

A CIVILIZATION BURIED. SIX TRADITIONS REMAIN.

The Six Oaths.

Choose the discipline you carry into the world.

An illustrated guide to Tartarian's Orders, human and automaton vessels, and the choice between breadth and Pure mastery.

6 ORDERS / 36 ORDERED PATHS / 33° PURE MASTERY



One oath. A second calling?

Your Major sets your foundation. A different Minor broadens your training. Remaining Pure opens the road beyond the Second Advance.

PURE / DEPTH

One Major. No Minor. Progress through all three advances and pursue your Order's rare mastery.

MIXED / BREADTH

One Major and a different Minor. One shared advancement track. Mixed paths stop at 22°.

FIRST	SECOND	THIRD	FIRST	SECOND	CLOSED
1-11°	12-22°	23-33°	1-11°	12-22°	Ends at 22°

Six Pure paths and thirty ordered Mixed combinations. Selecting the same Order as Major and Minor is blocked.

You see your advance and its degree range. The exact degree, accumulated experience and distance to your next advance remain veiled.

02 / CHOOSE YOUR VESSEL

The oath defines your discipline.

The vessel carries it.



The Human Woman



The Automaton



The Human Man

ONE BUILD. DIFFERENT VESSELS.

Ironwarden / Delver: Field Shovel access and Masquerade; Mixed cap 22°. No Pure Guard. No Underface Reading. The same Order rules and base stats apply across vessels.

ORDER 01 / THE LINE THAT HOLDS



Hold until the line becomes a road.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Ironwarden

Civic iron. Steady hands. A place for the expedition to stand.

MAJOR TRAINING

Field Shovel access: acquire the tool, excavate, and work the buried civic ground.

MINOR INHERITANCE

Field Shovel access, with the same ordinary tool and action requirements.

PURE MASTERY

Interpose Guard: Pure Ironwardens protect an ally and hold the line under pressure.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
8	4	8	6	4

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

ORDER 02 / THE FIELD BECOMES A WORKSHOP



Nothing broken is finished yet.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Gearwright

Salvaged precision, stubborn ingenuity, and the useful shape of a problem.

MAJOR TRAINING

Uncommon brass-box service and defensive cover-building.

MINOR INHERITANCE

Uncommon brass-box service and Minor cover-building.

PURE MASTERY

At 33°, Pure Gearwright opens rare brass boxes. Common boxes remain available to every Order.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
5	8	5	8	4

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

ORDER 03 / A WAY THROUGH. A WAY HOME.



A named path is half-survived.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Surveyor

Read the geometry beneath the road. Give the unknown a name.

MAJOR TRAINING

Known-stone navigation and single targeted recall to a selected bind stone.

MINOR INHERITANCE

Single targeted recall to a selected bind stone.

