourself and throw your will behind the System in order to make it happen, and you would only get what you actually had."

Q: What would you picture a society that has only this system as, long-term?
A: Something like ours, but better? Less is forgotten, less is lost, less must be sacrificed to hold on to what we have.

Q: Do people need to be aware of the legacy they're inheriting?
A: You don't need to be aware of a legacy to reclaim it.

Q: Echoing would be pretty good for recovering the Wonder magic systems, right? Would you still need other powers in order to make it possible at all, with Echoing merely lending strength to the process, or would Echoing alone be sufficient?
A: I think Echoing on its own is insufficient to recover magic that has been lost entirely, but it would definitely help. It would make you better at recreating lost magic with what you have, as well.

CHARACTERS & KINGDOMS

General

The Gameboard

Q: The CYOA mentions that we arrive in the Cardboard Realm with a group of 3000 reincarnators. Did all of the other Sorcerors arrive in a retinue of 3000? Have any of them expanded notably beyond that?
A: About that many, yeah.
There hasn't been enough time for any significant natural population growth, and most places aren't in a good shape for that anyway, but Mia's kingdom probably has some children. Lilith has her golems, which are more person-like than anticipated, and there are a good number of loose angels and new monumentals in the Creator and Volosh's shared kingdom.

Q: Which of the Sorcerers are interested in actually ruling their kingdoms, anyways? And what kind of leaders do they make for?
A: Shor just wants to protect (and mother) people.
Sen thinks she needs to be a leader for everyone's sake. She's overly controlling.
Prim doesn't care about leadership, but she follows Sierra's lead.
Sierra believes her position as benevolent tyrant is necessary in these harsh circumstances. She's competent enough.
Mia isn't a leader at all.
Cairn doesn't consider what she's doing leadership.
Lilith is having fun being queen. She's good at it.
Volosh didn't want any sort of leadership position; she actively avoided that.
The Creator's angels formed a new government without talking to her.
The Escapee isn't here.

Q: About where are all the Sorcerors in relation to each other within the Cardboard Realm? Lilith has been trading with Prim & Sierra and the Hollow Kingdom, but who else are neighbors?
A: The only neighbours I've locked down are:
Sen <-> Prim/Sierra
Sen <-> Mia
Lilith <-> Prim/Sierra
Lilith <-> Hollow Kingdom
Shor <-> Creator/Volosh

Q: Making a headcount… if Volosh and the Beautiful Creator are Sorcerors, doesn't that mean we're the 11th Sorcerer in the Realm, and not the 10th?
A: You are the eleventh, yes.

Q: If Sorcerors are being sent to the Cardboard Realm once per year, then who will be showing up next? Assuming you don't escape by then, anyways.
A: You're the last Sorcerer of your particular Earth. No one will come after you.

Romance Options

Q: What's up with gender in Into the Cardboard Realm? Are all these characters trans women?
A: Something like 95% of all the natural sorcerers in this corner of the multiverse are trans girls. I would've set that to 100% if I didn't need to accommodate players.
With regards to specific characters (I'm just going to go through them all):

Vacation Narrator was originally conceived as genderless, because it felt weird at the time to call a character that was basically just "me, but with my silly limiters offline" as a girl. But, I quickly accepted at least this character as a girl. There might be something there?

The Wizard is not trans. He's just a dude.

The Apprentice is not trans except maybe in an allegorical sense. She's a girl whose body is being slowly ruined, with the endpoint of "decrepit bearded wizard". She's very distressed by this, but her entire society expects her to go along with it.

Shor is a trans girl. She feels bad when people refer to her as he/him, but has come up with a convoluted explanation for why that means she doesn't have to think about it more. She hasn't returned to human form because she doesn't want to return to her original male body, but actually if she tried she would discover her base form is now a dragongirl milf.

Sen began existence as a being without form or gender. She chose to be a girl because that felt the most right to her. Is this trans?

Mia is a trans girl. The irony with her is that she can't control her powers because she doesn't think she can. If she just had the necessary self-confidence, she could go out freely amongst her people as herself.

Prim is a trans girl. She's a bit of a doofus. Her reunion with Sierra had something sort of like "Sierra! It's me, your girlfriend! Wow you're so much prettier now!" "Girlfriend? ...Oh. Yeah, you are! I'm so glad to see you like this. Congratulations!" "Congrats on what? :)" "..."

Sierra is a trans girl. She figured it out earlier in her current life, but ended up in a not great situation, forced to attend an academy for young men. She didn't let that stop her from being herself, or from trying to help the other girl she noticed.

Cairn is a trans girl. She's scared of finding out because it feels like a loss of her current identity. She's using her causal powers to avoid that realization, and to "protect" others in her kingdom from it. Not cool, Cairn.

The unnamed self-proclaimed lord in Cairn's kingdom is a trans girl. She doesn't know, and under normal circumstances would never find out. She has the power to convert her own suffering into power-ups, and has thus conditioned herself to maximize that. Technically an alt-universe bad-future Savestate, as-is the sort of person who would try to kill the gods. All of them. Good and bad.

Lilith is a trans woman. She's had it figured out for a while, and doesn't dwell on it much anymore. She's all mature and cool.

The Empty Shell is trans. They're off somewhere, enjoying absolute freedom.

Volosh, King of Monsters, is a trans girl. In her second life she was a world-devouring evil. In her third life, she sought therapy, and amongst other things discovered her gender. She's trying.

The Beautiful Creator, the Sorcerer Volosh killed, is a trans girl. She hadn't figured it out yet. Her angels would always pamper her, like "Can I braid your hair? Oh it might be long enough, do you want a potion of hair growth?" and "Do you want to try on this dress? I think you'd look really cute in it." Too busy playing dress-up and just enjoying things passively to question anything.

Q: Shor and Cairn haven't transitioned yet. Does that mean we've been deadnaming them this whole time? Or have we been cheating with narration powers to know what names they would use, post-transition?

A: Nah. Thing is, they just "randomly" decided to go by new names now that they're in the Cardboard Realm and nobody knows what they used to be called.

Q: Savestate, do you have any particular images in mind when you think of the Sorcerors and characters of the Cardboard Realm? Hair color, body types, eye color?

A: Not a whole lot.

Shor in human form is milfy.

Sen is tall and sharp. White hair, strange eyes.

