

Adam Rifky Patreon by Thomas Bell

(14/March/2021 - 07/January/2023)

[Welcome, Patrons!](#)

[Mar 14, 2021](#)

Thank you for your support. It truly means a lot to me.

As a means of expressing my gratitude, early patrons (read: those that subscribed before April 1st) will be privy to a Patreon-exclusive short story raffle. As is the case with the public one, winners are entitled to an *A Mage Reborn* short story (500-1000 words) written by me, with prompts and characters as decided by you. The amount of winners will be proportional to the number of early patrons, and the raffle's results will be announced in early April.

Early patrons will also be prioritized if they wish to apply for an alpha tester position, which would grant them access to the game's most recent build even before other patrons. Furthermore, if it becomes financially feasible for us, we will also produce **exclusive one-time merch available only to March 2021 patrons**.

The next demo (ver 2.5) will be released on Patreon sometime in late March, around two weeks earlier than the public release date. Until then, I will be posting weekly reports on the update's progress, as well as other Patreon-exclusive content that can hopefully tide you over until the day of the update.

Once again, thank you from the bottom of my heart!

Parivir

[Patreon March 2021 Roadmap](#)

[Mar 16, 2021](#)

Hi everyone! A little update with regard to what's in the works for the Patreon this month.

All patrons - The next demo for *A Mage Reborn* will be out sometime in late March--I'm not comfortable giving out a fixed date yet, but I'll definitely keep you posted once I have it. Until then, **progress report days are on Saturdays** (GMT +7, which is the timezone I'm in).

Progress reports will give, at minimum, an update on the wordcount and one or two paragraphs discussing what I've done so far. Most times, they will also include a devlog! I will still be posting *some* devlogs over on Tumblr, but the majority of it will be Patreon-exclusive.

Not technically part of March, but we'll be conducting the Patreon-exclusive **short story raffle** on April 1st. All patrons up until March 31st will have their names automatically entered into the raffle--if you would not like yours to be, please let me know!

Retainers - Sneak peeks will be released periodically during the run-up to the release, most likely at the same time as the progress reports. If we reach the \$100 marker, I will also begin writing **side stories**, which will most likely go up towards the end of March as I'll prioritize hunting errors and working on the next demo when I can.

Arcanists - We hit the \$50 goal! This means that we'll begin commissioning portraits for the characters. The artist I'm in talks with is quite busy, so they can't do the portraits all at once--we'll have to prioritize. I'll be releasing a **Portrait Poll** soon, which will determine the order in which characters get their portraits.

The **game guide** is currently in the works, and I'll begin working on it in earnest once I finish hunting down errors with the current build. It will be a barebones .docx file to start with, but I'll keep refining it as we go along. Ideally the finished product will be a .pdf file that's both informative and easy on the eyes.

Lastly, **side story requests** will open if we hit the \$100 mark, and shortly afterwards an Arcanist-exclusive poll to rank the submitted prompts. The winning request will be the March 2021 side story available to all patrons at tiers Retainer and higher.

Please feel free to ask me any questions in the meantime. Thank you for joining me on this journey!

[Portrait Poll](#)

[Mar 16, 2021](#)

I've been in contact with an artist who's willing to draw character art for the game, but they're rather busy and so can only do a few characters at a time. Please select any number of the cast members whose portraits you wish to see completed first. The top three will be our first batch of portraits to commission.

Leon

Ilya

Saine

M!Eli

F!Eli

Yusuha

Yurui

Falco

Flyss

Tahlia

38 votes total

[Short Stories Goal Unlocked! + New Goals](#)

[Mar 18, 2021](#)

Thank you so much! As promised, I'll now pass on my translations jobs and start working on stories to upload here on Patreon!

I'll be sending a Google Form to Arcanists via private chat that can be used for submitting ideas, and some 3-4 days from now the poll for which story we end up doing should go up.

Furthermore, since the character artist working on the portraits right now charges well below my expectations, I will also be adding two new features to Patreon, starting in April provided we meet the goals:

Cast reacts to thirst tweets (Goal: \$250) - Inspired by BuzzFeed Celeb's [long-running series](#), we'll feature 3-4 characters reacting to suggestive tweets directed to them by patrons! I will also be hiring an artist so you can see their incredulous / flattered / embarrassed / disgusted / horrified faces in all their HD glory. It'll be fun, pinky promise.

The feature will be viewable by patrons at tiers **Retainer** and up. **Arcanists** will have the ability to *submit* thirst tweets to the characters, and I'll pick entries from the pool that I can give the funniest / most interesting answers to.

(Needless to say, this feature will often be somewhat NSFW. I'm not too familiar with the mechanics of Patreon yet, but I'll look into whether there are features like banning tags or blurring content until you click on it, so that those that don't desire to see this feature need not do so whilst scrolling. Wish me luck!)

Snapchat stories (Goal: \$600, along with 'additional art') - More Patreon-exclusive art! Featuring snippets of the cast's lives in those moments not included in the main story. See Saine drawing on his brother's sleeping face and taking a selfie with him, a pissed-off Aunt Bess chasing Leon around with a skillet, or F jumping out of their skin when Yu tackles them with a surprise hug!

The feature will be viewable by patrons at tiers **Retainer** and up. **Arcanists** will be able to propose scenarios to be converted into stories, and vote upon which ones will actually be commissioned.

Thank you for your continued support!

[Saturday Devlog \(March 20\).](#)

[Mar 20, 2021](#)

Happy Saturday! Hope everyone's weekend is going great, and that you're all staying healthy and safe. :)

Happy to report that progress on the next update is coming along steadily! I spent the better part of the week hunting down typos and bugs (always the most challenging part for me), and around this time yesterday I uploaded the final version of the 2.0 build. Coincidentally, yesterday marks the game's first month anniversary, and was also the day we hit 5k clicks on the COG Forum link! The stars really aligned for me yesterday, I think. :')

I also made significant progress with the 'choice-expansion' feature of the next build. The two-option choices pervading the first half of the story should be *mostly* done away with by the time 2.5 rolls around.

"So this is it, huh."

Aunt Bess stands in the inn's doorway, arms crossed and eyes hard.

"There, Aunt Bess, don't be sad. You'll come 'round again, won't you, Ein?"

The reassurance came from Kadan, the nice young man you scouted from a town over--your replacement, as you'll officially no longer reside in Leaf End as of today. You nod non-committally and look Aunt Bess in the eye.

- ☒ I try to lighten the mood as I say my goodbyes.
- ☐ I knew I'd have trouble forming the proper words for today, so I've prepared a gift in advance.
- ☐ Whatever words I try to say die in my throat. I'm trying really hard not to cry.
- ☐ I thank her cordially and make ready to leave. It's been nice while it lasted, but I have no particular attachments to Leaf End.

Next

Shown choices: Charming / Reserved / Emotional / Stoic

The other major thing I accomplished this weekend was Eli's genderflip. Surprisingly difficult to hunt down all their pronouns in the code, but I'm reasonably confident I found all of them.

You point at her runes, the ebbing glow hypnotic. "Y-you," a groan, a sob, "hurt."

She smiles, almost serenely, but you catch the quiver in her lips, her eyes narrowing imperceptibly. "I am okay."

You nails dig into the skin of her arm. "Eli. Eli is here?"

Sister shakes her head.

- ☒ "The doctor took him away."
- ☐ "The doctor took her away."

Next

Kind of sad that this choice will probably spoil their return later, but c'est la vie.

Coming up next is the long-overdue guide for patrons at the Arcanist tier, which is around 75% done at the time of this writing. After that, I'll begin work on the new stat screen elements: stat explanation guide, codex on magic, and (the one I'm dreading the most) the used-spell history section. This last feature is dauntingly code-heavy, but I think it'd be a really fun one to have! I'll keep cracking at it.

After I get all of this out of the way, finally, I can begin writing the first leg of the post-resurrection arc. I mentioned on [this tumblr post](#) that I already had the section all written out, but that I had to ax most of it to make way for a better introductory setting. At this point I don't know for certain yet which parts will make the cut, but the one with the highest likelihood will be posted on the Sneak Peek feature coming later today.

Lastly, the results of the portrait poll! M!Eli is currently leading with 6/6 votes (damn, y'all really like the guy, huh), followed by Leon at 5 votes, and Ilya at 3 votes. Their portraits should be completed within the month; the artist is currently working on M!Eli and I feel reasonably confident that I can show him off in just a few days. Half-body shots of the illustrations will be available on tumblr and COG Forum (once I get promoted to Member tier and can post images lol), while the full-body shots will be a Patreon exclusive.

Thank you for following the development of *A Mage Reborn*!

[Sneak Peek! \(March 20\)](#)

[Mar 20, 2021](#)

This scene is still subject to changes and rewrites (particularly in the dialogue department), but is otherwise a safe bet to make it to the actual game!

Spoilers about the identity of your resurrectors 🙈 Proceed with caution!

"Try not to be so panicked, if you can," the priestess sighs. "If we meant you any harm, we would've just let you stay dead."

"Well, I'm sure you have plenty of questions. So speak."

- ☒ Where are we?
- ☐ How am I alive?
- ☐ *Why* am I alive?
- ☐ Tell me more about my bloodline.
- ☐ What will you do to me?
- ☐ You expect my loyalty?
- ☐ (Skip the rest of the explanation. The game will treat you as if you have heard the answers to all the questions.)

Next

[A Mage Reborn Official Guide + M!Eli Sneak Peek!](#)

[Mar 23, 2021](#)

It took hours of scouring through code that I'd somehow churned out but am unable to make head or tail of, but I've finally completed the current version of the AMR Official Guide! The Guide details all major stat checks in the game, and should be helpful to those trying to maximize their prestige.

You can find the link to the guide here:

<http://bit.ly/AMROfficialGuide>

Furthermore, I've also received the draft version of M!Eli's portrait! The coloring process will take another 2 days or so, and there will be minor revisions made to his clothing; regardless, given the *fervent desire* Arcanists have demonstrated to see him, I thought you might enjoy a little spoiler :)

The next build is still on schedule to release Late March, tentatively March 27-28. Until then, I hope this little content can help to tide you over!

[Feature Sneak Peek: Magical Codex](#)

[Mar 23, 2021](#)

The Magical Codex has been fully coded and implemented into the game's in-development build, and will officially be a part of the Demo 2.5!

I often have to gloss over the details of how the spell works and what it looks like for the sake of prose/brevity, and that can often leave some room for confusion or unsatisfied curiosity. The Magical Codex gives players an overview of all the AMR universe's branches of magic, as well as an explanation of every single spell they've casted on their playthrough! Snippets of it below:

A Mage Reborn

by Adam Rifky

[Return to the Game](#)[Restart](#)[Menu](#)[Popout](#)[Start Stepping](#)

THAUM

Short for thaumaturgy, Thaum is a school of magic that deals exclusively in the conjuration of elemental attacks. It has precious few applications outside of the battlefield, but is unrivalled in sheer destructive power and versatility in combat.

Used thaum spells:

Boomerang Gale - A long-distance thaum spell that forms air currents into razor-edged blades of wind, each one acting autonomously to attack the target for as long as the caster's mana can sustain it.

Morana's Wail - A higher-end thaum spell that allows the caster to summon multiple large icicles to fire at their enemies. Though not as powerful in terms of sheer destructive strength as other thaum spells of its caliber, it is extremely effective in breaking an opponent's momentum and moving them away from endangered allies.

Thunderstrike - A mid-end thaum spell that fires controlled blasts of lightning to attack enemies. Though lacking in firepower compared to other spells of the same caliber, it is unmatched in accuracy and precision.

Sunflame - A high-end thaum spell that instantaneously causes its target to combust into deadly flames. The flames' temperature is high enough to melt even the sturdiest metals.

ALCHEMY

An art that deals in the transmutation and combining of ingredients to produce magical effects. An immensely flexible art—as long as one can procure the necessary ingredients and properly handle them—but often difficult to apply in battle.

Used alchemy spells: None so far.

ENCHANTMENT

A school of magic that applies blessings and curses upon one's self as well as others to various effects. Though the art seldom deals in direct infliction of damage, its ability to boost allies and vulnerate foes can potentially turn the tides of battle.

Used enchantment spells:

Glyph of Runefire - A buff-type enchantment designed to support high-level physical fighters. When successfully cast, it allows the enchanted to channel explosive flames into their weapons at will, dramatically increasing their offensive power.

Glyph of Magesong - An enchantment that transfers some of the caster's mana to the intended target. The spell, though often useful, has a poor cost-to-benefit ratio; usage is generally discouraged unless the target is at risk of mana exhaustion.

Glyph of Protection - An enchantment that creates a defensive coating over the target's body. It is capable of absorbing the vast majority of physical blows done to the caster for a short period of time.

Glyph of Strength - An enchantment that fortifies the target's muscles, granting them more power in their limbs. This effect boosts the target's physical strength, and grants them

THEURGY

An art practiced mostly by members of the Jovian clergy, theurgy deals in the closing of wounds and restoration of one's health. Access to the art's higher levels is strictly limited to high-ranking members of the Jovian Church, making it a particularly exclusive school despite its myriad benefits.

You are unable to use theurgy.

ARCANA

A school of magic long thought to be extinct, practiced exclusively by those of Arcadian blood. Arcana derives its miraculous powers from peculiar deities unrecorded in any historical and religious accounts. The art boasts a formidable range of potential effects, all of which are considered to be significantly more powerful than those of other magical schools.

Used arcana spells:

Gweila, the Clear-Sighted - A phantasma that takes the form of a monstrous, haggard shaman dressed in tattered robes. He holds dominion over ancient, powerful enchantments that are lost to mages of this era.

Shaman's Elegy - A powerful spell made possible for you to cast by contracting Gweila's power. It unlocks the deepest potential of its caster, allowing them to draw from normally inaccessible mana reserves and granting them superior control over their spells.

Song of Alacrity - A powerful spell made possible for you to cast by contracting Gweila's power. When cast, the spell grants its caster with graceful limberness, allowing them to effortlessly avoid any attacks aimed in their direction.

I'm really proud of how this one turned out. :)

Future builds of the game will also include a blurb detailing *when* you used each spell, because some of them are not named in the narrative and may leave players wondering: *Huh? When did I ever use that?* It's a bit too labor-intensive to churn out in time for 2.5, though, and so it'll have to wait a couple builds or so.



[Art Preview: M!Eli \(Full Body\).](#)

[Mar 25, 2021](#)

I received the final version of M!Eli's full-body concept art today! I don't know about you, but I am...looking respectfully. 😊

Sidenote here that Eli's outfit is aesthetically disjointed from the rest of the cast members. There's a story reason for this! Just saying that for everyone else, you can expect less modern, more

stereotypically RPG clothing.

As per the poll results, Leon is coming up next! So stay on the lookout for that :)

[Sneak Peek!](#)

[Mar 25, 2021](#)

Everyone's kind of losing their minds over Eli's gold chain over on tumblr, so I thought I'd disclose its backstory 😊 This scene is still pretty far in the future; it probably won't make the next build.

"Wait, wait, Agria! No, it was my fault, see? I got it wrong," he says, holding his hands up in panic. Then, with a glint in his eyes that speaks of epiphany, he instead drapes the golden chain around his neck, the clasp fastening with a soft clink.

He's made it a necklace. A gold chain necklace.

And it's hideous.

- ☒ Cry even *harder*.
- ☐ Okay, *now* you can't help but to laugh. He looks ridiculous!
- ☐ Try to smile, at least. He's doing his best, bless him.

[Saturday Devlog \(March 27\)](#)

[Mar 26, 2021](#)

Hello and happy weekend once again! Hope you're all staying safe and healthy.

Happy to announce that I've managed to lock down a date for the upcoming demo release: **March 29th**, or two days from now. There's still a bit more writing to knock out the way, and some testing to do on top of that--but I've been making good progress recently, and I'm confident I can release Demo 2.5 in that timeframe.

Let's run through the *Planned Features* section I outlined at the release of Demo 2.0:

- Roughly 10k words of new narrative, which will introduce the remaining members of the core cast.
- Revamp of choices for the first half of the demo, including all-new ones to reflect the expanded stat bar.
- New stat screen elements, including explanations for each stat (including the schools of magic) and a history of used spells including their explanation.
- Revisions to MC & NPC dialogues such that it will change according to what MC's personality meters look like.
- Minor rewrites for whatever scene I feel could use it,
- Streamlined coding (which will have no visible impact on the front-end, but will make future demos less buggy & less tedious to write).
- Bug and grammar fixes.

Of these seven targets, I'd say that the only ones I haven't managed to meet are points four (referencing MC's personality) and six (streamlined coding).

The demo *does* already feature quite a bit of the former, and so the failure here is that I didn't manage to make a significant number of additions. This is mainly because I couldn't find the opportunity to place them, a part that is proving to be harder than I had initially projected. So this is an ongoing battle, and a goal I plan to revisit in future builds.

For the latter, it became a lesser priority because I had spent much more time hunting bugs than I was supposed to, and so I'm a little leery of the errors that a full code restructurization would introduce to the build. This will instead be implemented incrementally over the course of the next few updates.

That being said, it has been a productive two weeks since the release of the last demo! Here's how the project is looking as of right now:

Project - A Mage Reborn

Word Count

Including command lines: 112186

Excluding command lines: 100756

Characters: 721503

For your reference, the last build had a wordcount of **87k words** without code. This update is likely to gain another 2-3k words before being released, which brings the demo's total to roughly **103k words**. It's an exposition-heavy update, one that will introduce the remaining members of the core cast and set up the story's next big action arc!

Other things in the works:

- Leon's portrait is forthcoming from the artist, and I *should* be able to show it off at the same time as or slightly after the release of Demo 2.5. Ilya is next on the docket, and then I'll be putting up a new poll sometime in early April to determine the next batch to be commissioned :)

- I'll be grinding out that side story in the last couple days of March. There is only one response on the request form so far, hence the lack of a poll. Though I'm only just now realizing that there have been additional Arcanist patrons to whom I have yet to send the form's link. Apologies! I'll do so immediately after this post goes up.

As always, I remain open to any questions, both via the comment section as well as through Patreon's personal message feature. Thank you for supporting the development of *A Mage Reborn*!

[\[UPDATE\] Demo ver 2.5 is here!](#)

[Mar 29, 2021](#)

I nearly missed the deadline (it's 11.59 PM here in Indonesia) because I underestimated how banged-up my code would be once I get into testing, haha. But here it is, in the nick of time!

Save files will most likely be broken, sorry in advance. But since this is mostly a *polishing* update, there's a bunch of new content in the pre-resurrection arc (including the magical codex and spell history list!). I hope that makes restarting a bit more bearable. :)

The new story content is very expo-heavy, and will set up the next big action arc of the game.

LINK: <https://dashingdon.com/play/parivir/a-mage-reborn-patreon-build/mygame/>

New in this update:

- An update to the game content (+16k words, now 103k words. Roughly 11k words of this is brand-new, whereas the rest are general fixes and soup-ups to the pre-resurrection arc). The story now ends after introducing the rest of the core cast!
- Revamp of choices for the first half of the demo, including all-new ones to reflect the expanded stat bar.
- New stat screen elements, such as breakdowns for each stat, a codex on magic, and a history of the character's used spells + an in-depth explanation on each one.
- A gender-flippable Eli.
- Minor rewrites for certain scenes.
- Various bug and grammar fixes.

This update will go public sometime Mid-April, while the next Patreon build is scheduled for Late April.

As always, thank you for supporting the development of *A Mage Reborn*!

EDIT: If you started up the game before 12.08 AM GMT +7, the spell history list will show a bunch of random spells as having been casted. This is leftovers from testing that I forgot to delete, sorry! It's been corrected, and should have no impact on anything beyond the magical codex.

[\[NOTICE\] The previous demo upload was broken.](#)

[Mar 29, 2021](#)

As in, it ended at the same place Demo 2.0 did, because I forgot to edit out the bit in the previous build that took you to the Temporary End screen after the exoneration. Not something Quicktest could catch, unfortunately.

The game will now take you to Scene Seven (post-resurrection arc). You were all really nice about this...I would've burned *me* at the stake. 🙄

The save function is now also functional!



[Art Preview: Leon \(Full Body\)](#)

[Mar 30, 2021](#)

As promised, Leon's full-body portrait is here! He's in his post-timeskip getup, brandishing the holy sword safeguarded by the de Param family.

Ilya is up next, and then we'll hold a new round of polls come April!

[Patreon March 2021 Roundup](#)

[Mar 31, 2021](#)

Hi everyone! A quick review of the goals/plans I laid on the [Roadmap](#) earlier this month.

1. I bungled the release quite a bit, but the **Patreon Demo** was uploaded on March 29th! It now correctly directs you to the new scene, and has a functional save feature. Thanks for your patience with me, everyone. I'll try to make sure this doesn't become a repeat occurrence. 😊 If you missed it, you can find the link on [this post](#).

2. **Devlogs + Sneak Peek** - We managed to stick to our goal of having a devlog/progress report every Saturday! There were also 3 sneak peeks peppered throughout the month, one of which is of content not yet implemented in the Patreon demo.

3. Arcanists - the **Game Guide**'s first incarnation was also posted earlier this month. It details all the major combat checks coded into the game thus far, along with the prestige gains you can glean from each one. If you missed it, you can find it on [this post](#)!

4. **Artwork** we successfully commissioned this month were of **M!Eli** and **Leon**. The half-body shots have been made publicly accessible both on tumblr and on COG, while the full-body shots are also made available to Arcanists. **Ilya** is coming sometime this weekend, and a new **Portrait Poll** will go up at the turn of the month to determine the next 3 characters we commission portraits for.

5. Earlier this month, I promised a feature called **Cast Reacts to Thirst Tweets** if we reach the \$250 goal, which we did! Just a slight modification to this feature, which will be implemented this coming April: the tweets will not be limited to thirsty ones, but can also be general appreciation/hate/questions etc.! I'm in the process of finding an artist willing to take the project on, and I'll keep you guys posted once I find one :)

6. Last but not least is the **side story** for March 31st. As per pretty much universally requested on the Short Story Request form, we'll be taking a look at some of the cast's perspective after the BBQ. This side story in particular will follow **Saine as he visits Aunt Bess in Leaf End**, tentatively titled 'Errand Boy'. I've made significant progress on it, but dancing around the mage's pronouns and name and personality is proving to be a real hassle...so I'm turning it into a microgame, letting players input their MCs into the side story!

Here's a couple of screenshots from the character customization screens:

Errand Boy

by Parivir

Show StatsRestartMenuPopoutStart Stepping

In a small town in the Parami east, the innkeep's lips tremble as she plants flowers around a pair of graves. Whose names are etched onto the headstones?

☒ The innkeep's two sons.

☐ A daughter, and a son.

☐ A son, and someone who eschewed such labels.

Next

Errand Boy

by Parivir

Show Stats

Restart

Menu

Popout

Start Stepping

Beside her shaking form stands another, a lone visitor come to pay their respects. What words have they for the innkeep?

☒ "Sorry Sofiya can't make it, Aunt Bess. She hasn't stopped crying since she heard the news."

☐ "He always was a kind soul, Bess. I still have the books he gave me when he left."

☐ "It's a shame...he was a damn good informant. My very best."

Next

Needless to say, the additional coding/writing variations needed will push up the time required to write the story by a fair amount! It probably will go up in the first half of April instead of the promised End-of-March; my apologies.

If you are a Retainer+ patron who wishes to rescind or downgrade their patronage in April, please message me via Patreon's messenger feature so I can deliver the short story's link to you via email/tumblr/discord once it gets completed!

I'm also currently working with StarlitOpal/jazz, author of the brilliant [leon is sad](#) fanfic, to turn it into a microgame as well :) That one is almost entirely her work (I'm only coding it into choicescrypt and adding character customization screens), and will be made publicly available upon completion.

7. Lastly, I'm also in the process of making an **beta tester recruitment post** (because as the last demo upload demonstrates, I can no longer afford to be without one, aha). As promised, March 2021 patrons will have first dibs at the status. Beta testers will get access to the (rough version of) the Patreon Demo 3-5 days before it goes up. Conduct I expect from beta testers in return will be outlined in the recruitment post, which should go up sometime in the next 6 hours.

I'm open to any questions or reminders if there's anything I missed. As always, thank you for following the development of *A Mage Reborn*!

[March Patron Beta Signups](#)

[Apr 1, 2021](#)

Hello everyone! Sorry this took a while to put out, but beta signups for March 2021 Patrons are now open :)

Beta testers will gain access to new updates roughly 3-5 days before it is released to patrons; in exchange, I ask that useful feedback be submitted back to me, so that the game is polished when it makes its public debut! Directions below for those interested.

Feedback I am looking for, in descending order of priority (though all of them are important!):

- Game-breaking bugs (most of which should be cleared via Quicktest, but just in case!)
- Continuity errors (i.e. pronouns, the game showing you a limp-exclusive passage when your injury is something different, mentions of Nyx when your phantasma is Satiel; you get the idea)
- Misdirection (a *goto-*label error, which makes the text repeat/look disjointed)
- Sensitivity reading (Am I portraying discrimination insensitively? Am I propagating harmful stereotypes? etc.)
- Grammar & spelling issues
- High-level feedback (plot, pacing, character development, dialogue). Ex: 'I was confused how everyone found out about the mage's innocence', 'I found x character unsympathetic and unlikeable because x y z, I think it would improve their character if they a b c'
- Choice suggestions ('I wanted to say x at y scene, but the option wasn't available)
- Weird stat adds ('I thought this option would add +Emotional, but instead I got +Charming)
- Writing style and diction

As a general rule, I welcome any and all actionable and elaborated feedback, no matter the nature. It just so happens that I won't act on them all the time, either because I don't agree with the feedback, or most likely because there are time/energy constraints.

Housekeeping rules:

- Beta test reports are to be done through emails (feel free to use a throwaway/burner one, if you're so inclined!) This is because everyone knows the project from a bunch of different spaces (COG/Tumblr/Discord), and email is the common denominator of internet communication. It helps keep things neat and tidy on my end, having all the feedback concentrated in one place. (That place being AMR's email address, amagereborn@gmail.com)

- Beta testers who do not submit feedback for two consecutive builds and/or four non-consecutive builds will lose their beta tester status (the recently-released build counts as the first build!).
- Sending screenshots of errors you encounter would be thoroughly helpful.
- Sending screenshots of your stat screen and relationship screen at the playthrough's end is also immensely useful!
- At each beta-test build release, I will denote a 'deadline of feedback submission' in the build's opening screen. This is not a hard deadline, and submissions beyond that point are still useful! It just signifies the time I'd need the feedback to be received by in order for it to be implemented in the Patreon build. It is most likely a couple of days after the beta release, and one day before the Patreon demo release.

Please also visit the VERSUS: The Deathscapes Beta Tester thread [here](#) for additional info on beta-testing standards and tips!

Application:

***Please note that this beta test application is limited to March 2021 Patrons! April patrons may choose to apply during the public open recruitment sometime in Late April.**

Send in your application to **amagereborn@gmail.com**! Copy and paste the following fields into your email body:

EMAIL SUBJECT: AMR Beta Tester Application - March Patreon - [PATREON USERNAME]

Patreon username:

What you would like me to address you as:

Pronouns:

Please list or mention, if any: your relevant experience in beta-testing other choice games, writing/programming your own IFs, other relevant literature experience, etc.

[input experience here]

Signups close in 3 days, namely on **4 April 2021, at 11:59 GMT+7.**

As ever, thank you for supporting the development of *A Mage Reborn*!

[Patreon April 2021 Roadmap](#)

[Apr 3, 2021](#)

We're back for the second edition of the Patreon Roadmap! Here's what you can expect to be coming this April.

All patrons - The next demo for *A Mage Reborn* is scheduled for release in Late April. As was the case with the March demo, I'm not yet comfortable giving out a fixed date. But as progress is made that date will gradually become clearer, and I'll let you know once I have a definite handle on it. Until then, **progress report days are on Saturdays** (GMT +7, which is the timezone I'm in), the first of which is coming right after this post.

Next is the **short story raffle**, which if you've been keeping an eye on the AMR tumblr page is now expanded to include a potential **art reward** as well (more on that [here!](#)). After a proper look through the Patreon guidelines it does appear that a luck-based raffle as I had intended is not allowed on this platform (see why [here](#)). The workaround is that it *does* allow 'raffles' on a first-come-first serve basis, and so **the first 3 March patrons to comment 'Entry' under this post will be the raffle's winners!**

Beta tester signups will also conclude within 24 hours, after which I'll be e-mailing each of the registrants to confirm whether they have secured their slot as a beta tester for the game.

Retainers - Sneak peeks will resume starting next week, as I haven't made enough of a meaningful progress with the actual game to release one today (more on why this is the case in the upcoming devlog). I'll still release 4 Sneak Peeks over the course of April, however, so expect a double-whammy over the course of the next 3 weeks.

We're also going to start the **Cast Reacts to Patron Tweets** feature starting this month, the first iteration of which will go up in Mid-Late April!

Lastly, **Errand Boy**, the March side story, is still a work-in-progress at the moment. It's taking a while to churn out, but it's shaping up to be some of my favorite writing I've done for the AMR-verse. I'm very excited to show you guys the finished product!

Arcanists - Ilya's portrait is coming sometime in the next 24 hours. As per usual, the full-body artwork is a Patreon exclusive, but the half-body shot will be made publicly available. I will also be releasing the second **Portrait Poll** soon, which will determine the next batch of characters to have their portraits commissioned.

Lastly, I'll also be releasing a consolidated Google Form soon for the purposes of both **Patron Tweet Submissions** and **Side Story Requests**.

Please feel free to ask me any questions in the meantime. Thank you for joining me on this journey!

[Saturday Devlog \(April 3\)](#)

[Apr 3, 2021](#)

Happy Saturday! As always, I hope everyone is staying safe and healthy.

This has been an interesting week! Not a lot of words added to the core game since the 2.5 ver. Demo's release last Monday, since I've been spending most of it planning and storyboarding the upcoming arc. Wordcount is up +2k since the Monday release, though you can expect it to be at least tripled or quadrupled in the upcoming weeks.

I've been playing around with the chapter's pacing and narrative structures, which is a lot more freeform now that I don't have that memory-shard sequence to guide me along. It's unexpectedly throwing me off! But I'm beginning to figure out an approach that I'm happy with--and once that's out of the way, the actual writing should go along much smoother.

In the meantime, I'm still cracking away at **Errand Boy**--which is probably some of the most poignant writing I've done, aside from the death/exoneration sequence at the end of the public demo. The story is kind of loaded emotionally--a combination of tension, camaraderie, suspicion, grief, understanding--and it's taking me a while to pick out the diction I need to convey it accurately. But what I *do* have right now, I'm very proud of. :)

To tide you over in the meantime, I worked with the amazing Jazz (StarlitOpal on the COG forums) to port the amazing [leon is sad](#) fanfic into a playable, MC-customizable fangame! It is now up on dashingdon under the name of **Sunblind**, and you can play it [here](#). (It's a little rough around the edges right now, I'm working on ironing out the kinks as we speak!)

Last but not least, Build 3.0 should feature a couple brand-new stat screen headers for the Magical Codex section, courtesy of the lovely Angie (@eignaite on tumblr and other social media). This was initially planned to be an Arcanist-exclusive sneak peek into the game asset, but with the addition of the new Cast Reacts to Patron Tweet feature (and, potentially, the Snapchat Stories feature if we do hit \$600), hopefully the feature being, ah, *democratized* isn't too damning of a loss.

As always, thank you for supporting the development of *A Mage Reborn*!

[Portrait Poll, ver 2.0](#)

[Apr 3, 2021](#)

Please select any number of characters whose portraits you'd like me to commission! The results of this poll will determine the order in which all 7 of the remaining cast members get their portraits.

Saine

F!Eli

Yusuha

Yurui

Falco

Flyss

Tahlia

37 votes total

[AMR Consolidated Arcanist+ Form](#)

[Apr 3, 2021](#)

Please use this form to request Side Story prompts and/or to submit Patron Tweets for the month of April! If we hit \$600, this is also where requests for the Snapchat Stories should go. :)

<http://bit.ly/AMRArcanists>

[Side Story: Errand Boy](#)

[Apr 7, 2021](#)

It's finally finished! *Errand Boy* sits at 5500 words, over twice as long as the side story was originally intended to be. It allows you to input your mage's name, pronouns, and non-magical specializations. Unlike *Sunblind*, however, it is by and large linear fiction, as events happen independently of the mage's influence (or in *Sunblind*'s case, the influence of their memory).

[Click here to read Errand Boy!](#)

PS. Sorry for the delay on Ilya's art! A member of the artist's family contracted COVID, and he has understandably needed to put commissions on the backburner for now. He has since let me know that he's back to working on the commission, however.

[Arcanist NPC Poll: Arc Antagonists](#)

[Apr 8, 2021](#)

As promised on the Arcanist blurb, patrons at tiers Arcanist and above have the power to shape NPCs over the course of the game's development. This time, you will have the ability to vote on the appearance and personality type of the next arc's main antagonists.

More details are available over on the actual poll itself, but beware that spoilers for the next arc are quite plentiful. [Click here](#) to access the poll!

The poll will close this Sunday, at 11.59 PM GMT +7!

[Saturday Devlog \(April 10\)](#)

[Apr 10, 2021](#)

Happy Saturday! Hope you're all doing well :)

It's been a tedious, nuts-and-bolts week for the game's development, but I've cleared it in satisfactory fashion and I'm just glad this phase is behind me, aha. Development time was split roughly equally on writing, coding, and finishing up *Errand Boy*, which released a few days ago. Let's go over these one by one:

Coding - I've managed to nail down a few critical features that's been stumping me for weeks! It's probably too boring and lingo-ey to be talked about in a devlog, but the outcome is this: the game now records all personality meters that were over 65 at the time of the personality reset as a 'defining characteristic'. These will be shown on the stats screen (under the 'You are gifted in the art of magic, particularly...') section, and will affect how non-Arcadian characters remember you prior to your

reintroduction. Thereafter, they will also remark on it if you've shown significant changes in your personality post-resurrection!

This is a very popularly requested feature, and I'm super happy that my little scruple with Choicescript about it has been resolved. Can't wait to write all those angsty 'they were so outgoing before, but now...' scenes, aha.

Writing - I made a fair amount of progress in this aspect, having written an additional 5k words from last month. It's also probably the most tedious 5k words I've had to write for the game so far, as it involves a whole slew of customization options, namely post-resurrection hairstyle changes as well as customization of your Nightsaber outfit, mask, and callsign. Overall, I'm quite happy with the array of options provided, though I'm sure it will see expansions in the future build.

Around 2k words of *Errand Boy* were also written this week, which brings up my personal writing total to roughly 7k words. Now that I've gotten the most tedious parts out of the way, I should be able to outdo that amount in the following weeks! Fingers crossed.

Other things - I found an artist for the **Patron Tweet** feature! They've already begun working on the first one, though most likely I'll be releasing them all at once towards the end of the month.

The **Sneak Peek** for this week will also go up soon after this devlog. It will be a double feature: one showing off the hairstyle-change scene, and one showcasing an expansion of the Leon dungeon scene (which previously did a poor job of recognizing his romance unless you picked the 'play the villain' route!).

Last thing, I'm glad that you all enjoyed (is enjoyed even the right word here?) *Errand Boy*! It felt pretty foreign for me to work on a piece with little-to-no action scenes, so I'm glad the end result was satisfying. :D

Looking at my progress this month, though, I'm not *super* confident that I can turn out another piece by April's end; if any Retainer+ patrons are planning on canceling or downgrading their pledge in May, please feel free to let me know what platforms I can reach you through via Patreon's chat feature! I'll send you the dashingdon link if it does end up getting pushed back to early May.

As always, I'm open to any questions. Thanks for supporting the development of *A Mage Reborn*!

[Sneak Peek \(April 10\)](#)

[Apr 10, 2021](#)

The haircut scene! Took me a while to figure out how to make it possible for you to change from a shorter hairstyle to a longer one, but pretty satisfied with how it worked out.

"Alright, then. Let's get you looking like a living man again."

Faustus presses on your shoulders as he sits you down on the strange iron chair. You've never seen an implement quite like it before—a high-seated, three-legged thing that could make a full rotation when swung around. You understand it makes it easier for the older man to do his work as he prepares you for the long journey ahead.

From what you've seen so far, said preparation looks a suspicious amount like the little dress-up session you had when you first came to Sienan.

"I know what you're thinking," Faustus says gruffly as he eyes your expression in the mirror. You involuntarily sink back in your chair—you can't help it. The man is nothing if not intimidating: bald and sharp-eyed, with a muscular build and scars that mark him as a warrior of no small mettle. The Chief of Nightsaber, if Yusuha is to be trusted, though his somewhat advanced age and grievous leg injuries have rendered him incapable of carrying out field missions. "All these Nightsaber brats think they can just go into battle with a ragged tunic and make it out the other side alive. Take it from me—good gear can mean the difference between life and death."

- ☒ "Sure, old man. You were suspiciously thorough with that measuring tape, though."
- ☐ "Wish someone had given me that advice when I died the first time."
- ☐ "No, no, I agree. I was just gonna thank you, I promise."
- ☐ I don't say anything. I'm too intimidated.

The Chief's reflection rolls his eyes. "Cheeky guy, aren't you? Leave it to a Mateus to be all high and mighty with the guy trying to give them free shit."

You scoff at his response. "I don't hear you denying anything."

"I don't go for children, and from where I'm standing, you dropped out of your mother's womb yesterday," he says, giving you a knock on the head. One far gentler than you expected from him. "Besides, you're not the catch you think you are."

"That's a lie and you know it."

"And here I thought Yusuha was insufferable. Look forward, brat, let's get this over with."

You do as he says and find yourself reflected in the mirror. The same frame and keen violet eyes, if a bit jaded now from everything that you've been through. It's shocking how little your reflection has changed since that first night in Leaf End, when the very same face stared back at you through ripples in the bathwater.

☐ Right down to the last strand of hair.

☒ Actually, my hair had grown longer during the war. I couldn't spare the time or energy to keep it groomed.

How long is *longer*?

☐ Buzzed.

☐ Short.

☐ Bobbed.

☐ Shoulder-length.

☒ Long.

☐ Now that I take a closer look, I think it's actually around the same length it's always been.

Next

"You've been through some messed up things, huh," Faustus says, trailing his fingers through locks of your black hair. Choppy. Coarse. Impacts of the war still linger on every strand, and the week you spent in the dungeon certainly hasn't done it any favors. "You're in dire need for a trim, at least. Or, if you prefer, we could just chop it shorter for good measure. Some folks like that, when they first come here."

"Who's folks?"

"The other brats. Nightsaber. Always some messed up shit they left behind, so it's something of a symbol for them. A fresh start." The man shrugs, pulling out a pair of scissors from the pockets of his belt. "Some of them say it helps. Figured you might like to give it a go."

☒ "Yeah. Yeah, I'd like that."

☐ "I'm fine, thanks."

And, as promised, the expanded Leon dungeon scene!

"Then so be it, Leon." He flinches at the mention of his name, the alias he's been forced to discard; pain and longing are plain in his eyes. "I love you. And I will continue loving you until I draw my last breath."

"You're too cruel," he says, his fury quieting into something else entirely. Desperation. Hurt. "Even if you say this...even so. Unless you tell me the truth, I—I will see you dead."

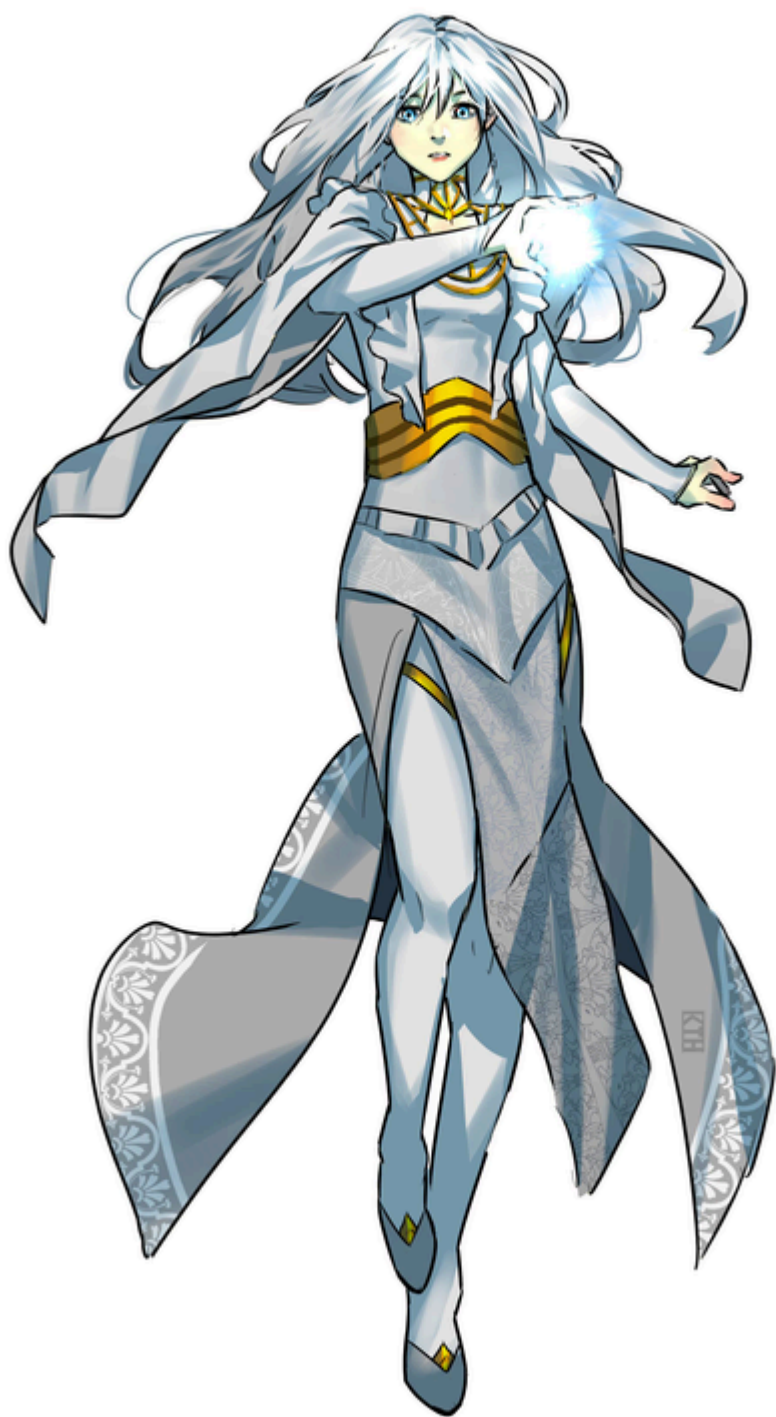
"Then let me have this." You move forward to meet your forehead with his, even as the bindings pull taut around your neck. The king leans in instinctively, eyes shut tight to bar the tears from spilling forth. "If I am to die, then let me feel the warmth of the Sun one last time."

"Damn you," he growls, his voice trembling despite the words' conviction. His breath is warm against your lips, and you think lucidly that in another life, you would have been able to close the gap. That you would have been his, and he yours. "I hope you're happy that you've played me for a fiddle. That even after everything you've done, I'm still in love with you. And I will mourn you until the day I die."

He rises to his feet then, and as he exits the cell you can hear him mutter under his breath. Quietly, as if he meant for no one but himself to hear. "Farewell, Agria."

And he is gone.

Fun times all around :')



[Art Preview: Ilya \(Full Body\).](#)

[Apr 13, 2021](#)

It took a hot minute, but Ilya's portrait is finally completed! She's shown here in her saintess garbs, performing a bit of her theurgy. The bangs are new post-resurrection, and you'll an in-game option to note it. :D

(Currently contemplating the wisdom of also commissioning pre-resurrection White Fangs, after the core cast has been completed. The gang has all changed pretty significantly--Saine grew a lot taller, and Leon lost a lot of weight because of, uh, reasons.)