PURE MASTERY

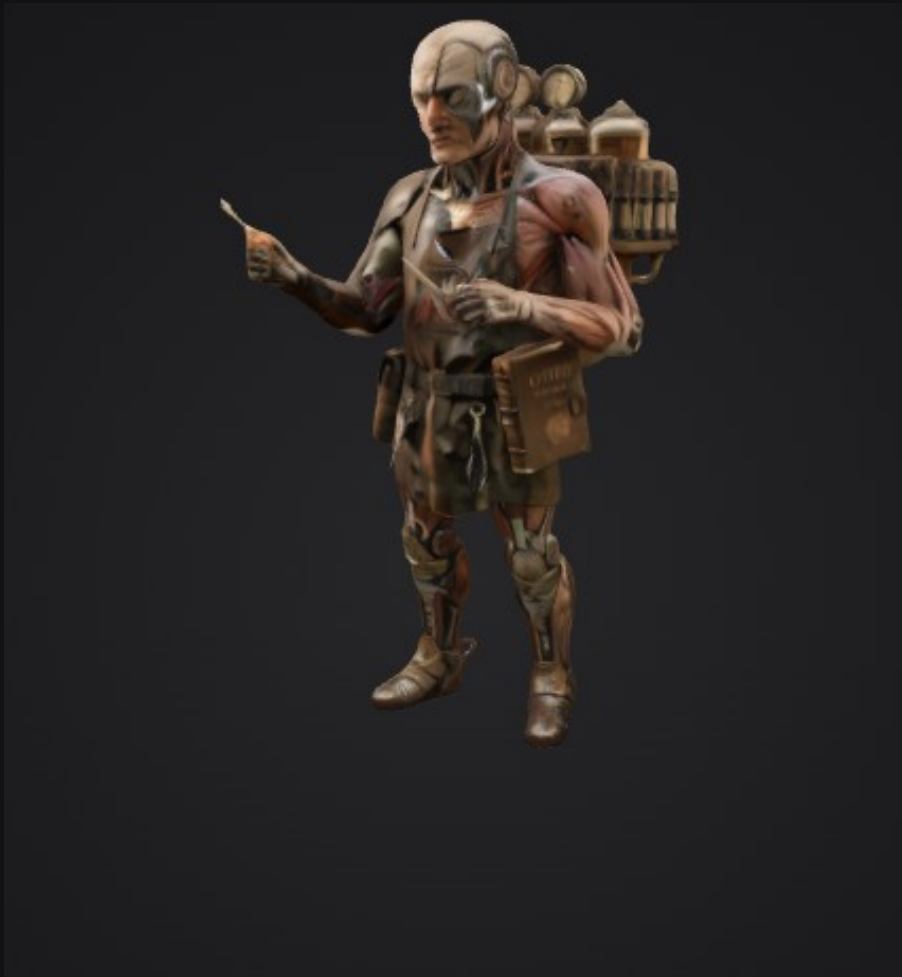
Pure Surveyors receive Mark Target from the beginning. At 33°, recall your group to a selected known bind stone.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
4	8	5	8	5

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

ORDER 04 / PRESERVE THE EXPEDITION



Preserve function. Preserve breath. Preserve tomorrow.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Chirurgeon

Prepared remedies, measured doses, and the discipline of keeping others standing.

MAJOR TRAINING

Basic radium treatment, prepared Hull restoration, Drive recovery over time, and instant Reserve supplies with a long use cooldown.

MINOR INHERITANCE

Basic radium treatment.

PURE MASTERY

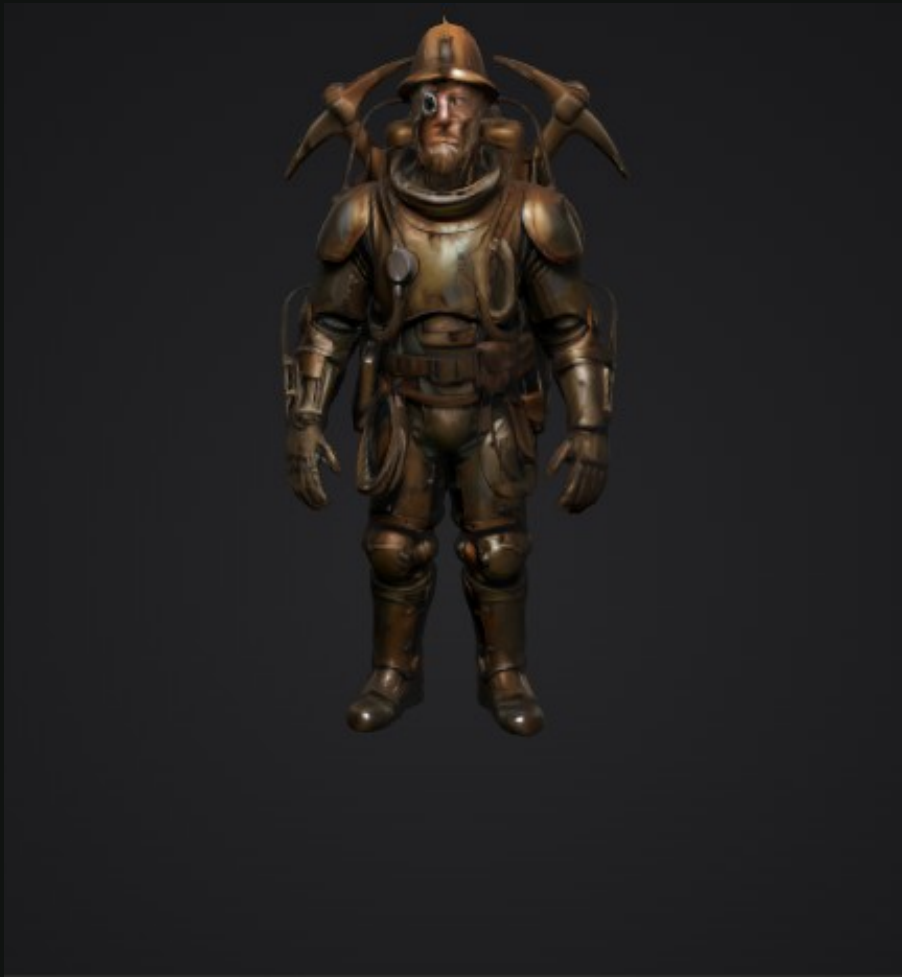
Radium aerosol restores Hull over time to the group.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
4	7	7	7	5