Mia is a little short and soft. Brown or red hair.

Prim is slightly shorter than Sierra for optimal fit, and a little curvier. White hair. She tends to dress in mostly white.

Sierra has black hair. She tends to dress in mostly black.

Lilith is very mature. Slightly taller, curvier, fitter than the average adult woman. Long blonde hair, blue eyes.

The Creator is a little short. Blonde hair, green eyes.

Volosh has black hair and brown eyes. She's not very curvy.

4-winged lord has an "evil alternate universe" mustache and goatee.

Q: What can you say about what the Sorcerors are like as people? What does Mia like to do in her free time, what hobbies does Lilith have, what kinds of food does Shor prefer? Little things like that. Hope this is a bit simpler to answer :)

A: People are not simpler than absurd magical metaphysics... ahhhhhh (you're fine)

I think Mia likes to paint. Sen misses Essi and Husc, even though they killed her, and would welcome them back with open arms. Sierra... huh, I have it in my notes that she's actually not a reincarnator? She's just more mature than Prim anyway. Sierra is 100% the one in charge there, to be clear, Prim is just a little horny mess for her. Lilith genuinely enjoys the bureaucracy of leadership, she played a lot of "spreadsheet simulators" and wanted to play a lot of overly complicated boardgames she struggled to find and hold on to other players for. Shor prefers lighter foods, stuff that's less greasy, desserts that are light and sweet and fruity. The Creator liked to tease Vale, and loved hugs. Vale struggles with not feeling as bad as she "should" for murdering and consuming billions of people. Cairn knows lucid dreaming.

Q: Actually, Savestate, how amenable do you think the various Sorcerers here would be to maintaining contact long term, working together, forming bonds? Could they reasonably all become friends with some encouragement?
A: It would be fairly simple to turn them all into one big friend group.

Q: How would Cairn and Shor get along?
A: ~~"It's good to see we're both completely normal!"~~ There's some points of conflict, but they could make good friends.

Vacation Narrator

Story Of Your Life

Q: When we reincarnated, did we actually go through the 'intro', including the interjections of Vacation Narrator?
A: Yes. She inserts herself at appropriate moments.

Q: Do you the character make the same choices the player does, or only the decision of what to try to smuggle in, ie Tools?
A: You the character make all the same choices. For things like your Sorcery and Location, this is through Vacation Narrator's influence.

Story Of Her Life

Q: Wait, what? This peppy, cheerful, happy-go-lucky, super nice Vacation Narrator is actually a rebel anarchist???
A: The Cosmic Bureaucracy does not want any intervention not necessary to preserve the multiverse. It allows for a little bit of intervention, insignificant in the face of infinity.
Vacation Narrator gave someone an eternal vacation, the ability to traverse all of the multiverse, and the ability to share a swathe of benefits with anyone they care about. That person went out and spread that light. Eventually, they convinced Vacation Narrator to finish what they had started, to consign all of infinity to vacation.
      This is not allowed. The Cosmic Bureaucracy steps in to undo these changes, but it takes a tiny bit of effort this time. It remains possible for something to emerge from within the multiverse that can threaten the Cosmic Bureaucracy, and all of infinity has just had a tiny taste of eternity to grow and intermingle. There's a war going on, even if the conclusion is fairly certain. Vacation Narrator is still silly and naive, but ultimately chooses to side with her friends- the mortals she has met in the course of her Vacation. She sees those friends get erased entirely or have millenia of character development instantly undone. The war ends, forgotten by all mortals, as if nothing had happened at all.
      After losing, Vacation Narrator is captured. They can't banish her to a different infinity because she won't allow it. So they bind her power, cripple and curse her. But she's a higher form of being than any mortal. Scraps of Vacation Narrator slip out. She plots, and makes small interventions. A seed here, an ally there.

Q: If Vacation Narrator was able to keep herself from being exiled, has she also preserved the theoretical possibility of restoring what was erased?
A: A perfect victory like that is possible. Obviously she can't just reset everything to before the Bureaucracy did their own reset, because time has passed, but she can restore what was lost.

Q: How humanlike *are* the Concepts of the Celestial Bureaucracy? In Vacation Eternal, the Narrator offers to do stuff like bring donuts to the CYOA department and steal some office supplies for you while she's there. But the Vacation Narrator is also the

Bureaucracy's only rebel, despite its age of many aeons. Do the Concepts just have a weaker ability to rebel against their purpose?
A: Superficially human, and very human when they get genuinely invested into something. Generally, though, they're very detached from the multiverse they control, content with what they have. They slip into patterns of behaviour very easily, not noticing the passage of aeons. Vacation Narrator is the energetic rulebreaker and she attended school every day for four million years. ...And we don't know how long those cosmic "days" or "years" may have been, when in the same CYOA she fits an eternity inside a week.

Q: Your Vacation Eternal CYOA mentions that Vacation Narrator knows Time and Space. How do Space, Time, and the Vacation Narrator feel about each other after the Vacation Narrator rebels?
A: I don't think Space and Time know what to feel. It's the first all-out rebellion from within the Bureaucracy, and it's Vacation Narrator of all people that started it. And who continued to struggle even after losing, made it so much bloodier. The weirdness is fairly overpowering. Vacation Narrator, meanwhile, is pretty fucking upset with the entirety of the Bureaucracy. She gave up a lot trying to defend her mortal friends, but none of her friends from the Bureaucracy were willing to actually support her. That said, I feel like she's pretty good at forgiving people.

Q: What would the Narrator's reaction be to the sorcerer deciding no they don't want to fight the bureaucracy they just want to lead their people? Or maybe just live life.
A: She'd be fine with that. Maybe a little disappointed if you do absolutely nothing? She really does care about you, even if you don't remember her.

Shor

State of the Union

Q: Did all three of Shor, the King of Monsters, and the Beautiful Creator land nearby?
A: Shor landed a bit farther off.

Q: What sort of magic did Volosh and the Beautiful Creator have access to? It seems pretty likely that those Power Sources will have wound up in Shor's arsenal, so probably not anything that could be used to easily create arable land or food crops.
A: By the time the Creator arrived, Shor's people had run out of food and mostly become dragons. There was a brief period where they were able to import some artifacts before things got bad.