The next 4 on the docket are **Saine** (the runaway favorite!), **F!Eli**, **Yusuha**, and **Yurui**.

Falco/Flyss/Tahlia are very tightly bunched together, so it looks like I'll be holding a new poll after all! Most likely at the start of May.



[Art Preview: Saine \(Full Body\).](#)

[Apr 16, 2021](#)

Heeeere's the Errand Boy! I guess Saine must be a favorite of Khutilust's too, because he got the guy done in record-breaking speeds. xD

The black outfit is brand-new, combat gear hand-sewn by royal seamstresses. The shabby brown cloak, meanwhile, is a remnant of his White Fangs days. He's taken to wearing it again after events of *Errand Boy*; it's the only way he feels like he can carry the mage with him, after leaving all their former belongings with Aunt Bess.

F!Eli is up next!

[Saturday Devlog \(17 April\)](#)

[Apr 17, 2021](#)

Happy Saturday once again!

Lots of writing done this week (+9k overall), though a lot of it was done on scenes that won't make the next build (undisciplined of me, but sometimes...you gotta strike while the writing iron is hot.)

They're important scenes nevertheless! Starting from the build after 3.0, there will be a day-off scene in Arcadia prior to the Eli rescue arc. You will be able to *meet* Arcadia's divisions before having to commit to one, brush up on your magic, and visit the Arcadia squad as they tend to their respective businesses. This last part will probably be added at an even *later* build, however, given that I'll also need to balance plot progression on top of that.

With regard to 3.0, I've discovered an interesting new way to play with the personality reset mechanic: now not only will *other people* react to the change in personality, somewhere down the line, but the mage's internal monologue will often also note the change if they behave in ways that are contrary to their pre-resurrection stats! Likewise, if you behave consistently with your pre-resurrection stats, the game will often remark on that as well (i.e. not even death can change your good cheer! etc.)

As for Patreon-exclusive content:

- The sneak peek for this week will go up sometime tomorrow, since I don't have access to my CSIDE right now. I'll be showcasing that internal monologue feature I described above!
- The Cast Reacts feature will most likely be null for the month of March, because the artist handling it has been uncontactable :(I'm in the process of finding a new one, but given how specific the brief is it's proving to be somewhat difficult. We should definitely be able to pick it back up come May, though!

- To make up for the lack of the Cast Reacts feature, I'll be posting **three** snapchat story features for this month! To be posted all at once nearing the end of the month.

As always, thank you for your supporting the development of *A Mage Reborn!*

[Sneak Peek \(April 22\)](#)

[Apr 21, 2021](#)

Hello! I'm back with the promised sneak peek, although it's...several days late aha. Big apologies, but I felt the need to rewrite the scene after having taken the screenshots, as several of the remarks felt a little out of place. I'm much happier with where it's at right now, though!

This is a choice hub from the next build, with each option having three unique flavor texts depending on what your pre-resurrection stats look like:

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

"There you both are."

Yusuha peers back over his shoulder as you and Falco exit the Seat of Isha's grand door. The second trip through the transportation rune still leaves you feeling a little breathless and disoriented, though Falco had duly informed you that it doesn't take much time at all to get used to.

A strangely amicable gesture, coming from the boy who had looked ready to skin you alive for the better part of the week.

- ☒ He must be playing at something. I'm going to have to keep an eye on him.
- ☐ What can I say? I'm way too likable to stay mad at.
- ☐ Fine by me. I only hope he knows better than to expect me to return the courtesy, though.
- ☐ Far be it from me to look a gift horse in the mouth. I welcome the change with open arms.

Next

Picking the first option (+Cynical) will yield the following passages depending on your pre-resurrection stats and whether you opted for the stat reset:

Outcome 1: Default

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

No one that hateful could turn over a new leaf overnight. You're not buying whatever it is Falco is selling, and you make no secret of it to him.

The white-haired mage had duly noted the suspicious glares you threw his way as you traveled down from Arcadia, though he had only met your sideways leers with a roll of his eyes.

Outcome 2: Cynical pre-resurrection (triggered whether or not the stats are reset)

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

You always have been the vigilant sort, and certainly being cornered to death by the only people you'd placed your trust in doesn't help matters.

The white-haired mage had duly noted the suspicious glares you threw his way as you traveled down from Arcadia, though he had only met your sideways leers with a roll of his eyes.

Outcome 3: Optimistic pre-resurrection (only triggered if you reset your stats)

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

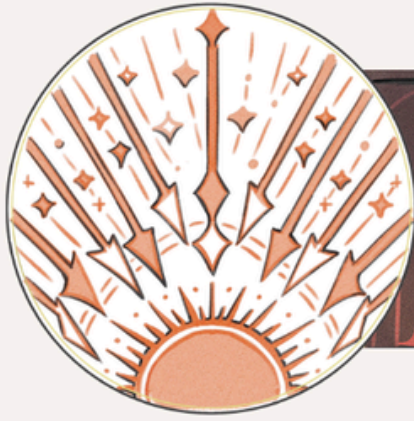
Start Stepping

The old you would have probably given him the benefit of the doubt, like the doddering fool you were. It was the kind of blind faith that got you killed--and you're none too eager to repeat that fate.

The white-haired mage had duly noted the suspicious glares you threw his way as you traveled down from Arcadia, though he had only met your sideways leers with a roll of his eyes.

These kinds of self-stat-commentary will be peppered rather sparingly throughout the game--just because the sheer variability in it makes it rather unwieldy to write--but overall I think it's an exciting new addition to how the game tackles this mechanic!

In other news, I also received the codex headers from Angie today, and they look absolutely smashing. Here are some in-game screenshots:



THAUMATURGY

Thaum (short for thaumaturgy) is a school of magic that deals exclusively in the conjuration of elemental attacks. It has precious few applications outside of the battlefield, but is unrivalled in sheer destructive power and versatility in combat.

Used thaum spells:

Morana's Wail - A higher-end thaum spell that allows the caster to summon multiple large icicles to fire at their enemies. Though not as powerful in terms of sheer destructive strength as other thaum spells of its caliber, it is extremely effective in breaking an opponent's momentum and moving them away from endangered allies.

Flametongue - A low-end thaum spell that creates a small, localized explosion. A favorite of combat mages due to its quick casting speed.

Thunderstrike - A mid-end thaum spell that fires controlled blasts of lightning to attack enemies. Though lacking in firepower compared to other spells of the same caliber, it is unmatched in accuracy and precision.



ENCHANTMENT

Enchantment is a school of magic that applies blessings and curses upon one's self as well as others to various effects. Though the art seldom deals in direct infliction of damage, its ability to boost allies and vulnerate foes can potentially turn the tides of battle.

Used enchantment spells: None so far.



SPIRITISM

Damn, they look good.

The game will also most likely feature mini-icons for each individual spell, which will be shown directly to the left of the spell history section. Given that the spell base is extremely large and still expanding, however, this most likely won't be introduced in-game until the game's development is nearly finished.

As always, thank you for following the development of *A Mage Reborn*!

[Saturday Devlog \(April 24\)](#)

[Apr 24, 2021](#)

Hello and happy Saturday once again!

I'll be candid with you, folks: it's been a tough time writing this week. I've had my first serious case of writer's block since starting this project in earnest, and none of my usual tricks did me any good this time around. Not that it hasn't happened before, but I usually get my mojo back within a day or two; this time, it's extended to nearly the whole week. It's new waters for me, and one I'm still learning to navigate.

That being said, the update is sitting at 15-16k words at the time of this writing. I'm still optimistic that I'll be able to reach the stated goal this month at least in terms of wordcount, even if the block persists until update day rolls around! Instead, what's most likely to be traded off are wrap-ups to the pre-resurrection arc, like the storm-the-cathedral choice path, which will be the first thing on the checklist for Build 4.0.

With all this being said, I find it most prudent to schedule update day all the way back at the end of the month, at **April 30th**. Sorry for the wait, I'll do my best to make the update worth it!

Other things in the works this week:

- Sneak Peek should be uploaded a few hours after this devlog goes up! The actiony bits of the next update look a bit odd out of context, so instead I'll be showing off the rest of the customization scenes: the outfit, mask, and callsign choices!
- The snapchat stories feature is coming steadily along. The three scenarios for this month are cooked up by yours truly, and include lighthearted twists on scenes from *Errand Boy* and *Sunblind*. I've currently received the final version of the first story, and the WIP version of the second one. We should be on track for an end-of-month release. :D
- The project now has an extensive list of beta testers! It's a very promising and diverse pool of individuals--many have expertise in beta testing Choicescript games, others are software engineers in their day jobs, and more still are seasoned authors and sensitivity readers. I'm positive that they'll do wonders for the project's overall quality and polish!
- The artwork for F!Eli has been submitted to me, and should go up sometime within the next couple of days pending minor adjustments. Yusuha and Yurui are next on the list, and then I'll be putting up a new portrait poll near the start of May to decide the order for the last 3.

As ever, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(24 April\)](#).

[Apr 24, 2021](#)

As promised, the sneak peek for this week!

There are three customization points that your character can have post-resurrection: outfit, mask, and callsign.

Myst flashes you a lopsided grin as she closes the door behind her. "It's finished," she says as she makes her way to you. "I had to get this one done in a rush, so it's not my best work. But it should do in a pinch."

Faustus scoffs behind you. "That's what you said about Flyss's robe, and now I'm convinced the girl will bite my hand off if I try to take it away from her."

"Shut up, old man, no one was talking to you."

"You used to be so cute," he sighs wearily, too dramatic to be anything but mocking. "Your mother would've wept if she saw you today. Where did all the manners she taught you go, daughter?"

"Must have been all these years spent outfitting assassins," she says drily. "Anyway, Cethann, this is what you'll be working with."

She unfolds the garment in the air in front of her, revealing it to be the combat robe she had made to your specifications:

- ☒ A simple hood-like robe, paired with a high-collared tunic affixed with a belt and sensible trousers.
- ☐ A silky, flowing robe, with a form-fitting torso area and loose, flaring limbs.
- ☐ A two-piece ensemble that will leave your midriff bare, covered on all sides by an embroidered, see-through robe.
- ☐ A sleek form-fitting one-piece that will cover your whole body, paired with a simple sheet robe to be affixed to your right shoulder.
- ☐ A robe fitted in the shape of a dress, with a puffy knee-length skirt and a plunging neckline.
- ☐ A bulky, old-fashioned robe generally favored by older members of the Mage Tower.
- ☐ I didn't give her my specifications, actually. I left it up to her to decide.

Next

These are the available styles coded into the game right now, though I have plans to introduce slight expansions in future builds. You will also be able to customize the outfit's primary colors and its accents right after this part!

Next up is the mask selection:

You nod and move to obey her. Trailing your fingers along the selection, you eventually settle on...

- ☒ A plain oblong mask, with a smooth white surface and eye slits that curve upwards in a sinister manner.
- ☐ A finely-crafted mask of Imperial make, with slight, delicate features painted with swirling gold colors against a black-and-white surface.
- ☐ A deep orange mask inlaid with a smattering of gemstones, its textured surface flaring out around the eyes like wings of flame.
- ☐ A solid black mask fashioned in the shape of a dragon's head, a faint ruby-red glow shining from underneath its snout.
- ☐ A full-faced helmet fashioned of black steel, featuring prominent horns that glint menacingly as they catch the light.
- ☐ An intricate mask of preserved flower petals, carefully arranged and bound together by an enchanted twine.
- ☐ A pitch-black veil that drapes over your face and shoulders, affixed to its place by a silver circlet.

Next

Just like with the outfits, this is a segment that will likely see expansions as the game's development progresses.

And lastly, callsigns:

"We'll need a callsign for you, as well," Yurui adds. "Hardly wise to be shouting the name of a dead archmage in the thick of battle."

Given Nightsaber's cloak-and-dagger nature, you did think something like that would become a necessity. As a matter of fact, you've already had yours all figured out:

<input checked="" type="radio"/> Demon
<input type="radio"/> Firebrand
<input type="radio"/> Fool
<input type="radio"/> Heritor
<input type="radio"/> Jester
<input type="radio"/> Nightingale
<input type="radio"/> Calamity
<input type="radio"/> My callsign is something else.

Next

The amount of callsigns actually coded into the game is far more diverse than what you see here! The third callsign option varies depending on your mask selection (here, 'Fool' corresponds to the plain oblong mask); the fourth varies with your gender ('Heritor' corresponds to the mage being nonbinary); and finally the fifth option varies with your phantasma ('Jester' corresponds to Airas-contracting mages).

The rest are default options that will be shown no matter what: Demon and Firebrand are listed because of their allusions to the mage's history, while Nightingale and Calamity just sounds really cool imo. :D

That's all for this round of sneak peeks. As always, thank you for following the development of *A Mage Reborn*!



[Art Preview: F!Eli \(Full Body\).](#)

[Apr 25, 2021](#)

F!Eli joins the fray! I've been told she pulls off the look much better than her male counterpart, but hopefully she's still enough of a fashion disaster to compensate for the fact that she, you know, saved your life and everything.

(Also...do not perceive her and M!Eli's sneakers. That's the one aspect about these official arts that will undergo a final revision after everyone's portraits have been completed. xD)

PS. We're still accepting short story requests for this month! As well as Patron Tweets and Snapchat Stories requests for May. [This post](#) contains the link to the form if you missed it the first time.

Yusuha is up next!

[\[UPDATE\] Demo ver 3.0 is live!](#)

[Apr 30, 2021](#)

Hi everyone! Happy to announce that I was able to power through the block this past week and write a good amount of content! Enough for the update to proceed as scheduled. :D

The good news is that the update sits at 24k words, well within the wordcount range I targeted at the start of this month (20k-25k), and takes the game to where I had intended this update to end.

The *bad* news is that there's still some choice paths that are incomplete in this update, and will have to wait for the next one to roll around. Apologies for that!

Here's the link to play the demo!

<https://dashingdon.com/play/parivir/a-mage-reborn-patreon-30421/mygame/>

Your old saves *should* be functional, though as ever with dashingdon that's never truly a certainty. Please let me know if yours is broken so I can add it as a disclaimer. Also, peep at that magical codex when you get the chance--our headers are now fully coded in and they look *really good*! I'll also be back in a bit to post the promised snapchat stories feature, so please look out for that. :D

As always, thank you for supporting the development of *A Mage Reborn*!

[Snapchat Stories \(April\)](#)

[Apr 30, 2021](#)

CONTENT WARNING: Harsh gesture (the middle finger, to be specific) in image 1, and a swear word in image 2.

Here the stories be!

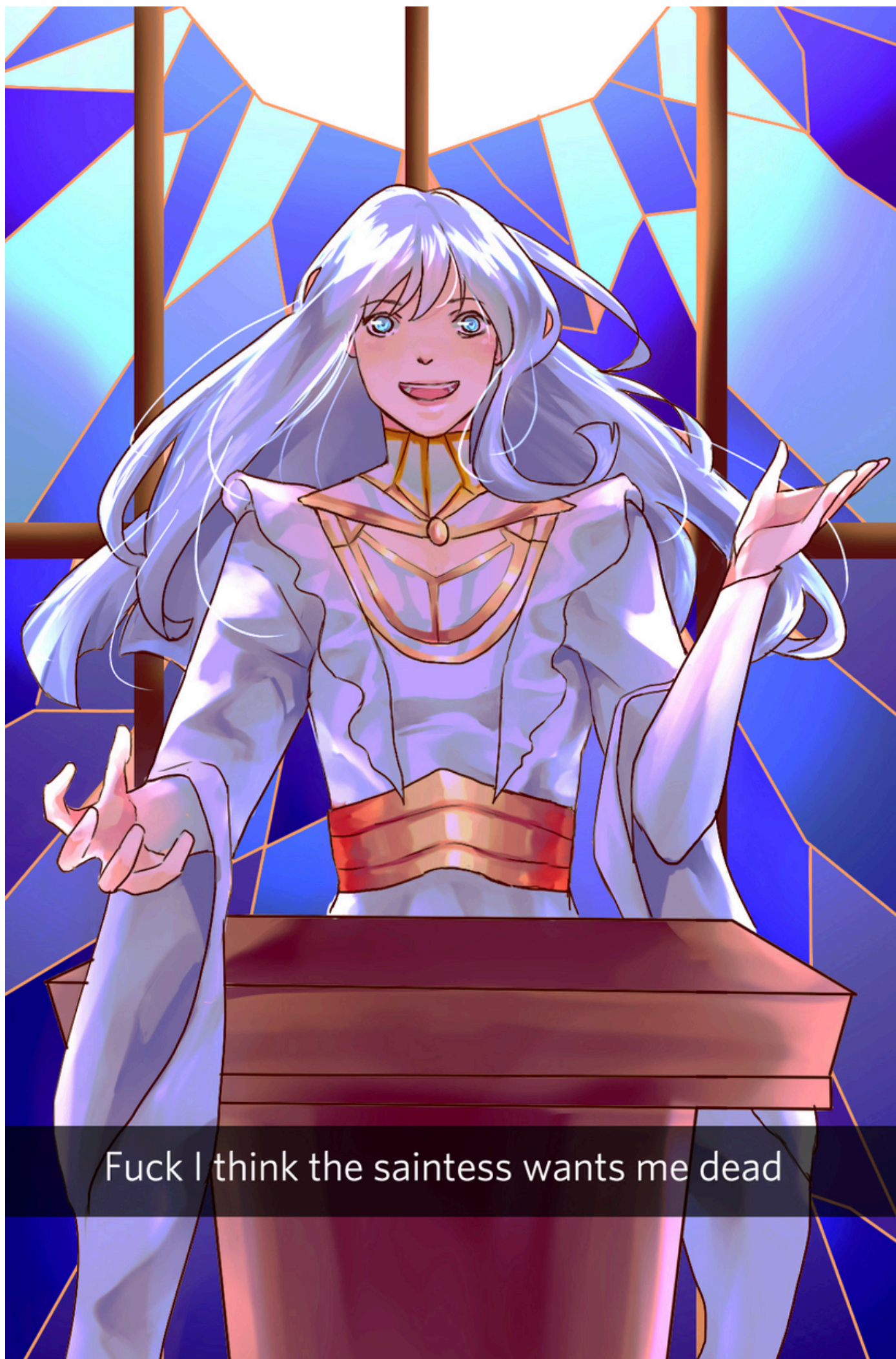
1. In which Aunt Bess is left wanting for work.



My damn errand boy putting me out of work again



2. In which Ante boldly attends a sermon.



Fuck I think the saintess wants me dead



3. In which Saine witnesses his brother being Sunblind.



Why is my brother flashing the courtyard



Hope you enjoyed this feature! This will be a monthly occurrence, though I'm only aiming for 2 of these per months henceforth as the Patron Tweets feature makes its debut.

Reminder to arcanists that you will be able to request these scenarios for the May edition of this feature! You can use the form found in [this post](#) to do that :D

[Patreon May 2021 Roadmap](#)

[May 1, 2021](#)

Happy May Day! Hope everyone is staying healthy and safe coming into this month.

I'll be integrating the Roundup and Roadmap feature into one post this month (and most likely for upcoming months as well) because there's usually a fair bit of overlap between contents, and also because I don't want to spam your inboxes! Before I get to the meat of this content, though, there's something I'd like to discuss:

PREFACE. Patreon Billing.

After comparing my page to other Patreon pages, it has become apparent to me that Patreon might not do the best of jobs in communicating its billing system to patrons, including that billing happens at the first of every month. I have edited my page's description to include this important warning, so that incoming patrons are able to adjust their calculus accordingly.

For existing patrons, meanwhile, I am offering a **no-questions-asked refund policy** for late-month patrons. If it is the case that you pledged late in the month of March / April without knowing that you'd be charged again the following month & you wish to have your pledge refunded, **please contact me** using Patreon's chat feature. It should be the case that Patreon can facilitate the refund procedure within 3 months of the transaction!

And with that out of the way, here's what I have in the works for May:

ONE. Demo Update.

We've been able to stick to the monthly release schedule and meet our update goals for the most part, most recently with the **Demo 3.0 Update**, which you can find **here** if you missed it! I'm optimistic that this trend will continue with **Demo 4.0**, which should come to patrons near the end of May.

The update will see the story's continuation, while also filling in (hopefully all of) the blanks that exist in the current build. To recap, these are: the thaum/spiritism path of the church break-in scene, a day-off / exploration episode when you first wake up in Arcadia, the spirit gate path in the Reglaire arc, and some of the smaller combat choice paths towards the end of the current build. I'm projecting a **25k-30k wordcount update** when all is said and done - it's a loaded plate, but now that the block is a thing of the past I'm excited to get back to work!

TWO. Side Story.

The side story for April (now delayed for May) has not yet entered production, because I haven't received any requests yet through the Arcanist request form. :D I'll give it a couple more days, after which I'll embark with my own ideas--I have a couple of these, but they're quite esoteric and removed from the game's central cast, so I'd rather wait to hear what people would like to see instead!

As for the May side story, I'm unfortunately unsure if it's something I'll be able to pursue this month. Between the bigger update planned for the main game and the semester finals I have near the middle of the month, it unfortunately doesn't look too likely. If I have to rescind this feature, I will instead increase the amount of art offerings--things I can fortunately delegate--to make up for it. Apologies for the inconvenience!

THREE. Devlogs & Sneak Peeks.

These will be suspended for today because there's not much progress I can share with you yet, what with the demo being uploaded just yesterday! They will resume next week, so please be on the lookout for that. :D

FOUR. Art Features.

- The snapchat stories and patron tweet feature should proceed as normal in May. Arcanists - feel free to submit your tweets / requests through the form!
- Khutilust had to take a bit of a break with the cast artwork, but hopefully we'll be able to continue with the Yusuha and Yurui portraits during the first half of May. After Yusuha is done I'll be posting one last Portrait Poll, to determine the order of the next three to be commissioned.
- I've also begun commissioning the game's cover art! The artist started working on it late last month, and it should be completed either this month or the next. As with all art previews, it will be available for viewing by patrons at the Arcanist tier or above.
- Lastly, I've also commissioned Angie (the artist who worked on our codex headers) to draw icons for each individual spell! She is currently working on the seven thaum spells currently coded into the

game; because they won't make it to the demo until close to the release date, I'll be showing them off as art previews for Arcanists and above.

FIVE. Miscellany.

- I'll be updating the Arcanist-tier game guide sometime within the next couple of days, to include the combat checks for the Reglaire arc.
- I'll also use this month to begin cracking away at the personal short stories requested by raffle winners. :D

That's the end of this update! If you have any questions or concerns please feel free to comment and/or message me. As ever, thank you for supporting the development of *A Mage Reborn*!



[Art Preview: Yusuha \(Full-Body\).](#)

[May 6, 2021](#)

Yusuha is here!

Power shoulders. Crop top. Skin-tight black leggings. Billowing sleeves. Gold-enameled belt. The rope from [Adrian's fanart](#). Yusuha's combat outfit is far from practical and takes forever to get into...but such are the sacrifices one must make to be the most dashing assassin in all of Nightsaber.

(The only thing he hates more than unnecessary bloodshed is Eli's fashion sense. Trust and believe that he'll have *plenty* to say about that!)

Yurui is up next!

[Saturday Devlog \(May 8\)](#)

[May 8, 2021](#)

Hello and Happy Saturday once again! Or Sunday really, at least in most places. Sorry for the late update; it's the run-up to Eid al Fitr and things have been a bit hectic lately.

That being said, progress is going smoothly for the next update! I'm up 5k words from last week, and the bulk of the next arc has been fully storyboarded. However, most of the progress writing-wise has been on future combat scenes that don't really make sense out of context, so I'm saving the sneak peek for now. Instead, next week will have a double feature: the identity reveal scene with Eli, and Yu's path for the Reglaire arc. Please look forward to it!

Art commissions are also mostly on track. I've sent out commission details for the Patron Tweets and Snapchat Stories feature, which I should get back near the end of the month. I've also received first draft versions of both the Yurui artwork and the game's cover art; Yurui should be posted sometime next week, while the cover art might take a bit longer. It's looking like an early June release right now, by the artist's estimates; I'll be sure to let you know if that changes.

Lastly, I'll be putting up a couple of Arcanist polls sometime tomorrow: one to vote on side story ideas that have been submitted by Arcanists, and one to determine the order of artwork for Falco / Flyss / Tahlia.

That's all for this week's update. Thank you for following the development of *A Mage Reborn*, and an early Eid Mubarak to everyone who celebrates it!

[Side Story Poll](#)

[May 10, 2021](#)

The results of this poll will determine which one of these requested prompts will be written for the April / May side story! You can pick multiple options if you so desire. :D

F's Vendetta: the Backstory (featuring Sister)

Sister and the Mage: The Early Years

Ilya and the Saintess's Letters

46 votes total

[Final Portrait Poll](#)

[May 10, 2021](#)

We're in the last stretch! Please select which of these portraits you'd like to see next, after Yurui.

Falco

Flyss

Tahlia

39 votes total

[Saturday Devlog \(May 15\)](#)

[May 15, 2021](#)

Hello hello! Happy Saturday once again. :D Lots of things to talk about this week!

I'll start with a piece of bad news first, just to get it out of the way: I will most likely have to reduce the wordcount goal for this month's update. :(I apologize! I had been confident that the holidays would provide me enough time to write a lengthier update than the last, but my professors have collectively decided to dump a boatload of coursework on me right before Eid. Damn you, higher education!

With consideration to the circumstances, **I'm setting a new wordcount goal of 20k-25k words** (equal to last month's goal). I'll still try my best to reach the 25k-30k range in the meantime, but for now looking at my schedule for the weeks ahead this is the limit of what I'm comfortable promising. The good news is that I'm roughly on track to meet this new goal, having knocked out another 5k words of writing this week, bringing the total update length to 10k. Furthermore, I think many will be happy to know that Eli's reunion scene is fully written now! I'll have to make a bunch of edits before I'm satisfied with the end product, but overall I'm quite happy with how it turned out. :D

Next on the docket is the poll results from last week. The runaway favorite from the side story poll is on the subject of Ilya and the Saintess's Letters, so that's what we're going to be tackling for this month's side story. It's tentatively titled **The Alviar Records**, and will be told through the perspective of a historian who painstakingly assembled the saintess's personal documents in the months after the burning.

Regarding the results of the portrait poll, the order that Arcanists have settled on is Falco -> Tahlia -> Flyss. They'll be next to be worked on pending the completion of Yurui's portrait.

Lastly, the arc antagonist poll from last month yielded the following results for our dear murder twins: olive skin, white hair, and golden eyes. Unfortunately, this would make them very similar to F in terms of coloring, so I've taken the liberty of swapping the hair and eye colors with the second-placers: black hair and violet eyes. There was also a tie in the personality department, so I picked the one that would personally be most interesting for me to write: ruthlessly competent male and deceptively friendly female. There will be a sneak peek coming soon after this devlog that will show these characters off!

Lastly, in the art department: I've received the draft version for Yurui, one finished snapchat story, and one finished patron tweet piece. I also received designs of characters that will appear on the game's cover art; these, I'll show off as an Art Preview soon after this devlog goes up.

Please let me know if I missed anything, and as always, thank you for following the development of *A Mage Reborn*!

[Sneak Peek \(May 15\)](#).

[May 15, 2021](#)

As promised, a double feature! I'm withholding the Spirit Gate path of the Reglaire invasion because I'm not yet happy with how it turned out so far. Instead, the first thing I'll be showing off is the next update's opening scene, featuring the main antagonists of the next arc!

A Mage Reborn

by Adam Rifky

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For being so close to the Salantir center of commerce, Aulain is a remarkably barren place. The nearest fresh water source is several days away on foot, and most days she's confident that the sweltering heat will kill her before she gets anything done.

She wonders if she had pushed her luck with the Grandmaster, if the man had sent her here to die. Perhaps she should have listened when her brother had insisted they follow the man's orders to the letter. He'd never seemed particularly bothered when she toyed with her prey, but perhaps he's finally had his fill after all. Why else would he send a pair of Cold South natives to the most arid land in Salantira?

"Maybe if I deliver him results he'll swap my placement with Sevine," she wonders aloud. "I think the weather in Reglaire would agree better with my complexion. What do you think, Father?"

The priest squirms underneath her boot, the ivory white of his robes stained scarlet with his own blood. He's surprisingly feisty for a backwater priest, but she could smite a hundred fighters like him without batting an eye. Bold and foolish of him to challenge her, when no doubt he could sense that her mana levels are so far above his own.

"I beg of you...I-leave them be," he gasps, the blood flowing profusely from his mouth. "Kill me if you must, but those children...have been through enough."

"*Kill* you? Come now, Father, we're just having a civil conversation," she says, smiling. "Surely you don't spite me for acting in self-defense? Your little spell would have left me with a nasty scar, after all."

There's a sound like someone shifting behind her, and then she hears her brother speak.

"Altea, get it over with."

She resists the urge to roll her eyes. How artless, her brother. Always the picture of cold professionalism, always in the way of her fun. Small wonder that he's the Grandmaster's favorite, really. "What's got you in such a hurry, Ralos?" she asks, giving him a thin-lipped smile. "Our targets are cornered in the attic, and they're not going anywhere."

"There's still no sense in prolonging their capture, least of all by torturing the priest," he replies. "You'll rouse the town guards if you keep this up."

"And? Are you afraid they'll best us in combat? *Us*, Ralos?"

A quick, darting step, fluid as water, and her brother's lance finds its mark in the priest's heart before she could stop him. "Do not draw any more attention to us than necessary," he says curtly, withdrawing his spear from the man's gasping form. "That Eli was...competent, and his movements speak of someone used to small group tactics. If there is some group or organization behind him, we need to avoid their notice until we know what we're up against."

The girl's lips twist into a contemptuous grimace, then, already tuning out the rest of her brother's inevitable sermon. It isn't the first time he's given it since they had embarked on this campaign, and she'd love nothing more than to be assigned a different teammate for once. Alas, it just so happens that their teamwork is second-to-none, and the Grandmaster is ruthlessly efficient: any advantage he could get his hands on, he'd use to its fullest extent.

So here she is, under her brother's withering gaze, watching with distaste as the priest's body slowly falls into repose. "Can't let me have my way, huh? Not even once."

"There is no time to waste playing around, Altea. You know yourself that he doesn't tolerate—"

Her brother's eyes suddenly widen in surprise, and it is a second before her confusion morphs into understanding. Something flashes and shifts in the back of her mind, the sensation like a candle being doused: something was there that is now no more. She feels around the imprint and finds what remains of the severed bond: weakening wisps of icy blue mana, dim and quiet before that, too, is snuffed out of existence.

Her brother's voice is grim when he next speaks.

"Sevine is dead."

A Mage Reborn

by Adam Rifky

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"So confident for one so weak," she remarks in turn, tossing her black hair over her shoulders. "All that breeding, and he dies a month into the mission. Dame Monahan must be turning in her grave."

Her brother shakes his head slowly, something dark brewing in his violet eyes. "He wasn't weak, Altea. Not yet a match for us, but that's only a given that he's a new addition. But he had potential...and much of it he has already lived up to."

She waves her hand dismissively. "Then you must have overestimated him."

"Trust my judgment, sister. I'm the one who's worked with him before," he says flatly, and though the slight is only implied she seethes from it all the same. *You have not, because the Grandmaster doesn't trust you with anyone other than me.* "Whoever it is that killed him is a threat to us. And Eli...will no doubt lead them here."

"Say I believe you, Ralos," she says at length. "What then? We still have work to do here."

He considers the words for a moment. "We make ourselves scarce. We already have two of the targets," he says finally, jerking his head in the direction of the staircase. "We will unearth the rest another day. This is not an opponent we can risk facing...we may be stronger than Sevine, but he had the Grandmaster's agents with him, and was still overwhelmed."

"Each of us are worth a hundred of them," she says flatly.

"Even so."

She glares at him stubbornly, for a while, but eventually relents with a resigned sigh. "Fine," she says. "Handle the clean-up, would you? I'm going to give our little friends upstairs a visit..."

Her words trail off as an idea forms in her head, one that curls her lips into a roguish smirk. Her brother eyes her dubiously, clearly uneager to be pulled into another one of her schemes. "We have no time for your little games, Altea."

"No games, I promise," she says, beaming. "They have a saying in this land...kill two birds with one stone? I think there's a way for us to do just that."

There's a long silence as he appraises her words, but with a sigh and a crossing of his arms, he nods and signals for her to proceed.

"I'm listening."

And, as promised, a peek into the Eli reunion scene:

"I wonder what that was about," he wonders aloud, rubbing lightly at the back of his neck.
"Ah, sorry. I haven't properly introduced myself, have I? Nightsaber knows me as Plague, but my real name's Eli."

He says the name so nonchalantly, so vulgar in his innocence, as if you hadn't been grieving his passing for the last decade. Briefly you realize that you've transitioned out of the brisk thoughtlessness that occupied your mind earlier—when he had leaned against you and all you could think of was how he felt warm and solid and *real*—and now you're acutely aware of the way your chest constricts, so tightly that you almost gasp for breath.

Because it's just now sinking in that you have to confront the reality of a ghost staring you in the face.

Demanding a reaction from you. Something. Anything.

- ☒ I take off my mask.
- ☐ I hug him.
- ☐ I stand frozen in place. I can't think. I can't breathe.

Next

You feed the enchanted mask your mana, and it obediently unlatches from your face with a quiet hum. As the tangles of your black hair yank free from their confines and fall over your face in sweat-matted strands, you can see that Eli has all but turned to stone.

There's a turbulent cocktail of emotions passing through his features, shock and disbelief and cautious hope all in the span of a single second, and when he speaks again his voice is little more than a whisper. "Ein?"

"It's me," you say...

- ☐ ...blissfully. That we've been able to reunite here, against all odds...I'm happier than I can put to words.
- ☒ ...wistfully. I'm glad to see him again, but I can't help but wish it was under better circumstances.
- ☐ ...tearfully. I'm feeling so many emotions right now that I can scarcely tell them apart.

Next

After all, Eli has before him a man who was fool enough to place his faith in his executioner. The life he had worked so hard to save, only to be extinguished in less than a decade.

There's a rustle of movement as Eli scrambles for footing and yanks himself upward. He meets you at eye level, now, and his movements are slow and deliberate, as if afraid of chasing you away like a wild deer. He reaches out and presses trembling fingers against your hand, and as he draws circles around your thumb you can see his disbelief melting away into vivid, full-bodied *relief*.

"How long has it been...?" he manages through his shaky laughter. "I thought...Ein, I thought I would never see you again."

- ☒ "Me too, Eli. Damn you, I've been mourning you for ten years."
- ☐ "None of that matters now. The important thing is that we're *here*. Together again."
- ☐ "It's a decade late, but Eli...thank you. I would have never made it out alive if it weren't for you."

Next

[May 15, 2021](#)

The cover art for *A Mage Reborn* will feature a pair of mages (potential MCs, if you will), and I received their character design earlier this month! They turned out really well, and I'm super excited to show you guys the finished product, hopefully later this month!



YANG PEI V



YANG PEI IV

If you're at all curious about how the final piece will look like, you could take a look at [the artist's instagram](#) where she posts her other commissions! She does some truly incredible work, and I have really high hopes that this cover art will turn out well. :D

[Sneak Peek \(May 22\)](#).

[May 22, 2021](#)

A bit out of order today, for the sneak peek to come before the devlog! Variety is the spice of life and all that. Devlog should go up sometime later today; in the meantime, please enjoy Part 2 of the Eli reunion scene! You've made no secret of how much you anticipated it, so trust and believe I'm doing everything I can not to disappoint. ;D

A Mage Reborn

by Adam Rifky

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Elias cuts off a lock of the boy's hair before he buries him.

It feels starkly like something he shouldn't have done—you can vaguely recall theurgy tomes condemning the desecration of the dead—but you suppose that if ever there was a place for sacrilege, this would be it. Perhaps it makes it better that the one committing the act is the boy's own brother. Not that anyone's ever told you that, but the pair's coloring is too similar for it to be otherwise.

The boy grips the lock of hair for a long while, with force that makes you fear for the skin of his palm. He casts a stubborn glance at the earthen crevice where his brother is laid to rest, and there is a flicker of white mana that leaps through the air and buries itself in the still form. The body jolts in its cradle and you can swear that its eyes—his eyes—took on the sheen of something like life; but the moment passes as quickly as it had come, and the boy's form falls slack once more.

It is Elias's sob that draws your attention away, the sound outlandish because this is not a place for tears. Tears are a vicious temptation, a desire that would set the man down on you like a flash of cruel thunder. They would give him cause to drag you to the spell circles, to draw up the kind of strident magic that still graces your nightmares.

You worry for him almost out of reflex—because it cannot be out of genuine concern, not when it has only been a week since he arrived and you have never spoken to him—but the researcher is out of earshot, burning a cigar on the other side of the grounds, a storm brewing on his features over his latest failure.

So you walk up to the older boy, his hands stained black by the earth that would bury his brother, and take them in your own.

- ☒ I try my best to comfort him.
- ☐ I tell him to quiet down before he gets us both in trouble.
- ☐ I don't say anything—I just want him to know that I'm here, if he needs anything.

Next

It isn't an easy feat, given how few interactions you've had with others over the course of your life. But you summon the thought of Sister smiling kindly through her pain, her whispers sweet as nectar as she encourages you to endure, and find that it is all too easy to emulate her.

"I'm sorry," you say, the words a foreign slickness on your tongue. Consolation is a thing you've always received rather than dispensed, and it is a strange feeling to be the one that holds the cards. "I think he is somewhere better now. Somewhere kinder."

The older boy startles beside you, and there is a rustling of tunic as he yanks his hands from your grip. He succeeds, because you let him. After all, for all that the snub is unfortunate, it is not unexpected. You recognize the fear in his eyes like an old friend, like a festering wound you had let nest in the recesses of your mind, roaring to the forefront when you were at your weakest. You have long since learned to phase it all out, but the boy is still infirm. Like a fawn finding its footing.

The boy refuses to meet your eyes and instead stares upwards, into the flickering carpet of stars—like he can transfer his anguish there, to writhe elsewhere.

"He was in pain, right up until he passed," he says, quietly intense. "That—that man carved something onto his skin. A strange symbol, like the ones you'd find in the old books...he said it burned, and that he couldn't breathe, and I...there was nothing I could do for him," he says at length, biting down on his lower lip. He stubbornly refuses to cry, but you hear it in his voice all the same. "It was shallow, the kind of cut that would heal within the month, but the way he shivered, I..."

"I know," you say, your skin tingling with the admission. There is something about the boy's agony that mirrors your own, and it revives something dark and heavy within you, something you thought you'd long laid to rest. You pull down your sleeves subconsciously, but the boy perks up at the gesture and peers at you with wan curiosity.

"Are you alright?" he asks, hesitant. You briefly wonder how he could muster such concern, when he is the one whose brother lays glassy-eyed in the bed of dark earth. "If you're in pain, I can try to help, I—"

"Can you?" you ask wryly, because the idea of him helping you is almost amusing. What a novel idea it is, for pain to be something that comes and goes like the changing of seasons. No—for as long as you could remember, pain has been something as constant as the flow of your bloodstream, a ghost that you take to bed every night. It is how you've always lived, a truth as steady as gravity, but the children would ask you again and again like they can't comprehend. When does it end? they'd cry out, and they refuse to listen, refuse to understand when you told them the truth—that it doesn't.

None of them lived for very long, in the end. And it grates on you, to have to explain each time.

So you pull up your sleeves and show the older boy the runes branded onto your arms. Fine edges and sinister curls, pulsating with ancient magic that threatens to rip through your skin. It is a pain great enough to die from, apparently, because such is the fate of all that bore them, apart from the two of you and Sister. Such is the fate of Elias's brother.

Only where the boy had died from one, you bear two on each arm.

Fun times ;A;

Please look forward to the full update! And as always, thank you for following the development of A Mage Reborn. :D



[Art Preview: Yurui \(Full Body\).](#)

[May 22, 2021](#)

It's been a long time coming, but **Yurui's** portrait is finally finished! Her outfit is slightly less grandiose than Yusuha's is, but she makes up for it in side-eye and that glorious mane of red hair. And of course, it wouldn't be Yu without the side windows!

Falco is up next!

[Saturday Devlog \(May 22\)](#)

[May 22, 2021](#)

Hello and happy Saturday! As always, I hope you're all staying safe and healthy.

First of all, I'd like to extend my biggest gratitude for helping me reach my final goal! I was in tears when I first saw, y'all. It's incredibly validating that my work would resonate so much with so many people, and more than ever my confidence has been reaffirmed that there's a future for me in writing. I'll do my damndest to make good on the grace that you've given me.

As promised on the \$1k goal, I will be introducing significant expansions to the project! Most importantly, this includes the addition of two additional arcs onto the current storyboard--one before the resurrection, and one in a section that is yet to be written. Likely of particular interest is the pre-resurrection arc, which will be positioned after the White Fangs adventures and prior to Sister's invasion. The arc will serve as the answer to two critical pieces of feedback I've received on the game repeatedly:

1. That the Arcadians felt like an unsympathetic side at the outset, because their oppression was told rather than shown. This new arc will see the mage travel to former Arcadian lands and witness firsthand the suffering wrought upon them by Parami occupation, and introduce a first brush with Tahlia's faction before you properly meet them after the resurrection. Hopefully this can balance out the two sides' narrative a little!
2. That a lot of White Fangs interactions are mutually exclusive to one another, such that attachment often feels exclusive to one of the three members. In response, this new arc will include at least one scene in which the focus is on the whole group, rather than any one individual member.

I'm excited to get to work on this arc, which will comprise the bulk of the next update. However, the new arcs do leave me in the awkward position of having a Book I that is significantly longer than Book II. I'm exploring ways for me to expand Book II as well, but all that's coming to mind is fluff that would slow the pacing rather than introduce new, meaningful content, and that's really the last thing I want for this story.

So, what to do? It is likely that I will instead be splitting Book I into two books of roughly 150k words each, with the first book ending where Part I ended. This would effectively make AMR a trilogy! I'm not certain yet that I'll be moving forward with the idea, but unless I can figure out a way to properly expand Book II this does look to be the most likely outcome right now!

Time enough to think about that in the coming weeks, though. For now, development of the next update is coming along steadily, and I've been able to chip in another 5k words over this week, placing the update at 15k words at the time of this writing. Furthermore, now that my finals are over, I've been able to clear out three entire days for nothing but writing towards the end of this month! To make full use of this, **the update will be released on May 30th.**

That being said, though it's very likely that I'll be able to meet the wordcount goal, the story won't be advancing too significantly with Update 4.0. This is because both the Arcadia day-off scene and the Eli reunion scene are shaping up to be far longer than I had initially projected! Needless to say, there will still be plenty of content to wade through, so I hope the update will be worth the wait all the same. :D

I've also begun making a bunch of progress on the side story! I'm hopeful that I'll be able to post it by the end of May, though of course the update will take priority for now. Art is also progressing smoothly-- of particular interest is the cover, which is nearly done now and looking absolutely fantastic! I can't wait to show it off.

As always, I'm open to any and all questions you might have. Thank you for following the development of *A Mage Reborn*!

[Art Preview: Book 1 Cover!](#)

[May 23, 2021](#)

Presented without caption because wow, what do you even say to that?

Cover and character design done by Yangpeiv / Riizart, whose commission info you can find [here](#)!