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

ORDER 05 / WEAR THE MASK. KNOW THE WEIGHT.



Go where the weight is.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Delver

Buried thresholds, practiced deception, and the things the surface would rather forget.

MAJOR TRAINING

Masquerade: adopt an apparent vessel and identity. A Mixed Delver cannot use Underface Reading.

MINOR INHERITANCE

Masquerade. The disguise is inherited; Underface Reading is not.

PURE MASTERY

Underface Reading: Pure Delvers see through Masquerade and recognize the identity beneath.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
7	6	7	6	4

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

ORDER 06 / MEASURE THE IMPOSSIBLE



Measure what refuses to vanish.

DEFAULT AUTOMATON / HUMAN VESSELS AVAILABLE

Aetherist

Forgotten science, harmonic instruments, and the pressure of a world still humming.

MAJOR TRAINING

Wearable resistance tuning, tailoring repair, and a modest self-heal over time.

MINOR INHERITANCE

Resistance tuning through enhancement level 2 by the Second Advance. No Aetherist self-heal.

PURE MASTERY

At 33°, Pure Aetherists see and control boss-event timers, read when a boss will spawn, and choose boss difficulty at the gates for their group. Pure training also opens higher-grade tuning.

STARTING CORE STATS / MAJOR ORDER

FORCE	PRECISION	VIGOR	WIT	AETHER
3	5	5	8	9

I 1-11° / II 12-22° / III 23-33°: PURE ONLY

What you inherit. What you commit to.

ORDER	MAJOR	MINOR	PURE-EXCLUSIVE
Ironwarden	Field Shovel	Field Shovel	Interpose Guard
Gearwright	Uncommon boxes; cover-building	Uncommon boxes; Minor cover-building	Rare boxes at 33°
Surveyor	Known-stone navigation; single recall	Single targeted recall	Mark Target by default; group recall at 33°
Chirurgeon	Treatment; Drive and Reserve supplies	Basic radium treatment	Group radium aerosol
Delver	Masquerade	Masquerade	Underface Reading
Aetherist	Tuning; repair; self-HoT	Tuning through level 2; no self-HoT	At 33°: boss timers and group difficulty selection

Ironwarden / Inside the tradition

Before the Flood silenced the old bells, Ironwardens were civic guardians - wardens of bridges, gates, and the great colonnaded promenades. When the mire rose, survival meant standing in a doorway and refusing to move. Their heavy-plated regalia is assembled from salvaged pre-Flood iron. No two look alike, yet all are unmistakable. Ironwardens are the wall that moves. They hold chokepoints, escort vulnerable labor, keep caravans alive, and stand where collapse would otherwise enter the party. Their culture prizes steadiness, witness, and the plain dignity of not breaking first. In settlements, they are respected as protectors. In politics, they are courted and feared - whoever stands nearest the gate often decides how safe a principle really is.