The Living Wall

Q: Why does Shor's section of the CYOA swap pronouns halfway through?
A: Like most of this CYOA's actual characters and 97% of this corner of the multiverse's Sorcerers, Shor is trans. She hasn't realized. She does know that she feels bad when someone refers to her as a guy, though she has never expressed these feelings, ever, to anyone (for some stupid reason :/). So, Vacation Narrator subtly pushes neutral reference without revealing anything Shor would want hidden.

Q: I'll admit that the thought of going Highlander on Shor had occurred to me however she's much too nice for me to do that to her since I'd feel pretty bad about it.
A: You *should* feel bad. Killing the dragon mommy…

Dragon Embodiment

Q: Does Shor's blood have any special properties besides being really good for Rampant Cultivation?
A: Shor's blood is full of supernatural power that enforces its nature. It is vital and enduring to an unnatural degree.

Q: What kinds of elemental force can Shor conjure? It seems like it must be the most versatile part of an otherwise straightforward Sorcery, so I'm curious as to whether there's anything particularly cool she can do with it.
A: Any of the primal elemental forces of the earth. She can breathe out hurricanes, seas fresh or briny, the liquid substance (not lava, a distinct fantastical ichor) that becomes stone and ore, chilling void and magnetic storms, a multi-terawatt solar laser, etc. What she creates has more staying power than raw mass would indicate, a degree of primeval strength. She has enough precision to light a candle or to burn down an entire country but nothing a single step beyond its borders.

Q: Hm, I guess I was wondering how her character might stay relevant in the long-term when a bunch of other characters have biggatons too.

A: Well, if we're getting into character growth/power interactions, her breath is an incredible source of fuel and substance. She doesn't even necessarily need to exhale, it burns within her body. As straightforward as her abilities presently are, she's only a hairsbreadth of sorcerous development away from breaching into the likes of draconic spellcasting; give her a fitting system and she can unleash her elemental fury through it. Teach her some of Mia's words, say, and she can pour her breath into them.

Sen

State of the Union

**Q: Savestate, I feel like I want to give some of your magic systems more love!
Is there anything cool you can tell us about Ink Magic and Ossic Runecraft? What people in Sen and Mia's kingdoms are getting up to with them, or particularly neat synergies they'd have once they were shared with other kingdoms?**
A: Sen's people... aren't getting up to much, I'd say? They produce massive quantities of luxury goods, but don't have information technology more advanced than writing. Some theorize and draw up potions or prepare unfading artifice to reinforce their gradually diminishing bodies. There is a heavy use of magical artifacts in minor roles, to maintain comfortable conditions, keep things clean, etc. They're pretty cozy, honestly.

Spiritual Existence

Q: If Sen is a Sorceror, then are elemental spirits inherently equivalent to Sorcerors? I guess that tracks with the two from Plane-Jaunting Journey, though I don't remember if there was a weaker one in Orgystone.
A: No. Sen is to her old roommates as Shor is to a common dragon.

Mia

State of the Union

Q: Is there anything cool you can tell us about Ink Magic and Ossic Runecraft? What people in Sen and Mia's kingdoms are getting up to with them, or particularly neat synergies they'd have once they were shared with other kingdoms?
A: Mia's people are noted as split between god-machines and a spellcasting method, Recitation. The god-machines are able to harness the full power of Mia's word to produce diverse and complex effects, and are powered by a large number of what are essentially record players. Their storage tanks can hold a lot of refined magical power; enough force to flatten a city with the precision to do something more useful. Well, they're a bit of a work in progress, but the prototypes are functional and the theory is sound. Help with the engineering and better ways of echoing Mia's word would do a lot. The users of Recitation trade away some power to create their carefully-balanced spells, and are limited by the human bounds of skill and memory. Microcosmic Writ would allow them to (with quite a bit of work) create true words of power, whole tomes of Mia's word expressed in a single syllable.

Self-Expression

Q: It seems like Mia would get good use out of Monumentalism, turning her sorcery towards passive, long-term benefits by self-expression through her Monument. Or if Mia made part of a Monument for someone, would that be exceptionally potent in general?
A: Yeah, there's a lot of power in anything she makes or writes.

Prim & Sierra

Yin

Q: I'm not sure I understand Sierra and her people. She affects shadows and that makes temporary changes to the actual thing, and the right changes can cause some lasting effects. But how does that lead to a false sun?
A: Imagine the world we knew was just shadows cast on a cave wall. The "actual thing" you refer to is the shadow she manipulates. She just can't touch what casts it. This is straight-up reality warping.

Q: Still not entirely sure how she made a seemingly permanent sun, but that's quite a cool power.
A: Oh, it's not permanent. A lot of her power is tied up in maintaining it.

Cairn

State of the Union

Q: Would transitioning have saved her?
A: In that case, the rebellion would have happened for a different reason... Cairn got dropped the Motive Wings mid-boss.

Q: So in short, Cairn is repressing shit hard, but she also had Team Galactic running around as a not insignificant portion of her realm's population?
A: It's mostly the one person, who happened to be more powerful than the rest of Cairn's population combined and ended up in a leadership role.

Destiny Embodied

Q: Given Cairn is basically a shonen antagonist from what I understand, how hard would you have to punch her in the face before she undergoes a sudden bout of self-discovery?
A: Honestly, a sufficiently intense fight might just work.

Q: What is Cairn like supposing that we help her get over her issues? (Is she DTF? Is she up for a relationship?)
A: She's the type of girl who's ready to commit murder, I think. She has her beliefs about the world, and is willing to exist in spiteful denial of how the world actually is until someone explains otherwise to her in a way she accepts as valid. Not even then, for certain beliefs- she'll do what she thinks is right even if it would turn a whole government against her. She steadfastly refuses to take hints, even when fully aware of them, but will happily enter a relationship with somebody who does things "right".

Q: What Wings would Cairn have, if any?
A: No idea! It depends a lot on someone's headspace when they last shed a wing, and wings can be incredibly varied. Cairn has at least enough willpower to reach the four-wing level, but definitely hasn't passed six-wings by the CYOA's start.

Lilith

State of the Union

Q: How successful would the golem rebellion be, assuming that the protagonist doesn't involve themselves or only makes an appearance afterwards?
A: The problem is that they're entirely reliant on Lilith to keep functioning. Like, it's a faction of robots rebelling against the only power plant. They outnumber the humans dramatically, and have access to all the infrastructure of the kingdom, but any non-Lilith power source they cobble together will inevitably run dry. They might take hostages, set up their own killswitches to trigger if they get shut down again.