[\[UPDATE\] Demo ver 4.0 is live!](#)

[May 30, 2021](#)

Hi everyone, and happy update day! Thank you for your patience. :D

This update is roughly 21k words in length, split mainly into the following segments:

- Plot advancement content, including the Eli reunion scene in full
- Yu and F's paths in the Arcadia day-off scene (which now takes place before you commit to a division in Arcadia)
- Spirit Gate path of the Reglaire arc
- The break-in path of the Old Cathedral segment

[Here's the link to the demo!](#)

I think it'd also be important to mention that the Spirit Gate path of the Reglaire arc is not currently in its final form. There is another segment that has yet to be inserted near the end of the path, where (spoiler alert) the comital knights catch wind of the fighting and rush your group, after the stranger's death. However, I'm running into a persistent coding error that I'll need some time to work through, so that segment will go online together with the devlog next week.

My apologies for the inconvenience! And as always, thank you for supporting the development of *A Mage Reborn*. :D

[Monthly Features \(May\)](#)

[May 31, 2021](#)

Hi everyone! It's the end of the month, which means it's time for the Snapchat Stories and Patron Tweets features!

Here they are, based on requests submitted by Arcanists:





#cancelleon if his cooking wasn't cancel worthy enough, the public bbq he hosted certainly is 🤢

"...if his cooking wasn't cancel worthy enough--"

"Wh-what's wrong with my cooking...? And I don't think I ever hosted a barbeque..."

And that was everything that was requested! There was still quite a bit of the art budget leftover by the end of the month, so I found an artist to illustrate this scene from the Sienan liberation arc, featuring our dearly detested:



(Design note? Much like Eli, Sister considers herself to be primarily a front-line fighter, hence the more rogue-like garb!)

And that about wraps it up for the May monthly feature! Arcanists--remember that the form is open 24/7, so if you'd like to see some of your ideas featured on the June edition, please feel free to submit them! ;D

[Side Story: Betrayer](#)

[Jun 4, 2021](#)

This took much longer than expected! Big apologies for the delay--if you recall the devlog from several weeks ago, I had intended to pursue a more innovative format, where the story is told from the perspective of a historian reviewing Ilya's letters centuries after the story had concluded. It was a fun idea to toy around with, but ultimately left little room for emotive writing! As a result, I ended up scrapping the first version of this story and starting it over from scratch.

Betrayer now instead reads much more like an Ilya version of *Sunblind* or *Errand Boy*. It sits at 3300 words, and allows you to input your mage's name and pronouns. Since it also includes segments that happen pre-execution, there will be a few choices scattered throughout that you can peruse to act in accordance with your mage's personality.

This is *not* the side story for June, and there will be another one that will be posted close to the end of the month. Thank you so much for your patience!

[Click here to read Betrayer!](#)

[Saturday Devlog \(June 5\)](#)

[Jun 5, 2021](#)

Hi everyone, and happy Saturday! Hope you're all staying healthy and safe.

It's been a pretty productive first week of development so far, with two major things on my to-do list having been checked-off. *Betrayer*, Ilya's side story, is now up and running, and the game-breaking bug that prevented me from releasing the Spirit Gate path's last bit has now been addressed.

Its implementation brings the last update's wordcount to 23k words, which means the game has now hit the 150k-word milestone! We've more than tripled our wordcount since the project's initial release in

February, and that's only been possible due to your support. So thank you so much!

A bit of bad news, first: unfortunately, progress on the main game has been a bit slow due to *Betrayer* taking up most of my writing time this week. I'm still mostly in the storyboarding stage, though I did knock out 2k words of writing for the next update. The good news is that I turned in my final project for this semester just a few hours ago, which means that I have the rest of this month free for nothing but writing!

I'm setting pretty ambitious goals for this month due to this very reason: 25-30k words of progress on the main game, and another side story coming near the end of June. I'll be awaiting requests from Arcanists before tossing up a poll for the side story--same goes for the monthly features as well!

The main content of the next update will be an expansion of the pre-resurrection arc, specifically transpiring after the royalty's identities are discovered but prior to Sister's Murder Ball (tm). The main goal of the arc is to 'show, not tell' the oppression Arcadians have faced under Param's rule, which will hopefully make the Arcadians' cause a little more resonant.

I'll do my best to implement a way for you to import characters from the end of the current build to this new segment, so that you won't have to restart the game to play through the new content. I'll keep you posted on how that effort goes--in the meantime, I hope *Betrayer* and the most recent update will tide you over!

As always, thank you for supporting the development of *A Mage Reborn*.

[Saturday Devlog \(June 12\).](#)

[Jun 12, 2021](#)

Hello everyone, and happy Saturday once again! Hope your weekend is going well :D

I come bearing a bit of bad news today, namely that I've hit a pretty significant roadblock in writing content for AMR. There are numerous contributing factors to this that I'll discuss at length over the course of this devlog, but ultimately it culminates in the following couple of points:

- I've been really unhappy with the quality of writing that I've been churning out for the past week or so, and I do not believe it is up to par with the rest of the released demo. As such, **I am delaying the release of Demo 5.0 for July**, so that I can appropriately explore the underlying causes of this quality drop and subsequently solve them.

- **I am suspending Patreon payments until the month *after* Demo 5.0 is properly released.** At this time, I am optimistic that it can launch sometime in July, and thus Patreon will resume charging in August. If this changes, I will make notifications via the Patreon feed far ahead of time.

I apologize really deeply for the inconvenience. This was not a decision that I took lightly, and I would not have considered it if it was in any way avoidable. However, I think allowing content with significantly compromised quality to make it to the update is a disservice to both patrons and the game itself. As such, I believe a delay would be the best course of action for the game's development.

Why the struggle?

I alluded to there being several contributing factors as to why I'm struggling to get this update up and running, which I'll now try to go over one by one.

1. Adjusting to multitasking

This is something that I've talked about on tumblr, way back when the project first started: AMR as a concept is over half a decade old. I've been nursing the plot and characters in my head since high school, and over the course of five years I've been able to refine it into detailed plot beats and concepts. As such, when I write an update I do nothing but *write* the update. Storyboarding and such is kept to a relative minimum because I *have* it already--it's just about making sure it slots itself nicely with things like choice branches and the stat system.

What's different about *this* update is that I had no storyboard at the outset. It's a completely new arc that has only started to manifest sometime in the past two months. For the first time since the game properly began development, I feel like I'm driving through a rainstorm with one headlight on, with no fully developed plot beats to hang onto as I write the arc. *And it shows in the writing.* The pacing is sluggish, the new characters don't feel like they have fully developed personalities, and the core aspect of the next update--a whodunnit segment--is set up poorly.

Even at a glance I could tell that either significant rewrites or even a full scrap is necessary to make the arc stand toe-to-toe with the rest of the project. This is an act that I intend to see through, but I will need time to properly execute it. The storyboard must be worked on separately from the update's actual writing; and because it is a process that heavily relies on factors like inspiration, it is not something that I am able to rush.

2. Plain, simple burnout

When AMR's initial demo was published back in Mid-February, it clocked in at just under 50k words. Over the course of the next three and a half months--culminating in Demo 4.0 released at the end of May--this number would *triple*, resulting in the 150k-word behemoth you see today. And for every 20-25k words that eventually make it onto the update, another 10-20k written and then were left on the drawing board. Balancing this with things like schoolwork and irl issues have left me more drained than I'd realized, and the consequences of this has only begun to hit me full force this month. Every sentence is a battle, and even after multiple revisions and rewords, they never come out quite right.

In the earliest days of development, I would be able to write almost without thinking. Words flowed like water, and all it took were a couple of edits for the scenes to achieve the effect I wanted. From consulting with other authors, it is very likely that this shift is the result of burnout from having worked on the project so intensely for so long. I am hopeful that a couple of weeks' reprieve from the project would allow me to return refreshed and ready to produce work that is deserving of your support.

3. The need for a fresh perspective

As a novice writer working on my debut project, I have no real creative writing basics to speak of. Much of my writing know-how is acquired through reading the works of others and decoding what made their prose and narratives effective. I would then try to incorporate elements of this into my own work, and this is how segments like the flashbacks, POV changes, and the exoneration scene first came into being.

Since beginning work on AMR, I have been left with almost no time to repeat this process, and increasingly I feel like my work has become rote and formulaic due to the limited base I'm able to draw from. Over the next couple of weeks, I intend to consume literature wholly unrelated to AMR so that I can figure out what makes them tick--and how I can replicate their most resounding successes in my own work. I am hopeful that this will lead to an overall increase in quality as well as a freshness to the next update that breaks away from AMR's general narrative formula.

Again, my sincerest apologies for the unpleasant news. I will do my very best to deliver an update that will live up to your expectations. And as always, thank you for supporting the development of *A Mage Reborn!*

[We're back! + July Patreon Roadmap](#)

[Jul 7, 2021](#)

Hi everyone! Happy to announce that production of AMR is kicking back into gear this month. :D

Thank you so much for bearing with me through this monster of a block - I've saved the encouraging messages you left on the last devlog on my hard drive, and they never fail to inject a boost of motivation whenever I pull them back up. And now that I'm recharged and my sentences are coming out right, the next update should be progressing smoothly!

The goal remains the same as it was last month - 25k-30k words on the game, plus a side story and monthly features for the month of July. And while writing came to a grinding halt during the hiatus,

progress on art commissions did not--and I have a backlog of art that I can't wait to show off, courtesy of AMR's amazing artists! Among the new content are:

- Falco's portrait, with Flyss in the final draft stage and Tahlia coming later this month
- Codex icons for the entire school of thaum (Boomerang Gale, Flametongue, Morana's Wail, Skywrath, Stone Graveyard, Sunflame, and Thunderstrike)
- Chapter headers, hopefully to be implemented with the next update
- Monthly feature requests made through the AMR Arcanist Form

I'll be posting a couple of Art Preview posts after this to show off the first two features. Devlogs and Sneak Peeks will also resume starting this Saturday. I'm also still receiving requests through the AMR Arcanist Form, both for the monthly features as well as the short story.

Patrons at the Chosen of Jove tier - if this is your third month subscribed at the tier, please feel free to inbox me through either the Patreon direct message feature or the game's email at amagereborn@gmail.com! Would love to begin discussion on the NPC design reward, so that we can implement the characters within the next couple of updates. :)

Once again, thank you for your patience, and for supporting the development of *A Mage Reborn*!




[Art Preview: Falco \(Full-Body\).](#)

[Jul 7, 2021](#)

Did somebody order a hater?


The snake-mage you love to hate (or hate to love?) has finally been completed! The split cape means that his arcana can be used without tearing through his garments, and the single-arm gauntlet keeps his dominant hand protected while leaving his casting hand unimpeded in constructing spell circles.

Falco's character design was done by the amazing [Riessene](#), and the final artwork done by [Khutilust](#)!




Thaum (short for thaumaturgy) is a school of magic that deals exclusively in the conjuration of elemental attacks. It has precious few applications outside of the battlefield, but is unrivalled in sheer destructive power and versatility in combat.

Used thaum spells:



Boomerang Gale - A long-distance thaum spell that forms air currents into razor-edged blades of wind, each one acting autonomously to attack the target for as long as the caster's mana can sustain it. Particularly useful in battles of attrition.



Morana's Wail - A higher-end thaum spell that allows the caster to summon multiple large icicles to fire at their enemies. Though only moderately powerful for a spell of its caliber, its efficacy in breaking opponents' momentum makes it a favorite of thaumers.



Flametongue - A low-end thaum spell that creates a small, localized explosion, dealing low damage for an equally low price of mana. A favorite of combat mages due to its quick casting speed, it is generally used in quick succession or as a form of distraction.



Thunderstrike - A mid-end thaum spell that fires controlled blasts of lightning to attack enemies. Though lacking in firepower compared to other spells of the same caliber, its unrivaled accuracy and precision makes it an indispensable tool in long-ranged combat.



Sunflame - A high-end thaum spell that causes its target to combust into deadly flames, at temperatures high enough to melt even the sturdiest metals. Difficult to learn and costly to cast, it is nevertheless a popular spell due to its sheer power and utility.



Stone Graveyard - A high-end thaum spell that shapes the ground into massive earthen spikes, designed to interrupt the enemy's advance as well as to skewer ones unfortunate enough to be caught in their path. Particularly useful as a tool of crowd control.



Skywrath - An incredibly powerful thaum spell that summons a thunderstorm from the palms of the caster's hands. It is largely considered to be the most destructive single-caster spell in contemporary magic, with the potential to decide the fate of entire battles.

[Art Preview: Spell Icons \(Thaum\)](#)

[Jul 7, 2021](#)

As promised, preview of the individual spell icons for thaum! I'm beyond happy with how these turned out, and I can't thank [Angie](#) enough for her hard work. :D I hope you love them as much as I do!

[Monthly Feature Poll](#)

[Jul 8, 2021](#)

Hi everyone! There hasn't really been any interest in the Patron Tweets feature for this month, and so I'm thinking of doing something a bit different. I'll be commissioning an artist to draw the White Fangs as if they were characters from another universe...that is, spoofs of other IFs!

I've thrown together a list of possible choices with significantly different settings from AMR, and listed them on the poll below. If there are also no Patron Tweet requests for the month of August, I'll be posting a similar poll for the Arcadia squad next month!

Heroes Fall - superheroes AU

Brain Blocked - superheroes AU, psychic edition!

Twilight Chronicles - vampire detectives AU

Cream of the Crop - prep school AU

Zombie Migration - zombie apocalypse AU

32 votes total

[Saturday Devlog \(July 10\).](#)

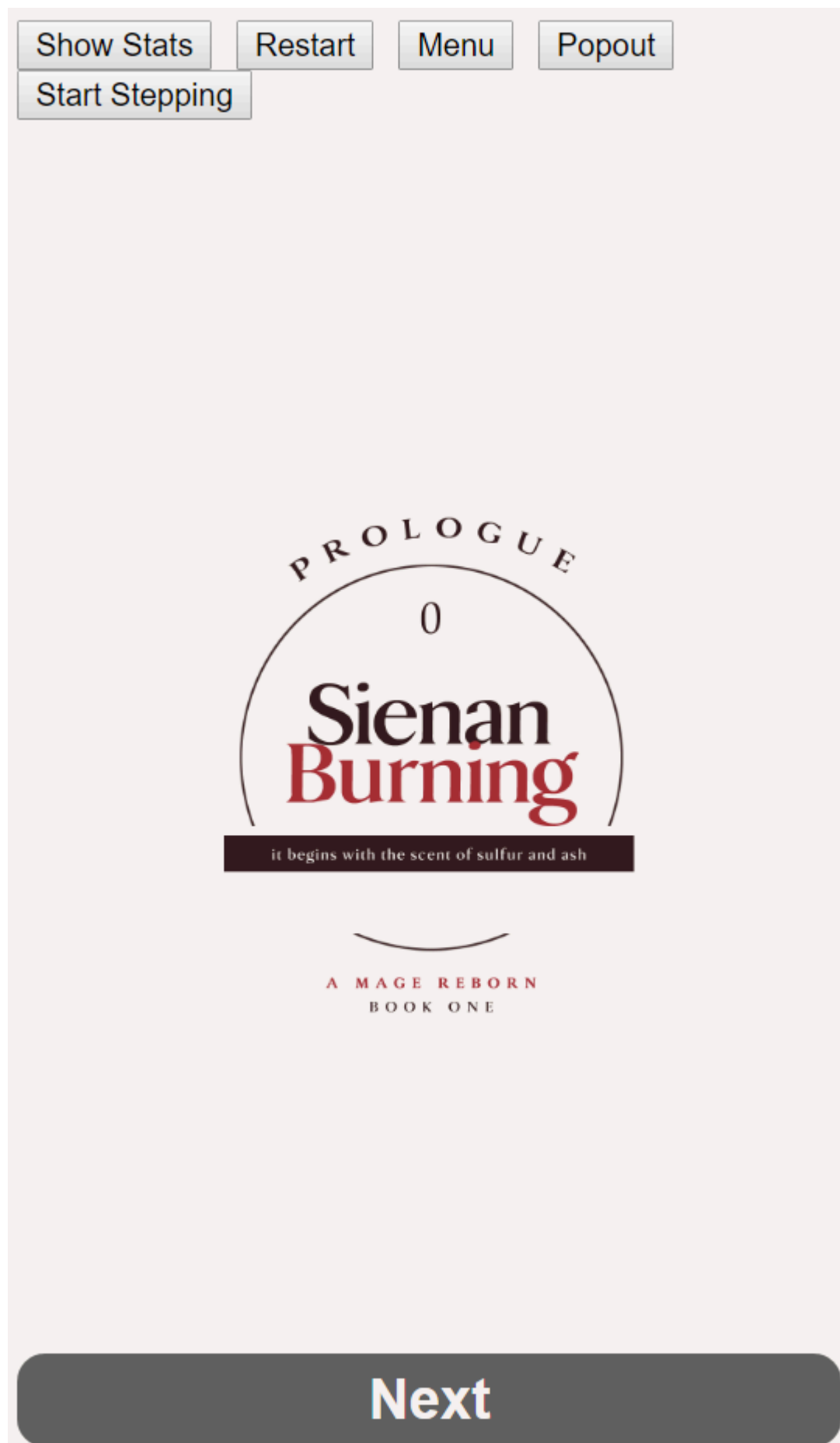
[Jul 10, 2021](#)

Hi everyone, hope you're staying safe and healthy, and happy Saturday once again!

Lots of exciting things are happening in the art department! There wasn't a lot of interest for the Patron Tweets feature this month, so for now that segment has been replaced with a new feature that places the characters in spoofs of other IFs! Of the options given last month (Heroes Fall, Brain Blocked, Twilight Chronicles, Cream of the Crop, and Zombie Migration, wink wink), Zombie Migration had a slight lead with 8 votes compared to Twilight Chronicles and Cream of the Crop's 7. This means that you'll get to see the White Fangs as zombie apocalypse survivalists! The artist for this feature has already begun working on it, and the first drafts look very promising. :D

In the character art department, Flyss is in the flat-color phase and should be posted sometime before the next devlog. I'm also aiming for Tahlia being completed this month, which would mean that the entire main cast will have received their portraits! Beyond that, where our portrait commissions goes next could go one of three ways: White Fangs pre-resurrection, other NPCs, or phantasma. An Arcanist poll will be held near the end of the month to decide between the three.

Lastly, I've also commissioned chapter headers from Angie (who did our codex headers and icons), and they look brilliant! We're currently in the process of making them a bit more PC- and dark mode-friendly, but here's a sneak peek of what it looks like right now:



I don't know about you, but I'm feeling mighty excited about this one. x)

On the writing front: I've had a lot of ideas of how to transform the arc over the course of my hiatus, and I've pieced and edited most of them together into a coherent storyboard. It's a bit less novel of an arc than what I had planned for initially (a closed-room murder whodunnit), but is ultimately something that is much more in my wheelhouse. I've churned out 5k words this week to start out with, as I'm really trying to pace myself - I hope to steadily increase my weekly wordcount as we progress through the month.

This week's sneak peek will go up soon after this post! And sometime over the next week, I'll also be uploading a poll for the side story--I'm waiting for requests from Arcanists to roll in right now, but failing that we can recycle the May side story prompts!

That about wraps it up for today's devlog. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(July 10\).](#)

[Jul 10, 2021](#)

As promised, this week's sneak peek!

One of the big goals I had with this arc is to provide moments of connection with the White Fangs that aren't mutually exclusive with one another, and the next update wastes no time doing just that! Here is the opening scene from the next update (transpiring directly after your little chat with King Julius), featuring Leon and Saine:

After the king departs, you accost a palace servant as she walks by to inquire after Leon and Saine's whereabouts. She obediently informs you that the princes could be found in the royal study, roughly a five minute walk from the hallway you're standing in. You thank her for the information, and with her directions in mind you find the study in question with little trouble.

You pass through the polished wood door to enter a wide, high-ceilinged space that smells markedly of mildew and old tomes. The room is cleaved into two distinct halves—on your left is a pair of mahogany desks surrounded on all sides by towering shelves filled with thick, leatherbound manuscripts. On the other side of the room is an elevated platform covered with a plush fur carpet, its entire surface littered with throw pillows and plush cushions. Sunlight peeks through the room's velvet draperies in narrow beams, casting a gentle magenta haze over the entire study.

"I hope Julius didn't chew your ear off."

You turn your head to regard Leon where he's perched on the elevated platform, and feel an eyebrow rise of its own volition. The cushions on that side of the room had clearly been intended to serve as seating of some sort, but the blond had instead thrown them together into a pillow fort to bury himself under. He drops the impressive-looking tome he'd been nursing and beckons for you to join him. "That spar must've tired you out, right? This is the best spot in the castle to catch a break."

"I shouldn't be surprised, really," Saine scoffs from where he's seated across the room. An array of books and paperwork are scattered on the desk before him, and there are bags under his eyes that imply a general lack of sleep. "I thought you might've turned over a new leaf after the whole White Fangs business, but you picked up that book just in case Julius walked in, didn't you?"

"Saaaaaine," Leon complains, his voice laced with mock distress. "We just got back here, you know. Aren't I entitled to some grace time?"

"That's grace *period*, brother," the younger prince responds, sighing. "And we've been here for over a week! Eldest brother has been really lax with you, but I think his patience might be running thin."

"He's too proud to show it, but I bet he's just happy to have us back. I've got plenty of time before he starts breathing down my neck," Leon says, grinning confidently. "Ein, what are you waiting for? Get here already."

- ☒ A break sounds nice—both Leon and the king have run me ragged this morning, after all.
- ☐ Actually, if I'm already in the study, I might as well brush up on Param's current affairs.

Next

Leon beams up at you as he scoots over to one side, making room under his cushion fortress. As expected, the plush material feels cool and soft against your skin, and you nod your head in concession to the blond prince—that his velvety burrow is, indeed, as cozy as he claims it to be.

"Saine," Leon calls out beside you. "You haven't so much as glanced away from that book since I walked in. Come on, a little nap won't kill you!"

The younger prince replies with an uncertain gaze. "I really shouldn't," he says, his tone absent of conviction.

- ☒ "Come on, Saine. Just a little while—I promise."
- ☐ "Leave him be, Leon. Not everyone can afford to slack off like you."

Next

The rogue holds your gaze for a long moment, and eventually relents with a sigh. "Fine," he says at last, and for all that he makes a show of acting resigned, his steps are a hair too giddy for you to believe the fiction. "Just a little while."

He curls up on the floor beside you, and protests half-heartedly when Leon ruffles through his hair. "Of course you'd only listen to Ein. What did I expect?"

"Nothing good ever comes out of taking your advice, brother. And I said I was going to rest, not play audience for your nagging."

"You'll have to excuse him, Ein," Leon says at length, withdrawing his hand in mock offense. "He gets this way whenever he's spent too long buried in paperwork. He'll be a lot less cute while we're in Sienan, I'm afraid."

"And just as well," Saine counters. "Maybe you'll start taking your work seriously now that there's no one to bug."

The older prince only laughs at the jab. "That's the sleep deprivation talking, so I'll let it slide this time. Get plenty of rest, alright? I'm sure Julius will start pulling on your hair before long—can't have you ready to keel over when that happens."

There's a final grunt in the affirmative as Saine rolls under the cushions and lays his head against Leon's stomach, eliciting a laugh from the older brother. You find that your own hand reaches out almost instinctively to pat the brunette's head, and he leans easily into the touch as he closes his eyes.

Buoyed by the gentle breeze sighing through the curtains and the princes' steady breaths as they fall asleep beside you, you let the world gently fade to black.

Personally, I really like the way this scene puts the brakes on the pacing after the one-two action punch of the Ante chase and Leon spar scenes. :D

And that wraps up the sneak peek for this week. As always, thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(July 17\)](#)

[Jul 17, 2021](#)

Hi everyone! Happy Saturday, hope you're all doing well :)

It's been a strange week for me, writing the next arc (which is centered around an Arcadian disease outbreak) while my country is recording nearly a quarter of the world's new COVID deaths. Oddly enough, writing has become a pretty effective form of coping during these times. I lost two close friends over the course of the week, and nothing has been more fruitful in helping me grieve quite like [writing about it](#). And AMR in all its escapist glory has been nothing short of cathartic in the midst of it all.

Which is to say - writing has been going surprisingly well, all things considered. I'm up 8k words from last week, which means I'm on track to meet the wordcount goal for this month. It's largely exposition work so far, but at this point in time I'm really close to getting to the actiony bits, which I'm really excited about.

There'll be a sneak peek going up shortly after this post, featuring the pre-mission briefing with Ilya. I'll also be uploading a couple of Arcanist polls soon - one to determine the topic of the August side story, and another to determine the next art project after the character artworks have been completed.

As for progress on art - I commission most of the art shown on this page from fellow Indonesians, and so there have been quite a few hiccups on that front due to COVID-related reasons. Thus far, both the Snapchat Stories and the Zombie Migration AU features are on track for an August release, though progress on character artwork is a little stunted right now. If it is the case that any of the remaining portraits have not yet been completed by the end of this month, I'll be sending it/them via email to Arcanists as they are sent to me. Apologies for the potential delay!

That about wraps it up for this week's update. :) Stay safe everyone, and as always, thank you for following the development of *A Mage Reborn*!

[Sneak Peek \(August 17\)](#)

[Jul 17, 2021](#)

As promised, the sneak peek for this week! This goes a little bit into the central conflict for the next arc, namely the moonvein plague that has hit the Barony of Silcur.

A Mage Reborn

by Adam Rifky

[Show Stats](#)[Restart](#)[Menu](#)[Popout](#)[Start Stepping](#)

The sun is blinding when your eyes first catch a glimpse of it.

It is the cusp of afternoon, and there is an unmistakable orange sheen pulling at the edges of the clouds. It's been weeks since you first arrived at the Keep, and you haven't left the compound since. After spending so long shielded from the sun's glare by stone walls and paneled glass, even even the dimming light seems harsh by comparison.

Ilya seems to share your concern, pulling up the hood of her commoner's cloak—summer never did agree with her complexion, and she's always been openly envious of how well yours fare against hot weather.

"We've gathered up everything we needed from the royal storehouse," Ilya muses as she falls into step beside you. "We'll need to make stops at a couple of magic shops, and see if the florist has any grassvane in stock."

"And if they don't?"

"The road to Silcur takes us through Param's main trade artery—I'm sure we'll be able to find some along the way," she says.

You can't help but to think that she looks completely at home as she leads you through the throngs of people milling about Sienan's main street. Back in the Keep, Saine had informed you that Ilya is the eldest daughter of the House de Alviar, as noble a Parami bloodline as they come—but looking at her weaving past the bustle of the city with expert ease, you would not have thought to doubt that she was just an uncommonly pretty bar wench.

"Sorry that we pulled you into this mess, Yuval," she says, pulling you out of your reverie. "I'm sure you feel a little disoriented—if you have any questions, I'd be happy to answer."

- ☒ "Tell me more about this moonvein plague."
- ☐ "Why have you specifically been picked out for the mission?"
- ☐ "How will the princes and I be useful in this mission?"
- ☐ "Tell me more about Silcur."
- ☐ "There's no need for a briefing. I'll just do as I'm told."

Next

"It's a rare and awful disease, and one that we have yet to really understand," Ilya says, gazing into the distance. "What we do know is this: it starts with rashes and welts on the surface of the skin, easily confused with common allergies or bug bites. By the second week, the afflicted will undergo bouts of high fever and frequent vomiting. And by the third, the illness will have progressed to its last stage, which turns the victim's bloodstream white—hence the name *moonvein*."

Something thick begins to form at the base of your throat. "That doesn't sound like a terribly fun time."

"That would be because it's *not*," Ilya sniffs. "If left untreated, the last phase of moonvein has a perfect fatality rate."

- ☐ "Tell me more about this moonvein plague."
- ☒ "Then how do you treat the disease?"
- ☐ "Why have you specifically been picked out for the mission?"
- ☐ "How will the princes and I be useful in this mission?"
- ☐ "Tell me more about Silcur."
- ☐ "That's all I wanted to ask. Thank you, Ilya."

Next

"It's inefficient, but repeated healing of the victim's body until the illness runs its course has proven somewhat efficacious," Ilya says. "Theurgy moreso than alchemic potions, though the latter can still help in a pinch. That's why it's vital for a skilled theurge to go; I could safely handle healing of that scale for maybe two or three patients at a time."

You can easily pick up on the unease in her tone. "But that's not what we're up against, is it?"

Ilya answers with a thin-lipped smile. "It's called a plague for a reason, Yuval."

- ☐ "Tell me more about this moonvein plague."
- ☐ "Then how do you treat the disease?"
- ☒ "Why have you specifically been picked out for the mission?"
- ☐ "How will the princes and I be useful in this mission?"
- ☐ "Tell me more about Silcur."
- ☐ "That's all I wanted to ask. Thank you, Ilya."

Next

"We're dealing with the borders of theurgic knowledge here, Yuval. Moonvein is a disease that only started to appear around three years ago—otherwise, I'm sure a mage of your caliber would've at least heard of it before." Ilya bites at the corner of her lips and casts her gaze on the ground. "Our mission is not simply to heal the people of Silcur using tried and true methods. We must discover a cure—one that could be replicated should the need ever arise in the future."

You ponder her explanation for her moment. "But you told me that the disease first surfaced three years ago—if the cure still hasn't been discovered yet, does that mean...?"

Ilya gazes at you out of the corner of her eyes. "That everyone who caught it had died? They very well could have," she says. "But they didn't—because of the Plague Doctor."

You stop in your tracks. "Because of *who*?"

"That's the question we're all asking, too. The Doctor is a theurge who went from village to village, anywhere the plague had touched, and eradicated it single-handedly. Their theurgy must have been on par with mine—if not with the saintess—and their identity still baffles us to this day."

Baffling must be a hell of an understatement, you think to yourself. Access to the art of theurgy is aggressively managed by the Church, and one must become a devoted acolyte to even have a shot at learning. To have such an advanced caster pilfer their art and use it without their sanction must have sowed a great deal of chaos and distrust within the Church.

"Regardless, it is evident now that the plague is no passing illness," Ilya says with a dismissive wave of her hand. "We will need to understand its nature and discover means of curing it—or preventing it altogether. It's been determined that I am the cleric best-suited for the job."

What a curious fellow, this Plague Doctor. I wonder if you've already met them before... ;D





[Art Preview: Flyss \(Full-Body\).](#)

[Jul 18, 2021](#)

It took some time getting here, but Flyss's portrait is finally completed!

There's actually another version of this portrait in the works, featuring the split cape that Falco has on his design - I'll append that version onto this post as well, pending its completion. :)

As with Falco, Flyss's character design was done by [Riessene](#), and the final artwork was done by [Khutilust](#)! Both of whom did phenomenal jobs, as always. :D

[Saturday Devlog \(July 24\)](#)

[Jul 24, 2021](#)

Hello hello and happy Saturday once more!

It's been a good week of development so far, with the update sitting at 20k words at the time of this writing. This chapter is shaping up to be one of the longest ones in the game so far, and its central conflict *not* being combat has been a bit tricky for me to write. Regardless, I'm happy with how it's turning out so far, and I think it the grand scheme of things it'll be a good change of pace from the combat-denouement-combat-denouement cycle that permeates much of the rest of the game.

The skill checks in this chapter is also quite kind to Alchemy and Learning specialists, who have reported feeling generally shafted in the currently released demo! Here's hoping that those two specializations will now feel a little less restrictive in the early-game. :)

We're also progressing smoothly on the art front! Flyss's cape version has been appended to last week's art post, and Tahlia's design has been completed by Riessene and submitted to Khutilust. The content of the next Arcanist-exclusive art posts will be determined by an Arcanist poll, with the options being:

1. Pre-war White Fangs
2. Non-main cast NPCs (i.e. Aunt Bess, King Julius, Saintess)
3. Phantasma
4. Background art for in-game locations (i.e. pyre grounds, Arcadia, Parami throne room)

Feel free to let me know if you'd like any to be added to the list of possible options!

Monthly features are also on track for an end-of-month release, and a Sneak Peek will be uploaded shortly featuring the first night that the mage spends plague-breaking.

That about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(July 24\).](#)

[Jul 24, 2021](#)

As promised, the sneak peek for this week!

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

It isn't long before you began to lose hope.

Of course, you knew from the outset that plenty of patients would die despite your best efforts. But it is another thing entirely to witness their eyes suddenly lose their luster, or feel their bodies go slack in your grasp, your Glyphs still burning through their bloodstream. And yet you cannot allow yourself even a moment to grieve their passing, because another body awaits your treatment, the life that it holds ebbing and waning before your very eyes.

Barza tells you that the ghastly-pale man is his apprentice, an orphan by the name of Thais. He came to the village ten years ago, after the 'accidental arson' of his family home, and has since become one of Merdel's best swordsmen. Ilya makes a shallow cut in his forearm, watches it bleed white, and shakes her head. Barza nods his head grimly and prepares the hearse.

An elderly man holds up a skeletal hand as you approach, refusing treatment through gesture where his voice fails him. He points instead to the bed at the corner of the room, which Barza explains contains his granddaughter. You don't have the heart to tell him that she is already dead.

The woman by the window introduces herself as Leis. Ilya talks to her to keep her lucid as you try to treat her illness, and she speaks freely of her beloved husband, who works out in Calinger, and the lovely daughter they've raised together. With your combined efforts, you somehow manage to pull her out of the critical stage. Her daughter watches her fall asleep and mistakes it for the worst; the anguished wail she lets out rattles you to your very core.

At the cusp of dusk, Ilya turns to you with trembling hands and barely-held tears. "We can't keep going like this," she says, her voice hoarse with exhaustion. "We can't save everyone, or we'll collapse along with them. We have to," a gulp, an averted gaze, "Let some of them go."

You drink in the sight of the room, afoul with the stench of death and decay, and know that there is wisdom in the healer's words. If you are to maximize your impact here, you will have to start prioritizing.

The question is, how?

- ☐ We prioritize the old and infirm. Without our help, they're as good as dead—we have to at least *try* to save them.
- ☐ We prioritize the old and infirm. Many of them hold important positions in the village's leadership, and their wisdom will be needed in the times ahead.
- ☐ We prioritize the young and able-bodied. They stand the most chance of surviving this ordeal, and they'll be needed workforce in Merdel's path to recovery.
- ☐ We prioritize the young and able-bodied. They have their whole lives left to live, and this illness has already taken away too much from them.
- ☒ Screw that. I'm going to save everyone, and damn the consequences.

Next

Ilya balks at the statement, her expression at once turning indignant. "I won't let you," she seethes, her grip iron-strong around your arms. "You're going to get yourself killed, Yuval, and I'll be damned if I just stand by and watch you do it."

You shake yourself free of her grasp and mumble a half-hearted apology, already moving to make good on your promise. There are glyphs to cast and people to save, and not even Ilya's well-meaning concern can stand in your way.

Next

Ilya watches you despairingly as you summon a glyph and immediately begin treating the next patient. You feel your mana ducts crackle angrily at the strain of the effort, already spent from a full day of casting. But you power through their resistance through sheer force of will, and even as your head spins and your vision goes blurry, you cast on.

Ilya can do nothing but stare at you for a long while, irate, disbelieving, until the groan of a patient shakes her out of her anger and sets her to work alongside you once more.

The sun sets to reveal a glimmering black sky, the moon a deathly sickle against the canvas of the night.

You refuse to rest.

Your temple throbs and rages and begs for you to rest. Your hands tremble as the ducts underneath scrape for the last vestiges of your mana.

You refuse to rest.

Ilya pulls at your elbow and demands for you to stop, her own knees nearly buckling under the weight of exhaustion.

You refuse to rest.

When the sun is risen once more, there are no tricks up your sleeve that you have yet to try, no more mana left to spend.

You spy Ilya out the corner of your eye—the healer is crumpled on the floor, her consciousness having left her mere minutes ago. You gingerly try to reach down towards her, intending to guide her to one of the empty beds.

You instead feel your feet give out, as if a rug had been pulled out from under you. Darkness claims your vision before you could feel your body hit the floor.

Next

[Arcanist Art Poll](#)

[Jul 24, 2021](#)

As previously mentioned, I will be commissioning a new series of artworks after Tahlia's portrait has been completed! Please vote here to let me know which one you would like to see next. :)

Pre-war White Fangs portraits

Side character portraits (Sister, Aunt Bess, King Julius, Saintess, etc.)

Phantasma artwork

Background art (Pyre grounds, Arcadia, Parami throne room, etc.)

46 votes total

[Art Preview: Tahlia \(Full-Body\)](#)

[Jul 30, 2021](#)



Here she is, just ahead of today's demo update!

Tahlia's portrait marks the end of the main cast portrait series--and what a way to end it, too. Riessene and Khutilust did a great job as always, and I could not be happier with how she came out. :D

Next on the docket will be the Side Characters portraits, which edged out the pre-War White Fangs portraits just barely in the Arcanist poll (16 to 15!). As always, there will be a poll uploaded at the start of August to determine the characters' order!

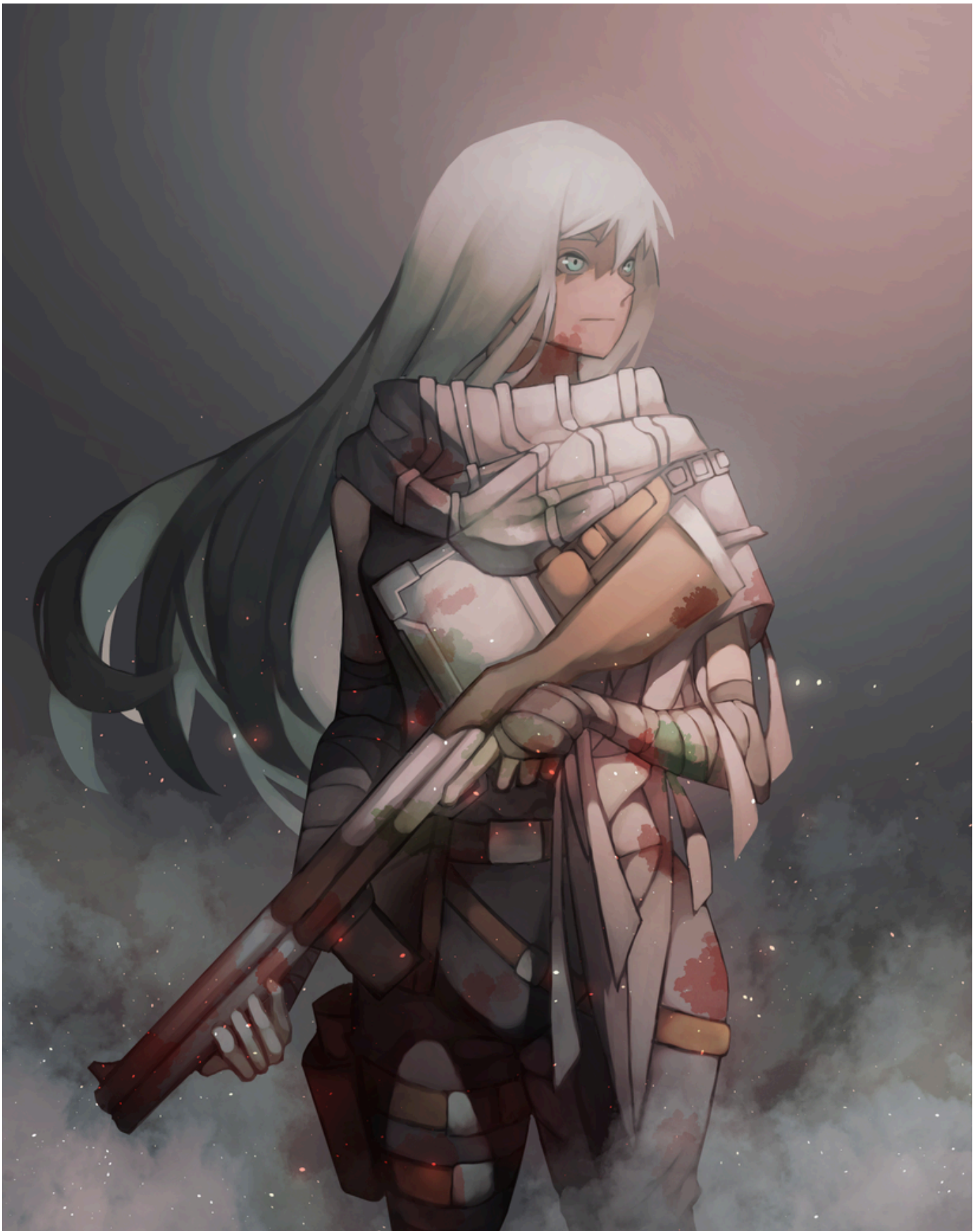
[Monthly Feature: Alternate Universe](#)

[Jul 31, 2021](#)

The people have spoken, and they want to see the White Fangs in a zombie apocalypse AU! Here they are, in all their blood-spattered glory:







A second monthly feature will be uploaded later today, featuring a couple of Snapchat Stories! As well, I'll be running another Arcanist poll at the start of next month to determine whether the Arcadia gang will get the Zombie Apocalypse treatment or move to a different AU. ;D

[\[UPDATE\] Demo ver 5.0 is live!](#)

[Jul 31, 2021](#)

Hi everyone, and happy update day! Thank you for your patience. :D

This update has 25k words' worth of new content, all of which transpire after the spar/knighting scene but before the banquet/invasion scene. You will be presented with a choice at the end of the Eli reunion scene, which you can use to 'teleport' back to Chapter 3.

Do keep in mind that you will carry over your stats from the endgame, which means that your experience with the chapter's skill checks may not be a balanced one. As well, it is fairly likely that a bug or two will arise due to the nature of the workaround, but so far both Quicktest and Randomtest have not returned any game-breaking errors.

New content in this demo includes:

- 25k words of new content
- Chapter headers
- Various minor bugs and fixes

[Here's the link to the demo!](#)

There is still additional content that I plan to append to this new chapter, which will probably happen in the next update. As well, inserting a new chapter mid-game and implementing the 'teleport save' function has been much tougher than expected for me to do coding-wise, which sapped away at the time I had allocated to write this month's side story. I will instead be posting it in the first week of August - if you plan to rescind or downgrade your patronage, please let me know in advance so that I can email you the side story's link once it is completed.