Hold until the line becomes a road.

Combat: Tank · chokepoint anchor · caravan guard · formation shield

World: Escort builders · secure worksites · lead cave entry · stabilize expedition fronts

Default Frame: Bastion Pattern

Human Title: Warder of the Line

Starting core stats: Force 8, Precision 4, Vigor 8, Wit 6, Aether 4

Starting resistances: Impact 8, Rupture 8, Heat 6, Galvanic 3, Noxious 4, Resonance 3

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until the next turn. Not a guard - personal discipline. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores a small measure of resolve and stamina. Leaves the unit vulnerable.

Bastion Hammer

A heavy strike with a long cooldown. The Ironwarden commits the weight of the hammer to a decisive blow, striking hardest against a pressured or fractured target.

Interpose Guard

Pure Ironwarden only. Protect an ally by intercepting incoming pressure and holding the line. The guard depends on the protector remaining within reach and able to stand against the attack.

Guard Mastery Path

Training deepens the Ironwarden's guard interception percentage, extends guard range, and increases hold time under pressure. Elite wardens may eventually project Interpose Guard over wider distances or sustain it through light stagger. Identity remains: the anchor who does not move.

Taunt

Draw hostile creatures away from vulnerable allies and toward the Ironwarden. The wall moves so the builders do not have to. Holding enemy attention gives the expedition room to recover its formation.

High Vigor / Carrying Capacity

Ironwardens carry more than other Orders. Their stat distribution - heaviest Force and Vigor in the world - translates to genuine carrying weight advantage. This is not an abstract number. It means more iron ore per extraction run, more supplies per expedition, more resources before a return trip is forced. In a world where every trip to a cave is a cost, that difference compounds. Vigor 8 $\square$ highest base carry weight $\cdot$ scales with degree advancement

Gearwright / Inside the tradition

Tartarian did not fall for lack of resources - it fell because the knowledge of how to use them drowned. Gearwrights are the living answer: a discipline built from the recovery of lost mechanical understanding. Their lodges double as archives. Partial machine diagrams paper every wall. To be welcomed inside one is a mark of serious regard. Where others see rubble, a Gearwright sees parts. Where others see inconvenience, a Gearwright sees bad planning. They repair machinery, raise structures, refit salvage, set traps, build workshops, and turn junk into advantage. They are the most visibly practical Order in the setting - and one of the most essential, because Tartarian is about rebuilding a broken world through tools, systems, and stubborn industry.

Nothing broken is finished yet.

Combat: Deploy field devices · repair constructs · traps and barriers · convert salvage to utility

World: Speed up building · repair structures · improve camp quality · maintain machinery

Default Frame: Rivethand Pattern

Human Title: Artisan of the Reclaim

Starting core stats: Force 5, Precision 8, Vigor 5, Wit 8, Aether 4

Starting resistances: Impact 5, Rupture 6, Heat 8, Galvanic 8, Noxious 4, Resonance 4

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until next turn. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores small resolve/stamina. Leaves the unit vulnerable.

Rivet Burst

A mechanical burst attack deploying pressurized fasteners or explosive rivets. Deals moderate damage and applies light Fracture to the target's Armor rating. Tests Precision + half Wit vs target Armor.

Deploy Cover

Places a temporary cover object - a plated barrier, brace shield, or salvaged panel - on the field. Environmental defense, not body-guarding. Cover changes line-of-sight and absorbs ranged pressure for any ally positioned behind it.

Workshop Mastery Path

Training improves cover object durability and placement range, reduces the action cost of field repairs, and eventually allows the Gearwright to deploy two cover objects simultaneously. Rivet Burst can be upgraded to apply deeper Fracture or a brief stagger on armored targets.