Q: Actually, what would you say is the 'deadline' on the rebellion in general?
A: Less than two years, more than six months.

The Queen of Reason

Q: Why didn't Lilith decide to take the Empty Shell's power for herself?
A: Lilith didn't want to risk souring relations with other Sorcerers, and otherwise didn't see much need.

Q: Why doesn't Lilith treat her golem workforce as actual sapient people?
A: "Wait, they're *people*? Oh fuck oh shit I've been *mindwiping* them no no no-"

Q: As far as Lilith goes, I really am curious as to what Vacation Narrator means when she says there's a world inside of her.
A: Lilith has already begun developing an inner world; her body is a representation in miniature of a grand city. She seeks to create living beings that can generate more of her Gnosis, which would support an endless exponential expansion of this realm. Oh, and once enough blood is available in her inner world, she'll use the Iron Sequence to create a weapon on the scale of a world.

Q: How is Lilith planning to turn her inner realm into a superweapon without killing all its residents?
A: Drain them only partially, or drain other aspects of her realm.

Gnosis

Q: Lilith can awaken golems and AIs and animals and accelerate thought. Is this a result of Gnosis itself or of her own Sorcery? And what's the Gnosis tech tree like, anyway?
A: Her Sorcery only lets her produce and control Gnosis; all else is a result of its function.
The Gnosis tech-tree extends perpendicularly to the normal tech tree, and its maximum depth is constrained by local density of Gnosis. It offers a wide variety of boosts to most areas of activity.

Some of it is gamelike and strange, like the flat productivity per worker regardless of ability to work.

Q: So Gnosis conveys the capacity for useful action. Is this conceptual? A vehicle goes without fuel at low levels, or turns into video game fast travel at high levels? A factory functions without oversight or power, then learns to retool itself instantly like some sort of RTS fabber? Have I got this right, or is it more materialistic than this?
A: Yes? You can give a door/vehicle/machine massive amounts of intelligence and the ability to usefully apply that intellect towards improving its function. It doesn't make what you have intrinsically better, but it lets you find ways to apply it usefully- upgrades are research continued past the normal limits of useful action.
It can make things take action on their own, and do so supernaturally well. But that's just one avenue of wielding Gnosis.

Q: You mention that Lilith 'pushed for techs that give flat bonuses'. Is that true Sorcerous development, or is it just that Gnosis use works a bit like a video game tech tree?
A: Yeah, some Gnosis upgrades are game-like. She doesn't have any tiles she can assign workers to so she focused hard on the effects that just increase productivity per worker.

Q: Could you give a few examples of the upgrades you might find on the Gnosis tech tree?
A: Low-level: Public green spaces let people produce enough food to just about sustain themselves without any additional time or effort or material inputs. A city's industrial hub produces limited amounts of free product. The minimum and maximum damage of your weapons is increased by "one"; this scratch damage is hard to nullify. A software update makes all your computers run as if they had significantly better hardware.
    Mid-level: Health and fitness programs carry people farther, faster, to clearly unnatural heights of strength and longevity. Well-kept warehouses and logistic hubs provide some amount of supply without replenishment. Bullet designs that are severalfold deadlier and not vastly more expensive to produce. Mental exercises that leave you genuinely smarter.
    High-level: Stacking multiple massive productivity multipliers with hefty flat bonuses. A sword pattern that is as deadly as a blade out of legend but can be hammered out of base metal. Well-charted spacelanes and navigation infrastructure enabling FTL travel. Great wards to oppose foreign magic across whole planets.

Q: Can more Gnosis be made through 'normal methods'? Does it naturally make more of itself, or are there Gnosis tech tree upgrades for manufacturing it?
A: Not without some development or other powers.

Q: Is there anything besides Anatic Physics or a high-level Wing that would allow Lilith's plan to manufacture exponentially increasing amounts of Gnosis to work?
A: A high enough concentration of Gnosis can permit the creation of more Gnosis. Afterwards, all you need to do is find a way to make it a net positive cycle. The Black Wind could stabilize

her Gnosis into a brilliance that never fades, or Regression could create a jewel that shines brightly enough to illuminate a world.

Q: Does Gnosis work well with the technologies of other civilizations, like Elevated Wizardry or Anatic Physics?
A: It works very well.

The Empty Shell

An Escapee

Q: Savestate, is there anything you can say about the Empty Shell? Where she went, and what kind of person she is?
A: She was the first to arrive in the Cardboard Realm. She left immediately, within minutes of arrival. Though she returned to the same Earth she left, she didn't stay, lingering only long enough to collect her strength before departing to other worlds as a being of immaterial spirit. She wouldn't outright hurt someone, but she doesn't feel like she has any responsibility to remain in an unpleasant situation, even for the sake of others. She dances freely across countless Earth-parallels and the strange realms that orbit them, enjoying the wondrous diversity of it all, staying in any one place for only as long as she is happy to stay. She has had a decade, now, of sorcerous development, and is significantly more powerful than even Vale. Finding her strength ever-growing, she chooses to leave behind traces of her power of freedom, safer remnants than what she abandoned to the Cardboard Realm.

Q: What does the Empty Shell look like? Is she an intact but unliving corpse? A desiccated husk? Something else entirely?
A: A desiccated husk like you'd see in Dark Souls. Wearing fantasy plate armor "to contain the roiling power of freedom" but also because it's cool.

RADICAL FREEDOM

Q: The leaking spirit issue is bad, but I assume that's just for mortals. If you take the Empty Shell's power in order to upgrade your Sorcery, will it still be a problem?
A: Yeah, if you internalize the power completely you don't have the leaking spirit issue.

Volosh

Past

Q: About Lord Centipedes from your Indulgence CYOA - they're a demonic cultivator who is planning eat the world and then go to Earth for whatever reason. In the event that their target is the same Earth that the Sorcerers of the Cardboard Realm are returning to, would they be able to resist her?
A: Lord Centipedes has a lot more raw power, and a lot of immunities. You'd need teamwork to have a chance. The real problem with this though- the funny thing is- well, I've had this set up for a while now. Sorry not sorry.
"The King of Monsters, AKA Volosh, AKA Vale, is on her third life. In her previous life, she was a horrible monster that threatened to devour a whole world. In this life, she noticed that that was *kind of fucked up* and decided to go to therapy."
...yeah.