My apologies for the inconvenience! And as always, thank you for supporting the development of *A Mage Reborn*. :D

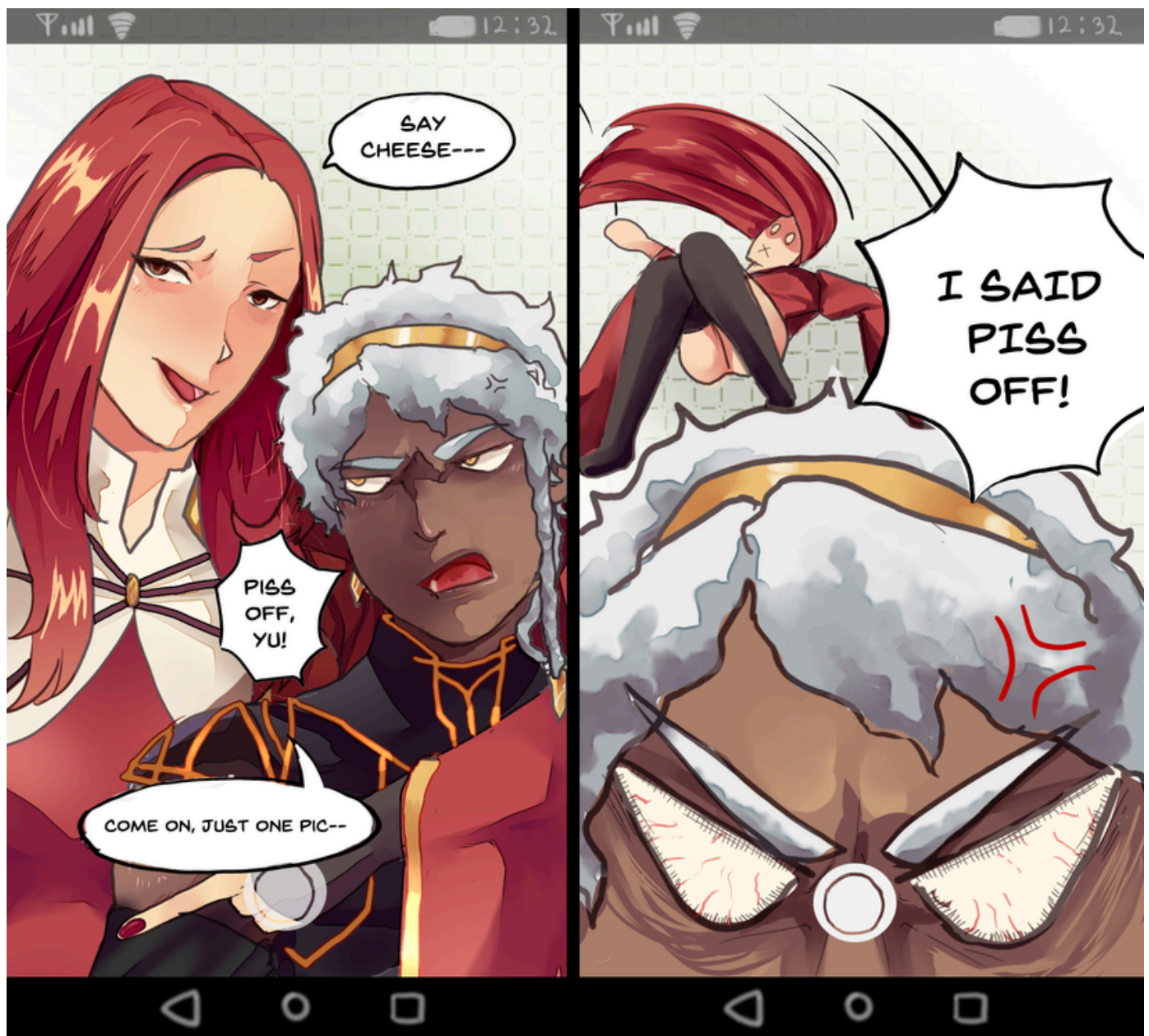
[Monthly Feature: Snapchat Stories](#)

[Jul 31, 2021](#)

Snapchat story: in honor of the boys giving mc a years' salary for saving Ilya like it was pocket change, Leon as Lucille Bluth's "it's one banana, michael. what could it cost, ten dollars?"



Aaand this piece, which pretty accurately describes what F and Yu's day-to-day life would look like if they had access to a camera phone. x)



[\(Non-Saturday\) Devlog](#)

[Aug 17, 2021](#)

Hello, everyone! Big apologies for the long absence - I tested positive for COVID-19 earlier this month, and most of my time and energy had been spent focusing on the recovery process. Thankfully, the worst is now over and my swab test has since returned negative - meaning that I can focus on developing AMR once more. I'm very excited to get back into the swing of things, and here's hoping you are too. :D

Although writing has been significantly hampered due to the circumstances, I did manage to make a fair amount of progress regardless. I'm 10k words into the next update (of a targeted 20k-25k), and the side

story from last month has now been completed (to be posted after this devlog goes up!) I've also been in contact with my artists, and they have very graciously agreed to an end-of-August deadline for the monthly features, despite the late start. Which is to say - things are mostly on track for now! And I'll do my best to ensure they remain that way.

I will also be posting an Arcanist poll shortly to determine the order in which side characters receive their portraits. A minimum of two should be completed by the end of this month, with the rest being scheduled for September. Saturday Devlogs and Sneak Peeks will also return this coming Saturday, and the demo update is scheduled for an end-of-month release, as always.

That about wraps it up for this edition of the devlog. Please stay safe and healthy, everyone, and thank you very much for your continued support of *A Mage Reborn*!

[Side Story: Anathema](#)

[Aug 17, 2021](#)

As promised, the side story! *Anathema* is an F-focused side story, and explores the chief reason behind their animosity towards the mage. It will also feature a very familiar figure who hasn't made an appearance in the main story for quite some time now...

The side story sits at 4000 words, and will allow you to choose F's gender and pronouns. It is entirely linear in structure, due to the events of the story transpiring independently of the mage's actions over the course of the main game.

[Click here to play *Anathema*!](#)

[Portrait Poll: Side Characters](#)

[Aug 17, 2021](#)

Please vote here to determine the order in which the side characters receive their portraits! You may select as many options as you wish.

(Also, please feel free to let me know if there are any unlisted characters whose portraits you wish to see! I will be adding them as options during the second round of this portrait poll.)

Sister

Aunt Bess

King Julius

Saintess

Gael

48 votes total

[Saturday Devlog \(August 21\)](#)

[Aug 21, 2021](#)

Hi everyone, and happy Saturday! Hope you're all staying safe and healthy. :)

Happy to report that writing is going smoothly once more, with the update having added another 4k words since Wednesday's devlog. This brings the total update wordcount up to 14k words, and the end of the month is always the most productive - at the current pace, the 20k-25k word goal should be safely within reach.

I've also received a couple of the WIPs for this month's art rewards, and so far, despite the late start, we're on track to complete the regular set of Monthly Features as well as two side character artworks. A couple of notes I'd like to get into:

First, the results of the Arcanist art poll. As the top vote-getter, Aunt Bess will be first to receive her portrait, with Sister following immediately after her. The slate for next month includes the Saintess, Gael, and King Julius--listed here in descending order of votes, though they are close enough together that the order may change by the time next month rolls around!

As for Monthly Features - the artist for the zombie AU feature has rescinded their availability for this month, and so their segment will be replaced with another one for August. That will be the second-highest vote-getter on the AU poll, namely the superhero AU! The White Fangs will be featured on this month's edition, while the AU renditions of the Arcadia squad will be featured in the next two months.

Lastly, the sneak peek for this week will go up shortly after this devlog. Please do be aware that it contains a pretty heavy spoiler for the next update; I would recommend stopping just before the last screenshot if you'd like to keep yourself unspoiled. c:

That about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*.

[Sneak Peek \(August 21\)](#)

[Aug 21, 2021](#)

As promised, the sneak peek for this week! This sneak peek picks up where we left off in the last update (the thaum route specifically). A couple of notes on the last screenshot:

1. As warned of in the devlog, the last shot contains a pretty big spoiler for the next update. If you wish to remain unspoiled, please stop at the second-to-last image and wait for the end of the month instead!
2. There has been slight modifications made to the last update's contents to facilitate this reveal, and the 'a-ha!' moment showcased here doesn't quite work without its presence. Apologies if it looks disjointed for now!

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

A high-level thaum spell designed primarily for naval combat, Waterwyrms shape a designated body of water into a mighty serpent, capable of punching through ship hulls and scattering their sails to the winds. But here, in a claustrophobic space with still water as its fuel, the serpent will be much weaker—just enough to reach for the bottom of the pond and bring the artifact back to you, without collapsing the cave in the process.

Will you cast Waterwyrms?

☒ Yes, cast this spell.

☐ No, I'll do something else.

Next

"I might know a way," you say, already reaching for your mana reserves. "It's fortunate that they've chosen a pond of all places to hide the nexus. A Waterwyrms should do the trick."

A look of recognition flashes across Ilya's features. "I see. I hadn't thought of such a solution, but it could certainly work," she mutters thoughtfully. "Although...it's asking for a lot, but would it be possible for you to bring it to the surface instead? The nexus is the best lead we have to finding out who's behind this curse, after all."

"I can certainly try," you reply, hoping you don't come across as uncertain as you feel. Waterwyrms are an attack spell by nature, and for all that it can be coaxed to become forceful instead of destructive, the finesse required to pull it off is more than you've ever had to exert on a spell before.

But if there's any thaumer out there who can manage the feat, it would be you.

"Stand back," you say, the ancient words already forming at the tip of your tongue. Mana bleeds from your fingertips in rushing torrents, painting spell circles in the still surface of the pond. The water there glistens and bends under the weight of your powers, and before long something large and serpentine takes shape in its watery depths.

Waterwyrms roils through the sinkhole like a plunging blade, single-minded in its ferocity as it makes its way down to the nexus. As you feel it approaching the pond's base, you pull back against the spell's power like the tightening of a leash, and nearly double over from the backlash it sends back. Stubbornly, persistently, you assert your dominance over it as a master would their raucous pupil, and though it resists for what feels like an eternity, the serpent eventually relents to your control.

The nexus bounds upwards almost languidly, buoyed by the tamed beast. Saine reaches for the artifact as it drifts to the pond's edge, and holds it up for all of you to see.

A crystalline item of the deepest green, a tumultuous mist of foul magic percolating within. Beyond the shadow of a doubt, Saine has in his hands the moonvein nexus.

☒ Finally. Finally, the villagers will find peace.

☐ I can't help the hope and joy already swelling in my chest. We're really about to break this curse.

☐ This is nothing to get excited about. Our work is far from over.

☐ I'm scared of what comes next. It takes someone truly formidable to pull this off—and we're about to make an enemy of them.

Next

You can still recall every body on every bed, every grimace twisted by the pain. You wouldn't wish such torture upon your worst enemy, and certainly not those innocent villagers. You can only be glad that the end of their suffering is in sight.

Your reverie is interrupted by a sudden motion from your right, and before you could register the act Barza has snatched the nexus from Saine's grasp. The acting head watches the orb wide-eyed, his visage by turns surprised, angry, and—vindicated. "This insignia," he mutters, rubbing one finger across the embossed iron at the artifact's base. "So it really was him."

All around him, you and the rest of the White Fangs scramble forward to gaze at the symbol he has identified—and the sight of it stops you in your tracks.

It is instantly recognizable, brash in its design. You've seen it plastered on heraldic flags, sculpted on chestplates.

Carved onto the handle of a cup.

The lion and the snake, entwined as one.

The insignia of House Icharea.

[Aug 28, 2021](#)

Hi everyone! Happy Saturday, hope you're all staying safe and healthy.

There's a couple of announcements I'd like to make for this month, especially with regard to the upcoming update. There's quite a few things to talk about, but the TL;DR is basically this:

1. Patreon billing will be paused for the month of September, to be resumed in October after another demo update has been posted.
2. This upcoming update will be converted into a bonus update, focused entirely on getting the pre-resurrection arc finalized. With the new additions to the Silcur arc, this update's wordcount should be just shy of 15k words. All other progress will be rolled over to next month's update.
3. All other Patreon content for September will progress as usual! October will be focused on nothing but the update (focused on the long-overdue plot progression for the post-resurrection arc).

The reasons for these changes are as follows:

While I was able to comfortably reach the wordcount goal this month, story-wise it did not quite take AMR to the point where I had intended it to be. I underestimated how long the remaining parts of the Silcur arc would be, and this prevented me from putting in a sufficient amount of content in the post-resurrection arc.

As a result, posting the update as is would have left the story at a strange cutoff point. Rather than forcing the plot forward (and likely sacrificing quality in the process), I made the call to stop writing the post-resurrection content and instead focus on various pre-resurrection improvements I've long been meaning to get around to.

Of course, this does mean that the update will fall short of AMR's regular update length of 20-30k words! This is why billing for September will be suspended, as I felt the smaller update did not warrant a charge for this month. Instead, this will be reserved for the September update, which should be significantly longer than August's.

After the August update has been posted, the only thing left on my to-do list will be the Arcadia day-off scene--although that's still a bulky task in itself, as there's still four more scenes to write in that segment! Other than that, however, I'll be able to devote my focus solely on plot progression content, which should make for meatier updates from here on forward.

Lastly, Patreon bonus content are still on schedule to be posted this month! I'll be posting the first of these--a portrait of Aunt Bess--right after this update goes up.

As always, thank you very much for supporting the development of *A Mage Reborn*!

[Portrait: Aunt Bess](#)

[Aug 28, 2021](#)



Here she is, everybody's favorite innkeep!

Aunt Bess is shown here with her appearance in the Leaf End arc, with the mage around as her errand boy/girl/person. She has grown considerably more haggard since, unfortunately, but she may just reunite with the mage before long.....

Sister will be up next!

[\[UPDATE\] Demo ver 5.5 is live!](#)

[Sep 1, 2021](#)

Hi everyone! Thanks for being patient with this bonus update. :)

Pending final adjustments and one scene soon to be added, Demo ver 5.5 now includes the entirety of Book I and the first couple arcs of Book II. This final addition adds 15k words to the wordcount total, bringing the total wordcount to 185k. New content is focused mostly on the tail end of the Silcur arc, with minor additions I've been meaning to get around to peppered elsewhere in the game!

Demo ver 6.0 will be coming next month, and will have a focus on story progression content past the Eli reunion scene. As usual, monthly features will be posted soon after this update goes up, in addition to Sister's official portrait. :)

[Click here to play Demo ver 5.5!](#)

Thank you as always for supporting the development of *A Mage Reborn!*



[Portrait: Sister / Mireil](#)

[Sep 1, 2021](#)

Something wicked this way comes...and she may just have massacre on the brain.

Sister is shown here in her combat gear! Not quite the intuitive choice for a mage of her caliber, but she always did prefer to fight her fights up close and personal, and her gear is reflective of that. One has to wonder if she made the unorthodox choice due to her inability to catch up with a certain mage...

The Saintess is up next!

[Monthly Features \(August\)](#)

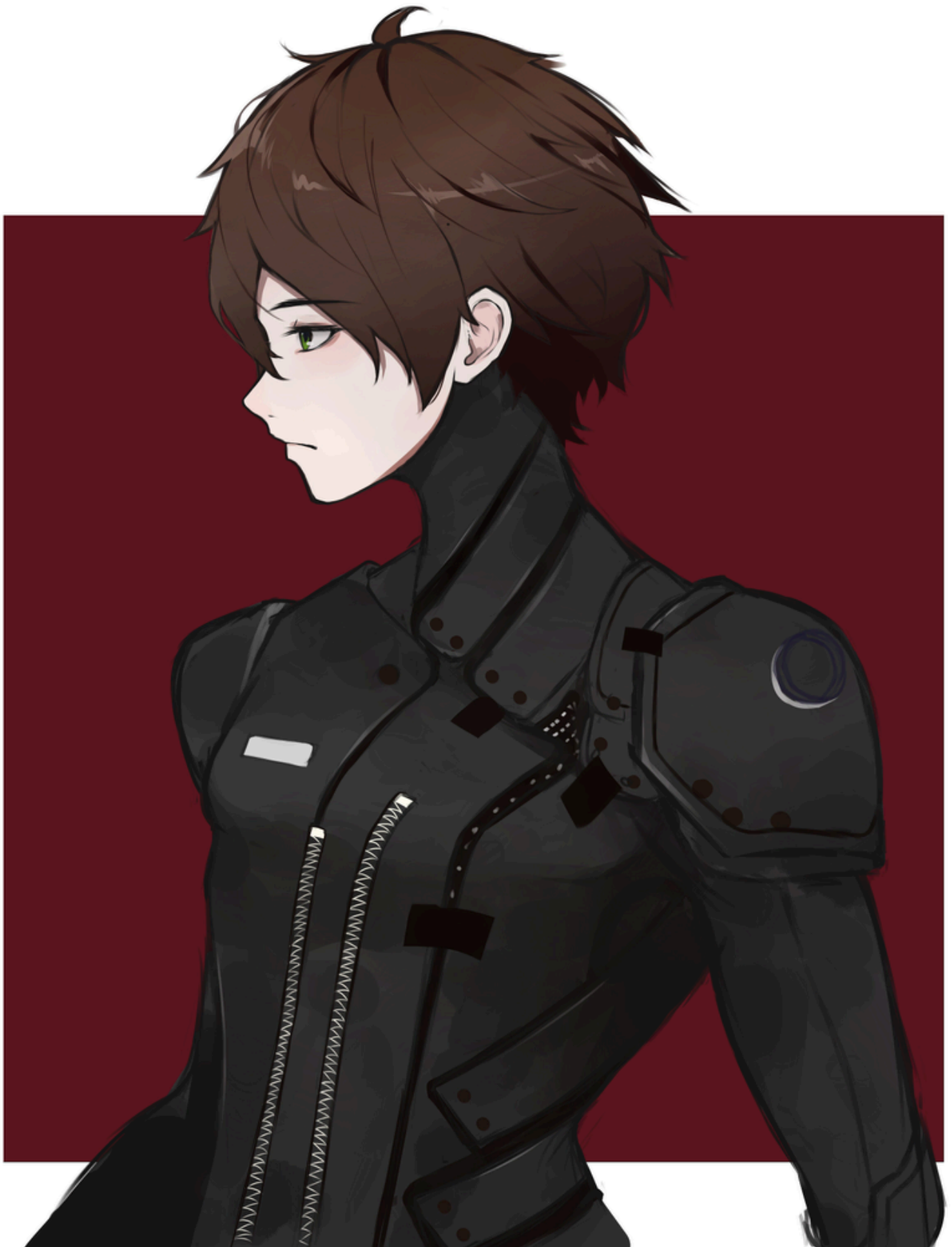
[Sep 1, 2021](#)

Hi, everyone! Here are the monthly features for the month of August.

First, the White Fangs in a superhero AU:



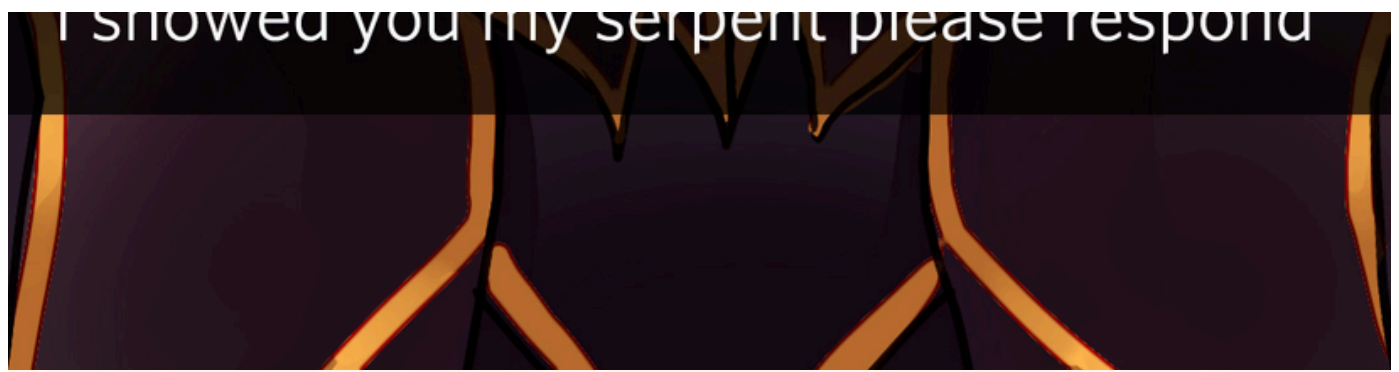




And second, the snapchat stories!



I showed you my secret, please keep it



That about wraps it up for this month's features! Thank you as always for supporting the development of *A Mage Reborn*. :D

[Saturday Devlog \(September 11\)](#)

[Sep 11, 2021](#)

Hi, everyone! Hope you're all staying safe and healthy.

Happy to report that progress on the next update is going smoothly. On top of having a complete storyboard for Chapter 8, I'm also 10k words into the next update--probably a personal record for the first third of the month. As such, I'm reasonably confident that the goal of a 25k-30k-word update can be achieved by the end of this month! This should take us safely past the entirety of the next arc, perhaps with room for the Tahlia segment of the Arcadia day-off scene.

As stated on a previous post, all other content for September will be suspended on account of the paused billing cycle, which should allow me to focus 100% of my efforts and energy into the new content. Aside from the upcoming demo update and weekly devlogs, the only other content which I'll be running on this Patreon field is the Sneak Peeks - the first of which should go up a few moments after this devlog does!

That being said, I do have some public content on the way in celebration of reaching some forum and tumblr milestones, so please look forward to that. :D

Thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(September 11\)](#)

[Sep 11, 2021](#)

As promised, this week's sneak peek! This showcases quite a bit of the dynamics Eli has with the rest of the Arcadia squad, and sheds some light on their, uh, *unique* choice of attire...

"I can't believe we're heading out again," Yusuha grumbles under his breath. "I could be sleeping right now. On a warm bed, could you imagine that?"

"You wanted my cooperation, Yusuha," Eli replies, a hint of amusement to her voice. "These are my terms."

"You drive a hard bargain for one we've just rescued from the jaws of death."

"Much as I'm thankful for that, I'm sure you didn't do so out of the goodness of your heart."

The redhead narrows his eyes at that. "I'll have you know I only have the *best* of hearts."

"Enough!" Flyss interrupts, looking about ready to rip her hair out. "This detour is bad enough without your incessant chattering."

☒ "There, there, Flyss. You'll grow gray hairs like that, you know...oh wait."

☐ "Alright, you two. Let Flyss have her way—it's been a long night, after all.

☐ I have to agree with her, actually. I'd kill for some peace and quiet, after everything.

☐ I pay no mind to the banter. I'm still more than a little shell-shocked at how things have turned out.

Next

The mage predictably rounds on you, teeth showing through her scowl. "*You*."

"Me," you reply, shrugging.

"Them. Glad we've got our pronouns in order," Yusuha sniffs. "Now if only our friend over there would have on some *decent, respectable* clothes..."

Eli, detecting the affront, picks at stray flecks of dust on her garment. "There's nothing wrong with my clothes," she says, matter-of-fact. "Look, no blood."

"God, how I wish there were. If nothing else, there'd be less of that abomination for us to look at..."

The abomination in question happens to be a garment that Flyss had fished out of her rucksack, after Eli's magic had you all feeling right as rain. It is a markedly foreign and misshapen ensemble: an oddly-textured, high-collared jacket with lining a harsh shade of green, worn over a pale tunic fashioned from low-quality thread. Tying it all together is a familiar ring of interlocked golden squares, gleaming softly as it dangles from Eli's neck.

Eli is by no means an unattractive woman. In fact, the years you'd been apart had been nothing but kind to her, filling out her once-scrawny figure and lending a confident gait to her stride. But even so, you have to admit that her outfit of choice has made her...difficult to look at.

(*Fashion terrorist*, Yusuha had called her. Somewhere in the depths of your heart, you're rather inclined to agree.)

- ☐ "We'll get you a fresh change of clothes when we get back, Eli."
- ☐ "I like the look, actually. It's...different."
- ☐ "You're still wearing that necklace."
- ☒ "Just what is it that you're wearing, anyway?"

Next

"It's my combat gear," Eli replies, matter-of-fact. "Myst made it herself, same as she made Flyss's and Yusuha's." And then, after she notices your brand-new robes, "And yours as well, I imagine."

"This nitwit spilled dye all over Myst's fabric shelf when she first came into her workshop," Yusuha explains. "So Myst ordered some fabric from Khalmia and stitched it together into the monstrosity you now behold. She thought that a month spent prancing around in the most hideous clothes she could conceive would teach her a lesson. Little did she know..."

"It's comfortable, allows for a large range of movement," Eli counters, sounding a tad bit defensive. "I like it."

- ☒ "Then that's all that matters, Eli. Don't you pay him any mind."
- ☐ "Is there nothing we can do to convince you to part ways with it?"
- ☐ "Well, as long as it lets you fight well."

Next

That about wraps it up for this week's sneak peek! Thank you as always for supporting the development of *A Mage Reborn*. :D

[Saturday Devlog \(September 25\)](#)

[Sep 25, 2021](#)

Hi, everyone! Happy Saturday once again!

Happy to announce that writing has been going exceptionally well over the past few days, and the new update is currently sitting at 22k words. I'm relatively optimistic that we'll be able to safely land in the stated goal range of 25k-30k by the time update day rolls around!

This next chapter is *long* long, perhaps the longest one in the game thus far, and it will likely take a couple of updates for us to properly reach the arc's conclusion. The parts that *will* be in the next update feature a narrative device that I'm particularly excited to show off - namely (spoiler alert) a flashback scene to the day that Arcadia fell. It is a very lengthy scene that features an internal timeskip, and I'm

overall very happy with how it turned out. I'll be uploading a snippet of it in a Sneak Peek after this update goes up, along with another little update to the pre-resurrection arc that I've been working on!

The Patreon should be returning to business as usual come October--right now, that likely means another 20k-to-25k-word update, a side story, a full set of monthly features, as well as additional official artwork. Thank you for your patience with September's relative emptiness - I hope that the incoming update will be a satisfactory compensation for the long wait. :)

As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(September 25\)](#)

[Sep 25, 2021](#)

As promised, the sneak peek! Disclaimer here that you are viewing the memories of another person, though the narration is told through second-person POV, much like the rest of the game. Just in case anyone is alarmed that the POV character has suddenly become a straight male in this scene! x)

Thulrum has fallen.

It is a scene from your worst, most improbable nightmares, to see the bastion of magic and wisdom overrun by savages under a heathen creed. The air is acrid, thick with the scent of burning flesh and smoke, rising in clouds from the smoldering ruins of the Arcane Sanctum. Heraldry, scrolls, and paintings have all been set ablaze, centuries' worth of heritage turned to ash as the blood of your people splatter across the ceramic floor. Blasphemous knights yell out the name of their demon king as they filter into the halls in waves, all clanging armor and battle-cries, their blades finding purchase in the backs of lord-mages.

Your lord-mages. Researchers who had been by your side as you made breakthroughs in arcane theory. Healers who had protected the innocent from plagues, distilled potions that would save countless lives. Warmages who would have been able to repel the incoming army, were they given half a fair chance.

They fall one by one like puppets with their strings cut, the thud of their bodies hitting the ground loud as wardrums in your ears. The sound of your failure, whole and absolute. You struggle to keep the bile down.

It should have never happened. Arcadia is a nation as powerful as it is noble, and defense of the land should have involved little more than border scuffles and a grand ritual or two. Instead, Param and Salantira both descended onto her streets like a towering, violent wave, throwing all sense and honor to the wind as they slaughter mages and civilians alike.

The ink is still wet on the alliance treaty. What would possess them to pursue such cruelty?

- ☒ Greed and selfishness. They are after our knowledge, our resources—no matter the cost.
- ☐ This is a crusade, pure and simple. They have been swayed by their accursed Church to slaughter our people.
- ☐ Who can understand the thought process of savages? They are bastards, one and all, and it boils my blood that we have fallen at their hands.

Next

After all, Arcadia has long since outstripped its neighbors in both wealth and knowledge. Were it not for the formidable mages at Arcadia's employ, these barbarians would have long since raided Arcadian coffers.

Small comfort it brings you, however, as you watch the nation you love so much cave in on itself.

"Lord Dynast, sire, you have to evacuate!"

You turn your head towards the source of the noise, and find your beloved at the edge of the sanctum, holding back a fresh wave of knights from the lower floors. The Lady Dynast frantically weaves a gout of flame into existence, lets it rip through enemy lines and slip into the gaps of armors. The spell has the intended effect—the vanguard is left writhing on the floor when the flames subside, grasping at the flames that seem to pierce through their very bones. And yet before long the rearguard has barreled up the staircase, stepping over their comrades' bodies and charging at the Lady with the fervor of madmen.

"I will not leave you," you hiss, your own spell whistling through the air like missiles. Many of them bound towards walls and fixtures and ripple into nothing (you are too exhausted to aim, but there are hundreds of them and so few of your own, and worry for friendly fire is a luxury you can no longer afford—), but a handful hit the invading knights in the neck and leg and back and send them flying down the staircase. The Lady Dynast seizes the momentum and summons a tongue of flame that flows down the steps like a river. The wooden planks give way under the unforgiving heat, and the invaders fall by the dozens to their deaths.

"You must secure the Mateus's escape," the Lady Dynast—Ophea—says, even as blood begins spilling out from her lips. "I'll hold them off here as long as I can. Please, my lord—there isn't much time."

In your depths of your hearts, you know that she is right. All of your lord-mages lie dead and broken on the floor, completely decimated by the unexpected assault. There is no way for you both to make it out of this ordeal alive—and you both know that if one is to survive, you are the more valuable asset.

- ☐ Heed her words, for the good of Arcadia.
- ☒ I am staying here until the end, and damn anyone who would tell me otherwise.

Next

"You must secure the Mateus's escape," the Lady Dynast—Ophea—says, even as blood begins spilling out from her lips. "I'll hold them off here as long as I can. Please, my lord—there isn't much time."

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- ☐ Heed her words, for the good of Arcadia.
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Next

Ophea's smile is small, forlorn. "You are always like this," she sighs, sounding almost resigned. "I had hoped it would not come to this, my lord."

"Ophea, I—"

You never get the chance to finish your sentence, as Ophea rapidly aims an explosive spell towards the hall's ceiling. The blaze crackles and groans as it chews through plaster and metal, and it is only a second until the room collapses onto itself. You leap back out of sheer instinct as burning panels crash onto the floor, one after the other. When the dust settles, a fiery wreckage has sealed Ophea away from you—and from her only escape route.

"Go, my love," she orders, sturdy and calm and—final. You can still see her through the gaps of the wreckage, witness the wretched fear reflected in her eyes. "And thank you. Glory to Arcadia, at all costs."

As soon as the words leave her mouth, you hear the clangor of a fresh batch of knights bounding up the staircase, and know then that Ophea has all but met her end. To stay any longer would be to spit on her sacrifice—and so you turn around and make for the exit. Despite the heaviness in your heart, so leaden that you can scarcely breathe, the tears streaming down your face.

You go.

And a new section in Saine's cliff scene, accessible only if you confess to him that you are aro and/or ace yourself!

"I'm going to do better, Cethann," he says finally, drawing his back a little straighter. "All his life, Julius fought for a better Param—and he died for it, too. I'm going to pick up right where he left off...whatever the cost."

"And what cost exactly are you talking about?"

Saine falters, for a moment, before the resolve returns to his eyes. "Before this war happened, Julius was going to ship me off to Thayle, did you know?"

It's something the deceased king mentioned in passing, and so much has happened since then. But you do recall him saying something to that effect: you tell Saine as much. "He wanted to have me married, Cethann. To solidify an alliance—a good thing for Param, when you think about the geopolitics of it, but a piss-poor deal for me. Me, who can't love anyone. Not in that way."

- ☐ I feel my brows raise in surprise. I had never known this about him.
- ☐ I had never known this about him, but so what? I note the information and move on.
- ☐ Somewhere deep within me, I had always suspected this was the case.
- ☒ I can't help but to feel devastated on his behalf, when I've always felt much the same way myself.

Next

The difference between you two, of course, is that any marital obligations you once had have long since been shed, alongside all the other trappings of your nobility. But even experiencing what you have through the lens of a baseborn mage has been as difficult as it is lonely. Everywhere you went, the notion of love and consummation had always been treated as a given, and you had grown increasingly certain that no one would ever understand what it's like, to live as you do.

And yet here Saine is, a sliver of a child forced into a role too large and cruel for his young shoulders. A boy who had taken his ordeal in stride, despite it all, one who talks of sacrifice as if he had everything left to give.

- ☒ I'm hugging him before I realize it.
- ☐ I tell him the truth: that he's not alone.
- ☐ I say nothing of it. We may have this one thing in common, but our experiences must be incredibly different.

Next

Saine splutters something intelligible as you seize him in your arms, though before long he's leaning into the hug out of sheer instinct. "Cethann...?"

"Sorry, I just—I never thought I'd meet another," you manage through shuddering breaths. "Another person like me."

You feel the prince tense up against you. "You mean...?"

"I know what you're going through right now. I know...how hard it must be. You've been so strong, Saine, and I—I'm so proud of you."

As soon as the words leave your mouth, the young prince all but crumples in your embrace. Like a dam breaking, his tears come out in steady, unmeasured streams, painting wet spots on your tunic as they barrel down his cheeks. You hold Saine tightly, wordlessly, even as he shakes, even as he gasps his breaths, and watch the stars gleam in the distance through tears of your own.

Next

...and that about wraps it for this week's sneak peek! :) As always, thank you for supporting the development of *A Mage Reborn*.

[\[UPDATE\] Demo ver 6.0 is live!](#)

[Sep 30, 2021](#)

Hi everyone! Thanks for your patience with this update. :)

At 26k+ new words of content (and 216k words overall), Demo ver 6.0 features the biggest update to the game since version 2.0. It features some pretty exciting plot devices (if I do say so myself), and I'm generally happy with how it came out. I hope you will be, as well!

Aside from the new story content, there are also a couple of additions to the pre-resurrection arc: the new section with Saine (talked about in the last devlog and showcased in the Sneak Peek), and a new letter-writing scene during the victory ball segment.

Unfortunately, there hasn't been enough time to polish Tahlia's day-off scene to a state where it's ready for publication, but rest assured that it will come in the next update. Additionally, all non-demo Patreon features will be returning in October, so please look forward to that. :)

[Click here to play Demo ver 6.0!](#)

Thank you as always for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(October 17\)](#)

[Oct 16, 2021](#)

Hi, everyone! Happy Saturday once more, hope you're all staying safe and healthy. :)

Apologies for the long period of silence--between a massive writer's block going into October and unusually huge piles of coursework recently, it had been really difficult to make progress on AMR at the start of the month. However, things have definitely kicked back into gear this past week, with 10k written in just over five days and no signs of potential roadblocks thus far. As things stand, I'm confident that the goals stated at the beginning of the month with a fair bit of comfort!

Artwork are also progressing smoothly thus far. I've received the first batch of sketches for this month's art features: Saintess Shiraya for the Art Preview feature, a couple of meme-y Monthly Features

centered around Saine, and superhero versions of the Arcadia gang (Yusuha, Flyss, Eliana, and Tahlia--with the genderflips coming next time, if there's enough interest for it). If all goes well, we should have an additional Art Preview released for this month (King Julius), as well as an additional Monthly Feature--as soon as I can find the right meme. x)

The one thing that remains on my to-do list is to brainstorm ideas for this month's side story, which I do plan on throwing up an Arcanist poll for. If all goes well, I should have one up within the next couple of days. I'm flirting with a couple of ideas already at the time of this writing, just have to figure out an approach that can make it work within the side story's scoping limitations.

Finally, this week's Sneak Peek will go up immediately after this devlog, and features the aftermath of the fight against Ralos and Altea. And that about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*. :D

[Sneak Peek \(October 17\)](#)

[Oct 16, 2021](#)

As promised, this week's sneak peek! Featuring F's serpent front and center, whose name is finally revealed. :)

For a few, spellbound seconds, it is as if the room has fallen out of the auspices of time, and the four of you stare onward in unified silence. The siblings lie flat on their backs at the edge of the room, their chests rising and falling with shallow, laden breaths. Blood trickles and pools beneath their broken bodies, their grimaces at once heavy and slack—as befit ones barely hanging onto consciousness.

It is Falco who first breaks away from your party's common trance. He makes his way across the room with slow, labored steps, the sound of his footsteps echoing throughout the ruined tomb.

"You've exhausted what little goodwill we were willing to extend," he spits, sneering as he peers down upon the twins. "One falsehood stands between you and a slow, excruciating death. I suggest you do not try our patience."

Silence, for a while, until Ralos lets out a low, rumbling laugh. "Well done," he rasps. "It is your victory—enjoy it while it lasts. But the Grandmaster has plans beyond your reckoning, plans we will never compromise. You'll never get a word out of us, Arvanians."

Falco crosses his arms, lets his serpent rise languidly from his back. "Is that your final answer?"

The boy gazes up defiantly at the creature, his lips twisted into a scowl.

"Bite me."

With a violent, jolting motion, Falco's serpent does just that. The creature hisses as it bares its fangs and springs forward, its jaw closing on the whole of Ralos's head and clamping shut with vicious force. The boy jerks backwards out of sheer reflex, but he is beaten beyond any hope of resistance; his body is limp as it is flailed about and thrown violently across the room, the torso now missing its head.

There is the sound of teeth chomping through skull, and a gulp too loud to ignore. You do your best not to acknowledge the noise.

"I can respect his loyalty, if nothing else," Falco mutters, now making his way towards Altea. The girl trembles as she sees the mage and his serpent approach, tries to kick against the floor to create distance—to no avail. "I've granted your brother a quick death, but my mercy is spent. You will speak, or suffer the worst in his stead. Your choice."

"I...can't," the girl says, her eyes wide with fear and panic. "Please, the Grandmaster would never let me go, I—"

"And you think we would," Yurui says, taking her position beside Falco. "I'm not as given to murder as my friend here, but it's difficult to find mercy for one so ready to harm helpless children."

"R-Ransom!" the girl offers desperately. "The Grandmaster will pay a hefty sum for me, I just know it, and—and you'll never see me again for as long as you—"

"Last chance," Falco interrupts, hissing through gritted teeth. "Will you tell us all you know?"

"How many times do I have to tell you that I can't—"

Altea rears back in reflex as twin fangs sink deep into each of her shoulders. Her expression frozen in shock, the girl tilts her head up towards the serpent that had sealed her fate, watches as the pitch-black of its venom drips from its mouth and seeps deep into her skin. There is a garbled whine that makes its way up her throat as her eyes roll back into her head and she falls slack onto the cold ground.

"It's over," Yurui says then, fishing dried blood out of her hair. "And not a moment too soon."

You wonder at that statement, when your gaze has never left Altea—her crumpled form splayed across the floor, badly beaten but *still breathing*.

☒ "Flashy snake you got there, Falco. Too bad it couldn't even kill right."

☐ Your mana is spent, but a simple Thunderstrike to the heart should prove to be little trouble.

Next

The younger mage narrows his eyes at the affront. "Versan's jaw strength is ten times that of an Elyssian chimera, and he can bludgeon you to death faster than you can beg for mercy."

"Though he *won't* be doing that," Eli warns.

"Can it, Plague," Falco retorts. "I'm not making threats here. I'm saying Versan has no trouble killing anyone by himself—and so his venom serves a different purpose entirely."

"Total paralysis—for three days at the least," Yurui explains. "Our friend here has chosen to remain mum on the matter of her superiors—all the more fortunate, then, that the *ashai* is quite the proficient mind-reader."

Falco grimaces at the redhead's words, clearly dissatisfied. "I had hoped she wouldn't need to be involved—she has enough on her plate already."

"So what's one more added onto the pile, huh? Call it the price we charge for finding Plague here," Yurui says. "In any case, Plague—you've seen to the kids?"

Eli nods his head slowly, unease plain on his features. "As best as I could, given the circumstance. I need access to time and resources to begin the real work—but they should be stable until we make it back up."

[Saturday Devlog \(October 23\)](#)

[Oct 23, 2021](#)

Hi, everyone! Happy Saturday, hope you're all staying safe and healthy. :)

It's been a strange time for writing this week, as I got to write one of my favorite scenes of the second book thus far, completely off-the-cuff. I'm not sure what triggered the burst of inspiration, as so far I've done nothing but follow my storyboards to the letter. But when looking at the end product, I feel too proud of it to leave it on the cutting room floor.

The problem is this: the scene in question interferes with the original outline, in a way that necessitates me to cut away other segments of the update--ones that have already been written. It also demands that the chapter's ending segments be told in timeskips rather than in chronologically continuous fashion as the rest of the chapter had been.

The consequence for this is that I've had to bin roughly 8000 words of writing. It was a very painful decision (T_T), but one that I feel has made the update more gripping and concise. The scene-deletion

shenanigans does mean that the next update will only have roughly 15k words to its name, and so **I will be turning it into another bonus update, and suspend Patreon charging for the month of November**. You can still look forward to the bonus features near the end of the month, as those are on track to being completed soon!

This week's sneak peek will be uploaded soon, featuring the tail end of the scene in question. And lastly, a poll about the monthly side story will follow immediately after, with the story itself being released at the same time as the update.

That about wraps it up for this week's devlog. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(October 23\)](#)

[Oct 23, 2021](#)

As promised, the sneak peek for this week! This scene features the funeral of Father Gerian, whose death at the hands of the twins was shown at the beginning of the chapter. This sneak peek is the tail end of said scene, which in turn will mark the end of Chapter 8 (aka the Aulain arc).

You turn around and behold Yusuha, looking prim and put-together in a white robe with golden details. He sticks out like a sore thumb amidst the black-clad congregation, but such is the price of wearing priestly habits to a funeral.

"What's with the garment, Yusuha?" Eli asks. "Don't tell me you'll be the one performing the rites."

"You see any other theurge around here?" he grumbles. "Your little band of knights fancy themselves some sort of paladins, but most can't tell the Script of Merit from Heaven's Reach. Were it not for *me*, they'd have waited for a proper priest to be sent from the town over." The arcanist sighs dramatically and trails a hand through his red locks. "But we have places to be, and I *know* you'll give us grief if you don't get to stick around for the funeral. Now I don't know about you, Agria, but I don't feel like traveling with a gloomy cloud over my—"

"Thank you, Yusuha," Eli interrupts. "I mean it."

The redhead crosses his arms in satisfaction. "Well, you're welcome, I suppose," he allows. "If I'm forced to carry out this accursed rite, at least it's to the benefit of someone like the Father. He seems to be one of the good ones."

Eli's smile is fond, nostalgic. "No one here will tell you any different."

"I'll take your word for it," Yusuha says, patting the black-haired mage on the shoulder. "Well, the congregation awaits. I'll see you all after the rite."

Next

Yusuha walks towards the riverbank and peers inside the dinghy, assesses Father Gerian's corpse as if to judge its purity. He places a hand above the Father and summons a curtain of theurgic light, tinged with the faint red of his mana. It drapes itself over the corpse and stretches to the night sky like a beacon, and there is a break in the crowd's sorrow as together they gaze with wonder at the rising pillar of light.

"Father Gerian Norlaire, Child of Jove," Yusuha says. There is a faint tremble to his voice that speaks of exertion, though the crowd is too transfixed by his spell to take note of it. "The Most Holy has taken note of your piety, your light. May you be received into the Field of Plenty."

And all around him, the crowd echoes the sentiment in unison: "May you be received into the Field of Plenty."

Yusuha answers the chant with a solemn nod, before turning his gaze towards the far edge of the crowd. "Paloma Norlaire, step forward."

A gaunt young woman breaks from the crowd and joins Yusuha on the riverbend, her golden strands gleaming as they catch the theurgic light. She is a paradox of a girl, with steel in her eyes and a tremble in her lips. Each step a battle, she makes her way forward—and for all that tears brim in her eyes when she catches sight of the Father, her hands are steady as they reach down and place a flower upon his chest.

A bloom of luminescent blue, plucked from the tomb of Saint Augur.

"Go with Jove, Papa," she whispers, pressing a kiss upon the Father's temple. "Thank you for everything."

Next

There is a shift in the air as Yusuha summons an arcane wind, blowing gently against the dinghy and pushing it off shore. The girl watches in solemn silence as the boat slowly drifts away from her and into the night. In a moment she parts her lips and begins singing in high, hollow notes, and all around her the onlookers join their voices with hers. A song of prayer, to lead the Father back to Jove.

*Still water, deep earth,
Guide you back down to the hearth.*

☒ Sing along.

☐ Keep silent.

Next

The words taste sweet and strange as they dance on top of your tongue. A kind and somber melody, passing like a breeze through the trees.

*May your soul burn bright, become guiding light,
Lead the faithful out the dark of night.*

☐ Gaze out onto the water.

☐ Hold Eli's hand.

☒ Look towards Yusuha.

Next

He stands tall and solemn at the water's edge, the picture of clerical dignity. Down the river the boat is set afire, and the glow of it paints orange the planes of his face.

*Strength for the weak, rest for the weary,
May you find peace in the Field of Plenty.*

☒ Finish the song.

Next

Paloma crumples upon the shore, wails as if she had held her mourning for years. Even as she weeps, even as she gasps through her pleas, all around her the melody continues unbroken.

*Rise unbound to the light's apex,
Child of Jove—*

Next

May you live a better life next.

Next

[Oct 23, 2021](#)

Please pick the prompt that interests you most! The option with the most votes will become the basis of October's side story.