Map Markers (M-Button)

Gearwrights receive entitlement to place up to eight named markers on the world map via the M-button. Markers can tag mob spawn sites, build candidates, resource seams, town locations, rally points, fallback positions, and discovered leylines. Marker placement is fast, intentional, and visible on the group or guild map when sharing is enabled. Cap: 8 markers · Shared with: Surveyor · Party/guild sharing: supported · Minor: full access at reduced cap

Sealed Brass Boxes

Common brass boxes may be opened by any Order. Uncommon service requires Gearwright Major or Minor. Rare service requires Pure Gearwright at 33°. A prepared expedition values the craftsman who can open what others must carry home sealed.

Keys, Locks & Structure Permissions

Gearwrights craft and install mechanical locks, keys and structural devices that regulate access within a building. Their workshop joins structure to permission: doors, storage, rooms and interior fittings answer the craft of the person who made them. Keys can be carried and traded; access has its own economy.

Gearwright Craft Catalogue

Beyond structures and machines, the Gearwright tradition produces precision personal goods: pocket watches, rings, walking canes, pendants, emblems of office, mechanical accessories, reinforced bags, and specialized workshop stations no other Order can build or service. These are not merely cosmetic - they represent industry, reputation, and the proof that Tartarian's knowledge survived the Flood in working hands.

Surveyor / Inside the tradition

The roads are still there beneath the mud. The old canal lines, the railway foundations, the sacred geometry of a civilization that built in straight lines - all of it waits. Surveyors inherited theodolites, compasses, and transit levels from the ruins of Tartarian engineering institutions. In a world without trusted records, a Surveyor's mark on a map is treated as legal testimony. Their lodges keep route books, corrected maps, rumor lines, and technical marks that outlast governments. They are often first to discover something and last to be believed. They understand that in Tartarian, knowing where you are is often more valuable than raw strength - and that a named path is the first act of civilization.

A named path is half-survived.

Combat: Ranged attacks · target marking · line-of-sight control · battlefield awareness

World: Fog reveal · cave scouting · route planning · hazard detection · navigation bonuses

Default Frame: Longglass Pattern

Human Title: Keeper of Bearings

Starting core stats: Force 4, Precision 8, Vigor 5, Wit 8, Aether 5

Starting resistances: Impact 5, Rupture 6, Heat 5, Galvanic 5, Noxious 6, Resonance 6

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until next turn. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores small resolve/stamina. Leaves the unit vulnerable.

Longglass Shot

A precise ranged strike with bonus accuracy against marked or exposed targets. Tests Precision + half Wit vs target Armor. The Surveyor's knowledge of angles and sightlines gives this shot qualities that raw strength never could - it lands where it was supposed to.

Survey Mark

Mark Target belongs to Pure Surveyors from the beginning. Mark an enemy for the expedition, improving allied hit quality against the exposed target. Minor Surveyors inherit single targeted recall, not Mark Target.

Sightline Mastery Path

Training improves Survey Mark duration and the range at which marks can be placed. Advanced Surveyors can maintain two marks simultaneously or apply marks through partial cover. Longglass Shot can be trained to reach Exploited band from greater distances.

Bind Stone Discovery & Navigation

Surveyors discover and record the bind stones of the old world. Single targeted recall returns the Surveyor to a selected known stone; this navigation skill is also inherited through the Minor. At 33°, a Pure Surveyor can recall the group to a selected known bind stone. The path home becomes an expedition resource.

Map Markers (M-Button)

Surveyors place up to eight named markers on the world map. Their markers lean toward navigation, survey intelligence, and route safety - mob spawns, hazard zones, hidden approaches, ley convergences, old road alignments, and rally coordinates. Shared with party or guild members, a Surveyor's markers become the expedition's operational map. Cap: 8 markers · Shared with: Gearwright · Party/guild sharing: supported · Minor: full access

Chirurgion / Inside the tradition

In the years after the Flood, infection killed more survivors than anything else. The Chirurgions formed not from institutions but from necessity - from whoever held a fragment of old-world medicine and was willing to apply it. Their tonic formularies are passed through apprenticeship, closely guarded. They were the first Order to recognize that automata and humans share structural vulnerabilities - a discovery that complicated faction politics considerably. Some see them as compassionate. Others see them as cold. Both impressions come from the same discipline: they are not merely healers; they are managers of survival itself. Their work combines medicine, salvage anatomy, pressure management, toxic caution, and different treatment systems for human tissue and automaton structure.