Q: How does that work? Was it providence? The work of some weird reincarnation system passing by?
A: Sometimes people just reincarnate when they die, or get their souls destroyed, or get retconned out. You just don't notice because you're not at their destination. It's a big multiverse, ya'know?

Q: Does Vale have memories of being Lord Centipedes? Or is she just abstractly aware that she was Lord Centipedes, and Lord Centipedes was a world-devouring villain?
A: She technically has all of her memories. Practically, she has memory of her first life and early portions of her xianxia isekai reincarnation. Everything up to Dao Formation, she can access safely, everything after rapidly swells into a sea of alien experience she can barely touch without hurting herself. She knows the gist of it, at least, that she decided she was going to go home even if she had to climb back on a mountain of corpses. She considers herself to be the same person, through all that has happened.

Q: How did Volosh die before she could destroy the world and return to Earth? Was it the player of the Indulgence CYOA?
A: I'm not going to explicitly define what killed her. It could be the Indulgence protagonist, it could be something completely different. They don't need to exist.

Q: Why was Volosh so willing to destroy the world? Did she not consider the human cost to the people around her just because they were the den of vipers she was trying to get away from?
A: This last bit was genuinely a big element of it. She absolutely *hated* the Xianxia culture and people.

Q: Is Vale the King of Monsters' chosen name?
A: Yeah, Volosh or Vale

Q: Is there anything remaining from Vale's old life? Scrap of power or skill?
A: She can still tap into her old Dao, but it damages her mortal mind every time she does. She can ask herself "who is the best possible therapist for my situation, and how do I convince them to help me?" and Know.

Q: If she still has a Dao, does that mean she still retains Indulgent Cultivation in some form? Could you acquire Indulgent Cultivation through her?
A: She doesn't have Indulgent Cultivation anymore; she has not a drop of Qi. Her soul might be a bit funky in some places.

Q: What actually *happened* between the King of Monsters and the Beautiful Creator? The way it sounds to me is that they're running some sort of Demonic Sect.
A: Uh, no. The CYOA tricked you. They were on decent terms with Shor, albeit quite distant. The King of Monsters, Volosh, Vale, avoided ambitious power-hungry behaviour like collecting other Systems because of bad memories from their previous life. The Creator arrived right on top of them, and they became close friends. The Creator's death was an accident, the result of a bad decision- Vale manifested a version of the Creator's future self to try to win an argument, which ended up killing the Creator's present self, becoming completely incoherent, and going off the leash. That, and Vale's absorption of the Creator's lingering sorcerous power, and poor decisions after, convinced Shor they needed to protect their children from this.
It's not going great in there, but not for active malice. Despair, and powers left unchecked. Many of the Creator's angels survived, now rallied behind one of the common reincarnators who took up the Creator's legacy. Monumentals can respawn, and get very strong, and their monuments can double as living spaces, so they're not desperate, exactly.

Q: What's the state of Volosh currently? Like, is she some insane madwoman now, or could you actually engage in polite conversation with her?
A: Imagine someone started a housefire so they ran away into the woods. She caused a big problem, hurting herself and others, panicked, and fled, not dealing with the problem. She's not happy about her current situation, and blames herself for causing it and also for not doing anything about it.

Forgotten Futures

Q: What sort of magic did the Monster King have access to?
A: The King of Monsters had power over Forgotten Futures; they could manifest things from unlikely timelines, distorted by their own implausibility. Unlikely, specifically- they had a fairly narrow window of what futures were acceptably plausible to grab from. They had an instinct that let them only summon those spectres that would obey them. Depending on how their actions

changed probabilities, the monsters could end up becoming more or less real, influencing their general coherence/sanity/stability and powers/power level. Their people were a race of Monumentals, born from grandiose structures with physical/mental stats scaling sublinearly with the scope of the structure and the ability to be reborn from it if their body died. (And some other stuff involving altering themselves by altering their monument.)

Q: How was Volosh's Sorcery changed by absorbing the Beautiful Creator's power?
A: They had the ability to summon hordes of distorted creatures from unlikely futures. Integrating the hosts of heaven, this became as a great legion- they were armed and organized, prepared for their intended roles. Infrastructure/artifact summoning was improved too.
They have more of a "Army of Darkness" thing going on now.

Q: If Vale's people are natural Monumentals, how does that work with the whole reincarnation and kidnapping situation? Were they reborn on Earth with their Monumentalism intact, or was that power reawakened by the Cardboard Realm?
A: They were reborn as relatively normal humans. Vale pulled some silly stuff and pulled forth their monumental future selves to reempower them. (Preemptive "No, this doesn't enable arbitrary grandfather paradoxes, there were other ways they could have regained their status as monumentals, Vale has limits and what she summons is never perfectly coherent anyway.")

The Beautiful Creator

State of the Union

Q: Actually, Savestate, how much of the Beautiful Creator is still around? Obviously her original incarnation is dead, but you've mentioned that her people have a legacy-based system where gone isn't completely gone.
A: The Creator essentially lost a finger and was rendered comatose. Once you leave the Cardboard Realm, you'll be able to wake her up.
Within the Cardboard Realm, someone has taken up her mantle. They've gathered up her remaining angels, and come to lead the survivors. The effects are non-obvious, but orders that should have fallen apart have held strong, and the angels have found ways to create divine artifacts outside of the City they came from, to continue much as they did before.

The Creator Herself

Q: Was it ever established what the Beautiful Creator's name was? We've only ever referred to her by title, I can't find if her name was ever stated.
A: I haven't established a name for her. I don't think she picked one yet.

Q: I think I'm going to headcanon that Vale never actually learned the Creator's name, it just kind of slipped by in the introduction and she was forever too awkward to admit it. A lot of "hey, you!"s and the like. And now she's looking forward to her friend confirming her suspicions and coming out, not just because she wants to see the Creator be happy with herself but also because it would mean the Creator would have to pick a new name that she could learn.
A: This is too funny not to be canon.
Eventually, the Creator decides on a new name and starts telling people. She rapidly realizes not even her angels actually knew her old name.