Salantir childhood fluff (feat. Sister and Eli)

Yu's escape from Yotai

Eli, plague-breaking

46 votes total

[Saturday Devlog \(October 30th\)](#)

[Oct 30, 2021](#)

Hi everyone! Hope you're all staying safe and healthy. :)

Happy to report that rewrites for the bonus update has been coming along smoothly, and I should be able to publish the update in time before we hit November proper. All together, I find it a definite improvement over what I originally had, and though the pain of sacking 8000 words still linger like a scar in my soul, we make what sacrifices we must for the art.

Monthly features will follow shortly after the demo update, including but not limited to the second round of the Superhero AU! This time featuring the Arcadia squad, including Eli. Artwork for the saintess and King Julius will also go up soon, with the former being uploaded right after this post and the latter sometime close to the update.

A Sneak Peek will also be uploaded shortly! While I would have liked to show off Tahlia's day off scene, it's a little long and unwieldy to be put in a Sneak Peek format. Instead, I'll be showing off a piece of the Ralos and Altea combat scene, where our mage finally gets to invoke Raegusa's powers.

Next, a piece of bad (good?) news: the Side Story is turning out to be much longer than I had initially expected! It was initially estimated to be roughly 3000 words, but right now it's sitting at 3500 and nowhere close to being finished. Due to the rewrites sucking up most of my time and energy right now, I don't think I'll be able to finish it in time, but I'll be sure to upload it as soon as it's finished--which should be a couple of days into November, at most.

Lastly, Patreon charging has now been suspended for the month of November! Next month I'll be focusing solely on the update and nothing else, and with my college schedule finally clear (and just in time for NaNoWriMo, to boot!) I hope to be able to punch out upwards of 35k words. Fingers crossed!

And that should wrap it up for today's devlog. As always, thank you for following the development of *A Mage Reborn*!

[Portrait: Saintess Shiraya Cheilong](#)

[Oct 30, 2021](#)



The woman herself, dressed in the same sort of saintess garbs that Ilya has in her artwork. Personally, I think this portrait might be my favorite out of the whole bunch--Khutilust really did a tremendous job in

capturing the martyric vibe, I think. I hope you enjoy it as much as I do!

[Sneak Peek \(October 30th\)](#)

[Oct 30, 2021](#)

As promised, a sneak peek of the next update! I feel like I've written so much action over the past couple of months--very much ready to transition into a quieter setting next update. x)

There is a throbbing, torturous pain lodged in the cavity of your stomach, something wet and raw in your throat as you scream your lungs out. Overhead, the tip of Ralos's spear glints as it reflects the tomb's blue luminescence, pulled down by gravity and aimed directly at your head.

But Ralos no longer faces a vulnerable mage locked out from the true host of their powers. No—he is staring down something strange and ancient and terrible, an Arcadian birthright that had been paid for with the blood of its finest. And despite the ichor still spilling in streams from your gaping wound, the heat and headiness pooling in the space between your ears, your mana roils and bursts into the air as if it had laid in wait for ages. A foreign strength is coursing through your body, demanding to be used, demanding to be *free*—

And far be it from you to deny it.

☒ Cast Earthsworn: Cannon.

Next

The air bristles and shifts as Raegusa's powers begin to shape and take up space, the arcane load a foreign presence at the tip of your fingers. And yet the spell comes to you as naturally as the air you breathe—and soon it morphs into a pitch-black sphere of concentrated force, collecting shrapnel and debris from the sacrophagus before barreling straight towards your assailant.

Ralos's eyes widen in shock at your counterattack, and desperately he puts up a makeshift shield of shifting waters between him and the rapidly advancing projectile. For the briefest of seconds, the water depresses and holds against your attack in a way that makes you fear for its rebound. But then the sphere rotates upon itself and blasts clean through the barrier, bounding directly towards the now-defenseless Ralos.

The hit connects and launches the boy clean across the tomb, his body parting what remains of Pyrian's mist as it sails through the air. There is a sickening crunch that resonates around the chamber as Ralos is driven forcefully against the wall; he screams in pain and calls forth desperate bursts of water, trying to dislodge himself from the spell—to no avail. Earthsworn: Cannon pins him there as it hums and slashes him with debris, each rotation cutting a new wound into his flesh.

"Ralos—hold on!"

Altea hisses in fear and frustration as she witnesses Ralos withering under your spell, tears rolling down her face even as she bounds upwards using the propulsion of her lightning. You watch her carefully as she scales the wall (—vaguely, past the deafening white noise pervading your ears, you can hear Falco screaming; he's barking orders at the top of his lungs, lunging forward with spear and serpent brandished—) and as soon as she enters Cannon's impact zone, you let the spell perish entirely.

Ralos is dropped bodily into Altea's waiting arms, followed by a hailstorm of rock and debris. But for all that Altea expertly dodges the raining wreckage, she fails to notice the most dangerous threat of all: Falco rising from the ground below her with an expert lunge, aimed directly at her center of gravity.

By some miracle, she manages to twist herself in mid-air to avoid the worst of the blow. Unfortunately for her, this is exactly the maneuver Falco had expected—and at the end of their trajectory looms the mage's serpent, venom-smoke wafting from its fangs as it lays in expectant wait of the falling pair.

They both fall as one into the beast's maw. The bursts of lightning that follow are weak, desperate—as Altea surely understands that within the beast's confines, an unmeasured attack would only serve to harm her and her brother. The serpent lets out a low, guttural hum as it fills the cavity of its mouth with venomous smoke, and you watch expectantly for a sign that the pair had been neutralized. But before that moment could come, you feel someone tugging at the your elbow, gesturing for you to lay down as he reaches for the cavity in your stomach.

The hold he has on your arm is at once firm and gentle, like a sturdy rock amidst a rainstorm. And yet the expression reflected in those brown eyes are unmistakable—agony and horror, fear that he might lose you once more.

- ☒ I try my best to lighten the mood. After all, I don't feel *too* bad, all things considered.
- ☐ I conserve my strength and let him do his work.
- ☐ I'm glad he's finally here. I have no intention on dying again, after all.
- ☐ I tell him not to worry about me, that he has to save the children instead.

Next

[\[UPDATE\] Demo ver 6.5 is live!](#)

[Oct 31, 2021](#)

Hi everyone! Thank you once again for your patience with this update.

Demo ver 6.5 wound up having 14.5k words of new content to its name, split roughly equally between the resolution of Chapter 8 (aka the Aulain arc), and the new Tahlia day-off scene. The latter can be really long or really short depending on which path you take, but it is definitely beefier than the other day-off scenes in the game in terms of lateral variety.

As we head into NaNoWriMo, I've presently stripped the entirety of my schedule to its bare bones, as I want to focus on getting a huge update out next month. I also have the Side Story for October currently in the works, which I'm finally seeing the finish line for. Barring any sudden bouts of extensive writer's blocks, November should be a very good month for AMR!

But for now, you can [click here to play Demo ver 6.5!](#)

Thank you as always for supporting the development of *A Mage Reborn!*

[Monthly Features \(October\)](#).

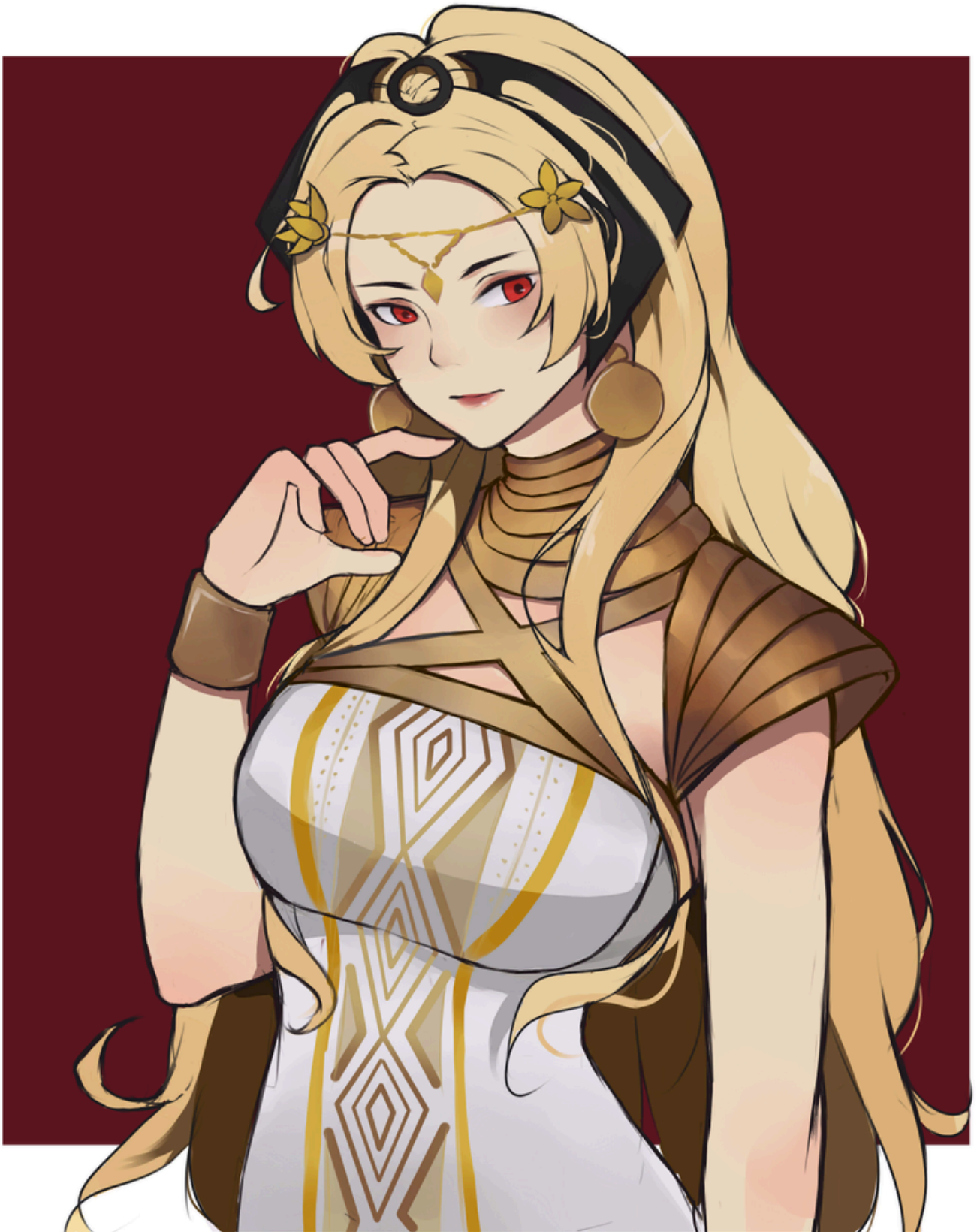
[Oct 31, 2021](#)

As promised, the Monthly Features for the month of October!

First, Arcadia squad in a superhero AU (though they still very much get to keep their magical vibes - think more Scarlet Witch / Wiccan than Superman x)







(Meanwhile, Eli's attire should be...familiar.)

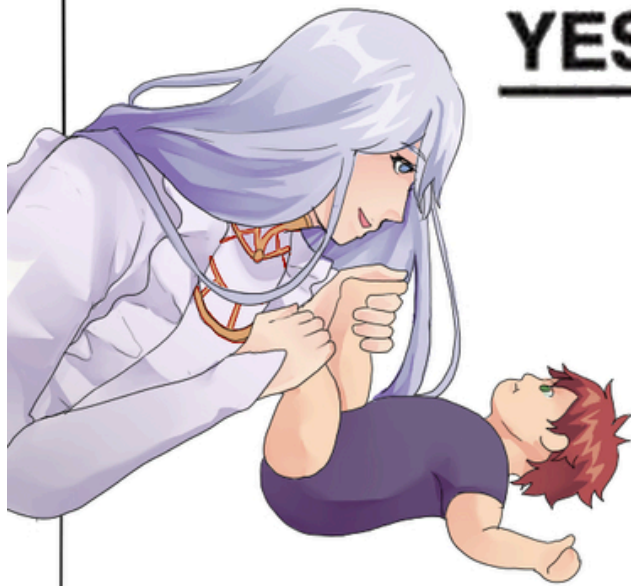


And lastly, an AMR spin on the old classic:

Instructions:

Exercising Baby

YES



Instructions:

Fun Games for Baby



And that about wraps it up for October's monthly features! As always, thank you for supporting the development of *A Mage Reborn*. :D

[Portrait: King Julius de Param](#)

[Oct 31, 2021](#)



Here he is, in the flesh!

Unlike his brothers, King Julius had never been particularly talented in martial arts and combat, and instead took to academics and diplomacy like a duck to water. He also has a persistent tendency to work himself to the bone--much to the dismay of Leon and Saine--and that tends to show rather prominently on his face.

I'll be putting up a poll soon to determine which side character will get the portrait treatment next!

[Saturday Devlog \(November 6\)](#)

[Nov 6, 2021](#)

Hi, everyone! Hope you're staying safe and healthy. :)

Happy to report that it's been a productive week for writing this week! I've managed to storyboard almost the entirety of the next update, and write another 7000 words on top of that. Things look very much on track to an update at least 35k words in length, though I do hope to go beyond that should the stars align. Fingers crossed!

A big reason behind the next update's huge wordcount is due to the lateral variation in the starting scene, which has four entirely separate variants of roughly 2-3k words each! The scene you see will hinge upon the choice of Arcadian division you made back during the Thulrum chapter, and each will have their own transitions to the mainline plot, which will finally take the game to the Free Cities of Yotai. There will also be a fourth option available to non-Arcadian-aligned mages, where you'll be able to attempt an escape from the Arcadian compound (the keyword here, of course, being *attempt*). This will be the scene featured in this week's sneak peek!

Overall, I think this next arc has one of the strongest plot skeletons in the game, and I'm very excited to show it off in full. It does look to be on the longer side, perhaps nearly as long as the Aulain arc (which was around 43k words altogether!), but I'm hoping to resolve it in a single update, if only so that the story will have some sort of narrative resolution for once. x) Again, fingers crossed!

Lastly, October's side story is already fully written, and I'm currently in the process of putting it to code. All goes well, it will be uploaded within the next 24 hours. Sorry for the long wait, everyone!

That about wraps it up for this week's update! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(November 7\).](#)

[Nov 6, 2021](#)

As promised, the Sneak Peek for this week! Featuring the opening scene of the next arc, which will present non-Arcadian-aligned mages the option to stage an attempted escape.

A Mage Reborn

by Adam Rifky

Show Stats

Restart

Menu

Popout

Start Stepping

- ☐ Life in Arcadia settled into a steady, familiar groove.
- ☒ Or so it would have, had I not chosen to escape its clutches.

Next

You make your absconsion on the night of a full moon, its gentle light bathing Arcadia's marble walls in a pale, blue-tinged hue. The tangled growth of trees that stretch before you rises towards the night sky like a forest of claws, and for all that the sight is intimidating to behold, you still run towards it like a man possessed. With every step, you feel your heart swell with cautious, fragile hope—for past the grove stands the rune gate that will lead you down to the Seat of Isha, and then to freedom.

"Cethann, there is...still time to reconsider."

You glance sideways towards Eli, who is keeping pace beside you as she runs past the grove's treeline. Sweat falls down her forehead in beads, glistening as they trail down her jaw. There is a faint sense of exhaustion permeating her body language, one that mirrors your own—much like the anxiety and fear reflected in her dark brown eyes.

- ☐ "We've already come this far. There's no turning back now."
- ☒ "Go back while you still can. I don't want to force you into a cause you don't believe in."
- ☐ "Go back while you still can. I don't want you to risk your life for me again."
- ☐ "Please, Eli. I can't do this alone."

Next

"It's—it's not about that," Eli says between pants. "No cause is worth a second separation from you. But that's—that's exactly the problem. Tahlia is a formidable woman to make an enemy of, someone we can't fight with—with conjectures. If we make the leap and fail...a lot is at stake, Cethann. Too much."

You purse your lips at the accusation, if only because you know it to be true. The priestess carries herself with the air of an all-knowing ruler, one who is always in control of all the moving pieces on her chessboard. Up until tonight, you've done your part as the dutiful pawn, the role so flawlessly played that you can reasonably hope that the arcanist has let her guard down. Enough for you to attempt this gambit, hopefully, and earn the freedom you so desperately desire.

Your escape from the compound is one that is expertly engineered, the product of weeks of thought and observation and three days' worth of execution. One that had isolated you and Eli from the Fox and the Zealot, your eternal watchdogs—and allowed you to slip past your building's front door undetected. You are almost certain that it will work. Almost.

"Don't you remember, Eli?" you ask, with more conviction than you can truly muster.

"Directly from Faust's own mouth: Tahlia takes the night of the full moon to meditate and recuperate her powers. Her...*omniscience* will be rendered useless for the rest of the night; as long as we can create some distance between us and Arcadia before she realizes, we'll be home free."

Eli's brows furrow in doubt as you lay your reasoning out to her. "Tahlia is a *mind reader*, Cethann. It's highly unlikely that she doesn't know about our little plan in advance."

"We've—gone over this, Eli," you pant. "And it's not like it matters anyway—look, we've—the rune gate..."

Next

You heave an exhausted breath as you enter the premises of the rune gate, allowing your run to slow into a saunter as you do. The device in question is a simple, unimpressive structure, a pedestal with nondescript runes etched across its base and surface. And yet there is a low, rumbling thrum of power that becomes louder the closer you approach, the mana percolating there so thick and heavy that it nearly brings you to your knees.

"This...is it," Eli says, stepping onto the raised marble platform upon which the pedestal is built. "Are you positive you want to go through with this?"

☒ "Yes."

☐ "Yes!"

☐ "Yes, hurry it up already!"

Next

Eli shifts on the balls of her feet, nervous in a way that you've rarely ever seen her before, but nods her assent. "Very well. Stand back, Cethann."

You move to obey the older mage's words, and watch intently from the edge of the platform as she starts tending to the rune gate. She summons a host of her mana, lets it grow and permeate the air, before draping it over the pedestal like a curtain. The runes etched onto the rune gate twist and extend in response, forming new lines as they spill from the pedestal onto the platform, like the roots of a growing tree.

You close your eyes as a familiar sensation washes over you, like a gentle fall upon a grassy knoll—and know that when you open them once more, it will be in the stone chamber beneath the Seat of Isha. Radiant light flares to life before you, then, blinding even through your closed lids, and you allow yourself a sigh of relief as your feet are deposited upon the stone flooring of the underground chamber.

You open your eyes to the sight of a dark, damp room lit only by a solitary candle, and immediately feel your heart dropping hard to your stomach. For the person holding said candle in her hand is none other than Tahlia Mateus, *ashai* of the Ishavak Church.

"I had hoped it wouldn't come to this, Cethann."

[Saturday Devlog \(November 13\)](#)

[Nov 13, 2021](#)

Hi, everyone! Hope you're staying safe and healthy today. :)

It's been another productive week so far, with an additional 8k words clocked into the next update, bringing our temporary total up to 15k words! In addition, I also added a couple of additional scenes to the childhood-focused side story, which I think has done wonders for its overall flow. Now standing at 6.5k words, it is by far the longest side story I've ever done for AMR, and I'm quite pleased with how it turned out! I'll be posting a link to it as soon as this devlog goes up. Thank you for your patience with it!

As for the main game, however, a lot of the progress I've made have been on end-of-arc scenes that are (a) very spoilery, and (b) don't make a whole lot of sense out of context. Because of this, I'll be reserving the Sneak Peek for this week and rolling it into a double feature once next week rolls around. One of them should give an in-depth look into the finer points of Yotai culture, which is a region I've been really excited to finally get to!

That about wraps it up for this week's devlog. We're still roughly on track to hitting that 35k-word update goal, and in the meantime, I can't wait to show you more of what the next update has in store. As always, thank you for supporting the development of *A Mage Reborn*!

[Side Story: Starfall](#)

[Nov 13, 2021](#)

Hi, everyone! As promised, the childhood-oriented side story (featuring Sister and Eli) has finally been completed! After several last-minute additions, the side story now stands at 6.5k words, which is the longest wordcount of any side story thus far. I'm quite happy with how it turned out, and I hope that you will be, too. :)

[Click here to play Starfall!](#)

And as always, thank you for supporting the development of *A Mage Reborn*.

[Saturday Devlog \(November 20\)](#)

[Nov 20, 2021](#)

Hi everyone! Happy Saturday, and hope you're all doing well. :)

Not a lot of things to say this week, other than that writing has been going reasonably well. I'm up another 8k words compared to last week, bringing the current update wordcount to 24k words all together. I'm a bit behind the intended target (the variant-heavy opening scene of the next chapter is taking me forever and a half to revise and finalize :(), but I'm hoping for one last burst of wordcount next week so we can hit that lofty 35k goal. Fingers crossed!

Content-wise, around half of the next update will contain all four variants of the opening scene. If you missed last week's devlog, the variant you see will be determined by the choice of division you made back in Chapter 6 (Archangel/Black Grail/Nightsaber), and a fourth option (break out of Arcadia), available only to non-Arcadia-aligned mages. There's a fair bit of worldbuilding injected into each path, with the intended goal of showcasing Arcadia and all its operational arms without resorting to wall-of-text infodumps.

Lastly, to help with replayability, I've also added an option to overwrite your initial choice of Arcadian division directly at the start of Chapter 9, meaning you won't have to play through the Arcadian segments all over again just to experience the differing paths.

I'll also be uploading a sneak peek soon, featuring a double feature of the next update's contents. One will showcase the Nightsaber route of the opening scene, and the other the first 'common' scene where all the routes diverge; this latter one will also finally take place in Yotai, which I've been really eager to show off to you guys!

And that about wraps it up for this week's devlog! As always, thank you for supporting the development of A Mage Reborn.

[Sneak Peek \(November 20\).](#)

[Nov 20, 2021](#)

As promised, the sneak peeks for this week! First up, the Nightsaber path of Chapter 9's opening scene:

A Mage Reborn

by Adam Rifky

Show StatsRestartMenuPopoutStart Stepping

☒ Life in Arcadia settled into a steady, familiar groove.

☐ Or so it would have, had I not chosen to escape its clutches.

Next

Comparatively speaking, of course, because in the grand scheme of things few posts are less steady and familiar than one in Nightsaber.

In the witching hour of a full moon night, you find yourself barreling down the cobblestone streets of a Parami city. Though your eyes remain focused on the target ahead, peripherally you can spot the familiar spires of the Karosa Theatre, stately as they reach for the night sky.

Calingir looks exactly the way it did all those years ago, the war that had torn down its walls now little more than a distant memory. It makes sense that reconstruction efforts would be focused here, the beating economic heart of the east, but all the same you can't help but to find the speed impressive.

It's too bad that much of it was wrought by the hand of the Broken Flame, an organization you are now tasked to see fall. And one of its cornerstones is mere paces ahead of you, stumbling through the shadowed corridors of the Calingrian streets.

You leap forward.

Your target had put forward a valiant effort in her escape, using the city's sprawling, intricate geography to her advantage. But you had spent a full year in Calingrian alleys, explored every nook and cranny when the White Fangs still raised its banner in the Hall of Guilds. And so try as she might to lose you, you follow her still like a persistent shadow, a spell slowly building at the tips of your fingers.

"This is the end of the line."

The target halts her steps as she reaches the end of the avenue, staggering backwards as she witnesses the sight before her. A pair of golden eyes, shining like candles in the night, a crown of curly white hair, and a wave of oppressive mana—violet as a bruise.

The surrounding walls offer no escape. Your target is trapped, and she knows it.

- ☐ Kill her now before she gets any strange ideas.
- ☒ Offer her the chance to surrender.
- ☐ Let Flyss handle this.

Next

Before you do, you let your mana bleed into the air around you, if only to show her you mean business. "If you do everything that we tell you to, we may yet let you live, Viscountess."

The woman throws you a panicked gaze as she staggers away from Flyss, before pulling out a dagger in a fit of desperation. "S-Stay back," she whimpers. "I—I don't know anything, I swear it, I was only doing what they told me to—"

"It looks like the Order has you by the hair," Flyss interrupts as she approaches the woman, languid and deliberate. Her golden eyes remain unblinking as she steps forward, the tip of her lance glinting in the moonlight. "A shame. You've given away your only chance of making it out of here alive."

"S-Spare me," she urges, even as she holds the dagger in her shaking hands. "I was only a pawn. Please, I beg of you."

"A pawn, yes. I'm sure the Order considered you as such," Flyss scoffs. "But you had grand ambitions for yourself, didn't you? Went behind your own superior's back, torched Jurien Village to the ground. I heard the duke was very pleased with you."

You hadn't thought the viscountess could turn any paler. "How did you...?"

"You will pay for your crimes," Flyss says, dropping into a combat stance. "In the name of all the Arcadians you've slain."

"Wait, I swear it to you, I—"

The woman never manages to finish her sentence, as Flyss's lance penetrates deep into a chest and comes out the other side, blood-slick and glistening. She lets out a wet, gurgling noise as she chokes on her own blood, and then her legs lose strength and she crashes hard onto the alley floor.

Flyss flicks the edge of her spear, splattering the viscountess's blood against the wall. "That took longer than it should have," she grouses.

"Yeah, tell me about it."

You immediately gaze up in search for the sound, and find Yusuha crouching on the neighboring building's roof. He remains rooted there in her red robes and fox mask, looking entirely primed to participate in combat—as if he had been assigned to this mission himself.

"You're supposed in Thulrum," Flyss notes matter-of-factly.

"And in Thulrum I would be, if the two of you had come back as scheduled," Yusuha sighs. "As it stands, the *ashai*'s had to dispatch Mirage and I after you—and wouldn't you know it, Plague demanded to tag along before we could set one foot into the spirit gate. I imagine they'll be here any minute now."

"You're too late to make a difference," Flyss replies flatly.

"You're one to talk about tardiness, gremlin," Yusuha scoffs. "You were supposed to be back in Thulrum three days ago."

- ☒ He should be glad this mission got done at all. It was stacked against us from the start.
- ☐ With how many hoops the viscountess made us jump through, I just wish we could've given her a more painful death.
- ☐ I'm just glad it's over. Dealing with her organization should be a much smoother process from here on out.

Next

And secondly, the scene that immediately follows, featuring a glimpse into Yotai (finally!)

The tall, imposing pillars of the Hanza Palace rise around you like the wires of a birdcage, all polished wood and gold-jade decals. You can't help but to feel small under the hall's impossibly high ceiling, its jagged roofing stacked atop one another like the layers of a cake. There are no walls to adorn these halls, several leagues above sea level, allowing you an unobstructed view towards the surrounding mountain range. They pierce through the cloud like needles, narrow and sharp, and though a harsh draft blows over the peaks, you can feel naught but a gentle wind caressing your skin as you walk forward.

"The work of Yotai lilies," Yusuha explains as he falls into step beside you. The redhead gestures towards the hall's curved pillars, the white-gold flowers that snake along their length. "The bloom is native to the Yotai people's ancestral home, in the continent of Yire. When strung together in clusters, they help repel the heat and cold alike, hence the lack of masonry. There's no need for such frugality in Arvanand, of course, but the Yotai are rather attached to their own architecture."

- ☐ Such a lavish palace, leagues and leagues away from his port's center of commerce. The merchant-prince must be the biggest fool in Arvanand.
- ☒ I only wish such excess could have been curbed for better things. The Yotai north is barren, and frequently suffers from starvation.
- ☐ It is a strange and beautiful sight. I find myself lost in the intricate details of this mountain palace.
- ☐ I have no time to be admiring glorified houses. We're in the maw of a beast, and anything can happen here.

Port Kyuhan is a wealthy and fertile land, host to the biggest and busiest harbor in all of Arvanand. And yet because of how Yotai governance is structured—a league of independent states, each with its own sovereign prince—the overflowing riches in its coffers will only ever benefit this singular city. Where the merchants are decked in precious silk and gold, and the dockhands go home to a full meal every day.

And so when the *kugen* decided to carve a palace into the Kyuhan mountain face, the people did not so much as bat an eye. Why would they, when their bellies are full and their boats are sailing? What concern have they for Liuga in the north, where hundreds die every year during the winter snow?

Before you know it, your lips have quirked up in open contempt, and you become very glad for the mask that covers your face.

"You are very well-informed for a foreigner," the woman ahead of you remarks to Yusuha, her accent thick and lilting. As you understand it, she serves as secretary to Port Kyuhan's merchant-prince, and seems well-suited to the part. The aura of brisk professionalism she permeates has you feeling a little self-conscious. "It had been difficult for our ancestors to cultivate the bloom, when they first arrived from Yire. The lilies do not agree with Arvanian climate, you see. Two generations did it take them to breed a variety that can be of use, but as soon as it was discovered, they took to recreating our ancestral architecture."

"And for good reason, madam. It truly is a breath of fresh air."

"I am sure the *kugen* will be pleased to hear such compliments," she answers. "Hanza Palace serves as his summer residence, and is typically not open to visitors until well approaching autumn. And even then, few have the means to scale the Kyuhan mountains as you've done. I am sure he is glad for the opportunity to display his pride and joy."

"And we should be glad to pay these compliments to the *kugen* himself," Yusuha says. "I take it that wind pillar will take us to him?"

You turn your gaze in the direction of Yusuha's gesture, and find there an intricate platform fashioned from wood and glass. It is suspended in mid-air some two heads above your eye level, supported by wooden pillars that root it to the palace floor. All around it stands attendants in clothes of green silk, solemn as they stand guard and watch you approach.

"Once again, you exhibit extraordinary knowledge of our customs and architecture," the secretary remarks. "Perhaps you are from Yotai yourself?"

"Oh, no," Yusuha lies easily, before tapping lightly at his fox mask. "Just very fond of your people's culture, as you can see. I try to learn as much as I can, and it's wonderful to finally see it all firsthand."

"I see. It is good to see our culture appreciated beyond Kyuhan walls," the woman says neutrally. She stops just in front of the raised platform, and gestures for you both to step onto it. "As the honored...*Fox* suggested, this wind pillar will take you to the *kugen*'s office. None shall be privy to your conversation, but you should be advised that death is certain should you choose to harm him."

☐ "Well understood, madam. We are not fool enough to trifle with Kyuhan."

☒ "I look forward to seeing you try."

☐ Let Yusuha deal with her. I have no interest in bureaucracy.

Next

"A fine jest, Widow," Yusuha counters calmly, though you can sense the panic in his tone. "You will have to forgive my associate, madam. One tends to lose sight of the borders of courtesy in this line of work."

"...I see," the secretary says, brown eyes burning holes onto the surface of your mask. "I hope, for your sake, that that is the case. Step forward, please."

You feel Yusuha elbow you in the rib as you both step onto the platform, hard enough that it leaves you winded. "*Behave*," he whispers under his breath, quiet so that none but you can hear him. "Please. I'd like to walk out of here with my head still attached to my neck."

Next

And that about wraps it up for the sneak peeks! As always, thank you for supporting the development of *A Mage Reborn*. :D

[Saturday Devlog \(November 27\)](#)

[Nov 27, 2021](#)

Hi everyone! Hope you're staying healthy and safe. :)

A bit of bad news this week, unfortunately, as I've hit a massive writer's block just as I'm starting to round out the next update. The biggest culprit is the Charisma / Archangel path of the next arc's opening scene, which I've written and re-written perhaps four times over the past week. Without fail, the scene always comes out stilted and awkward, and I've had to scrap it and start again from scratch.

For the sake of sanity (and so as not to jeopardize the update in general), I've decided to shelve the path for the time being, and focus instead on making sure the update ends on a relatively satisfactory note. If the situation allows, I'll be appending the path onto the update several days after release, or, failing that, I'll tack it onto the next update instead.

The scene in question is roughly 5k words in length, which means the next update is now approximated to be around 30k words long. Of this, a full 26k words have been written, and I hope to squeeze in the remaining 4000 words in this last stretch.

I'll be uploading a Sneak Peek shortly, featuring the Learning / Black Grail path of the opening scene. Apologies that these have leaned so heavily towards the update's earlier half! The latter parts have a fair bit of in-game exposition leading up to them, and so they make for poor snippets without the context to explain them. :D

As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(November 27\).](#)

[Nov 27, 2021](#)

As promised, the Sneak Peek for this week! Featuring Catarina, Arcadia's resident inventor, and the only arcanist wholly uninvolved in Nightsaber's operations.

A Mage Reborn

by Adam Rifky

[Show Stats](#)[Restart](#)[Menu](#)[Popout](#)[Start Stepping](#)

The morning breeze sighs against the bushes growing just outside the workshop, and though a glass pane separates you from the foliage you can almost feel the wind and leaves upon your skin. You cast your gaze towards the wooden worktable you've set up near the front steps, and wonder if now might be a good time for you to relocate. Typically, the forge is up and running before the sun fully rises, and you've never been too keen on working amidst the fumes.

You ponder the decision for a moment, but ultimately decide against it. You're in the last stretch now, after all—and if you're lucky, you should be able to figure the schematic out before long.

You look back down at the parchment in your hands, the results of your hard work inscribed upon it. Days of research and brainstorming, distilled into a marvel of magic and engineering:

- ☐ A spellbreaker unit, designed to dampen the effects of magical feats in its vicinity.
- ☒ A violet incense, used to honor the dead in Ishavak ceremonies.

Next

The incense, typically crafted with twelve different alchemical compounds, is notoriously difficult to make as is. But the Black Grail variant pushes it one step further, incorporating techniques of spiritism to enhance the sensorial experience. According to Catarina, the incense has cultivated such a reputation for comfort and catharsis that even non-believers have taken to buying them in droves. And in the wreckage left behind by the Parami-Salantir war, sales have climbed to higher levels than ever before.

Still, Catarina—whether through spirit of enterprise or arcane curiosity—still deems the product sub-optimal in its functionality. And so you've been tasked with researching ways to improve upon the violet incense, using the techniques and experience you have at your disposal.

Which approach have you decided on?

- ☒ I'll a different transmutation cycle to refine the incense's quality.
- ☐ I'll attach a spirit gate rune onto the incense jar.

Next

Putting harlot root into the mix before bloodbark extract defies the general recommendations of alchemy, but you are a skilled enough mage to keep the latter stable even with the added acidity. The end result should allow for bloodbark to come out more prominently as a top note, resulting in a richer overall aroma for the indigo incense.

"Cethann. You did not sleep?"

A tall, scrawny woman draws herself up beside you, hands adjusting her spectacles as she peers down on your schematic. Her hair, normally tied into a bun, is instead a tangled mass of dark curls and debris—and you realize then that she's been sleeping on the hammock outside, instead of going to the residential compound as she said she would.

It hasn't even been two hours since she left the workshop. You can always trust Catarina to be a peerless workaholic—that is, before you came along.

"What do we have here?" she mutters, tracing a finger down your transmutation markers. "Breaking away from Old Saarta's theorems, are we? A reversal of transmutation cycles... interesting..."

- ☒ I'm getting nowhere fast just doing this by myself. I ask for her help.
- ☐ I can get by fine on my own, and I tell her as much.

Next

"If all goes well, the bloodbark should come out stronger," you explain. "I just need to figure out the right runes to keep it stable."

She presses a finger against her lips, looking to be deep in thought. "I don't think using the Fourth Lock of Flames as the base is a good idea," she says, making an 'x' across your planned runes. "Too powerful for this kind of delicate work, though I understand what you were going for. But if we were instead to downgrade to the First Lock..."

"...and reinforce with two Lesser Seals," you remark, eyes widening in epiphany. "That could work."

Catarina responds with a nod, looking pleased with herself.

"Then let's put it to the test."

Catarina crosses the workshop in strides, making directly for her own workstation, and you follow behind her like a duckling. The arcanist waves a hand in the air and summons a burst of mana—one you can distinctly recognize as belonging to a *phantasma*—and all around her the workshop shifts as tools and materials dislodge themselves from storage and float directly towards her.

You've seen for yourself the destructive powers telekinesis can wreak, under the hands of one as powerful as Dynast Dain Wiarosa. And yet here stands his descendant, interested in little more than a discount of several steps as she tinkers about with an endless stream of magical devices. All the same, it isn't difficult to understand why Tahlia would keep her here, in a workshop deep within the Arcadian compound, because her arcana-assisted production rate is nothing short of staggering.

The arcanist stands over her workstation and immediately uses her mana to paint a series of runes over the table. At her command, the materials plop themselves onto the spell circle, before being shredded into powder by her arcana and churned by the transmutation runes. The concoction hums and spins in mid-air for a while, merging into an indigo mixture, before being set down upon a bed of wet gel and sealed with a wick.

"It is done," Catarina declares. "I've skipped the spiritism component for now, in the interest of time. And now to commence test—"

The dark-haired woman is interrupted by a sharp knock on the workshop door, one that nearly causes her to drop the incense. She huffs an annoyed breath and yells towards the visitor. "*We are busy!*"

Next

And that about wraps it up for this week's Sneak Peek. As always, thank you for supporting the development of *A Mage Reborn*!

[\[UPDATE\] Demo ver 7.0 is live!](#)

[Nov 30, 2021](#)

Hi everyone! Thank you for your patience with this update. :)

This month's update comes out to 30k new words of content (for a total of 260k words overall), all of them taking place after the funeral scene where the last update ended. It is concerned mostly with

exploring the Arcadian branches, as shown in the sneak peek, with the latter half of the update laying the groundwork for the next big conflict. Yu is the star of the show this update (as you may have expected, as we now take our first steps into Yotai), and I'm quite happy to finally be able to explore their backstory! I've been really excited to write it, so finally putting it to paper feels like having a load taken off my shoulders.

Beyond the new story content, I've also implemented a number of small fixes all around, and added alt text to image files like chapter / codex headers. I'm also currently working on the Archangel route of the opening scene, which remains a thorn in my side to this day. Hopefully I'll be able to append it to the update within the first week, hence bringing us up to 35k words' worth of an update.

[Click here to play Demo ver 7.0!](#)

As a final note, Patreon should kick back into usual gear next month, with the current monthly goal being a 25k-word update + a side story as well. Monthly features and artworks will also return in December, so please be on the lookout for those. :D

Thank you as always for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(Dec 11\)](#)

[Dec 11, 2021](#)

Hi everyone! Hope you're staying safe and having a great weekend!

Happy to report that it's been a productive first third of the month. The Archangel route is finally complete, and has now been appended to the Patreon demo. It ended up being an additional 7500 words overall, meaning that all together we're up 37.5k words from October's update. That's by far the largest update to the game, with the exception of 2.0! I'm quite happy with how it all turned out, as well-- and I hope you are too. :)

As for the next update--a little stunted to start with this month, as much of the focus has been on finishing the Archangel route. We've currently only pounded out 4000 words so far, but I'm in the writing groove at the moment and I'm sure it'll go up very significantly in the coming week. The goal is 25k words + a side story, and after churning out last month's update, I feel quite confident in my chances of meeting it.

In other news, monthly features are currently again in the works! This month will feature the standard 2 or 3 lighthearted illustrations, plus zombie apocalypse AU portraits of the Arcadia gang. I'll also be

posting a poll today to determine which side character will next get their portrait done--Arcanists, please look out for that!

Lastly, I'll also be throwing up a poll for side stories once I've solidified my ideas--currently, I'm not too sure if a couple of them can be worked into an IF format, and so I'll have to ruminate on them a bit more. Sneak Peeks will also be rolled over to a double feature next week, once I have some of the update's juicier bits fully written!

And that about wraps it up for this week's devlog. As always, thank you for supporting the development of *A Mage Reborn*!

[Portrait Poll](#)

[Dec 12, 2021](#)

Hi everyone! For the next round of portraits, we'll be taking a look at the most recent additions to the cast. Please feel free to select as many (or as few) as you like--the results will determine the order, but everyone will get their portrait before the next poll is up.

If there are anyone else you'd like to be added to the list, feel free to list them in the comments!

Augur

Ghisan

Ralos

Altea

Sevine (antagonist of the Eli rescue arc)

Gael

45 votes total

[Saturday Devlog \(December 18\)](#)

[Dec 18, 2021](#)

Hi everyone! Happy Saturday, and an early merry christmas for those celebrating. :)

Good news and bad news with the update so far. I'm at 15k words as of right now, of the intended 25k, which means I'm considerably ahead of schedule as far as wordcount goes.

The flip side to that, however, is that I've been writing through a block this past week (the last update, it appears, has left me more burnt out than I had expected). While in many instances in the past simply brute-forcing my way through has yielded alright-to-good results, this is not the case this time around. A lot of the update's contents currently leaves a lot to be desired both in variety and in prose, and I'll be spending the next week or so straightening out what I currently have and ensuring that it becomes presentable by the time update day rolls around.

All in all, I'm still quite hopeful that the 25k-word update will arrive by the end of December. What I'm not so certain about right now is the side story--which I'm supposed to be writing this week, and thus will likely need to be pushed back to early January. If this winds up being the case, I'll be posting the link to it alongside December's monthly features, so that if you choose to suspend your patronage come January, you will still be able to access the content when it arrives.

Speaking of monthly features--they're all going quite smoothly! I've received a couple of finished pieces as well as WIP sketches for the rest, and they should be all ready to go by the time the update drops. The hiccup instead lies in the official art department, as certain IRL concerns have been occupying the artist's time. However, they are confident that they'll be able to deliver two pieces (Gael and Ralos) before December leaves. January will instead see Altea, Augur, and Sevine (in that order), before we release a new poll on what the next illustrations will feature.

Sneak peeks for the next update will be uploaded shortly after a devlog! A two-parter of a post, it will feature the next update's opening scene, as well as a chance encounter with a familiar face.

That about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(December 18\)](#).

[Dec 18, 2021](#)

Hi, everyone! As promised, a double feature for this week's sneak peek.

Please be advised that the second sneak peek shows a pretty big spoiler for the next update--so if you wish to be surprised come the end of this month, I would heavily recommend skipping it!

First sneak peek:

The city of Jiasei does not come into view as much as it *appears*, a mirage of red and gold and light nestled deep in the driving rain. You gaze upon its radiance and can't help but to think *sanctuary*, as yet another patch of dirt depresses underneath your foot and paints your beaten shoes with mud.

The Jiasei Wilds lives up to its reputation, you think solemnly. An eternal rain washes upon the flats eleven moons each year, rendering the ground virtually unwalkable but for the solitary caravan path on its north side. Not that it has stopped you from doing so, in the end, for the path's constant traffic makes it a poor target for a spirit gate. And so Mirage had taken you deep into the woods, where the canopy of leaves offered some sort of refuge from the monsoon, and Yusuha's winds had shielded you from the worst of what remains.

"I have about had it with this place," Flyss grumbles as she yanks her foot out of a puddle. "Whose idea was it to build a trading port in these Isha-forsaken lands?"

"Oyuna Jiasei's, apparently," Yusuha hums. The wind mage appears to be in good spirits even as his hair sticks to his face in clumps--and you realize he's been that way since you'd left Port Kyuhan proper. Like a weight had been lifted off his shoulders. "The city had been more of a hamlet, before she ascended to the kugenate. They subsisted on rainberries and sogroots, traded some of it to Salantira and the Empire, where they are regarded as noble delicacies. Quite well-off for such a backwater place, in that hunger and shelter was never a concern. But they certainly...weren't rolling in gold, the way that they are now."

"She sounds like quite the *kugen*," Eli remarks. "An able diplomat, as well, to steal clientele from Kyuhan when the land's condition is so much more adverse."

☒ "Seems like a shame that we'll have to kill her just so Arcadia could make some quick gold."

☐ "Do we know at all how she achieved such a feat?"

☐ "And what does the people think of her rule? What's good for the port isn't necessarily what's good them, after all."

Next

"And you think she's got to where she is riding on sunshine on rainbows, do you?" Flyss sneers. "Not even Arcadia could pick itself back up in the span of a single ruler's lifetime. A backwater merchant with no arcana to speak of, raising a port city from the ground up? She has blood on her hands, as surely as the Kyuhan *kugen* does."