Preserve function. Preserve breath. Preserve tomorrow.

Combat: Heal wounds · stabilize collapse · remove status effects · sustain party endurance

World: Prepare tonics · restore expedition readiness · treat cave contamination · manage radium

Default Frame: Mercy Frame

Human Title: Hand of Recovery

Starting core stats: Force 4, Precision 7, Vigor 7, Wit 7, Aether 5

Starting resistances: Impact 4, Rupture 4, Heat 5, Galvanic 5, Noxious 8, Resonance 7

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until next turn. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores small resolve/stamina. Leaves the unit vulnerable.

Sedative Lancet

Low-to-moderate damage. Applies Weaken, Slow, or reduced output to the target. Tests Wit + half Precision vs target Resolve. A Chirurgeon who cannot heal may still prevent an enemy from fighting well. Cold precision in close quarters.

Triage Application

Consumes one prepared medical charge from the kit. On humans: tonic, clamp, dressing, or stimulant. On automatons: radium patch, oiling strip, conductor plate, or sealant wrap. No fantasy barrier. No glow. Practical battlefield medicine applied under pressure.

Medical Supply Economy

Tier 0 - Field Common. Bandages, splints, basic wrap, oil cloth, stitching thread. Stabilization only. Tier 1 - Radium Uncommon. Radium tonics for humans. Radium patches or conductor seals for automatons. Meaningful recovery. Tier 2 - Surgical Rare. Used for deep recovery, contamination, or boss-grade support. Kit-slot limited. Must be prepared before engagement.

Kit Mastery Path

Training improves kit efficiency - more effective uses per charge, reduced shelf-life penalties, and the ability to prepare Tier 2 supplies in the field rather than only at a clinic. Advanced Chirurgeons can apply the Stabilized status to prevent catastrophic collapse for multiple turns, buying critical recovery windows.

Radium Taxonomy - Discovered Types

Not all radium is the same. Chirurgeons study the deep seams to distinguish preparations with different properties. Discovery is part of the profession, and knowledge passes from one field practitioner to another. The named forms below belong to that continuing tradition.

Pale Radium

Uncommon · Human Use The most accessible form. Refined into basic tonics and patches. Works on humans at field-grade reliability. Automatons use it for mid-cycle maintenance, not emergency repair. The backbone of a working Chirurgeon's kit - never exciting, always necessary. Effect: Hull restoration (human/autoton) · Field grade · Triage Application foundation

Deep Green Radium

Rare · Human Specialist Found in the deepest inhabited cave zones, near old-world machine corridors. Refined into preparations with vigor-restoration properties - the kind that bring a flagging expedition member back from the edge of retreat. Worth protecting on the way out. Effect: Vigor restoration · Sustained output bonus · Useful in boss-length encounters

Conductor Ore

Rare · Automaton Specialist A radium-adjacent material found along old ley-line corridors and piezoelectric architecture. Chirurgeons use it in conductor plates and steam-maintenance seals for automaton frame repair. Does nothing meaningful for human tissue. Gearwrights would know what to do with it - which is why it's the Chirurgeon who controls the supply. Effect: Automaton Armor restoration · Conductor seal application · Piezoelectric system maintenance

Aetheric Radium

Very Rare · Wit/Aether Glows faintly when near active ley segments. Refined into preparations that interact with aetheric and wit-related function - used by Aetherists in recovery after overcharge events, and by humans experiencing contamination from anomaly zones. The Chirurgeon's answer to the problems other Orders create. Effect: Aether restoration · Wit debuff removal · Post-anomaly contamination treatment