Angelic Dominion

Q: What sort of magic did the Beautiful Creator have access to?
A: The Creator had a holy city, hidden away somewhat like Siberian's Kingdom but more open to change. From it, they could summon holy artifacts and a vast host of angels who theoretically had free will but all genuinely loved and adored their Beautiful Creator.

Q: About the Beautiful Creator's Sorcery, in what way is it different from Siberian? Is it just Angelic Siberian that isn't frozen, or are there more nuances to it than that?
A: The Creator has a Holy City. It's an actual place you can visit, but its nature is also enforced by the Creator's power, restoring it passively. The angels there are naturally able to train, and adapt to new resources and different design constraints, and otherwise grow. The nature of the City can't be so easily pulled into the world like you can pull on the swiftness of a winter wind. There are only so many angels, but they don't die permanently.

Q: The Beautiful Creator's people had their own magic, but do the Angels also have one, in the same way Siberian's people do?
A: The angels have various magical holy powers. They can fly, they can project barriers and shoot energy bolts, heal and cure afflictions, etc. Their craftswomen can make a great variety of potions and artifacts, produce powerful materials through conjuration and transmutation. These... can technically be taught to long-term inhabitants, or people who spend a lot of time in contact with the angels.

Q: What are the particulars of the Angelic Kingdom?
A: It's a large dense cityscape, utterly immaculate. It sits among the clouds in an endless sky, and can be expanded by the efforts of the angels. There are magical conveniences, but not technology more complex than clockwork. The angels are people, and have a society of some sort, but are also immortal and intensely devoted to their Creator, which shapes things.

Q: What are the Beautiful Creator's angels like? Humans with wings or full on Be Not Afraid sorta beings? Both?
A: Its all pretty human women with wings.

Q: It's kind of frustrating that there are two different angelic powers in the Cardboard Realm, both Motive Wings and the Beautiful Creator's angels. Imagine getting out with your friends and having to spend the rest of your life explaining that just because you have angel wings doesn't mean you're one of the Creator's angels.
A: one of the angels manages to get her own Halo device
she goes around with two halos and ten wings
acts so fucking smug in front of the other angels

Q: The arms race begins.
A: The truth behind "biblically accurate" angels: just some girl with too many accessories.

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The Paradox Clone

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Q: How would Siberian fare against the Beautiful Creator's rampaging future self? And in that vein, how would Shor and Vale react once they were gone? Anger, bittersweet relief?
A: Decently? You have more numbers, and are going to be generally more coherent and capable of benefiting from organized efforts. People would generally be relieved; this thing has long since stopped presenting any coherent image of the Creator.

Q: What would I get if I integrate the Beautiful Creator's Sorcery via the timeline clone Volosh summoned?
A: You wouldn't get much. The thing is that the copy *does not contain* the Creator's actual Sorcery. At most you can absorb the incoherent neverborn echo of that power.

Q: Is it not powerful at all, then, if it's the echo of a Sorcery and not a Sorcery itself?

A: It's powerful alright, it's just totally incoherent. It's a representation of a future that was culled, a fantastical null pointer exception. It resembles the Creator in only the vaguest superficial sense.

The Four-Winged Lord

A Nameless Foe

Q: Was the four-winged Lord was always going to be an agitator?
A: Yeah. They were a serious villain before the Cardboard Realm. ...They're as bad as Cairn probably.

The Number of Death

Q: The 'four-winged monster' of Cairn's colony, what 4 wings does she have? She has the Wing of Wings, and the Flagellant Wing, but what of the other 2?
A: They have the Flagellant's Wing, the Wing of Wings, the Burning Wing, and the Titan's Wing.

Q: What do those Wings do? Based on the name, and the fact that it's used to protect against Cairn's malice, I would presume that the Flagellant Wing is some manner of self-sacrificial ability - to harm yourself for power, or to take harm onto yourself to protect others.
A: They have the Flagellant's Wing, the Wing of Wings, the Burning Wing, and the Titan's Wing.
The Flagellant's Wing allows a person to draw strength from your own suffering and afflictions.
The Wing of Wings grants mobility and power over Wings.
The Burning Wing allows manifestation of a supernatural flame.
The Titan's Wing allows advanced technology to be manifested as an extension of or replacement for the body. Still one unit, but greater.

The Wizard & The Apprentice

State of the Fallen

Q: If you take Uprooting Liberation to grab the Wizard's spirit, could you turn him into an assistant, someone bound to your soul and casting spells for you?
A: Yes, though it won't be very powerful.

Q: Can I use Skypiercer on the Wizard and his Apprentice to restore their pre-corruption selves?
A: It would help a lot if you gave them some Skypiercer power, however you do that.

The Sorceror's Apprentice

Q: What is the Wizard's Apprentice like? General appearance, traits, feelings on the events going on. How amenable is she to working with me and the rest of the survivors?
A: Pretty teenage girl in baggy robes, slight physical corruption from the Tree. Born into a world gone mad, a society controlled by the Tree since before her birth. Not really indoctrinated, because that's what the corruption is for, but trained from a young age in the use of magic. Genuinely enjoys complex engineering work. Doesn't like physical exertion. As long as the Tree's roots are still inside her, her hope at this circumstance is tempered by fear. Doesn't mind her father's death, because she only knew him as a fully-corrupted agent of the Tree. Very amenable to cooperation.

Q: With whatever gear she has and spells she knows, how long would it take the Apprentice to make a mana pump, or make a factory for mana pumps?
A: The Apprentice is roughly as capable as someone with nothing but System Access. Her society had all sorts of industrial-scale magic, which she understands sufficiently to design generators and simple manufacturing elements. With 40-400 hours work, she could prepare some sort of magical device that improves the efficiency of her work or lets someone with less training do useful magical work.
(If you don't remove the roots of the Tree of Magic from her, she's massively more capable.)

Q: Would the Apprentice have her own general equipment and mana pumps for Elevated Wizardry, or did ripping the tree out of her do something to them?
A: Yeah, she still has all her stuff. If you don't take Process Sustainment, her magic will continue to get passive Tree support too.

Q: I assume that's Process Sustainment in particular lending the Apprentice a hand? Sprawling Root Regeneration doesn't seem like the sort of thing that would help in that regard.
A: Yep.

Q: Assuming you don't rip it out, does the Tree of Magic still have access to the Apprentice? Could it spy through her, or influence her somehow?
A: It has some access, but not influence. With some care, it can be kept confined to her magic.