"Indeed," Yusuha agrees. "There is some...speculation, that the reason she hides herself in that underground maze of a palace...is because not even her own people is fond of her." The wind mage stares plaintively ahead towards Jiasei, and brushes back a strand of his rain-slick hair. "Looking at the Archangel's reports, the theory appears to hold some water."

"And what do the reports say, exactly?" Eli asks.

"And what do the reports say, exactly?" Eli asks.

It is Mirage who answers the question, even as she sneezes in her rain-soaked cloak. "Jiasei's competitive advantage lies in the harbor's processing time and taxes," she explains, wiping a finger at her nose. "Their speed and rates are much more attractive compared to the other big players--so much so that traders don't mind braving a bit of ill weather."

"But there's a reason the other ports haven't followed suit despite Jiasei's considerable success," Yusuha adds. "If the Archangel's numbers are to be believed, the port is operating dangerously close to a loss overall. And yet Jiasei's festivals and infrastructure are as lavish as any port five times its age..."

"Which means that it's the workers who are getting screwed over," Flyss concludes. "Difficult to summon pity for such a woman."

- ☒ "That's quite rich coming from Tahlia's lapdogs," I say solemnly.
- ☐ "That's quite rich coming from Tahlia's lapdogs," I say jokingly.
- ☐ "So that's it, then? We're justifying the *kugen*'s murder based on hypotheticals?"

Next

Flyss turns towards you with cold fury in her eyes, but whatever venom must be dancing at the tip of her tongue is promptly cut short by Yusuha's laughter.

"Touche, Widow," he says. "We're no saints ourselves--just looking out for our own interests, the same way *Kugen* Oyuna is looking out for hers. And so if she ends up the victor of our little tango, and I wind up dead on her palace floor? Well, no hard feelings there."

Flyss inexplicably bristles at the remark. "You're no weakling, Yusuha. Don't speak of such foolish eventualities."

"Alright, cut it out, all of you," Mirage sighs. "We'll be in earshot of the city guards soon, and it won't do to have them hear you squabbling like this."

Yusuha nods his agreement. "Indeed. I'll handle our entry--the rest of you can just follow along. Flyss, have you got the glamors handled?"

"Tch," the spiritist says, even as she calls upon the spell circles Yusuha had requested of her. The runes she paints snake in on themselves and complete with a flourish, and when it dissipates into the air you can feel it lingering on the skin of your visage.

You take a measured glance towards the others in your group, then, and find that four strangers are staring you back in the face. It appears that Flyss's glamor is working to perfection.

"I can't keep this up indefinitely," Not-Flyss warns. There is a vein that strains in exertion around her neck--a sign that the spell's upkeep is taking its toll on her. "Glamors are high-level enchantments to begin with--keeping five of them up at once will wring me dry of mana before long."

"You won't need to maintain it for long. Just enough to get us past the city guards, and then the crowd will mask our presence well enough." Yusuha--now a raven-haired woman with an ugly scar along his cheek--straightens his back and takes on the gait of a warrior. It's a convincing act, and you take some relief in that as the guards of Jiasei City eye your advancing forms with open suspicion.

"Let's get this show on the road, shall we?"

And the second one:

You are jolted awake by a cacophony of noises beyond your window, and combat instincts have you leaping out of bed and into a crouch within the span of a second. But when you turn your gaze towards the source of the noise, you find that it is little more than streaks of bright red against the night sky. The tail end of a firework--a staple of the Blue Harvest Festival--and a disturbance to your sleep that you should have seen coming.

You watch the last of the sparks fizzle and die out, realizing that any possibility of sleep has been chased out by the rude awakening you've just had. But at the same time, the fireworks mark the tail end of the festival's first day--and joining the rest of Nightsaber on their scouting mission now is likely to be a waste of everyone's time.

A second round of fireworks shoot up past your window, exploding into bursts of green flare several stories beyond your line of sight. It makes for a beautiful image, even with the bulk of it concealed--and you realize that if you are to behold it in full, you must go to the viewing deck on the building's top floor.

- ☒ I'll go up there and watch the rest of the show. I have nothing better to do, after all.
- ☐ I'll try to sleep through it anyway. A little firework won't stop me.

Next

Settling on the resolution with some annoyance, you gingerly step towards the other side of the room and find the garments Yusuha had set out for you. You find that the structure of it is not dissimilar from the typical mage's robe, simple and flowing silk with a part down the chest and a rope-like sash around the waist. Beside it you find a mask, one of very similar make to Yusuha's own--only where hers had depicted a fox, yours is made in the image of...

- ☒ ...a bird. The bulging eyes adorning its center resembles those of a wild beast, but the polished red beak is slender as a dancer's fingers.
- ☐ ...a raccoon dog. A wide grin splits its visage from ear to ear, showing a full row of white-painted teeth.
- ☐ ...a cat. Its whiskered cheeks are almost comically bulbous, and yet there is still a slyness to its eyes that draws you in.
- ☐ ...a stag. A faithful recreation for the most part, with blood-red antlers and a smooth white finish. It gives off a strong, sturdy impression.

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☐ ...a stag. A faithful recreation for the most part, with blood-red antlers and a smooth white finish. It gives off a strong, sturdy impression.

Next

You pick the mask up with the intent to inspect it, and find that there is a piece of parchment attached to its other side. Pulling it free reveals a message written in a neat, almost calligraphic script, one you recognize as belonging to Yusuha.

Keeping your face hidden is an important custom of Blue Harvest, he writes. Don't leave your room without it! You'll lose us our lodging if the innkeep catches you~

You stifle a sigh at the added chore, but obediently affix the mask onto your face and begin slipping into the festival garment--a *heiyun*, Yusuha had called it. The fabric is smooth and soft to the touch, and you feel the cold air of the room creep through its crevices and rest gently upon your skin. As a final touch, you wrap the sash around your waist and pull it taut into a knot. Locals would find it sloppily done, you're sure, but it's enough to you that the outfit does not come undone.

You ascend to the top floor.

The night breeze greets you with a sigh as you pass through the doorway of the viewing deck, and you pull your *heiyun* a little tighter to block the coming chill. From this vantage point you can observe the fireworks in all their glory, flaming tapestries of red and gold and green across the night sky. The pelting rain does little to dampen their spark, only adds a mysterious allure to their moment of fleeting glory.

On the other side of the viewing deck, another person stands with his chest pressed against the railing, drinking strong wine straight from the bottle. It takes you a moment to make out the planes of his face, painted as they are by the flood of lights overhead--and when you do, you feel your heart drop hard into the pit of your stomach.

For the boy on the other side of the deck is no stranger to you, grown though he may be with his hair longer than you remember. There are creases on his face where there were none before, melancholy a foreign contrast to his once-perpetual spark of joy.

You gaze in stony silence as he takes another swig, before a sideways glance alerts him to your presence. The world halts to a standstill when he turns his gaze upon you, and the act shatters any disbelief you may have still been nursing. For those luminous green eyes make it unmistakable that the boy standing before you is none other than the Shadow of the White Fangs, the younger prince of Param.

Saine.

Next

And that wraps it up for this week's Sneak Peek! As always, thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(Dec 25\)](#)

[Dec 26, 2021](#)

...except it's the Sunday, post-Christmas edition! Hope you've all had a lovely December 25th, and here's to a better 2022 for us all. :)

So, updates on the game! Writing is going smoothly thus far; I'm at 20k words at the time of this post, and I'm in-gear enough right now to reasonably believe I can exceed the 25k goal come update day. Further, I've also figured out a structure for the next update that I'm 100% happy with! Scenes will be

separated into two 'stages', with the first stage being the festival and the second stage being what transpires after. In the first stage, you will be able to pick any two of Eli, F, and Yu's scenes, while in the second stage you will be able to pick either the scene that begins Yu-F's polyamory route, or a scene with the mysterious character from last week's sneak peek!

You will also be able to skip one or both stages simply by choosing to sleep through the whole thing (which, well, mood).

Onto the bad news: unfortunately, there are some health-related hiccups in the art department, and I'm currently unsure if some of the artworks will be ready in time for the new year. The artist's health takes priority, of course, and so currently what I'll most likely do if the artwork is delayed is to suspend charging for January and have AMR on a bit of a break. I'd be using the time to iron out the absolute *cavalcade* of errors that has been reported both by readers and by beta testers, which I've thus far been putting off in favor of writing new content.

However, if the artworks *do* get finished in time, then January will be business as usual, as I'd prefer to take that break at a more conclusive plot point than the end of the current update. I'll be sure to keep you posted once I'm certain what the case will be.

In the mean time, I'll also be posting a Sneak Peek soon, picking the scene up from where we left off last time! It'll be a small, dainty peek so as not to spoil the whole thing, but given how strong the reaction had been last time, I feel called to at least show a little bit more. x)

That about wraps it up for this update. Thank you for supporting AMR, and see you when the update drops in a few days!

[Sneak Peek \(Dec 25\)](#).

[Dec 26, 2021](#)

Hi, everyone! As promised, the sneak peeks for this week! A little bit of extra on the Saine scene, plus a tiny glimpse of the Yu-F polyamory route's start!

A Mage Reborn

by Adam Rifky

[Show Stats](#)[Restart](#)[Menu](#)[Popout](#)[Start Stepping](#)

The sight of the young prince revives something vividly familiar in the deepest reaches of your chest, between the lung that had lost its air and the heart beating tattoos against your ribs:

- ☒ ...joy. I'm unspeakably happy to see him again.
- ☐ ...fear. I can't help but to associate him with what had happened, and how it all ended.
- ☐ ...wistfulness. He reminds me so much of simpler, happier days, all the things I've lost.
- ☐ ...worry. He is so much more haggard than I remember.
- ☐ ...wonder. What a strange twist of fate, that we were able to meet once more.
- ☐ ...fury. I have not forgotten his failure, and neither should he.

[Next](#)

Saine regards you with tired, inebriated indifference, and you feel his eyes lingering on your stag mask, as if unsure what to make of it. And then the boy catches himself and searches for his own mask in a wide-eyed panic. He finds it perched on the railing and makes a hasty grab for it, but his shaking hands instead pushes it over the edge, and sends it free falling into the night.

"*Damn it*," he slurs, hissing at his own mistake. "I'm--I'm really sorry about this. I didn't mean any...disrespect."

He gazes at you through hooded eyes, clearly waiting for a response. You swallow the leaden weight in your throat, your hands itching to take off your own and make the revelation. That never again will he need to grieve, beat himself up over days long gone. That you are here in the flesh, beholding him as if the pyre came undone.

- ☒ Doing so would jeopardize the mission, after all.
- ☐ I don't want to jeopardize *him*. I can't get him involved in this.
- ☐ I don't want him to see me like this.
- ☐ Tahlia will pick up on this encounter, no doubt. I fear what she might do in retaliation.

Next

You are on the cusp of an assassination, and he is no doubt here as an envoy to Oyuna Jiasei. Being so diametrically opposed, your revelation and all the discussions it will entail will necessarily pull Saine into the thick of the action. Doing so works against the mission, for Saine is a skilled combatant and a war hero in his own right. A variable better eliminated from the board.

(Besides, you would not know what to do with yourself if Saine were to be injured--or worse. Having him removed from the battlefield would put your heart at ease.)

"Hey...hey," Saine drawls, even as he straightens himself up. "Why are you...so quiet? I'm not in trouble, am I?"

You swallow once, hard, and tune your voice one pitch higher as you respond:

- ☒ "There's no need to worry. I'm not a local either."
- ☐ "If you loathed the mask that much, why not just drink in your room?"
- ☐ "Stay there. I'll go downstairs and bring you a spare."

Next

And the polyamory fork!

"Cute," Yusuha murmurs beside you, a finger pressed to his lips. "Very, very cute." The redhead turns to you then, the gleam in his eyes not unlike that of a child in a candy shop. "Hey, Widow, are you thinking what I'm thinking?"

- ☒ "That we should...*cultivate* this new side of Zealot? Yes, I believe we are."
- ☐ "You tell me, Fox. Right now, I'm thinking I'm quite irritated that you've replaced me so quickly."

Next

That about wraps it up for today's Sneak Peek! Thank you as always for supporting the development of *A Mage Reborn*!

[\[UPDATE\] Demo ver 8.0 is live!](#)

[Dec 31, 2021](#)

Hi everyone! Happy update day, and happy new year! Here's to a great 2022 for all of us. :D

A couple of important things to announce before we get to the big fish:

1. Patreon billing for the month of January has been suspended, as referred to in the most recent devlog. Throughout the month, my priority for AMR will be bug-busting and grammar corrections, such that we can start February with a clean slate (and wait for the next round of bugs to inevitably roll in ;;)
2. Most of November's contents will still be posted today (including the demo update, further down this post!). January will feature a short story, bonus monthly features, and artwork that has not yet been able to be completed. Additionally, there is a high likelihood that I will patch in a significant portion of the current update's WIP content throughout the month, though that is of lower priority compared to point 1.

ABOUT THE CURRENT UPDATE:

There's been a pretty massive change in the ending sequence of the current update—what was initially meant to be a cute date-y fireworks scene has instead been reworked into something entirely different. While I've had to bin around 8k words of the original content, I believe the new content is far stronger both in terms of writing as well as plot-building. In fact, it is my personal opinion that it is the strongest piece of writing in Book II thus far!

However, due to the sudden nature of its implementation, currently only F's version of the scene is available for viewing, and choices are still underdeveloped for it. The update remains over 25k words in length (25.9k, to be precise), but you will notice multiple contents throughout the update that have yet to be completed. Notably, given the following structure:

PHASE 1: Yu's festival scene, F's festival scene, Eli's festival scene

PHASE 2: Yu's firework scene, F's firework scene, Eli's firework scene, Mystery character's scene

Currently, not yet in the update are both of Eli's scenes (Phases 1 and 2), as well as Yu's firework scene (Phase 2). The opening of the polyamory route has also been displaced, and as of right now F's scene will not feature a branch out into the polyamory route as had been originally planned.

Very sorry for the inconvenience! I did as much as I can within the time available for edits (damn you, last-minute inspirations!), and will likely release a mini 'patch' over the course of the break. At the very least, it will finish the entirety of F and Yu's scenes, and I'm hanging onto the possibility of releasing Eli's scenes as well (though it will be a lower priority for now).

Lastly, **please be mindful of the new trigger warnings.** Specifically, the current edition of the update features an unavoidable anxiety attack for the mage (this will be able to be avoided in future editions).

I hope this isn't too confusing! Please take this picture of Book II Leon (combat gear ver.) as a token of my gratitude for your patience. Demo link can be found directly under him. :)



[Play the demo here!](#)

If you wish to see all currently available scenes, this is a flow you can follow to do so (SPOILERS):

[When the option is offered to go to the festival, go]

[Do both Yu and F's festival scenes]

[SAVE]

[Do F's firework scene, finish the update]

[LOAD THE PREVIOUS SAVE]

[Choose to go home, and to go to the top floor when the option is offered. Finish the update.]

Apologies for the chaos of this post - it's been a chaotic few days. And as ever, thank you for supporting the development of *A Mage Reborn*. :)

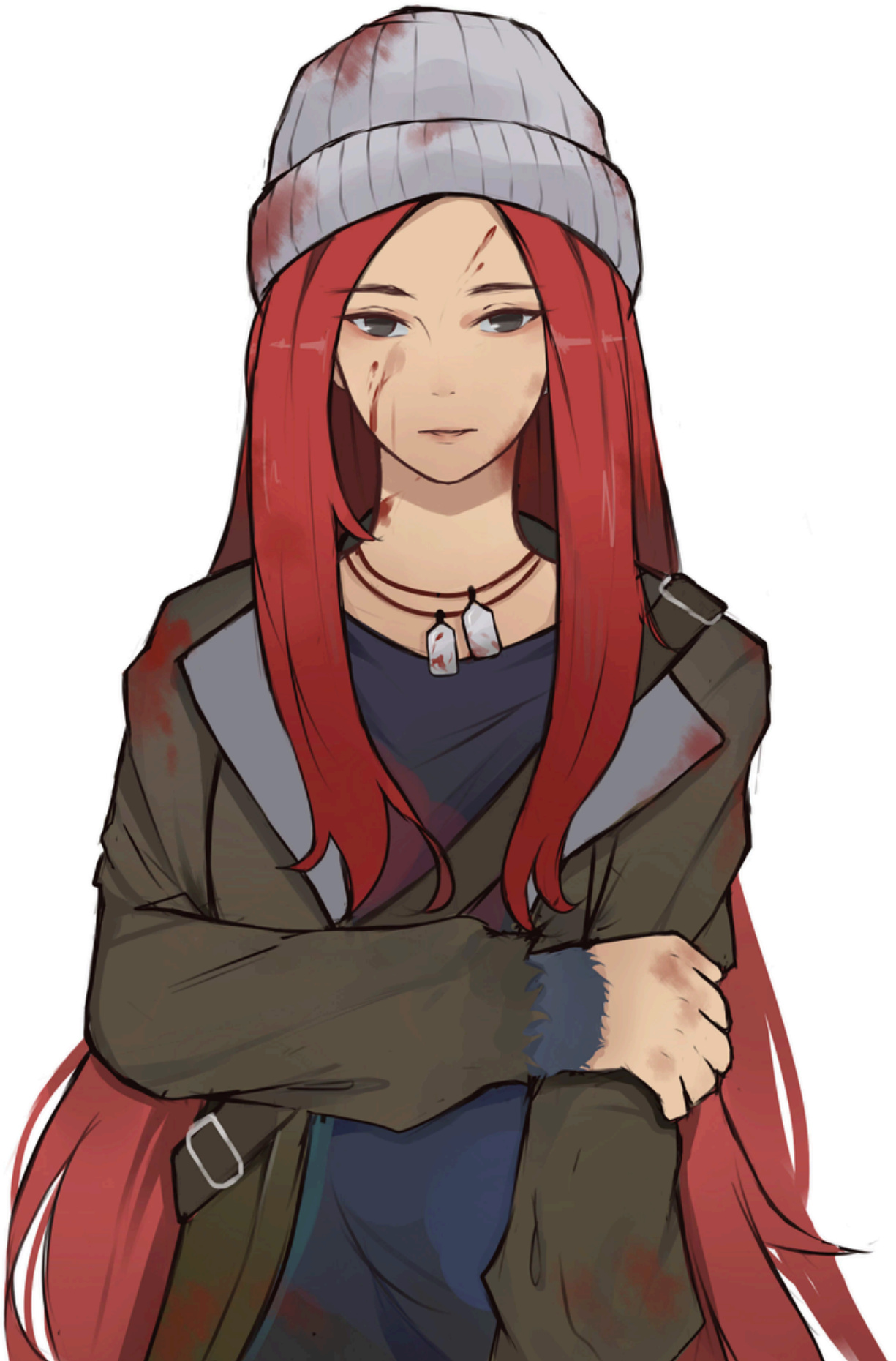
[Monthly Features \(December\)](#)

[Dec 31, 2021](#)

Hi everyone! As promised, the monthly features for December!

First up, Arcadia squad in a zombie apocalypse AU:



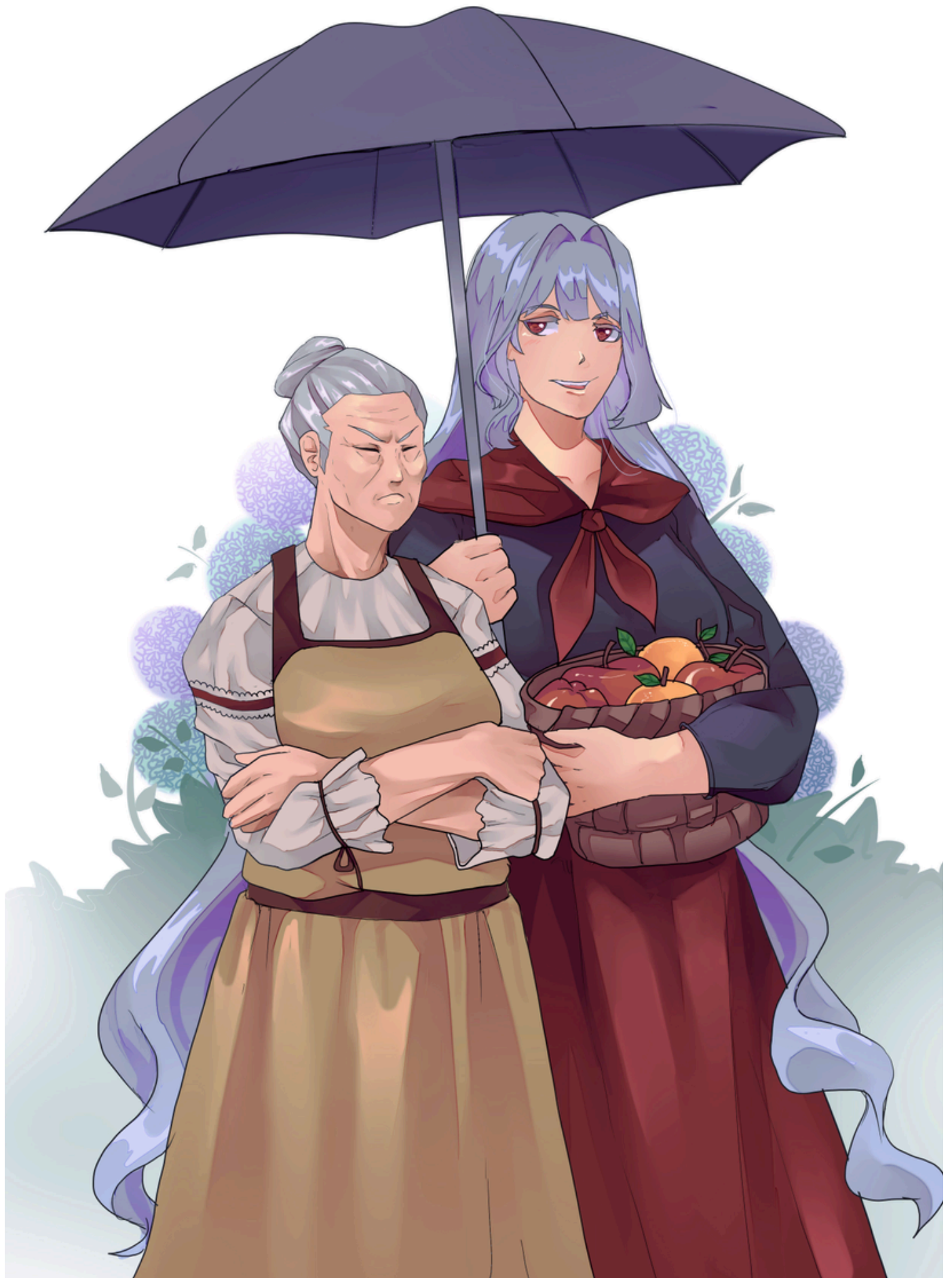






And secondly, a couple of commissions featuring protagonists from Book I's cover art!

("I could've carried it myself. None of you brats have any respect for me.")



and an illustration of the Eli- and Sister-focused Side Story, Starfall!



(PS. Eli is fairer than she should be here, and the artist is currently in the process of correcting her skintone. Will update this post when the result is finished!)

And that about wraps it up for our monthly features. As always, thank you for supporting the development of *A Mage Reborn*!

[Gael \(Full-Body\).](#)

[Jan 11, 2022](#)



It's been a long time coming, but Gael is finally complete! If all goes well, he will be one of three portraits to be posted this month, courtesy of the artist's recovery. Ralos and Altea will follow after him. February will open with Sevine, to be followed by a poll that will include the likes of Ante (can't believe I've forgotten about her!), Augur, Ghisan, and the Huan of Kyuhan City (aka Yu's aunt).

We're quickly running out of major characters to commission a portrait of, and I'm unsure whether to be happy or cautious about it. :D An alternative we could pursue--and one I'll be making a poll of as well, I think--is to commission art of early-Book-I White Fangs or the phantasma that's been showcased thus far. Perhaps it would make for a more interesting contribution than the relatively minor characters?

But I've digressed. A poll will be put up towards the end of February for that decision, and for the meantime, I hope you enjoyed the portrait of your would-be member of the execution squad/victim Gael!

[Art Preview: Ralos \(Full-Body\).](#)

[Jan 14, 2022](#)



Second portrait of the month: Ralos! RIP to him, but at the very least he died with a cool armor on! His faction has some of the strongest drip in AMR-verse, and for good reason; his and Altea's segment is due for a rewrite due to how little the prose refers to their decidedly outlandish clothing.

Altea is up next!

[Side Story: Red](#)

[Jan 17, 2022](#)

Hi, everyone! It's been a long time coming (and a lot of rewrites), but the long-overdue side story is finally completed! It's a Yu-focused piece and talks about their 'escape' from Kyuhan, which may shed a bit of light as to why they were so apprehensive of going back. Very imaginatively titled *Red*, the piece comes in at around 3100 words and is completely linear save for a gender-setting choice near the beginning of the story.

[Click here to play Red!](#)

And as always, thank you for supporting the development of *A Mage Reborn*!

[\[UPDATE\] Demo ver 8.5 is live!](#)

[Jan 30, 2022](#)

Hi everyone! Hope you've had a wonderful start of the year, and thanks for your patience through AMR's break!

I've made many small improvements to AMR while I storyboarded for the next arc, most of which are concentrated on getting Book I publication-ready (I submitted Book I for publication earlier this month, so that's been exciting!). Included in those improvements are fixes for (as much as I can tell) all of the Silcur arc's persistent bugs, as well as achievements for the entirety of the first book.

Other than that, I've also completed the entirety of the Yotai festival scenes! This means two additional Eli scenes over 8.0, and one additional scene for Yu. This comes out to around 11-12k words of fresh content.

I've had a lot of time to think about story structure and pacing over the course of the break, and decided it would be for the best to leave the true start of the Arcadian romance paths for after the Yotai arc. However, you will definitely see some hints in that direction in the current build! Eli's scene is particularly thick with it, given how much longer you've known each other compared to the other Arcadians.

[Click here to play Demo ver 8.5!](#)

Remaining content for this month includes a couple of monthly features, namely commissions of Saine and Tahlia in modern/casual clothes, as well as the portrait for Altea. The former will be posted sometime before the end of the month, while the latter will go up immediately after this post.

And that about wraps it up for this month's update! AMR will return to its regularly scheduled programming come February, where we will start to unravel the mystery of Jiasei that we've been building up to the entire arc. Stay tuned!

[Art Preview: Altea \(Full-Body\).](#)

[Jan 30, 2022](#)



And here's the other murder twin! That scythe was a particularly impressive piece of work on Khutilust's behalf, if I do say so myself.

I'll be throwing up a poll at the start of February regarding what artworks should be featured after Altea. Possible choices include other side characters (i.e. Ante, Sevine, the job specialization NPCs in Leaf End), or White Fangs versions of Leon/Saine/Ilya + side story versions of F/Yu/Eli/Sister!

[Monthly Features \(January\).](#)

[Jan 31, 2022](#)

Hi, everyone! As promised, a couple of bonus monthly features from the break. This round features Tahlia and Saine in casual/modern clothes, and the rest of the core cast will also be coming in February's monthly features!



(feat. his post-timeskip vibe!)



We'll be back with a full set of monthly features come February, but in the meantime I hope this can help to tide you over. :) And as always, thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(February 5\).](#)

[Feb 5, 2022](#)

Hi, everyone! Hope you're doing well and having a fantastic start to February! Happy Lunar New Year for those who are celebrating, and may fortune find you the rest of this coming year. :)

Writing is progressing pretty smoothly at the start of this month, with 6000 words knocked out before my college semester starts next week. I'm setting my sights on a 25k+ word update as well as a side story for February, which will hopefully be doable as coursework is generally very light at the start of the semester.

Speaking of the next update, it will finally feature some long-overdue fighting scenes! The assassination of Oyuna Jiasei will finally kick into gear, and the mystery enshrouding Jiasei will be slowly unraveled as we progress through the update. It will also feature a new paired-opposite stat called Ercei vs. Arcana, which will measure how much you rely upon your newfound power as opposed to traditional spells (which got a bit of a facelift during your stay with Arcadia!). It's all very exciting (and very daunting to code, aha).

As per usual, briefs for monthly features have been sent out to the relevant artists, and we should be getting the full batch back towards the end of February. There will also be a couple of posts following this one, one of them a sneak peek for the next update (featuring Chian Tanryu/the Kyuhan *kugen*'s spy, and a bit of insight into what your assassination mission will entail).

Last but not least, I'll also be uploading a poll on art features, now that we've somewhat exhausted the NPCs for whom a portrait can be drawn. Current ideas include arcana and spell visualizations, among others, and the comment section will also be open to Arcanists for options to be added to the list.

And that about wraps it up for this week's update! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(February 5\).](#)

[Feb 5, 2022](#)

Hi everyone! As promised, sneak peeks for the next update, featuring Chian Tanryu's agent in Jiasei-- and a bit of insight regarding what the mission entails.

The Red Goose is a swanky, upscale dining place seemingly frequented by wealthy merchants and local nobility. A general hum of conversation fills the air as you take your first step inside, but their sources are obscured behind ornately painted screens that divide the restaurant into countless private rooms. You suppose this is where the rich and the powerful congregate to discuss business secrets and plot against their rivals—and the Red Goose's provision of privacy is more valuable to them than its renowned culinary diversions.

Mirage greets the maître d' in pleasant, if accented Yotai, and asks for you both to be escorted to the Jade Room. The latter calls for a busboy, then, a sharply-dressed man so polite that he does not quite look you in the eye, and you are whisked into the Jade Room without further ado.

You find that the rest of Nightsaber has taken their seats along the Room's ornate wooden table, Yusuha and Falco on one side and Eli on the other. At the head of the table is a sallow-faced person with sharp, intelligent eyes and a hawkish nose—unmistakably the *kugen*'s contact, for Nightsaber would have seen to their violent removal otherwise.

"Welcome," they say, in a tone that makes you feel anything but. "I trust that will be everyone?"

"Indeed. It is us four that have been dispatched to Jiasei," Yusuha answers pleasantly.

"Excellent," the agent replies. "To business, then."

- ☐ Before that, I set up a soundproofing enchantment around the Jade Room.
- ☒ Before that, I take out a soundproofing device to protect against eavesdroppers.

Next

It's a dainty, crystalline little thing, but it hungers for your mana and laps it up like a hungry beast. Afterwards, Catarina's genius does its work and paints the ground in a subtle golden glow, signifying that anything said within the field of influence will never leave its confines.

"Should I be concerned with whatever it is your colleague just did?" the agent asks, more tired than perturbed.

"A Soundbreaker—just something to ensure our conversation remains entirely...*ours*," Yusuha answers diplomatically. "Comes in handy in our line of work, you understand. The Red Goose have been kind enough to grant us privacy, but we generally find that the extra mile never hurts."

"A most convenient trinket," they mutter approvingly, all the while giving you a measured stare. You shift uncomfortably in your seat; something about the way they are glaring at you makes you feel entirely transparent. "Thank you for your discretion."

Yusuha turns in their direction as you and Mirage take your seats, and plasters on his most diplomatic smile. "That's Mirage and Firebrand, and you already know what to call the rest of us. Will you tell us what to call *you*?"

The agent nods. "Handler, at your service. It is what Master Tanryu calls me, and I assure you it is an apt name," they say flatly. "I have arranged for you the smoothest possible path to Oyuna Jiasei, though it will be a turbulent one still. Regardless, if you are half as capable as Master Tanryu makes you out to be, it should present you with little trouble."

"If it can be done, we'll accomplish it," Falco says matter-of-factly. "But you'll need to answer our questions."

"Gladly," Handler confirms with a nod. "Please ask away."

- ☒ "Describe the details of the mission to us."
- ☐ "Why have you requested a rescheduling of the mission?"
- ☐ "How did you come to work for Chian Tanryu?"
- ☐ "You say Chian Tanryu calls you Handler, but what is your name really?"
- ☐ (Skip the rest of the explanation. The game will treat you as if you have heard the answers to all the questions.)

Next

"You know, surely, that the operation demands you infiltrate Jiasei's old palace, Reitan of a Thousand Doors. It is where Oyuna Jiasei will reside during the Blue Harvest Hearing, scheduled for the last day of the festival," Handler explains. "It is a maze-like structure that offers only a single direct pathway from the gate to the throne room, teeming with elite guards and hired mercenaries alike. Twenty-seven more paths exist in Reitan, but they are nigh impossible to get through without the help of Oyuna Jiasei or her innermost circle of loyalists."

"Any chance you count yourself among them?" Yusuha asks hopefully.

"I am a mere clerk of the Underwave Palace, Oyuna Jiasei's permanent residence. It just so happens that I am gifted at the art of gathering information."

"You have one such...information which will assist us in infiltrating Reitan, then," Falco says. "Or do you mean for us to slaughter the whole of its guards?"

"You have one such...information which will assist us in infiltrating Reitan, then," Falco says. "Or do you mean for us to slaughter the whole of its guards?"

Handler shakes their head lightly. "You are either brave or foolish to suggest such a thing. No, I will not ask five people to combat Oyuna Jiasei's hundred-strong legion of elite fighters. Instead, you will take the second shortest path to the throne room, entirely vacant of any guards."

"I sense there's a catch," Eli mutters.

"Indeed. The path will take you through Goram and Metea's cage-chamber."

- ☐ "Describe the details of the mission to us."
- ☒ "Goram and Metea?"
- ☐ "Why have you requested a rescheduling of the mission?"
- ☐ "How did you come to work for Chian Tanryu?"
- ☐ "You say Chian Tanryu calls you Handler, but what is your name really?"
- ☐ (Skip the rest of the explanation. The game will treat you as if you have heard the answers to all the questions.)

Next

"Elyssian beasts," Handler says, gauging you carefully for reactions. "And Oyuna Jiasei's dearest pets."

There is a beat of silence in the room as all of you regard them with incredulous silence, before Mirage lets out a hesitant laugh. "You're pulling our leg, aren't you? Elyssian beasts don't answer to human command."

"So they say, but Oyuna Jiasei seems to have proven otherwise," Handler replies. "I assure you that this is no joke. I have no time for such diversions."

"We can see," Yusuha mutters under his breath.

"That will be all the resistance we face? Two Elyssian beasts?" Falco demands. "It almost seems too good to be true."

"Speak for yourself. It sounds like a headache," Mirage interjects.

"There should be five guards in the throne room proper, as the rest will be out in the halls. Elites, the lot of them, but if you can get past the beasts then they should pose little problems," Handler says. "Goram the chimera, and Metea the harpy. Are you up to the task of slaying them?"

"Don't insult us," Falco scoffs. "It will be a trivial matter."

And that about wraps it up for this week's sneak peek! If all goes well, next week should feature some of this chapter's actual action scenes, so stay tuned for that! :D

[Art Poll](#)

[Feb 5, 2022](#)

Hi, everyone! Now that we're approaching the limit of NPCs whose portraits can be commissioned, I thought it would be prudent to return the power of choice back to you with regard to what art rewards should be depicting next. Listed below are some ideas collected from AMR's various platforms, and you may also feel free to comment other ideas as they occur to you!

Please note that non-character art options may not become available depending on whether I can find an artist for them, in which case the most popular character-art option will be defaulted to for the purposes of February's art (as I continue to search for artists!)

Do some more NPC art (Ante, Sevine, Handler from the upcoming update)

Do other versions of existing art (a White Fangs version of the Parami gang, side story versions of Yu, F, etc.)

Do phantasma art

Do spell visualizations

Other (comment your ideas below!)

53 votes total

[Phantasma Art Poll](#)

[Feb 9, 2022](#)

Hi, everyone! You've spoken on what you'd like to see art of next, and thus far the runaway favorite has been art of phantasma! Khutilust (who's done our character portraits in the past) has agreed to take a stab at it, and I'll be commissioning your top voted phantasma from him for this February. :) Please vote on which phantasma you'd like to see him render first (feel free to pick multiple options)!

Satiel, the High Intercessor

Airas, the Beckoning Hand

Gweila, the Clear-Sighted

Nyx, the Condemned

Raegusa, the Earthsworn

Qualia, the False Prophet (Eli's phantasma)

Alsaemir, the Divine Wind (Yu's phantasma)

Iudra, the Sinkeeper (F's phantasma)

83 votes total

[Saturday Devlog \(February 12\)](#)

[Feb 12, 2022](#)

Hi everyone! Hope you're staying safe and healthy this week. :D

Writing's been going reasonably smooth this past week, with the wordcount hitting 12.5k words earlier tonight--exactly the halfway point of the wordcount goal for February. With any luck, that pace will be kept up well into the month, and I'll be able to put together a solid update a little earlier than usual.

Aside from that, art commissions have also been going well! I received sketches for Nyx, who won the phantasma poll earlier this week, and she should be followed by Satiel and (hopefully) Raegusa before the end of the month. Gweila, Qualia, and Airas (in that order) should be featured in March, and another art poll will determine Patreon's offerings in April!

I've additionally also received sketches for February's monthly features, which should feature three of the cast members in modern AU, casual clothing, as well as a couple of meme-like offerings as dictated by tradition. :D

Lastly, a Sneak Peek involving combat scenes from the upcoming update will go up shortly after this post. It involves the start of a new opposite-pair stat, namely Arcana-Ercei, which will record your leanings in magical combat when both options are presented to you. The Sneak Peek will also tease four brand-new *ercei* spells available for casting by the mage, courtesy of their time in Arcadia.

And that about wraps it up for this week's update! Please stay safe and healthy, everyone, and thank you for supporting the development of *A Mage Reborn*.

[Sneak Peek \(February 12\)](#)

[Feb 12, 2022](#)

As promised, the sneak peek for this week! Featuring combat scenes from the next update.

Before you see or hear the beasts, you first sense their *presence*, a heavy, thrumming burden in the air that speaks of dangers better avoided. You feel your steps faltering of their own accord the closer you get to its source, despite knowing that you've slain one before, as a lone mage in a party of three—instead of a member of the most powerful assassination squad in all of Arvanand.

But all around you Nightsaber presses on with a steady calm, breaths that do not hitch even as mana roils and starts around you like rogue waves. And in the midst of it all you find a feeling of profound safety, like nothing could pierce the barricade of incendiary power that is Nightsaber.

- ☐ Now more than ever, I'm glad that I'm on their side.
- ☐ Comfort leads to carelessness, and carelessness to death. I'd best stay on my toes.
- ☒ It makes me fear the inevitable day when I'll be forced to make an enemy of them.
- ☐ I'm sure I'll find a way to defeat them, in the end. I'll just take everything step by step.

Next

How much blood must weigh the other end of the scale, to purchase victory against such great and terrible powers? You had seen firsthand how Salantira had crumpled to its knees under the weight of a single phantasma, the horror-twist in the soldiers' faces as they are slain by the dozens. And now you find yourself amidst three, to say nothing of the priestess that overpowers them all.

Your prospects are looking ever bleaker by the second.

"You look deep in thought there, Firebrand," Yusuha says, breaking the silence that has dawned upon your group. "Best look alive. I think we'll find our little friends just beyond that door."

You follow the redhead's gesturing hand, and sure enough, you find there a grand brass gateway with ornately-carved golden knobs. It is the kind of rampant luxury only a monarch would spend on, to say nothing of the fact that it's the entry to a glorified cage.

There is a low, rumbling roar beyond the door as the beasts finally pick up on your presence, and you know then that Yusuha's suspicions are right on the money.

"Ready?" Mirage asks, readying another round of her spirit gate. "We'd best strike before they fully gain their bearings."

"As we'll ever be," Eli answers, steady as she quietly draws her blade. "Let's go."

Into the fray.

The first sight that greets you on the other side is a pair of charging beasts, one a green-scaled chimera with its tail reared up, the other a gliding harpy, each feather sharp as a claw. Both let out blood-curdling screeches as they swoop with their talons outstretched, the sound of it ringing in your skull like a funeral bell.

But all around you Nightsaber is ready to meet them, and you are no different.

- ☐ I'll use my newfound powers of arcana to neutralize the beasts.
- ☒ I'll continue relying on *ercei* magic whenever I can.

Next

Your days in Arcadia had been spent toiling through its inexhaustible collection of lost knowledge and magical arts, all for a chance to discover magic you could employ without being at the mercy of phantasma once more. You had found them, of course, because Arcadia's trove of knowledge is as vast as it is terrifying, though few could learn its contents that cannot use arcana instead. Which is to say—because of the choice you had made, you are the only person in all the world who could put these spells to good use.

Flyss and Yusuha leaps to deal with the harpy, which leaves you and Eli with the chimera. And it's about to learn firsthand just how unlucky it is to be the one to face you.

- ☐ I cast Seagod Spiel.
- ☐ I cast Glyph of Regalia.
- ☐ I cast Thorn Labyrinth.
- ☒ I cast Xenoglossia: Sinwraith.

Next

A familiar sensation dances between your fingers as the spell's runes paint themselves into the air, and soon a spirit gate manifests into existence and opens with arcane screech. Emerging from its depths is a floating, skeletal being with a thick, noxious aura and a presence that rests heavy as lead upon your shoulders. It lurches forward with its misshapen talons outstretched, meeting the chimera head-on before it dissipates and seeps into its very bones.

The chimera rears backward in pain as it begins to feel the spell's effects taking its toll upon its body, desiccating the beast's innards and organs as it gasps and whines in agony. Eli sees the opportunity and takes it in stride, brandishing her blade and leaping forward to double down on the assault. At once the healer becomes a storm of footwork and swordplay, each stab meticulously measured to exploit the beast's weakest spots. One stab to the soft skin of its neck, one to each of its eyes, three to flay the skin of its chest open and expose the tender muscles within.

Eventually your combined efforts succeed in bringing the beast to its knees, and it whines with labored breaths as your two-pronged assault renders it unable to mount a resistance.

A spirit gate manifests right above the chimera, then, and Mirage plunges down with a dagger in her hand, aiming it directly at the beast's gaping chest. The knife is driven right through its heart, and with a final, gasping whine, the beast finally falls dead at her feet.

Next

[Art: Nyx, the Condemned](#)

[Feb 16, 2022](#)



Hi, everyone! I've received the first of two-three phantasma art that will be released this month, featuring Nyx, the Condemned! The necromancy phantasma is herself a blood-stained, skeletal being, and regularly inspires terror from her contractors despite being perhaps the most diplomatic and polite phantasma of the whole bunch.

Satiel will be up next!

[Saturday Devlog \(19 February\).](#)

[Feb 19, 2022](#)

Hi everyone, and welcome to another edition of Saturday Devlog! Anniversary edition!

First things first, you may have seen this art posted earlier today on Tumblr and COG Forums, but if not, some anniversary art courtesy of [Yesa](#), featuring the White Fangs!



I'm also happy to report that writing is going well, with 18k words under the belt for the next update. The final stretch will also include long-overdue fixes for the Black Grail/Archangel routes of the Arcadian day-off scene, which should take us safely to the 25k mark.

Other than that, artwork are also steadily flowing in! This is true both for phantasma art and monthly features, and the progress of current sketches point to all things going according to schedule at present.

I do have a piece of bad news, however: the side story for this month does look like it will have to be delayed for March, owing to difficulties in finding a format that works for the intended storyline. In exchange, February will feature extra pieces of monthly features, so please stay tuned for that. :)

Lastly, a Sneak Peek will be posted soon after this devlog goes up! It will be a bit shorter than usual, owing to a spoiler bomb right after the scene that I think is best avoided going into the update. It features the direct continuation of last week's sneak peek, as well as our first glimpse at Oyuna Jiasei. Finally!

That about wraps it up for this week's devlog. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(February 19\)](#).

[Feb 19, 2022](#)

Hi, everyone! As promised, the sneak peek for this week, featuring the continuation of last week's sneak peek, as well as our first peek at Oyuna Jiasei!

"Ouch, that stings," Yusuha laughs, though his smile doesn't quite reach his eyes. "And worrying, too, given how firmly you seem to have the Earthsworn under control."

"You'll not be able to turn that power against us," Flyss warns. "In case that's what you were going for."