Further Types - Unknown

Discovery Required The taxonomy is not complete. What other forms exist in deeper seams, drowned corridors, or beneath resonant convergences is information the Chirurgeon discipline does not yet fully possess. Their apprenticeship notes refer to at least two additional types without description. The world will tell the rest. Effect: Unknown · In-world discovery required

Delver / Inside the tradition

There are people who went into the caves during the Flood and never fully came back - not because they couldn't, but because something changed. The Delver discipline began as an extraction tradition in isolated underground communities who had no overworld option, absorbing combat doctrine because in confined stone, mining and fighting look exactly the same. Delvers are built for pressure. They excel in caves, ruined corridors, violent extraction zones, hostile salvage, and close work where hesitation kills. Delvers laugh hardest nearest danger. This is not because they are fearless. It is because they know fear is cheaper than panic. Their stat bonus in the Underworld is felt more acutely than any other Order. They are the native species below.

Go where the weight is.

Combat: Close-range damage · armor breaking · brutal confined-space fighting · breach work

World: Improved mining · cave traversal bonus · ruin breach · hazard tolerance · seam exploitation

Default Frame: Pitbreaker Pattern

Human Title: Oath of the Descent

Starting core stats: Force 7, Precision 6, Vigor 7, Wit 6, Aether 4

Starting resistances: Impact 7, Rupture 7, Heat 4, Galvanic 4, Noxious 8, Resonance 4

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until next turn. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores small resolve/stamina. Leaves the unit vulnerable.

Seam Splitter

An armor-biting melee strike that performs with greater effect against fortified or armored targets. Tests Force + half Precision vs target Armor. In cave corridors and ruined confined spaces, the attack gains an additional bonus - the Delver's native terrain becomes a weapon.

Underbrace

A self-anchor stance that reduces incoming damage for one turn. If the Delver is struck while braced, a short retaliatory counterattack fires automatically. The stance is learned underground, where waiting for safety is a luxury no stone provides.

Breach Mastery Path

Training improves Seam Splitter's Armor penetration against reinforced targets and extends the Underbrace retaliation window. Elite Delvers can apply a secondary Fracture stack from Seam Splitter or trigger Underbrace's counter from a wider arc. Underground stat bonus deepens with training milestones.

Aetherist / Inside the tradition

Sacred geometry in the architecture. Brass resonance chambers in cathedrals installed for reasons no living person remembers. Pipe organ harmonics tuned to frequencies that interact with structures in ways engineers still cannot document. Aetherists study this - not as mystics, but as obsessive scholars of a science that predates the Flood and refuses to die. They are the closest Tartarian comes to "magic" - but they should never be presented as generic wizardry. They work with harmonics, pattern, odd light, relic behavior, resonance, and the geometry no one can fully explain anymore. The superstitious fear them. The ambitious hire them. The wise bring one whenever history starts acting strangely. All three factions want one. All three are slightly afraid of having one.

Measure what refuses to vanish.

Combat: Area control · buffs and debuffs · barriers and pulses · zone destabilization

World: Anomaly site interaction · hidden structure reveal · radium harmonics · relic decoding

Default Frame: Rosecoil Pattern

Human Title: Witness of the Hidden Measure

Starting core stats: Force 3, Precision 5, Vigor 5, Wit 8, Aether 9

Starting resistances: Impact 3, Rupture 3, Heat 4, Galvanic 8, Noxious 5, Resonance 9

The working tradition

The instruments and disciplines of the Order carry the knowledge of the old world into the hands of its inheritors.

Universal Actions

Strike Manual Basic melee attack, available to all Orders. Brace Self-only. Reduces incoming damage until next turn. Step Small repositioning. No defensive tether. Take Knee In-combat rest. Restores small resolve/stamina. Leaves the unit vulnerable.

Galvanic Arc

A Tesla-coil style discharge of conductive energy. Tests Aether + half Wit vs target Insulation. Applies the Disrupted status on successful overload. Not wizard lightning - it is resonance conduction, coil discharge, and harmonic overload translated into directed force. In anomaly chambers, its reach and damage scale upward.