THE CARDBOARD REALM

Colonization

Q: Can you explain how Priorities work?
A: I'm not sure exactly what you want me to explain. Priorities are the result of efforts made by the reincarnators before leaving to the Cardboard Realm, combined with Vacation Narrator's influence. They provide supplies, information, luxuries, magic. You are given examples of certain levels of investment.

Q: Why is it the Cardboard Realm?
A: Originally, colony sim stuff was more prevalent. Cardboard was your primary construction resource.

Q: You mention that there's all sorts of agricultural equipment among your supplies. I was thinking you would have to figure out how to get more soil etc to plant new food in, but is there already enough to provide?
A: You have enough soil to run a few greenhouses. Not quite enough for three thousand people, even if there was sufficient sunlight.

Q: If we manage to make free-floating structures, that would avoid the passive erosion of the Cardboard Realm entirely, yes?
A: Yep!

Q: Kinda surprised the Tree of Magic went for a fake colony sim? If you don't wake up in the real world when you die in the Cardboard Realm, it seems like it'd take less effort to set you up to die than to provide you with all those goods and supplies.
A: Something like that wouldn't kill most sorcerers, and the pretense makes it slightly easier to stop them from awakening their powers early.

Q: Considering all the trans girls around, though, shouldn't Skypiercer be pink, or in trans flag colors? :p
A: "What composes the ground is an endless flat plane of solid material that... ...glow(s) a pale red. Great spires and angled columns of white stone span the whole expanse... ...a vast sky-blue membrane like a sheet of unbreakable fabric lays collapsed over everything..."

Travel & Trade

Q: "Choose Two Neighbours." Is this where you pick the two kingdoms closest to you? The ones that will be friendly if you rock up at their doorstep unannounced?
A: The neighbours who are within your viable range.

Q: If I take Skypiercer, can I then go travel and visit *all* of the neighbors?

A: It's hard to travel farther like it's hard to stretch your arm longer. Skypiercer would help you eventually visit all the other groups, with the strange geometries of the higher sky and the growth it offers, but it's still some trouble.

Q: When I bring my subjects out with Siberian, are they bound to my initial entry point into the Cardboard Realm or theirs?
A: I'm not actually sure your subjects are bound like that. If they were, it'd default to your own entry point but could be adjusted with the right method.

Q: Could you become a storm elemental with Dreambreed and carry boxes of trade goods between colonies?
A: Dreambreed is very good at letting you travel freely, so, yes.

Q: Can Dreambreed do something like budding off a puppet on a wire and sending it out to circumvent the restrictions on travel? Or could you just work around the range limitation through sheer freedom?
A: Sure.

Q: Could you use sympathetic magic to communicate and bypass the curse that prevents us from moving far from our starting point? Enabling us to receive and give direct tuition in our Systems, without breaking the curse against physical travel?
A: Yeah, that could do it. Someone mimicking and then conceptually bolstering your presence, so you never need to actually travel.

Q: Does a System have to be taught directly, or can it be obtained through other means? Could you go digging through the Astral Sea to learn them?
A: As they are now, the Systems are small, carried only in the hearts of their users. Personal teaching is the easiest way to enable their growth and spread, but especially with all the magic of the Cardboard Realm there are other options. Archival Mirroring on its own only gives you information, but you could delve the astral sea and mimic the natural spread of Systems to forge spells of learning.

Q: If we're neighbors with Lilith does that mean we could potentially acquire both the Iron Sequence and Primordial Clay from her? Or, Microcosmic Writ from Prim & Sierra?
A: Yeah. If everyone got together, there could be a realm-wide trade network. Trading Systems is a bit slower than you might anticipate.

Q: Lilith has personally visited both of her own other Neighbors, getting the two Systems from Prim and Sierra and refugees from the Hollow Kingdom. Could you get your own samples from Lilith?
A: Yes, it'll just be slower than visiting personally.

Q: How easy is it to share Systems between settlements? The cultivation one mentions that only a spark is needed, but the others are left unclear.

A: As much as they try to assert it, the Systems do not in fact represent universal truths. Someone could kickstart Rampant Cultivation in you fairly easily, but it would take a significant "training" period to transfer the Systems entire. Full sharing in less than a decade needs groups of more than a hundred people sent over to work at it full time.

Q: When you say 'full sharing,' do you mean one person being able to use a system in its entirety, or to transfer the system over to your entire population?
A: Complete transfer as in your entire population.

Q: How difficult is it to gain access to the various Systems? Eidel Physique seems like it could be a racial trait like 'being an elf' and maybe not sharable outside of your children also having the physique.
A: Most Systems just take some one-on-one tutoring so the magic can rub off on the student. Monumentalism requires someone to bind you to an obelisk or something, but even Eidel Physique can just be taught. It asserts that any healthy body will absorb and integrate magic; it is unmoored from its racial origin.

Q: If you're not born into the race, how hard would it actually be to bind yourself to a building and learn Monumentalism?
A: Not very hard. Monumentals can create new people by just stacking bricks into a two-meter pyramid; they can just "parent" you.

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Escape

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Q: I guess there's a reason the Tree of Magic is tossing you into the Cardboard Realm. Though that does make me wonder why they tossed you into such a shit place instead of, like, a lotus eater machine? If you die, they stop being able to harvest you, right?
A: What they did is shove a little finger of your true self and all of your consciousness into a prison realm, leaving the bulk of your self vulnerable for exploitation. It doesn't matter if the little extrusion gets destroyed- they've bound your attention to it quite firmly- and they don't need a more pleasant prison when your efforts to break free are already expected to fail.

Q: You mention that while in the Cardboard Realm, most of your power is separated from you, but the cardboard realm is very fragile, so it feels like less of a loss. Is that actually... relevant in any way to the state of your power when you escape it?
A: Not really. It's about the same.

Q: The bodies of the trapped Sorcerers are physically present outside of the Cardboard Realm, right? If so, where? In the 1980's Earth, in some metaphysically adjacent realm?
A: Yeah. They're back on the Earth you were banished from.

Q: What happens to the reincarnators' bodies on Earth when they turn into dragons or get pregnant? Do children born in the Cardboard Realm have bodies on Earth to return to?

A: Nothing. No, you'd need to provide them something extra.