"Let's hope it won't come to that, shall we?" Yusuha grins. "We have a victory to celebrate, after all."

"I'm...not so sure about that," Eli sighs, shaking off guts and ichor from her blade. "This all feels just a bit too easy."

Flyss considers the healer's words, before nodding in affirmation. "I agree. We have to keep our guard up as we proceed."

"If you say so," Yusuha sighs, before turning his gaze towards the chamber's exit. "I do wonder what we'll find on the other side of that door. Treachery, or a smooth ending to a short mission?"

"I guess we're about to find out," Flyss says. "Let's go."

And you do.

The chamber's doors open to reveal a long, snaking pathway with a sharp upward incline, so much so that it requires you to grab onto the walls for support in the climb. You realize then that the structure had been meant to be an emergency exit route, rather than an entrance—and to its credit, the Elyssian beasts would have been a nasty surprise for the average assassin.

Chian Tanryu had mentioned that none of his men had made it back when sent in to assassinate Oyuna Jiasei. Given that Handler said this is the most viable route into the more vulnerable of her two palaces, you are beginning to understand why.

Eventually your party arrives at a nondescript chamber you think is roughly at ground level, scarcely wider than an arm's span with a heavily locked door on the other side. Mirage swallows a gulp as she prepares another spirit gate, the look on her face equal parts caution and battle-fervor.

"According to Handler's map, the other side will be Oyuna Jiasei's throne room," she warns. "Prepare yourself, everyone."

A thrumming of mana as her spell splits the air, and one by one you step into the depths of the spirit gate.

On the other side

"Welcome. I've been expecting you."

Oyuna Jiasei leans lazily upon her throne on the far side of the chamber, though the intense ripples of mana radiating from her form tell you that her nonchalance is but a facade. Brushing aside her strands of wispy black hair, she watches carefully as your group approaches, attack spells brimming at each of your fingertips to see the leader dead before she can resist.

As Handler predicted, a group of three guards surround the *kugen* on all sides, each one clad in a *heiyun* and a Blue Harvest mask. From their posture and lack of weaponry, you can surmise that they, like Oyuna Jiasei, are mages—though their mana is hidden carefully enough that it's impossible to tell their power level without combat.

Oyuna Jiasei peers down at you with half-lidded eyes, seemingly expecting a response.

- ☒ "Have you, now? Looks like there had been a rat in our midst, after all."
- ☐ "All alone, Oyuna Jiasei? You're more confident than you deserve to be."
- ☐ "I hope you're ready to die."

Next



[Art: Satiel, the High Intercessor](#)

[Feb 22, 2022](#)

Second phantasma design of the month is Satiel, the High Intercessor!

This design involved quite a bit of creative liberty on Khutilust's behalf that slightly mismatches the game text (in particular, the golden armor has become golden *chain-links* instead). However, I find the end result so lavish and detailed that I've revised the game text to match it, to be uploaded with the next update.

All goes well, there will be a third phantasma art to be uploaded this month, featuring Raegusa, the Earthsworn. I've received the sketch for him from Khutilust, and we should be able to get that posted before the end of the month!

[Saturday Devlog + Hiatus Announcement \(February 26\)](#)

[Feb 26, 2022](#)

Hello, everyone! Hope you're staying safe and healthy!

Happy to report that writing has been going relatively smoothly this past week, and the promised 25k-word update should hit Patreon this coming 28th. It's currently hovering around the 23k word count, and there is still one scene left to write and others to edit down, which should take us roughly to the targeted range of 25k when all is said and done!

Art assets are also coming along smoothly, and we should have a full monthly feature at the end of the month, alongside the art of Raegusa which is now in the final stages of production.

On account of the update day being so close--and the fact that basically everything I've yet to show is rife with spoilers--I will not be posting a Sneak Peek after this devlog. I hope this decision keeps the update mostly fresh for you, as there are definitely quite a bit of twists and turns coming up.

Lastly, I'd also like to announce my intention to go on a short hiatus after the update has been uploaded. This would mean the suspension of Patreon billing for as long as the hiatus lasts, as well as a delay for the posting of Book II's final arc (or arcs, depending on how you look at it) by one or two months.

I did not come to this decision easily, but between piling coursework and a steadily growing burnout after churning out an average of 27k+ words per month, I do think it is the right call to make--both for my own well-being as well as for AMR's. I hope time spent away from writing will allow me to make the final additions to Book II well worth the wait, and I hope to see you on the other side!

As always, thank you for joining me on this journey, and thank you for supporting the development of *A Mage Reborn*!

[Raegusa, the Earthsworn](#)

[Feb 27, 2022](#)

Hi, everyone! The last of this month's artworks have finally been completed, featuring Raegusa, the Earthsworn! He (or rather, his powers) will have a large amount of airtime in the update to be published today, so this is a particularly timely addition to our roster of artworks. :)

[\[UPDATE\] Demo ver 9.0 is live!](#)

[Feb 28, 2022](#)

Hi everyone! Happy to announce that the latest demo update has been uploaded and is ready to be played! The demo covers multiple combat scenes after a long break from them, which has been very exciting to write. It is also the update that unravels the mystery surrounding Jiasei, and I'm very excited to see what you think of it!

In the devlog a couple of days ago, I mentioned that there had been a scene yet to be written. Unfortunately, that scene (which serves as the closing to the Jiasei arc) has yet to be completed in a satisfactory fashion. It represents a huge turning point in the plot of the second game, and so I wanted to make sure it was pitch perfect before I released it.

With the omission of this scene, the update stands at roughly 22-23k words. On top of the new content it also (to the best of my meager bug-busting capabilities) fixes errors in the Arcadian branches fork at the beginning of the Jiasei arc. The Viscountess from the Nightsaber route should no longer make an appearance in the other paths. :)

I hope you enjoy the update! You can play it [here](#).

The missing scene will be appended some time over the course of the hiatus. Monthly features will also go up immediately after this post.

And that about wraps it up for this update post! As always, thank you for following the development of *A Mage Reborn*!

[Monthly Features \(February\).](#)

[Feb 28, 2022](#)

Hi, everyone! As promised, the monthly features for February! A lot of them, to make up for the delayed short story feature. :)



And the rest of the cast in casual/modern clothes!











And that about wraps it up for February's monthly features! As always, thank you for supporting the development of *A Mage Reborn*. :D

[AMR is back in production!](#)

[Jun 30, 2022](#)

Hi everyone, it's been a while!

I really really apologize for the longer-than-intended absence, as real life has been a little crazy over the past few months. Long story short, I was involved in an auto accident early into the break, which resulted in the need for extended bedrest and my motorbike (aka my primary means of transportation) getting totaled. This all happened during semester finals week, to boot, and so even though I've since made a full recovery, I've had to spend a significant amount of time getting my school life together after the accident.

But that's (mostly) over and done with now! I'm in the thick of semester break currently, and I've had quite a bit of time to stew over ideas for AMR over the past few months. It will likely be a slow start since I haven't written anything in a long time now, but I hope to be able to put out a free 15k-or-so-words update in July, before we kick back into normal schedule again come August. This means that Patreon charging will again be turned off in July, and if circumstances allow, August should see it resume.

Also of particular interest is that Book 1 of AMR is currently slated for release in early August! I'm behind the editing curve right now and so that may see some delays yet, but having that on the horizon is exciting all the same. The cover art for Book I (which is pretty damn great, if I do say so myself) has been up on Patreon for a while now, but I'm suuuper excited to reveal it publicly soon.

Thank you very much for your patience with me! I'm excited to embark on this next leg of AMR's journey, and I hope you are too. :)

[\[UPDATE\] Demo ver. 9.5 is live!](#)

[Jul 31, 2022](#)

Hi everyone! As promised, I'm back with a bonus update for the month of July. The wordcount sits at just south of 16k words, and includes the wrap-up to the Jiasei arc and an interlude focusing on the Parami characters.

Currently, the interlude chapter includes Saine's entire scene as well as the romance half of Leon's. In truth, I had planned for the entire interlude to be included in this update, but the wordcount had ballooned out of control and I've had to reserve the friendship version of Leon's scene, as well as Ilya's scene (which is probably the most important one) for the next update.

Regardless, there's still quite a bit of meat on this one! It's probably the most laterally variative update I've written thus far, and importantly takes into account your Book I ending stats and compares it against your ongoing choices. I'm very happy with how it turned out! x)

To make it easier to explore the new content, I've also provided a means for you to overwrite your Book I ending stats at the beginning of the interlude. And lastly, because Leon's path currently only has its romance half done, this is the version that will show regardless of whether or not you actually romanced Leon (sorry!). This will no longer be the case by the time the next update rolls around.

[Click here to play the demo!](#)

As always, thank you for your patience and support! We should be returning to regular production in August, meaning a full-length update, a short story, commissioned goodies, and weekly devlogs. Stay safe out there, and thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(August 6\)](#)

[Aug 6, 2022](#)

Hi, everyone! I hope you're all staying safe and healthy.

It's been a little while since I've done one of these, but it feels good to be back on the development track once more. It's been an eventful week so far, what with Book I being released just a couple of days ago--I'd thought that once the drop was over I could focus straightaway on writing Book 2, but it turns out there's quite a bit of work to be done in the aftermath! Nevertheless, bar a couple of bugs that need squashing, everything's mostly squared away for now--and I can finally focus (almost) all my attention on the next update.

With that being said, progress has been a little staggered in this first week. I've completed the storyboard for the next update in full, and written somewhere in the ballpark of 3-4k words--not quite where I was hoping to be at this point, to be honest, but I'm eager to make that change soon. The bits I've already written are kind of enormously spoilery, and perhaps better reserved for when the demo drops in full - as such, I'm thinking of suspending the sneak peek this week in favor of a double feature next week. I hope you understand TT

In terms of the art rewards, I've reached out to my usual artists for commissions, and am currently working on the briefs that I'll need to send out. Unrelated to Patreon but related to AMR, to commemorate the release, I'm also messaging potential artists to draw a celebratory art akin to the one we did for [AMR's one-year anniversary](#) (but featuring the Arcadian cast instead). This was intended to be posted right when the game dropped, but the hiatus put a rather speedy end to that plan. 😊 All goes well, perhaps it can be done in time for the game's one-month anniversary!

That about wraps it up for this week's update, but I would be remiss not to mention how overwhelmingly gracious everyone's been in response to Book 1's release. If you'll allow me to be candid, I had been prepared to live every last bit of the starving artist stereotype if it meant I could bring AMR as a series to fruition. But this process has shown me that my passion can genuinely be a viable career path, and as the ones who helped make it all happen - I cannot overstate how much you have changed the course of my life for the better.

Please understand that I mean this from the deepest depths of my heart:

Thank you for supporting the development of A Mage Reborn!

[Saturday Devlog \(August 13\)](#)

[Aug 13, 2022](#)

Hi everyone! I hope you're all staying safe and healthy. :)

Happy to report that progress on the next update is chugging along smoothly. I crossed the 13k-word mark earlier today, and I'm really pleased with how a lot of the scenes have come together. In particular, this upcoming update (specifically, Ilya's interlude scene) contains a very important revelation that forms the backbone of AMR's overarching plot, and though writing it out in a way that's both suspenseful and satisfying has taken lots of editing and rewrites, I've finally arrived at a point where I can definitively say that I'm proud with how it came out!

The scene in question will have to wait until update day to be revealed; I will, however, show the beginning of Ilya's interlude scene in the Sneak Peek. It, and much of what remains of Book 2, will focus on one of the most heavily underexplored actors in the AMR universe: the Jovian Church. I've been itching to write this segment of the game since the first demo was launched 1.5 years ago, and I'm excited to finally be able to start sharing it with you!

The next update will also feature an expansion of Leon's interlude scene, which will now include a mention of the letter mages may have written him during the banquet scene in Book 1 (for all of you who

went to Tumblr and suggested this in my askbox--thank you! I can't believe I forgot to include it in the first place @_@). There will be two versions of this edit available to play through, depending on the type/tone of the letter chosen in Book 1. The non-romantic version will also be showcased in the upcoming Sneak Peek!

There's not much to report on the art front, at the current moment, as most of the artists have only just begun work on their respective commissions. We should still have a full deck of art rewards to share by the end of the month, however, and so I hope you'll look forward to it!

That about wraps it up for today's update. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(August 13\)](#)

[Aug 13, 2022](#)

Hi everyone! As promised, a double feature for this week's sneak peek. First up is the letter-related expansion to the Leon interlude scene:

He deflates into his seat the moment his spymaster leaves, the day's weariness weighing on him like a boulder. Ante had been the last of over thirty staff and dignitaries that had consulted him today, and now more than ever he loathes the station he's been born into. When it had been Julius sitting in this desk, with his mildly hunched back and too-small spectacles, he had privately laughed at the man from a distance. Being firstborn had been lousy luck, and he'd been unspeakably thankful for the bullet he dodged.

And now...fate, it seems, had an ugly sense of humor.

He gathers the parchments littering his desk and begins to stack them into a pile, wondering how much longer he'll last before he buckles under their weight. It is then that his fingers brush against a piece of rough parchment, gently creased and well-worn, one he recognizes by touch alone. Innes's letter slides into the gaps of his fingers, and he knows not what it is about tonight, but he finds the courage to read it once more.

Next

When he first discovered the letter after Innes left for Salantira, it had been a constant source of strength for him. The mage had been leagues away, chasing demons he had not the foresight to recognize—but every time his new station in life begins to chafe at him, he would think back on the words penned in this very letter. They barely fill the page, in truth, are precious little to fill the gaping void Innes had left behind. And yet impossibly, inexplicably, in those rocky few months of his kingship, the piece of parchment had been all that moored him to shore.

His first steps as king had been ill-balanced, for it is all he's ever known to command armies and paint Parami soil with blood. He had known going in that reconstruction would be a different beast entirely, had steeled his heart and drawn up plans and done everything in his power to ensure a smooth transition to peace. Still, when the victory banquet drew to a close and he began his work the next day, it is like he is an infant prince once more, play-acting at a role several sizes too big for him.

So when Gael had delivered the letter to his desk the week Innes left Sienan, the poor paladin had seen his king in a state of disarray, the way he had never been when they'd called him the Sun Prince. The king had very nearly refused the thing—he had been drowning in paperwork as is—but the mention of Innes's name was all it took for him to stand upright and rip the letter from Gael's hand.

And when the blinds have been drawn and the paladin kicked out, the king would read the letter and very nearly cry.

It is as it's always been—the mage knew exactly the words he'd needed to hear. They'd written of a war put to rest and a land growing into its former glory. And at the center of it all, a righteous king whose light shone to all the corners of Arvanand.

I believe in Param, the letter had closed, And I believe in you. I look forward to seeing a city bathed in the light of the sun, and wherever I may be, know that I'll always be working towards the same dream.

Next

And second, the opening part of Ilya's interlude scene:

The saintess grits her teeth when she feels something shift behind her. A curse dances on the tip of her tongue, something coarse and colorful she'd picked up during her time in the White Fangs, and it takes everything in her to swallow the word in favor of a hiss.

This is the third time in as many days that she's been interrupted. The first time, it had been a shaking acolyte who had stared at her as if she was Mireil reborn. Second, a promising theurge five years her junior, the saintess-in-training most likely to replace her one day. And now, it appears the hierophant himself had deigned to grace her with his presence, gaunt and severe as he looms over her.

With her concentration broken, the white mana that permeates the structure standing before her withdraws into the tips of her fingers. That will be several hours of work undone, she privately laments, though that's hardly about to stop her. She must open the grand door of this sanctum, bound by ivory-white chains and a spell that predates even Param itself. Only what lies beyond can hope to provide the answers she seeks. Leon and Saine are both condemned to endless bewilderment, hopeful and afraid in equal measure—she alone has the means to cut to the truth.

Now if only the Church would leave her be.

- ☐ She reproaches the hierophant, at once severe and diplomatic.
- ☒ She orders him, in no uncertain terms, to leave.
- ☐ She threatens to fight him there and then.

Next

As the leader of the Circle of Jove, of which she is a member, the hierophant technically outranks her within the command structure of the Church. But it has never been lost on her that, independent of her holy station, she is the most powerful woman in Arvanand. She can bend the ear of the king on a whim, and is known to the people as the confidant of their martyr hero—the one who had cleared their name when the ashes settled, and so as they exalt the mage so too do they exalt her, if only peripherally.

She has never shied away from wielding that influence to her benefit as she navigates the Church and its antiquated ways. It's an act that has ruffled no shortage of priestly feathers—though the hierophant has always had conspicuously little to say on the matter.

This, like so many other things about him, unsettles her beyond words.

"The Undersanctum is not a place you can walk into whenever it suits your fancy," she says flatly. "Begone from this place, and leave me to my work."

"Pray understand, Saintess. We are simply worried about you," the hierophant responds, as emotionless as ever. "You've been down here for three days. I know the Undersanctum's energy sustains you, but it is no substitute for proper meals."

The hierophant, worried for her? She openly scoffs at the remark. "You know as well as I do that the sanctum's sustenance is boundless," she says. "So why don't you quit this charade and tell me what you're really here for?"

The man's eyes narrow imperceptibly, but he otherwise remains unnervingly impassive. "Very well, Saintess. We of the Circle of Jove request to know what you intend to accomplish with this act," he says, momentarily diverting his glance towards the grand door. "It is well past the Eventide Ceremony, and you should have no cause to go beyond this point again until Rigain's Solstice."

- ☒ "I don't have to explain myself to you."
- ☐ "There is much about the saintess's work that even you aren't privy to."
- ☐ "I'm not here for some trifling ceremony. I must speak to *her*."

Next

"The Undersanctum is solely my domain, and I've been sent here at the king's bidding, no less," she continues. "His Majesty is a charitable soul, but I think you'll find he has little patience for prying clergymen. For your sake rather than mine, Hierophant, you'd best remove yourself from my presence immediately."

She holds his gaze with open defiance, daring him to cross her. The Hierophant is a clever, slippery man in a lofty station—not the kind of person one should make an enemy of. She imagines he's faced little resistance from within the Church prior to her ascendance to the position of saintess—it's too bad for him, then, that she has no intention of entertaining his demands.

"It is a dangerous game His Majesty plays," he seethes in the end, and for all that the crown is where he claims to lay the blame, she knows his reproach is intended for *her*. "For our ruler to coerce the saintess for his own ends, and bid her keep truths from the house that shelters her—such an act tramples on the Church's good faith and dignity."

"Then you should lodge a formal complaint with him," she counters. "I fail to see why it is *I* who should suffer your righteous fury."

Silence, for a while, and she feels the air thicken with tension. And then, "Your persistent callousness is noted, Saintess," the Hierophant says. "I pray you do not regret it one day."

She hears the threat and openly scoffs. "I wonder if any god would hear the prayer of such a flagrantly impious man," she counters. "You've intruded into the Undersanctum long enough. If you yet refuse to remove yourself, I will be forced to take drastic action."

"That won't be necessary," he says, cold and languid. "Though I hope that you will soon see the light."

And with that, the man glides out of the room.

Next

And that about wraps it up for this week's Sneak Peek! I hope you enjoyed it, and look forward to the full update later this month!

[Saturday Devlog \(August 20\).](#)

[Aug 20, 2022](#)

Hi, everyone! Happy Saturday once again, hope you're all staying safe and healthy :)

If there was ever any doubt that I'm bad—god-awful, actually—at estimating how much airtime each arc will require, this week will have put those doubts to rest. I knocked out another 8k words of the update this week, roughly around what I expected to put out wordcount-wise. In that sense, the update is coming along quite nicely...

However, inexplicably, I've yet to make it out of the interlude scene!

There's a lot of lateral variation that I greatly underestimated during the storyboard phase, with the biggest factors being how the mage is remembered, and to whom they had sent the letter in Book 1. These variants can make a single choice fork have a couple thousand words' worth of total content, which unfortunately cuts into the amount of story progression I'd hoped to be able to get done this week. I do think it adds a cool nuance to the scenes that make the interlude a lot truer to the reader's choices and roleplay philosophies, but not getting to write the next arc sooner is also making me feel rather antsy, haha. It's an odd feeling!

(While we're here...confession: I miss writing action scenes so much that I snuck in a bit of it into Ilya's interlude scene (as a choice; meaning that players can skip the 'fight' scene entirely, if they so choose). It's a little out of character for her, if I'm being honest, but I figured some readers would appreciate a bit of a workout during Book 2's biggest angst-fest. I certainly had fun writing it!)

But I've digressed. Currently we're on track to a roughly ~23-25k word update this month, though as you've probably surmised, I'm not quite sure yet where that will land us story-wise. My hope is that the update will wrap up the entirety of the interlude and include the first couple of scenes of the next arc. Given how this intended-to-be 10k-word interlude has since ballooned to be a full-length chapter, though, there's a rather sizable chance that my estimates may miss the mark again. I hope you understand T_T

As for AMR's bonus goodies, artwork has finally begun to filter in, and I'm very happy with how things are progressing. Particularly exciting is the monthly feature for August, which consists of full-body chibi artwork of AMR's main cast (including gender variations!) These will be done by Yesa, who did the art for AMR's anniversary and the 100k-views-celebration, and I can't wait to share her work with you!

A side story is also currently in the works, with the focus being on Eli this time around. Writing is still in its earliest stages as the update takes priority, but we should still make good time with it regardless.

Lastly, a sneak peek will go up shortly after this devlog! It will feature a deeper look into Ilya's interlude scene, much of which, in true AMR fashion, will be told through flashback sequences. Please look forward to it!

And that about wraps it up for this week's update. As always, thank you for supporting the development of A Mage Reborn!

[Sneak Peek \(August 20\).](#)

[Aug 20, 2022](#)

Hi everyone! As promised, the sneak peek for this week, featuring a flashback sequence from Ilya's interlude scene. This is one of the few scenes in-game that showcases what the gang has been up to prior to the mage's resurrection, and how the mage's legacy still impacts the world even after their departure!

"You've done enough, Saintess. It's alright."

She feels the touch of a course palm on her forearm, shaking so violently she fears it might be another bout of redflux shivers. She turns around in alarm, her heart thundering in her chest, gaze searching for sallow skin and bloodshot eyes—

And finding neither. In their stead is Mother Buyere with pursed lips and tears streaming down her face, each breath a battle, her voice the ghost of a whisper. "You've done everything you can. It's time to let go."

She is not certain she heard the Mother correctly. Laying upon the cot is her very own son, drawing ragged breaths as he clings to life with all his might. It defies all reason that the Mother would ask her to stop, for her to condemn the boy to—

"Please," Mother Buyere whispers, her grip slack, slipping from the saintess's arm. "Let my boy go."

—peace. She would condemn him to peace after days of torture, fighting to live a fate that may well be worse than death. Redflux will have ravaged its host by the one-week mark; Yulio Buyere had survived for two before theurges reached Grittervale. His will to live had been unlike anyone she's ever seen, and so even knowing that his chances had been beyond slim, she had done everything in her power to save him.

She would not stand by again to watch another innocent fall. She couldn't.

But now the boy's own mother is begging for her to let go, slowly sinking to the ground as her wails begin in earnest. Fourteen years she had spent with him, fed him berries in the orchard and read him tales from dilapidated books. How difficult must it be for her to make the request, knowing as she did the boy's final words before he lost consciousness?

I don't want to die. Please...don't give up on me.

She closes her eyes and fights back a sob. What should she do in this wretched situation? What would Ein have told her, had he still been here?

- ☐ "It's far too soon to give up. We can still save him."
- ☐ "A cruel life will await him, even should he survive. We should grant him mercy."
- ☐ "Your own convictions should not take precedence over the Mother's. Do as she requests."
- ☐ "Even a mother cannot overrule the boy's own wishes. We should fight to the end."
- ☒ "We'll pull out all the stops to save him—and damn the consequences."

Next

It feels foolish that she even asked the question—of course Ein would have said as much. He had been at the forefront of every war effort, risking his life endlessly, tirelessly, so that others may preserve theirs. If it was Ein, he would have found some way to push past his limits again and again, unearthed some new miracle none had ever thought possible. And he would've prevailed. Whatever he set his mind to, he would make it happen.

That tendency of had come with a hefty cost, and it had often been the saintess that would temper the worst of it. Between Leon's foolhardiness and Ein's penchant for self-sacrifice, it had been her cynicism that kept the rebellion on its feet. But now Ein is little more than ashes in the wind, and Leon is too drowned in his guilt to pick up where the mage left off.

There is no one else who can be relied upon to work reckless miracles.

No one else, but her.

"Stand back, Mother," she says, her voice tempered with iron-strong conviction. "I will not give up on him."

The saintess scrapes for every last vestige of mana thrumming through her veins, forging with them the most complex rune she has ever attempted. It comes into being in harsh, incandescent strokes, and soon the whole room is bathed in blaring theurgic light. She feels her breath quicken and her feet begin to give way—still she pours and pours, imagines Ein standing tall amidst the battlefield, his mana an all-consuming whirlpool—and she refuses to heed the call of her body, the one that tells her to stop, if only to honor Ein's legacy.

Light would pour from her palms for five more minutes before darkness overtakes her vision. But in those last moments of lucid thought, with Ein's figure still stark in her mind, she feels the boy stir underneath her hands—and thinks wily that it is just like Ein, to be saving the life of others, even in death.

And that about wraps it up for this week's sneak peek! I hope you enjoyed it, and as always, thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(August 27\).](#)

[Aug 27, 2022](#)

Hi, everyone! Hope you're staying safe and healthy!

Development on the next update has run a little behind this week, owing to a combination of college starting and a really poorly-timed writer's block. All goes well, I should still be able to drop the update by the end of the month; what will have to be pushed back, however, is the planned side story for August. I'm looking to publish that in early September, as I've already got a fair bit of it written out! Right now, however, I'm focusing all my efforts on getting the update to end where I want it to be plot-wise.

Speaking of which! Given how bulky the interlude chapter has turned out to be, there are going to be certain scene variations missing from the update. The big omissions are the friendship variant of Leon's route, as well as Ilya's letter-reading scene. The interlude has a very specific mood it wants to portray, and unfortunately my inspiration for that mood has completely run dry. TT Once I moved on to Chapter 10's more light-hearted scenes, the words flowed like water again. And so for the sake of the update being finished in a timely manner, I've unfortunately had to leave the interlude with several holes in it for now. I hope for your understanding TT

Wordcount-wise, we're still looking at 23k-25k words for the full update. I'm currently 19k words in, and I hope to burst down the rest of the update this weekend, as I've got my schedule all cleared up. Chapter 10 opens with a bit of fluff after the angst-train of the past few updates, and I'll be sharing the sneak peek for that a bit after this post goes up!

I've also received a couple of phantasma illustration art, namely of Gweila and Qualia (Eli's phantasma). I will also be posting these shortly for patrons at Arcanist and above. There's one more on the way (Airas), which I've received the sketch for, and I should be able to post them before September rolls around. I've also received some of the monthly feature art, but these I will bulk-post together with the August demo update.

Lastly, and this is unfortunately not exactly happy news - I think I'll be taking September to do a much-needed housekeeping update for AMR. We haven't had one since Book 1's 2.5 Demo two years ago(!), and there's a lot of bugs and errors that I've been itching to hunt down for a long time now (my poor beta testers have been so patient with me, haha). Naturally, Patreon charging will be turned off for the month--and if I'm lucky, I could also put work in towards completing the interlude in the meantime. Any progress made to the demo will be rolled over to October's update, which should hopefully hover around the 25k-word mark as well.

And that about wraps it up for this week's update! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(August 27\).](#)

[Aug 27, 2022](#)

Hi, everyone! As promised, the sneak peek for this week, featuring the opening scene of Chapter 10 (finally!)

Two months later...

Spots of sunlight peek through the dense canopy overhead, illuminating the gleaming tips of iron weapons. Silence hangs in the air like a breath held, the air electric as the fighters stare down one another. And then, in a moment of shared agreement, the tension breaks like a physical shattering. The pair leap towards one another with palpable ferocity, at such a speed that you find it difficult to follow their forms. The first blow is exchanged, metal against metal, the sound of it ringing loud through the clearing. A voice whispers with excitement beside you.

"The first pass is vital for both fighters," the voice comments, and a glance tells you that it's none other than Ayra, Flyss's star pupil. She is motioning animatedly towards the fight between her master and Eli, and beside her a dark-haired girl stands enraptured, hanging on to her every word. "It will be the largest determinant for how the rest of the fight goes. Between the two of them, *Raeger* Eli has the upper hand in terms of strength and positioning, but *Raeger* Flyss's technique is—ah, here it comes!"

You turn your focus back on the fight, and find that Eli has ferociously driven her blade forward with intent to disarm. Flyss positions her spear just so to catch the blade in the grooves of her speartip, before twisting the shaft in a half-rotation, attempting to wrench the blade from Eli's hands. The older mage refuses to give up ground, rapidly switching to a double-handed grip to avoid being disarmed. Flyss hisses with dismay, her momentum broken, and you can almost see the gears turning in her head. In the end, the mage willingly gives up Eli's blade, instead moving to strike the healer with the blunt of her spear. Eli twists her torso but lets the hit graze against her, taking the opportunity to instead aim for the other's shoulder.

Flyss backs away before the attack could fully connect, though you can still spot the tiniest stain of blood on the tip of Eli's sword. For a fighter as seasoned as Flyss, such a minuscule wound is virtually nothing. Still, where a spar is concerned...

"I'd say *Raeger* Eli has won this exchange by a hair's breadth," Ayra whispers to the girl, almost conspiratorially. To hear her tell it, she has fought twenty-one bouts against her master, and lost every single one. To see her on the back foot for once must be vindicating. "*Raeger* Flyss's technique is still superior, but strength and height can really make the difference when you're otherwise equally matched. This, Jania, is why you've got to eat your greens—"

Flyss's jaw drops on the far side of the clearing, before her features twist into one of wrath. "You!"

"Ack! How could you have heard that?" Ayra demands, shrinking back as her master marches in her direction. "Please, *Raeger*, forgive meee!"

Ayra all but disappears from your side, a gust of wind left in her wake as she leaps for a tree branch. Flyss scoffs as she watches her pupil depart, her gaze focused on her retreating form as a cloud of mana ripples around her. An instant later, a spirit gate opens in front of Ayra like a gaping maw, intercepting her escape and swallowing both her and her yells for mercy. The spell dumps her unceremoniously on her behind, right back to her initial perch by the treeline. Only this time, a white-haired menace is staring her down, her arms crossed, teeth bared in a grimace.

Ayra takes one look at her face, and brings her hands together in prayer. "O Isha-on-high, hear my plea—"

"It seems I've been too lenient on you lately," Flyss scoffs, picking her pupil up by the back of her collar. "I wonder if your mouth will still flap so freely after I'm through with you."

Ayra yelps at the threat, but remains fixated on her prayer. Her voice heightens in tempo and intensity, to the point that they register rather like bat-screech to your ears. And when no divine lightning comes to strike her *raeger* down, she instead turns a desperate gaze to you.

- ☐ I snort in amusement. "Make sure you get her good, Flyss!"
- ☒ I feel bad for her, actually. "Can you let her go, just this once?"
- ☐ I'm confused. Why would she think that I'd stick my neck out for her?
- ☐ I shrug. Me interfering will only get Flyss to breathe down my neck, too.

Next

Ayra looks at you as if you've sprouted wings and a halo. "*Raeger, please,*" she urges, her eyes wide and glassy as they hold Flyss's own. "I don't want to become a source of conflict for you and your," a hesitant glance in your direction, and then, mousy and quiet as can be, "*friend?*"

The implication is clear in her tone, and you are sure Flyss can hear it just as well as you. And she responds just as you expected—her fury mounts to even more unspeakable heights, the expression she wears nearly an identical copy of her mask. "You," she breathes, slow and steady, "are finished."

"*R-Raeger?*" Ayra whimpers, even as Flyss forces her to turn towards the southwest section of the training grounds. You recall having heard Ayra call it the demon's corner, a term coined by Flyss's first *raeji*. It is where the spiritist's students would toil from sunrise to sunset, hands calloused from fighting and ears shattered by Flyss's bellowing. In those days that Flyss's first *raeji* would swing by the training grounds, he would regard the space with a vague sort of horror—but inexplicably, with fond nostalgia, too.

Ayra, on the other hand, holds nothing but trepidation for it.

"*March,*" Flyss bellows, pushing the girl forward. "Before I drag you by your feet."

Ayra lowers her head and hugs her own arms. "Yes, *Raeger,*" she says mournfully.

Next

You may remember Ayra from F's day-off scene, back at the start of Book 2. She's gone through a pretty dramatic change for the better during her time in Arcadia! I hope this can somewhat illustrate the the faction's lighter shades of grey, which has been in admittedly short supply in recent updates. x)

That wraps it up for this Sneak Peek. As always, thank you for supporting the development of *A Mage Reborn*!



[Art: Gweila, the Clear-Sighted](#)

[Aug 27, 2022](#)

Our phantasma series continue with Gweila, the Clear-Sighted! His is a pretty terrible visage to wake up to every time you sink into a trance, though I'd argue it's an improvement over what *Eli* has to deal with...

Speaking of which, Qualia is up next!



[Art: Qualia, the False Prophet](#)

[Aug 27, 2022](#)

I don't know what it is about him, but Qualia has got me spooked since the very first time I laid eyes on him. Maybe it's the clear juxtaposition of the divine and the damned, or those hollowed-out eyes bleeding into his robes? It could also just as easily be the bloody feet. Do NOT step on me, Qualia.

(I have to say, though Khutilust really popped off with this one.)

Airas is up next, hopefully before the end of the month!

[\[UPDATE\] AMR Book 2, Demo ver 2.0 is live!](#)

[Aug 31, 2022](#)

Hi everyone! Happy to announce that the latest demo update has been uploaded and is ready to be played!

Content in this demo is split into two large chunks: Ilya's interlude scene, as well as the introductory scenes for Chapter 10. Both of these add up to a total of 24k words!

This update includes a couple of really significant reveals that will allude to future plot points, including the introduction of the final major cast member (surprise!), who will play a particularly central role in AMR's Book 3. You can meet this character at the very end of Ilya's interlude scene!

In the devlog a couple of days ago, I also mentioned that there are several parts of the interlude that remain to be written. These include the friendship fork of Leon's interlude scene, as well as both versions of Ilya's letter-reading subscene. Right now the plan is to work on them during September's housekeeping efforts, and to roll it, along with all the other major fixes, into the October update.

As previously stated, AMR will be taking a break in its release schedule for September, as I will be focusing on a much-needed bug-bust and implementing long-overdue beta feedbacks. I hope this update will be enough to whet your appetite in the meantime, and AMR will be back before you know it.

[Click here to play the August update!](#)

Monthly features will go up immediately after this post, as will the final artwork for August, featuring Airas, the Beckoning Hand.

And that about wraps it up for this update post! As always, thank you for following the development of *A Mage Reborn*!



[Art: Airas, the Beckoning Hand](#)

[Aug 31, 2022](#)

Everyone's favorite murderous jester has finally made their appearance!

I am certain that I massively annoyed Khutilust over the course of Airas's creation, because there is a lot of wildly conflicting design elements in the brief that I outlined. From the hectic color combination to conflicting patterns to my request for an 'overall androgynous feel', he certainly had his work cut out for him. Still, I daresay he knocked the brief out of the park!

[Monthly Features \(August\)](#)

[Aug 31, 2022](#)

Hi, everyone--as promised, the monthly features for August! As previously stated, I've commissioned chibis of the whole cast from long-time AMR collaborator, and I'm ecstatic with how they turned out!





















I will be appending a version of these chibis sans effect later today!

That about wraps it up for August's monthly feature. As always, thank you for supporting the development of *A Mage Reborn*!

[Side Story: Drift](#)

[Sep 30, 2022](#)

Hi, everyone! It's taken much, much more time and effort to get this story to a presentable state, but *Drift* is finally done! It's a story that follows Eli in those years between their resurrection and reunion with the mage. The story opens with a somewhat suggestive scene (though I'd say it's a far cry from being explicit)--regardless, viewer discretion is advised!

At 4800 words, *Drift* is one of the longer side stories to have made it to the AMR catalog. It's largely linear, save for gender-setting choices at the beginning of the story and some slight variations based on the mage's chosen non-magical specialization.

[Click here to play *Drift****!](#)

A quick update regarding what I've been up to this month will soon follow this post. As always, thank you for supporting the development of *A Mage Reborn*!

[September Devlog + Map of Arvanand!](#)

[Sep 30, 2022](#)

Hi everyone, I hope you've been doing well!

I hate to admit it, but September has not been a kind month for AMR, on account of an unexpectedly intense coursework schedule and multiple, significant bouts of writer's block throughout the duration of the month. Most of my effort went towards writing the overdue August short story, *Drift*, which had to be rewritten some four or five times over the course of September. I also spent a large amount of time doing revisions and bug hunts for the release version of Book One, as more reports began to come in just when I thought I'd be done with them...

It's not all bad news, though. I've made significant headway into squashing bugs in earlier parts of the Book Two demo, though I've still got quite a long way to go before achieving complete success in that

regard. In an attempt to skirt around my *Drift* writing blocks, I've also made around 10k words' worth of progress on the October update, which means I'm able to set the monthly goal at a meatier-than-usual 25-30k words. I'll do my best so that the end result will be worth the wait!

This does mean that Patreon charging will be turned on for the month of October. All the standard Patreon art rewards will also be making a comeback this month, and I'll be tossing up a couple of polls for the relevant tiers to determine what will be next on the commissioning table. I will not, however, be continuing AMR's series of side stories for the foreseeable future. It is the case that they currently cut significantly into the capacity I have for writing the main game, and given the choice between the two, I'd much rather prioritize that the main update is a satisfying one for all readers.

In exchange, I will be publishing worldbuilding posts and art assets from my next IF project after AMR, tentatively titled *A Murder of Gods*. I have not begun working on the project in earnest--I've sworn to not write a single word until I've completed at *least* Book 2 of AMR--but I have done a lot of worldbuilding and outlining for the book, as well as commissioning a number of art pieces on the side. The book's genre will be somewhere between dark fantasy and high fantasy, and it shares quite a bit of DNA with AMR. I'm personally of the opinion, however, that it's got much more ambitious and well-refined worldbuilding vs. AMR, and I can't wait to begin to share it with you as I continue to write Book 2!

Lastly, I've also commissioned the single most popularly demanded art piece of AMR--namely, a map of Arvanand! In due time, this map will make its way to the release version of Book 1, the demo for Book 2, as well as Tumblr and CoG Forums--but you saw it here first, folks!



And here are zoomed-in versions of each of the major countries:

Yotai



Orothon

Ocean





(Hopefully Patreon doesn't butcher the images' quality TT)

This map is commissioned from the mega-talented Edwin, of fantasyshop.com!

This is everything I have for you today. As always, thank you for supporting the development of *A Mage Reborn*!

[\[AMoG\] Preview I: A Murder of Gods](#)

[Oct 5, 2022](#)

The First of Scions has perished upon his throne.

The exalted assembly openly weep as they watch Vasaria lose the last of his luster, acolytes and saints alike groveling for mercy from the husk he has left behind. The all-engulfing fire swallows the whole of Vasaria's remains, mutating godly skin to cinders, tongues of flame licking at the temple's high ceiling.

A bell is sounded at the far end of the sanctum, its cry high and baleful as it echoes through the cavernous halls, like a physical entity taking up space. With heavy hearts and tears streaming down their face, the congregation one by one abandons their dead, tenebrous god; and when the bell is rung a tenth time none had remained in the sanctum but the Knight-Exalt and her templars.

"Do your duty," the Knight-Exalt orders, the steel of her conviction tempered by the break in her voice. Her terror is nearly as great as her grief, and all around her the templars echo her sentiment in kind. "For Extolien, and for Vasaria."

The first of the dark expulse is birthed within the blaze, its eerie bellow a herald for the beginning of the end. It is a desecration too grievous to endure--and it is this, moreso than desperation, moreso than the city behind them, the innocents fleeing into the night--that compels the templars' blades ever forward.

(Every last one of them knew the score: the temple is to be their tomb. But they will die as they have lived--basking in the splendor of Vasaria's light--and in all the corners of Asphodel, no other honor could compare.)

The pale shaft of moonlight, drowned by the blaze of Vasaria's remains, is the sole witness of the slaughter that follows. Bodies would soon litter the hallowed grounds, their blood spilling in ripples and staining the marble pillars. But in his sacrifice, Vasaria had bestowed upon the templars the strength of a god; and so it was that when the Knight-Exalt herself had been made martyr, the Scionian faithful would be leagues away from the Holy City.

The broken and mourning congregation would carry the lament of that day for the rest of their lives: the templars standing tall in their tomb, the god bartering his life for their own. How they longed for the reverse to be true, for they would have gladly laid down their lives if it meant Vasaria could shine on Asphodel for centuries more. Instead, they must now live in a world bereft of his light, propelled only by the decree the Everbright had left them.

Do not falter, Child of Man, Vasaria had ordained, his weakened voice echoing through the palatial temple. This body will visit gruesome terrors upon you, the likes of which you have never seen. Your blade must be true, your resolve full. Entreat the Circle of Scions for their blessings, their power--and slay me where I stand. And should the worst come to pass; should the other Scions fall to darkness, as I have...

Child of Man, you must slay us all.

Hi everyone, Adam here! I hope you enjoyed this little sneak peek into *A Murder of Gods*!

This book will be the next interactive fiction work I'll have coming down the pipeline, with production likely beginning sometime in the middle of next year. It's been extensively brainstormed, plotted, and outlined, but the passage you see above is the only piece of it I've actually written! Until Book 2 is done and sent off for publication, I do not intend to continue work on this title yet, except for the purposes of sneak peeks like this one.

A Murder of Gods is in many ways a more ambitious title than AMR, taking into account all the things I've learned writing IF for the past couple of years, and with more resources at its behest (thanks in large part to your support!). While I can't guarantee that AMR enjoyers will also be AMoG enjoyers (god, I hope that doesn't confuse people down the line), they share a similar genre and style of game elements, so it will at the very least be familiar territory! The largest difference will be in overarching themes and plot beats, as AMoG will deviate quite significantly from the JRPG template AMR is rather faithful to.

I will be posting one of these sneak peeks every month for tiers Retainer and above, along with a preview of artworks I've commissioned for the game. I've found a brilliant character designer and artist for this project in Fulminaire (<https://www.fulminaire.online/>), and I am absolutely itching to start sharing his incredible works with you!

For our first iteration of this feature, I present to you Vasaria, the Everbright, who is depicted in the passage above!



And here is an excerpt of the brief I gave Fulminaire:

Vasaria is the leader of the Circle of Scions, standing tall as the ultimate authority in Asphodel. He is regarded by believers as a stern but kind god, solemn in his demeanor but always ready to save the faithful from danger. When the threat of demons loomed over Asphodel, he successfully led the Circle's efforts to quell them, wielding fire and light in the war's front lines. He is now regarded by the faithful as the symbol of authority, victory, and unbending justice.

I'll be posting Vasaria's full artwork very soon, available for tiers Arcanist and up.

And that about does it for this preview; I hope you enjoyed it! Please look forward to more drips of AMoG content as we continue to chip away at AMR Book 2. As usual, I'll be back on Saturday for an AMR progress devlog and sneak peek!



[\[AMoG\] Art: Vasaria, the Everbright](#)

[Oct 5, 2022](#)

As promised, the full artwork for Vasaria, the Everbright!

Vasaria is the foremost of the Circle of Scions, the ten-but-formerly-eleven-member pantheon that presides over the AMoG world of Asphodel. More bits of lore about him can be found in the sneak peek posted just before this one!

I have asked Fulminaire to also provide commentaries on his character designs, revolving around inspirations and characteristics he wishes the art to portray. Here is what he's had to say regarding Vasaria's design:

Inspired by the Japanese deity Amaterasu Omikami, the goddess who is known to illuminate the heavens with her glory, is the Sun God Vasaria. Once fully-stretched, his wings take on the shape of sun rays, which could be seen as a sign of prosperity, but also a sign of impending destruction.