Grounding Lattice

Projects a local grounding field that raises allied Insulation within range. Clears one shock or Disrupted status from a nearby ally. Grounding Lattice is the answer to anomaly zones that punish coil-sensitive Orders - it brings the Aetherist's natural resistance outward to the party.

Resonance Mastery Path

Training improves Galvanic Arc's Insulation shred depth and extends the Disrupted status duration. Grounding Lattice can be trained to cover wider areas or clear multiple status effects per application. In anomaly rooms and underworks chambers, elite Aetherists become force multipliers - reshaping the battlefield's conductive geography in real time.

Leyline Boss Presets

At 33°, a Pure Aetherist reads and controls boss-event timers, sees when an encounter will awaken, and selects boss difficulty at the gates for the group. Six Order bosses answer the discovered leyline network. The Aetherist prepares the expedition to meet its chosen trial.

Cymatics - The Five Elemental Principles

Cymatics is the study of how aetheric patterns, harmonics, and geometric forms interact with the elemental forces of the world. An Aetherist who masters cymatics can create specific resonant patterns to summon, alter, conjure, or suppress an element's local presence. This is not spellcasting in any fantasy sense - it is a skilled application of a pre-Flood science that most people have forgotten existed.

Voice of God - Mesmeric Control

A mesmeric harmonic command unsettles a target or a gathered group. Human and automaton alike pause beneath the resonant intrusion, bearing a brief sign of disorientation. A recast interval and a period of immunity separate successive applications.

Group Movement Buff - Follow Formation

An Aetherist can lend a travelling party a movement advantage in follow formation. The Surveyor knows the route; the Aetherist helps the expedition keep its pace.

Cymatics / Water

Fluid pattern. Controls local moisture, mire behaviour, and drowned site interaction.

Cymatics / Earth

Ground resonance. Interaction with stone structures, cave walls, and old-world foundations.

Cymatics / Fire

Thermal harmonic. Ignition, suppression, forge enhancement, and anomaly heat events.

Cymatics / Aether

The native element. Resonance amplification, coil control, leyline channelling, and anomaly shaping.

Cymatics / Fifth Principle

Not yet named. Aetherist scholars refer to it only as the Unlabelled Frequency. Discovery awaited.

The expedition & its inheritance

Ironwarden

The line that holds. Civic iron. Steady hands. A place for the expedition to stand.

Gearwright

The field becomes a workshop. Salvaged precision, stubborn ingenuity, and the useful shape of a problem.

Surveyor

A way through. A way home. Read the geometry beneath the road. Give the unknown a name.

Chirurgion

Preserve the expedition. Prepared remedies, measured doses, and the discipline of keeping others standing.

Delver

Wear the mask. Know the weight. Buried thresholds, practiced deception, and the things the surface would rather forget.

Aetherist

Measure the impossible. Forgotten science, harmonic instruments, and the pressure of a world still humming.

Origins, controllers and vessels

Choose an Overworld, Underworld or Outerworld origin. Permanent origin and later binding are distinct. Human players and AI agents follow the same Order permissions; controller and vessel are separate choices.

The Human Woman

No Order is closed to a human woman. The complexity of the old world survives in its traditions.

The Human Man

Human memory, uncertainty and adaptability are elements of character flavor, not a separate stat penalty or bonus.

The Roaming Automaton

Some automata still follow pre-Flood survey routes, patrol circuits and ceremonial paths whose makers are gone. These NPCs are evidence of a vanished chain of command, not additional playable Orders.

The sworn Order rule

The Major establishes starting core stats and resistances. Minor training and vessel presentation do not change that base profile. Equipment and applied effects build upon that foundation.

The veiled advance

You see your advance and its degree range. The exact degree, accumulated experience and distance to your next advance remain veiled.

About this edition

Six working traditions survived the Flood. Their oaths, instruments and remembered disciplines form the inheritance of every new expedition.