Q: What will happen to the Monumentals in the Cardboard Realm after they leave? Will they still get boons from the Monuments left inside?
A: On leaving the Cardboard Realm, their monuments still inside will probably be too weak to provide substantial benefit.

Q: What would Lilith want to build and use a world-destroying weapon *on*?
A: The Cardboard Realm. Rip it apart, let everything spill out.

Q: Assuming Lilith succeeds in tearing apart the Cardboard Realm, what would happen to us? Is that automatic freedom, death, something else?
A: It's an easy way out. Staying in the Cardboard Realm for very long would take active effort.

Q: Is it possible to take the power of the Empty shell and apply Anatic Physics to it? To produce more of the same power, and eventually generate enough energies to allow for a mass breakout of the Cardboard realm?
A: Not impossible, I think.

Postgame Content

Q: When Vacation Narrator says that the Tree of Magic has begun colonizing "your Earth", is she referring to the one we just left, the alternate 1980s we were reincarnated into? Or is she talking about this Earth, the place we live in right now, before we're reincarnated?
A: The one you reincarnated into and were banished from. Your *original* Earth is doing just fine. Probably.

Q: You mentioned that most of earth's governments are set against you, presumably via mind control. Even if they aren't really a threat, isn't this fairly easy to fix? Mia should be able to say 'nobody on earth is mind controlled', Cairn could break all the spells and renormalize people's brains, Lilith could probably manage something, and whoever got the Freedom power added to their sorcery probably could too. Right?
A: I don't think Mia is that strong, and Cairn only really has continental range, but yeah it's not a huge problem.

Q: Just trying to get an idea of what to expect once we leave The Cardboard Realm, what is out there?
A: If you went out traveling your local multiverse, you'd first encounter an endless sea of Earth-parallels, orbited by less inviting places like the Cardboard Realm. Some might have minor magic or unusual tech, but nothing too crazy. Right now there are maybe a thousand Sorcerers scattered throughout that expanse, concentrated in a local region, who all happen to be at least vaguely decent people. It's a good neighbourhood. Following the trail of

reincarnations or hunting down the Tree will help you access the broader multiverse, or, well, new distinct regions of it.

Q: Is there any kind of organized society of Sorcerors or other similar organization where they interact?
A: They tend to be focused on their own Earths, but there exists some degree of organization. They are aware of and actively trying to fight the Tree of Magic, stymied mostly by the Tree's ability to detect their own agents from interdimensional distances and travel to worlds they cannot find.

Q: How hard would it be to set up a proper interconnected society for the Sorcerers? Feels like a good thing to do, might help prevent threats like the Tree of Magic from popping up in the future.
A: There's already a loose society, in contact with a few hundred Sorcerers. They mostly work on shared goals like fighting the Tree of Magic. (Its forces are better at finding unawakened Sorcerers and navigating the multiverse, but suffer in direct conflicts.) Setting up better communications and expanding the network wouldn't be too hard.

Q: Are there any particularly notable Sorcerers in the local region? Particularly mighty or ancient or influential?
A: There's someone who's been a Sorcerer for a whopping sixty years? She's the oldest of the lot, and pretty powerful.

Q: Oh, what's her Sorcery?
A: Honestly no idea what she has or what she's like, I just know about how long this has been going on and that the first Sorcerer is almost definitely still alive.

Q: Are Sorcerers a relatively new phenomenon? It feels like even for the ones not getting boosted by the Narrator, actually dying requires effort.
A: The Sorcerers of this region are pretty new, yeah.

Q: That makes sense, sixty years is respectable by human standards but also just seems like rookie numbers when it comes to transhuman masters of the arcane. Is there some specific event driving the creation of new Sorcerors around here?
A: They just started popping up naturally. There's going to be a point where the rate of new Sorcerers starts declining again.

Q: Does Vacation Narrator's alterations or your Sorcery's sheer power automatically make you an enemy of the bureaucracy? Or is there some wiggle room here?
A: Only if they notice, and she's been sneaky enough that they'll only notice if they're already basically fighting you.

Q: What threats would a Sorcerer traveling the multiverse have to worry about? Is it only other Sorcerers and the Cosmic Bureaucracy, or are there ancient horrors out there that could contend with a Sorcerer?
A: In theory, the multiverse has all sorts of horrors that would happily eat you. In practice, you're not likely to run into any grand threat unless you go looking for it. It varies by region, obviously, but in general the multiverse isn't crowded, at those higher echelons. You have enough power and potential to be reasonably safe.

Q: As a Sorcerer, how hard would it be to locate specific universes in your multiverse? Like, once we left the Cardboard Realm, how hard would it be to find our way to the World, or to the setting of your Feudal Feuding CYOA?
A: There's a level of capability where you can locate and travel to worlds that fit arbitrary criteria. That's very difficult to reach; beyond mere power, the structure of the multiverse is infinitely complex, and it's all too easy to get stuck in a particular subset of greater infinity. It's much easier when you have a trail to follow.
Sorcerers of Into the Cardboard Realm are somewhat deficient at multiversal travel compared to their other capabilities, and the World is a lonely and isolated place. Finding it would require lots of buildup or [plot]. The world of Feudal Feuding is somewhat less isolated.

Q: How will our multiversal travel function? A big glowing portal, instant transmission, traveling through strange walkways through not-spaces between realities? Or is the specific expression of such an ability fairly personal, like Sorcery itself?
A: It'll be fairly personal, yeah.

Q: Is there any sort of power scaling for beings in your setting? Kind of just wondering if me and my buddies are at risk of getting randomly gobbled by some vast multiversal horror just wandering about once we escape the Cardboard Realm.
A: People who are part of/reliant on their reality > People who are independent of external reality > People who can do Sorcery > Cosmic
This is about as far as I'm willing to go with tier listings. I don't think you have to worry much about random horrors.

Q: I wonder if we need a Savestate power scaling tier chart for her CYOAs. How does an XK Cauldron of Monsters measure against sorcerors and the Cosmic Bureaucracy?
A: Reliant on the world < Independent of the world < Capable of Sorcery < Cosmic
An XK Cauldron is in the second tier.

Q: How difficult would it be to murder the Chain of Isekai (and harvest its corpse) as an ICR Sorcerer?
A: It has something like 20 quadrillion Chain Parts. Technology made with (minimally) dozens of Power Sources.
This is where I joke about how quick and easy it would be.