Legends have it that the armor he dons is forged from the salvaged bones of those he has incinerated, be they heroes, monsters, or deities alike. It serves as a warning against all who seek to rebel against the will of fire, the will of the almighty Sun God.

I hope you enjoyed this artwork. If you want to see more of Fulminaire's incredible work, you can find him at <https://www.fulminaire.online/>!

[Saturday Devlog \(October 8\)](#)

[Oct 8, 2022](#)

Hi everyone! Hope you're all staying safe and healthy, and apologies that this is a bit late as I've just come out of a 5-hour blackout T_T (It's got to be Saturday somewhere, right?)

Happy to report that the first quarter of October's been going uncommonly well in terms of progress. Despite being written without a storyboard or really any concrete plan in mind, the 'headstart' I wrote in September ended up being mostly usable, though it required a healthy dose of cuts edits here and there. I've also completed the storyboard for October, which means it should be smoother sailing from here on out! The update is currently sitting at 15k words just ahead of exam season, meaning that all goes well, the 25k-30k wordcount goal for the October update should be more than reachable.

A quick rundown on Patreon-exclusive features:

- Briefs for monthly feature arts have been sent out to the respective artists, and as always, I should have them ready to show by the end of the month.
- The October edition of *A Murder of Gods* sneak peek and art preview have been posted to the relevant tiers this week!
- I'd like to throw up a poll for the Arcanist art rewards soon (that is, do we continue with the series of phantasma artworks or switch to something different?), but I'm drawing a massive blank for alternatives atm. It kind of feels like the obvious choices have all already been done! I'm still brainstorming on what else could be done on this feature, so please expect a few days' more wait before I can toss the poll up on Patreon. T_T If you have anything you'd like to see in this feature, please let me know!
- The AMR sneak peek for this week should go up shortly after this post!

And that about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(October 8\)](#).

[Oct 8, 2022](#)

Hi everyone, as promised, the sneak peek for this week!

This sneak peek contains the opening scene for the next update (or potentially the scene *after* the opening - I'm still experimenting with the chapter structure atm). This update will take the mage back to a place deeply familiar to them (though not to us), the significance of which is stressed from the first few paragraphs of the update!

A Mage Reborn

by Adam Alamsyah

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The great walled city of Kantena rises like a skyward claw in the distance, all steeples and precarious slants, callous and imposing in the blue-black cold. The cityscape is a sprawling, labyrinthine thing, austere masonry and ostentatious architecture melding into each other with neither rhyme nor reason. Generations of Kantenans have left specks of their existence for the city to inherit: ancient frescoed walls, statues of varnished bronze, empty shrines where the faithfuls once paid worship to a long-forgotten god.

All these things are distinguishable through the urban sprawl like the rings of an old tree—universal objects of fascination for visitors, and all but invisible to residents. And encasing the storied city's outermost ring is its most eternal constant: piles of bone and rubble strewn haphazardly throughout its perimeter, some yellow and broken down, others yet fresh as falling snow.

It is a grim mark of Kantena's pride: since the first stone of the city was laid, through centuries of brutal war and violent revolts, none has ever conquered this ancient citadel. The foolish and the brave would try their luck, against all odds—and wind up fresh additions to Kantena's ivory-white battlescars.

(In the southern lands' bardsongs, it is said that Kantenan earth is compelled to roil under the feet of unwelcome guests, swallowing whole any who might wish harm upon the Untaken City. But knowing what you do of how Kantena treats its aggressors, you daresay many would consider the earth's embrace a welcome mercy.)

[Next](#)

You are no stranger this city, which had embraced the Sienan rebellion with open arms and sheltered you from the Salantir dogging your heels. You remember well the marvel of soft beds and proper shelter after a long and broken march, the snow-haired duke who had laid rest to the worst of your fears. Indeed, in those early days of the war, much had hung upon the words of Duke Kyron de Kantena, oft-called the King of the South. His refusal to aid the rebellion would have meant a splintered and demoralized Param, damned to fall at the hands of the Salantir invaders.

Instead, the Duke had chosen to give the whole of its levy to Sienan command, all the while he had rallied the rest of the hesitant south to war. It is a level of commitment Leon hadn't dared to hope for, not when the rebellion's prospects were so grim, and the Duke had been set to rule whatever remained of Param. If House de Kantena had any ambitions for rulership, for sovereignty unchecked by the Hero-Kings' lineage, here was its chance upon a silver platter—and the Duke had spat upon it wholesale.

It had been a stunning display of loyalty and camaraderie, one that had solidified Kantena as the backbone of Parami liberation. Here was the cradle of Param's greatest heroics: the walls that withstood waves of Salantir magefire, the battlements which proudly hoisted the Sun Prince's banner. Every inch of the cityscape fills you with acute nostalgia—and now, given the lofty claims Tahlia has made, a dire sense of dread, too.

For under the polished veneer of history and heroics lie the basest of Parami rot, the horrors that so fiercely stoked—*continues* to stoke—Arcadia's fury.

- ☒ It's hardly surprising. I've seen firsthand the Parami propensity for Arcadian oppression.
- ☐ Surely Param has made strides towards betterment. Tahlia's reports must be exaggerated.
- ☐ It boils my blood to know this is what my sacrifice has wrought.
- ☐ If Tahlia's claims are true, then surely the evidence would present itself. I withhold judgment.

Next

And that about wraps it up for this week's sneak peek! Please look forward to more prior to the update drop at the end of October, and thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(October 15\)](#)

[Oct 15, 2022](#)

Hi everyone! Hope you're all staying safe and healthy. :)

Midterms have begun in earnest this week, but amid the hustle and bustle I've managed to sneak in an additional 5k words into the update (currently sitting at 20k words total). It is regrettably entirely unedited at this point in time, and I'm sure it'll need quite a bit of TLC before it's ready for release; but this is the fastest I've gotten to 20k words since starting AMR, and I'm pretty psyched about that!

Much like how Eli and Yu took center stage in the plot of previous chapters, Chapter 10 will be an F-focused affair. It dips its toes--legs, really--into F's backstory, and why they hold the convictions they currently do. It's been somewhat tricky to write because F is uncharacteristically contemplative and vulnerable throughout, and balancing that with the more combative and grumpy elements of their personality is, I've come to realize, a pretty tall order.

Still, I'm quite happy with how things are coming along, and I hope you will be, too! As usual, I'll release a sneak peek right after this devlog goes up, showcasing one of those instances where F is in a complicated mood over their past.

On the Arcanist-art front, I've managed to narrow things down to a couple of potential ideas (three if you count our currently-ongoing phantasma series). I'm currently waiting to hear back from artists on whether the ideas I had in mind would be feasible with my current budget; if they respond in the affirmative, then I will have that poll up within one or two days.

And that about wraps it up for this week's devlog! As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(October 15\)](#)

[Oct 15, 2022](#)

Hi everyone! As promised, the sneak peek for this week:

A Mage Reborn

by Adam Alamsyah

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The room smells of mildew and age-old dust; a heady brew, thick to the point of suffocating. Something rotten dances at the back of your throat, borne mostly of disgust, but—loathe as you are to admit it—fear as well. Kantena is deep in the south of Param, close enough to the Sojourner's Sea that the air tastes faintly of salt and sea-warmth; a stark difference to cold, bitter North Salantira. But dungeon air, it appears, is the same anywhere in Arvanand.

(The memories come in involuntary bursts. A flicker of spellfire, hands rifling through tomes. Someone writhes and screams in the distant dark, the ghast-wail of a soul leaving its host. Stubbornly, tirelessly, the researcher presses on, as if intent on stuffing the chamber with all the world's grief, all its torture.

He will come for you next. You do not know how much longer your luck will hold, how many more swings of pale death's scythe you will evade. But there's nothing to do but seethe and bear it. When he scowls and spits into your cell, draws up the spell circles and renews your hell, there's aught that you can do but—)

—*focus*. You don't have time for this.

You're on the cusp of a grand mission, the biggest, riskiest gambit Arcadia has roped you into. It would not do to let the shadows of the past cling to you like wraiths—not when so much remains to be done, and time remains steady and merciless in its advance.

You can only hope that Falco is of a similar mind.

Next

There is a narrow set of stairs towards the back of the chamber, foreboding in the red candlelight. Undoubtedly, it had once been hidden by the old bookshelf that now lay by its side. A primitive method of concealment, but effective all the same. Beyond the jambs you catch sight of your quarry: a lean frame sporting a shock of curly white hair, perfectly still at the chamber's center.

"Who goes there?" the mage demands, a violent spike of mana percolating his form. Your raise your hands reflexively in a bid to defuse the tension.

- ☐ "It's just me. Fox sent me after you."
- ☒ "And here I thought we were finally done being at each other's throats."
- ☐ "I apologize for surprising you. It wasn't my intent."
- ☐ "Peace. This dungeon is old; I should loathe to put its integrity to the test."

Next

"Jester," Falco says, unnaturally neutral. "I should have known you'd stick your nose in my business sooner or later."

"I've come on Fox's behalf, so don't chastise the messenger, please," you reply. "He's trying to get a little war council going tonight, but I fear Nightsaber is currently without its commander."

"Yes...yes, of course," the white-haired mage assents, with a surprising lack of retorts. "Just... give me some time. Five minutes will do."

"Of course," you say hesitantly, eyeing the mage as you do. Falco is in a state you've never really seen him before: contemplative, almost to the point of being dazed. It is a stark contrast to the sharp, perpetually irate man you've always known him to be, and you can't help but to find his current state unsettling. "Should I wait outside?"

Falco considers you, for a moment, and then beckons you over to a corner of the dark chamber. You follow him wordlessly, curious and apprehensive all at once. Before you could ask him what he means to do, Falco has pressed his hand into the wall, a loose stone in its midst giving way and clattering unceremoniously onto the dungeon floor.

"Jester," Falco says, his voice nearly a whisper, "Could you check the seal for lingering signatures?"

"I...can do that, yes," you admit, making no attempt at hiding the confusion in your voice. "But why not do it yourself?"

Falco stares pensively at the seal, its wan light illuminating the slopes of his face. It surprises you to find that the mage looks...old. Bone-tired, like he bears the weight of the world upon his shoulders. "You've probably heard of this from Fox by now, but..." Falco pauses and draws a long breath, as if steeling himself for the confession that lays ahead. "I was imprisoned here for the better part of my youth, by people with designs on my Arcadian blood. It's a circumstance much like your own, but...us survivors never did get to stick together.

"Many of those who survived the experiments would be stolen away to some other place. I would have shared the same fate, if it wasn't for...ugh, never mind that," he says, sighing forlornly. "But before all that came to pass, we managed to put this seal together. All of us swore that should we earn our respective freedoms one day, we would come back here, to the place where we met, and leave our signatures to linger. A hand in the dark...a small sign that we've become more than our shared tribulations."

You consider his tale carefully, and find yourself at a loss with what to say. Given Falco's despondent mood, it isn't difficult to guess why he's so intent on having you inspect it in his stead.

"Then...all this time, you...?"

Falco chuckles, so weakly that it registers as a whimper. "I've been coming back to an empty seal for the past six years."

And that about wraps it up for this week's sneak peek! As always, thank you for supporting the development of *A Mage Reborn*!

[Saturday Devlog \(October 22\)](#)

[Oct 22, 2022](#)

Hi everyone, I hope you're staying safe and healthy!

Midterms are always a hectic time, but I'm happy to report that it's now a thing of the past, and I'm free to devote most of the rest of October into AMR! There hasn't been a lot of progress on the wordcount front, but I did a couple of editing passes through the ~20k words I already have for the update, and it's looking much more presentable now, which I'm quite happy about!

The next update will focus quite heavily on setting exploration and character interactions, not unlike the first half of the Yotai arc. I'm currently on the lookout for anywhere I can sneak in a small fight scene (because frankly, I've been itching to write one after months of writing pure story); no obvious candidates have reared its head yet, but I will continue the hunt!

On the art front - I'm happy to report that an artist has been found that's willing to do a couple of the Arcanist-tier art reward ideas I had! These include comic/manga-style mini scene illustrations and character tarot cards, as well as older suggestions like background art or continued phantasma art. The caveat is that unfortunately, the artists' slots for the month are full, and so this will only be applicable from November onwards. For this month, I plan on posting one phantasma art (featuring our newest, Oiral the Visionary), as well another AMoG art preview.

As for our Retainer-level art rewards for the month, things are coming along quite nicely! This month will feature the White Fangs cast in a job-swap scenario, with Leon in the role of healer, Saine in the role of warrior, and Ilya in the role of rogue. I think the sketches look very good so far, and I can't wait to share the finished results with you all. :)

As always, sneak peek for the next update will go up soon after this post!

That about wraps it up for this week's update. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(October 22\)](#)

[Oct 22, 2022](#)

Hi everyone! As promised, the sneak peek for this week, featuring the introduction of a central character in the Kantena arc--the Duke of Kantena himself!

In the reception room adorning Kantena Castle's south wing, beneath carefully-painted frescoes weathered by sunlight and time, you meet the King of the South for the second time.

You have heard tale of this man's heroics long before your encounter with Leon, about his place at the head of the war against the Gespenst Empire. He had command of Yotai's navy when the first wave entered Arvanian waters, and in a great effort that set fire to the Imperial Sea, he had repelled the whole of the vanguard. It was the first of many costly victories he'd seen Arvanand eke out from impossible odds, and though at the end of the campaigns ships and bodies alike litter the seafloor from Port Kyuhan to Soderlien, Arvanand had remained a free land.

Kyron de Kantena had left for the war an unlanded second son, eager to make his own way in the world. But he came back a grizzled, battle-tested veteran, a dark hero by whose machinations Arvanand's freedom had been bought. When illness soon took his brother's life and left the dukedom in Lord Kyron's care, suspicious whispers interspersed the din of grief and mourning for the late, kindly Duke Briante de Kantena. And yet even the greatest of fools would know better than to challenge the word of Arvanand's deliverer, and so it was that the sudden tragedy gave rise to the south's brightest star.

The man you now behold is confined to his chair, for age conquers even the mightiest of titans. But Duke Kyron has a heavy presence about him, a glint in his eyes betraying decades of politicking and combat. You're loathe to admit it, but just being in his presence—this old, incapacitated man you could likely fell with a single Clay Cannon—makes you fear that your cover is already blown.

It is fortunate, then, that the task of navigating his suspicions does not fall to you.

Next

"It is good of you to answer my summons with such haste...Archangel," Duke Kyron says, as dignified and commanding as any commander at their prime. "You honor us through your participation in this matter."

"The honor is mine," the Archangel smiles, setting his teacup down on the table. He is all smiles, the very picture of decorum; it is difficult to believe that his humble beginnings saw him peddling wares in the streets of Salantira City. "My dealings with Parami lords are... sparse, compared to the work I do in Salantira and Yotai. When the King of the South himself saw fit to grace me with his presence, I could scarcely refuse."

- ☒ Noble banter never ceases to bore me. Can they just get to the point?
- ☐ Diplomacy is its own kind of battlefield. I find this spar of words quite fascinating.
- ☐ The important thing is that their blathering affords me the chance to observe the keep.
- ☐ I find myself wondering how quickly this mission will go south, and how *much*.

Next

Having spent time in both Parami and Salantir courts, you've had your fill of these trite conversations. It is always the same dance of prodding for secrets and begging for favors, never a second thought spared for anything but personal gain. Parami and Salantir nobles deride each other with great passion, never more so than at the foot of the catastrophic war. But at their core, they are all the very same beasts: insipid loafers sitting on piles of wealth, with a most tiresome propensity for thinly-veiled barbs.

The duke nods in acknowledgment of the Archangel's banal flattery, before gesturing abstractly to his retinue—that is, *you*, and much of the top brass of Nightsaber. "Your reputation precedes you, Archangel. It is the only reason I have allowed you entry with so...*extravagant* an escort. But inquiring minds wish to know: do you feel so unsafe in Kantena Keep, that you must go to such lengths to secure yourself?"

"Perish the thought, Your Grace," the Archangel parries. "To suggest that your invitation is some sinister ploy...no one in all Arvanand would dare to besmirch your honor so. My guards are a *contribution*, rather than an insurance."

"Oh?"

"The missive you sent to me had been very conservative, but one does not get very far in my line of work without reading between the lines. Indeed: your imposition of absolute secrecy, your request for a personal meeting, and the fact that every knight in your employ has been armed to the teeth...whatever it is you're setting out to do, you are expecting a fair bit of resistance."

"So I am," the duke confirms, his words carefully measured. "And you would throw your weight behind this effort, without knowing what it is I seek?"

The Archangel answers him with a painfully ingenuous smile. "Provided sufficient remunerations, anything can be done," he says. "Of course, if your request is one that will, ah, *injure* my conscience, that will come with a modest additional fee."

"If what I have heard is to be believed, then you are much too wealthy to be so subservient to coin."

"You can never have too much," the broker chuckles. "Especially when it begets the partnership of one as esteemed as you."

"Very well," the duke relents, leaning back into his chair. "What I am about to say must never leave this room. I bid you send away all but your most trusted guard—the one who can best keep their mouth shut. All others, my knights will escort to the drawing room."

"That will be Jester," the Archangel says. "The rest of you, you heard our good duke. I will send word when I have need of you."

And that about wraps it up for this week's sneak peek! As always, thank you for supporting the development of *A Mage Reborn*. :D

[Saturday Devlog \(October 29\)](#)

[Oct 30, 2022](#)

Hi everyone, I hope you're staying safe and healthy!

So - I've got both good and bad news for this week's update. The good news is that I managed to reach the 25k-word threshold originally envisioned for October's update. The *bad* news is that I wrote both ends of the update (the very beginning & the very end), and left the bridge between them for last; a big mistake, since the 25k-word storyboard now looks instead to be closer to 40k words! This leaves me with two distinct halves with no bridge to link them, and I fear I don't have it in me to speedrun the remaining writing required...

That being said, I do still have enough in the first half to cobble together a respectable update. It's sitting at ~15k words right now, and I'm doing my best to push it in the ballpark of 20k words by update day. As is usually the case when I don't meet my wordcount targets, Patreon charging will be turned off for next month. Another ~20k-word update will drop in November, before Patreon charging again resumes in December.

For the sake of full transparency, I had been intending to take November off from writing, due to multiple big college projects coinciding in the month. But with most of the next update already written, I believe it won't be hard to sneak in the writing necessary to fully complete the update!

I also would like to apologize for AMR's fitful production schedule as of late. I grossly overestimated my ability to juggle the workloads of both AMR and uni work, and it's left me a bit overwhelmed at times. That being said, this should significantly abate after I complete the remainder of this semester. I have two semesters left in college, each of which is worth 8-10 credits (as opposed to my current semester's 24), which should give me a lot of room to write AMR more consistently!

All arts and things are coming along smoothly; I'm only waiting on a couple of pieces to be polished, which the artists have promised will be done today. On account of how close we are to update day, I intend to skip the Sneak Peek for this week; in exchange, I will soon be uploading a second *A Murder of Gods* sneak peek (albeit one much shorter than the last one!)

As a reminder, here are the other things to expect as we close out the month - a set of class-swap illustrations of the White Fangs for October's Monthly Features, a phantasma illustration of Oiral, the Visionary, and another illustration of *A Murder of Gods*' titular gods!

The next time we dip our toes into an AMoG feature, we'll finally be taking a look at the human characters. I will have a post up some time in November describing the major cast members in full, with Arcanists also being able to vote on the order in which their portraits are completed.

That about wraps it up for this week's update! As always, thank you for supporting the development of *A Mage Reborn*!

[\[AMoG\] Preview II: Frostbound](#)

[Oct 30, 2022](#)

In the deepest reaches of the Fallen North, the dark god stirs and watches like a coiled viper, beholding the land their ghastly powers had ravaged. Though they remain shackled to the ruins of their rimebound prison, shadows of their influence slither past the derelict soil, eager to find purchase once more in the paradise beyond.

Perched upon the walls are their most stalwart vassals, envoys through which the god's triumph is to be realized. They have laid in wait since time immemorial, eager to reclaim that which should be theirs. And they will have it: for the stage is set, and their deliverance is a maddening vision on the horizon. The very room hums with anticipation.

The foremost of their vassals, a dark creature with wings forged of blood and flames, kneels before the god as he delivers word from the Holy City. The envoys listen rapt as the Scion's death is relaid in full, and at the tale's close all of them exhales a long-held breath, the very air simmering with somber vindication.

Vasaria had been the second to fall. Eight of the Scions remain—and they will stop at nothing until the gods are hollowed corpses beneath their feet.

And if they must become murderers for the world to be put to rights...

[A/N: imagine a 'next' button here for maximum effect x)]

Then murderers they shall be.

Hi, everyone! I'm back again with the second sneak peek into *A Murder of Gods*, this time looking into the book's main antagonist (but like, in a similar way to how Tahlia is AMR's main antagonist. It's a branchy CYOA game, after all!).

The world of AMoG is one that is very directly and discernibly affected by divine activity, namely that of the Circle of Scions, a ten-member pantheon of gods who have served as stewards of mortals since time immemorial. Legends have long since spoken of the eleventh member of the Circle, a dark god by the name of Erathel, who had been imprisoned in the icy wastelands of the Fallen North many centuries ago. It is said to be a just punishment for the atrocities they committed, directed at the very mortals they were supposed to care for.

Erathel is full sibling to Vasaria, the god featured in the last AMoG sneak peek, and the pair's resemblance should be very plain to see! Here is an artwork of Erathel, as done by Fulminaire:



And here is an excerpt from the brief I gave Fulminaire:

The God of Death had once been a high-ranking member of the Circle of Scions, second only to their brother, Vasaria. Contrary to the radiant, widely-worshiped god, Erathel garnered a reputation for being reclusive and mysterious, devoting themselves only to their duties as keeper of the life and death cycle.

Several hundred years ago, it is said that Erathel had organized a rebellion in secret, entreating demons to overthrow the rule of Vasaria. They were stripped of their rank and powers for the act; the gods cast them to the depths of the Fallen North, where they were doomed to roam the frigid and dark wasteland for all eternity.

I'll be posting Erathel's full artwork very soon as well, available for tiers Arcanist and up! I hope you enjoyed this sneak peek, and I'll see you soon for the update & the remainder of October's goodies!



[\[AMoG\] Art: Erathel, Arbiter of Souls](#)

[Oct 30, 2022](#)

And here we have the full artwork for Erathel, the Arbiter of Souls!

Once second only to Vasaria in standing among the Circle of Scions, Erathel has since become imprisoned in the Fallen North for their rebellion against Vasaria and the Circle of Scions. More bits of lore about them can be found in the sneak peek posted just before this one!

I have asked Fulminaire to also provide commentaries on his character designs, revolving around inspirations and characteristics he wishes the art to portray. Here is what he's had to say regarding Erathel's design:

Erathel, as the god that presides over the cycle of life and death, is a powerful, mysterious, and reclusive deity. They hold in their hands the two artifacts through which they channel their powers: one with dominion over darkness and death, and the other, over frigid, unbending ice. Legends have it that all who look upon their eyes are subjected to instant and excruciating death, and that their wrath, once incited, will cause an unending winter to sweep across all of creation.

A similar commentary has also been appended to Vasaria's art post from earlier this month!

I hope you enjoyed this artwork. If you want to see more of Fulminaire's incredible work, you can find him at <https://www.fulminaire.online/>!

[\[UPDATE\] AMR Book 2, Demo ver 2.5 is live!](#)

[Nov 1, 2022](#)

Hi everyone! Happy to announce that the latest demo update has been uploaded and is ready to be played!

Content in this demo picks up where we left off in the Kantena arc, and functions mostly as a setup for the exciting things to come. That being said, I tried to keep the momentum quite high throughout many parts of the update. This includes the extensive introduction of several new villains, as well as that combat scene I talked about a couple of updates back! Super super glad I managed to sneak it in, I think it helps the pacing quite a bit.

The wordcount for this update sits at 17.5k words--a bit lower than I was hoping for, but hopefully enough to make for a satisfying playthrough. The update splinters into a couple of distinct paths based on a choice you make ([MINOR SPOILER] it's whether not you choose to find F, when prompted). Choosing in the affirmative awards you with a fairly lengthy scene with combat thrown in there for good

measure; choosing in the negative instead leads you to a small dream sequence which heavily features Sister. Of the two mini-paths, choosing in the affirmative will let you explore a much larger portion of the available content!

At the moment, both of these scenes are completely exclusive to one another, meaning you will have to play the update a couple of times to see everything it has in store. In the future, there will be more overlap between the two mini-paths, which should lead to a more satisfying playthrough overall!

As stated in our last devlog, I'll return towards the end of this month with a similarly-sized update, which should (*SHOULD*) bring us into the chapter's first major conflict. Please look forward to it!

[Click here to play the October update!](#)

I have all the art for our end-of-month rewards on hand right now, and will be uploading them as soon as classes are done for the day. Until then, I hope you enjoy the update--and as always, thank you for following the development of *A Mage Reborn*!

[November update soon!](#)

[Nov 30, 2022](#)

Show more

Hi, everyone! I hope you're staying safe and healthy.

November was considerably more hectic than I had thought it would be, owing chiefly to a sudden shortening of the academic calendar that made all my finals land in November instead of being split equally between November and December. Luckily, I did manage to pull together a reasonable update with the spare content from the October update. It should number somewhere north of 15k words when it hits dashingdon sometime tomorrow - how *far* north of 15k depends on how much I can sneak in there tonight while maintaining reasonable quality.

Regardless, this update coupled with October's will combine to make up a minimum of 32.5k words, well over October's initial target of 25k words. Content-wise, this next update focuses on (finally!) starting the romance paths with the Arcadian trio. Currently completed are one romantic scene each for F, Yu, and Eli; on the drawing board are F's second romantic scene as well as the start of the Yu-F poly route (hopefully I can complete one or both of these before the update!)

Also featured in the coming update are the missing pieces of the interlude: the friendship fork of Leon's scene, as well as the letter-reading sub-scene in Ilya's route. I will also be answering questions and comments with the update tomorrow, as currently I'm doing my best to fit in as much into the update as I

possibly can. Thank you for being patient with me, and as always, thank you for supporting the development of *A Mage Reborn*!

[\[UPDATE\] AMR Book 2, Demo ver 2.6 is live!](#)

[Nov 30, 2022](#)

Hello everyone, I hope you're staying safe and healthy!

The demo update for November has now gone live on dashingdon! The update wound up being roughly 17k words in length, with content focused on four major sections:

1. The denouement of F's episode from last update, which includes a romantic scene with them,
2. Eli's day-off scene, including the start of Eli's romance,
3. Yu's day-off scene, including the start of Yu's romance,
4. The friendship fork of Leon's interlude

I had planned to also incorporate Ilya's letter subscene and F's day-off scene (+ the start of the poly route) into this update, but what was supposed to be finishing touches on Eli's scene evolved into a full-length subplot (which I'm happy to have written, but I really ought to have exercised more self-control...). These are high-priority items on the next update's to-do list; of particular note, Ilya's letter subscene will likely be patched into the current build prior to the next big update--just as soon as I can get it in a presentable state.

[Click here to play the November update!](#)

I also realized (with great horror) that I neglected to upload October's monthly features at the appropriate time--these will go up straightaway after this post goes up. My apologies for the tardiness OTL

AMR will return in December for our regularly-scheduled programming--that is, a 25k+ word update and a full suite of Patreon goodies. In the meantime, I hope you enjoy the update, and thank you as always for supporting the development of *A Mage Reborn*!

[Monthly Features \(October/November\)](#)

[Nov 30, 2022](#)

Hi everyone! As promised, the monthly features that were supposed to go up at the end of October. My apologies once again for the tardiness TT

This monthly feature employs a 'class swap' concept, in which the White Fangs try out each other's classes! Pictured below are Leon as a theurge, Saine as a warrior, and Ilya as a rogue:





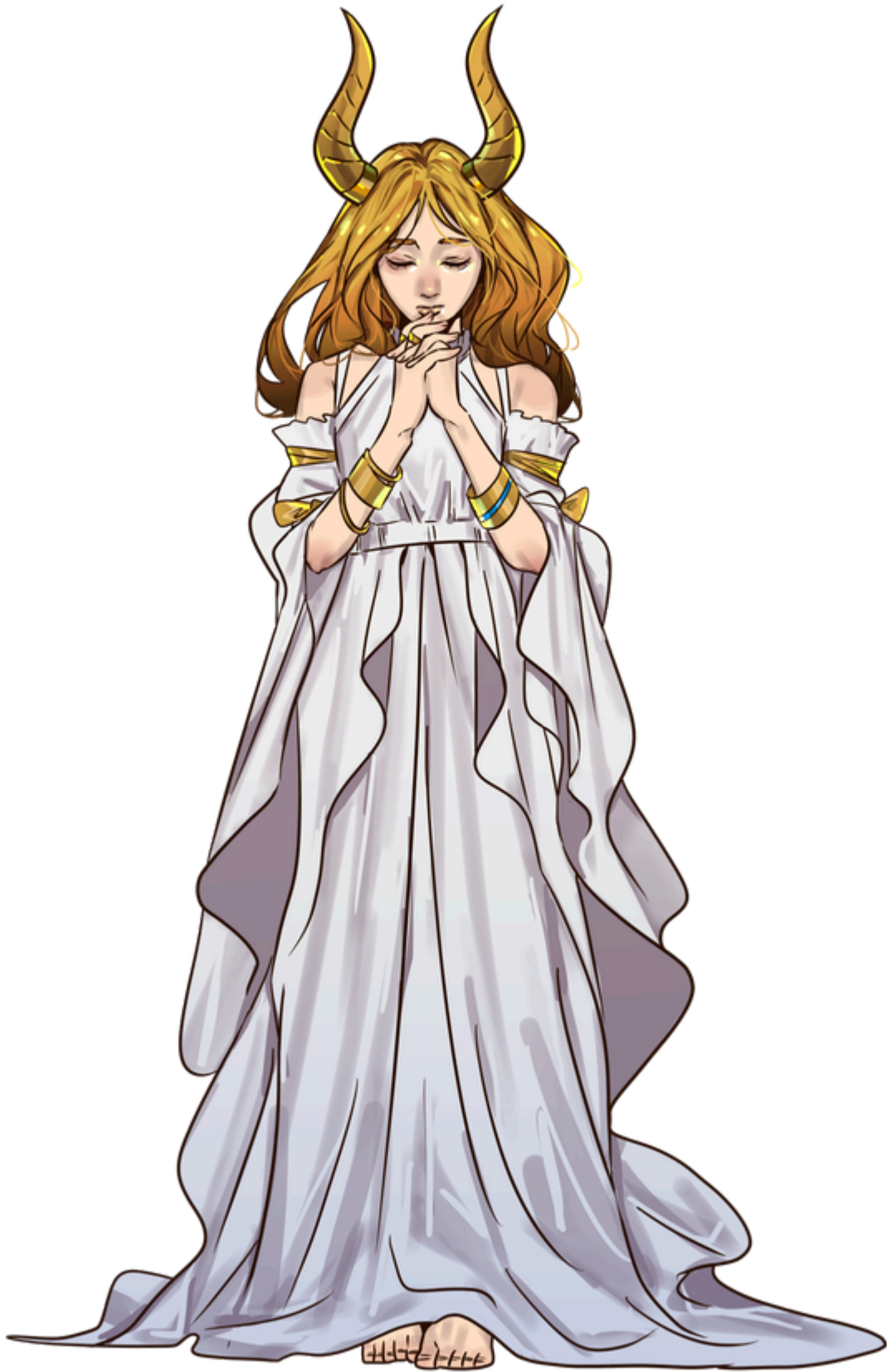


And some behind-the-scenes snippets - let's just say some of them adapt better to their new roles than others, aha



These pieces are commissioned from the incredible Yesa!

And that about wraps it up for this edition of (Bi-)Monthly Features! I hope you enjoyed it, and please look forward to more content coming down the pipe in December!



[Art: Oiral, the Visionary](#)

[Nov 30, 2022](#)

And here we have the full artwork for Oiral, the phantasma responsible for basically the whole of the Jiasei arc!

After having run the design gamut with all of our earlier phantasma, I asked Khutilust to go for a mostly human-like design this time around, and yet one that incorporated both divine and demonic elements. Personally, I'm happy with how she came out, and I hope you are as well!

[Saturday Devlog \(December 10\)](#)

[Dec 10, 2022](#)

Hi, everyone! I hope you're staying safe and healthy!

It's been a fairly productive first week for AMR's development, with the update storyboard being completed + 7000 words knocked out all together. Current areas of focus include Ilya's letter scene - which is finally coming together in a way I'm happy with - Falco/Flyss's day-off scene, and expansions to possible choices in the current update. Later in the month, we should finally be getting to the start of the action, which is always my favorite part to write. I hope you're as excited for it as I am!

Patreon rewards will also kick into gear soon:

1. A Sneak Peek of Ilya's long-awaited letter scene will be posted after this post goes up (Retainer+),
2. A poll to determine the form of AMR's next Arcanist-tier art reward will go up sometime in the next 24 hours (Arcanist+),
3. An *A Murder of Gods* characters blurb will be uploaded as a monthly feature within the next 48 hours (Retainer+),
4. An accompanying poll will be made available to determine the character art that will first be commissioned for AMoG (Arcanist+)

And of course, all these processes will result in an abundance of artworks toward the tail end of December. Please look forward to it!

That about wraps it up for this week's update - as always, thank you for supporting the development of *A Mage Reborn*!

[Dec 10, 2022](#)

Hi, everyone! As promised, the sneak peek for this week:

For what feels like the umpteenth time on this turbulent day, she reaches within her cloak for a piece of parchment, yellowed by time but otherwise well-preserved. She holds onto it like a well-worn lifeline, steels herself to read it even as she recites every word in her head. Here were the words had left her before the world came crashing down, before had thrust into the first act of sacrifice that would lead down a path to ruin.

It seems a wicked unfairness, then, that while slaved away in a decrepit corner of Salantira's underground, she had instead begun a meteoric rise amongst the Jovian clergy. And even amidst the newly-minted nobles plaguing the postwar landscape, the sycophants vying for the saintess's vacant seat, she had managed to rise above them all—stand the sole true successor to Shiraya Cheilong's towering legacy. She does not think she could have done it alone. Not without the flame burning in her chest, the oath sworn by the one person she holds dearest in all the world.

Yours is a tough road, had written, in neat, stilted script, as if these words stood substitute for some secret could not communicate. *And I'm sorry that I can't be by your side through it all.*

If you were truly sorry, you would stay here, she had sullenly thought, even knowing that had been too stalwart, too honorable a sort to have left without a good reason. *You would see me through my most turbulent days, witness what lies on the other side.*

She had condemned her selfishness even as these thoughts bubbled up to the surface, but she cannot deny the pang of hurt nesting in her chest, hollowing out a space where should have filled the gaps. Still she believed that this was but a prelude to a great and radiant future—one in which she and could lend truth to the oaths they'd sworn, the promises made in the gaps of their conversation—that someday, once peace has descended for true over the hills and shores of Arvanand, they could finally share a life together at the end of this long and winding road.

Of course, it had been a simple pipe dream in the end, as the Sienan returned to gaped like an beast's maw, its ivory teeth sharpened by the very people they'd saved. When the flames rose to swallowed her beloved whole, she had been seated at the other end of Sienan—a sleeping tonic in her trembling hands, so that she would sleep through the worst of 's anguish.

What does it say about her, then, that 's ghost is now all that moors her ashore?

Fun stuff.

That about wraps it up for this week's sneak peek - I hope you enjoyed it, and thank you as always for supporting the development of *A Mage Reborn*!

[\[AMoG\] Sneak Peek - A Murder of Gods Romance Options](#)

[Dec 15, 2022](#)

Hi, everyone! This comes later than expected (my apologies for that!), but I'll be putting up a number of polls and features prior to the weekly devlog this Saturday. The first item on the list is a character blurb for A Murder of God's romance options, which you'll find below. Following this will be an Arcanist+ poll to determine the order of portraits commissioned for these characters, which will be shown off in a sneak peek for Retainer+, and as a full artwork for Arcanist+. Lastly, I will also be tossing up a poll for the Arcanist+ art rewards for this month. While I'm not completely sure yet that these new pieces will be finished in time for December's update, I have begun commissioning full-body shots for Isha and our new group of villains--if worse comes to worst and the new artworks cannot be finished this month, I hope they'll help to tide you over!

For now--the character blurb for AMoG's ROs. Please note that context regarding AMoG has been deliberately withheld so as to avoid early-game spoilers; all the same, these have been written in a way that hopefully sheds enough light on the universe for the characters to make sense. Without further ado:

A Murder of Gods Romance Options

Satria/Shinta Prasadya (M/F Genderflippable)

Appearance: Solidly built, with a medium dark skin tone. Straight black hair kept short (M) / shoulder-length (F). Piercing red eyes and lips that rest on a permanent scowl, asserting an aura of cold indifference.

About: The newest member of Exagis's Four Shields is the youngest in history to have attained the esteemed rank, and possesses the formidable skills to match. A master lancer with lightning-fast reflexes and a talented spellcaster besides, they switch seamlessly between the arts to overwhelm their opponents. Their formidable feats and quiet disposition have cultivated a reputation for unapproachability, but the truly observant would notice their desperate, fumbling attempts at caring for those around them. As the child of Aksaran refugees, they were regaled since youth with tales of the vibrant coastal nation, and has developed an almost worshipful attitude for members of the Ksatria.

Titus/Tana Nielgard (M/F Genderflippable)

Appearance: Ice-blue hair kept in a messy medium cut (M) / slick bob (F). Relatively short and slenderly-built, with pale skin typically seen on northerners. Deep-set turquoise eyes and a slender nose, with lips permanently locked into a very intentional scowl.

About: A warrior hailing from the far north territory of Aelif, which has remained locked in a struggle against the sea god Yehia's expulse since time immemorial. Having been made a delegate to Exagis to honor an age-old treaty, they are desperate to excel and learn as much as they can from the state such that they can bring back both wisdom and resources to their doomed homeland. The sheer loftiness of their self-imposed burden has caused them to become irritable and sharp-tongued, with a particular disdain for inefficiency. Still, many of their colleagues appreciate their straightforwardness, as well as how they perform their duties with impressive, if single-minded determination.

Ariel Luthram (M/F Genderflippable)

Appearance: Bright blue eyes under incredibly thick lashes, with a prominent nose and wide, full lips. Elegant, slicked-back white hair kept nape-length (M) / back-length (F). Tall and lanky with a slouching gait. Possesses a deep skin tone marked by an assortment of scars and burns along the length of their arms.

About: A talented loremaster specializing in combat applications, Ariel is the only person in all of Exagis to hold posts as both arcane researcher and field agent. This dubious honor leaves them with an overwhelming amount of responsibilities and not enough time with which to perform them, but the direct field observations it allows for has proven to be an invaluable component of Exagis's fight against the expulse. The person themselves has surprisingly little to say on the topic, having long since resigned themselves to their fate, and choosing instead to focus on performing their duties with admirable, if unenthusiastic, competence.

Cyril/Ciara Schander (M/F Genderflippable)

Appearance: Golden eyes and a prominent jawline, with unkempt brown hair kept medium-length (M) / long and tied into twin braids (F). Olive skin tone inked with an assortment of tattoos. A blinding smile with prominent fangs, and an overbearingly friendly disposition.

About: A free-spirited mercenary who frequently finds themselves in Exagis's employ. Well-traveled and resourceful, their first-hand experience in visiting far-flung locales and vast network of contacts have proven invaluable in assisting the work of Exagis's loremasters. When not enlisted in these endeavors, they spend their time running a renowned flower shop on Exagis's main street, where the plethora of

exotic flora they've gathered from their travels are cultivated and bred with great care. Affable, easygoing, and competent at their work, they enjoy an almost mythical popularity amongst Exagis's local populace, though they are suspiciously adept at sidestepping propositions for anything deeper than passing flirtation.

Mori (NB)

Appearance: Slenderly built, with gently sloping features and pale, porcelain skin. Midnight-black eyes that seems to reflect no light, thin lips permanently pulled into a knowing smirk. Long black hair worn in a thin ponytail.

About: Heir to a famed but reclusive clan of spellcasters operating out of the Jieshuang Deadlands. Mori and their forebears are a great mystery to Exagis and Asphodel at large; an increasingly wild list of rumors and intrigue swirl around their mysterious bloodline, which has single-handedly repelled much of the Deadlands' expulse while stubbornly refusing Exagian aid. The few operatives to have made contact with the reclusive figure have described them to be fickle and enigmatic, though strangely prolific in rescuing Exagian agents stranded in the Deadlands. This—combined with their peerless mastery over the blessings of Erathel, as well as their expansive knowledge of combating the expulse—makes them coveted as an agent by Exagis to this day, despite plentiful evidence that they would sooner toss themselves off the Jieshuang Chasm.

Andrea Handarto (F)

Appearance: Tall and lean, with a medium light skin tone. Black hair tied into a practical ponytail. Serious brows over sharp, intelligent dark eyes, and the gait of a warrior entirely assured of her own strength.

About: A warrior of the Ksatria, the force comprising Aksara's last line of defense against the fallout of Scionian corruption. Blessed with the power of Vasaria, she ensorcels her blade with purifying flames and burns a path to Aksara's freedom. Stoic, dutiful, and fiercely protective of her twin brother Jesse, Andrea regularly throws herself into inadvisable situations—often against the Ksatria's wishes. She engineers a perfect façade of cold, unshakeable calm; even so, those closest to her know that she is more desperate than anyone to see the birth of a free Aksara—and terrified by the prospect of never seeing it come to fruition.

Jesse Handarto (M)

Appearance: Lanky and waifish, with a medium light skin tone entirely free of scars and blemishes. Unkempt, wavy black hair kept medium-short. An oblong face with sharp, well-defined features,

juxtaposed against a warm, compassionate gaze.

About: A warrior of the Ksatria, the force comprising Aksara's last line of defense against the fallout of Scionan corruption. A prodigal spellcaster blessed with the power of Nemai, allowing him to blanket the battlefield in fogs and poisonous mists. A childhood illness has left him with a weak heart, and he suffers from a low tolerance to exertion as a result; even so, his ability to contain and weaken hordes of expulse remain an invaluable asset to the Ksatria. Gentle and kind to a fault, he is often considered the Ksatria's beating heart—and though the title's irony is not lost on him, he happily wears it all the same.

I hope these characters have been able to pique your interest! I'll be back later in the month with a larger feature on the top-voted character of the bunch, presented with artwork from AMoG's artist, Fulminaire. I hope you'll look forward to it!

[\[AMoG\] Poll: Romance Options Artwork Order](#)

[Dec 15, 2022](#)

[IMPORTANT: THE PREVIOUS POLL DID NOT ALLOW FOR MULTIPLE OPTIONS. IF YOU HAVE CAST YOUR VOTE THERE, PLEASE DO SO HERE AS WELL! APOLOGIES FOR THE TROUBLE.]

Hi, everyone! As mentioned in a prior post, the order of artwork being commissioned for *A Murder of Gods* characters will hinge upon the results of this poll. Please feel free to select as many options as you wish!

For more information on each of the characters, you can refer to [this post](#)!

Satria

Shinta

Titus

Tana

Ariel

Cyril

Ciara

Mori

Andrea

Jesse

57 votes total

[Poll: Arcanist Art Rewards](#)

[Dec 15, 2022](#)

Hi everyone! As previously mentioned, the next set of Arcanist art rewards I'll be commissioning for AMR will be determined by the results of this poll.

Please note that the results of this poll will as likely as not start taking place in January. In the event that the chosen art form cannot be posted in December, I will be posting full-body artworks of Isha and one or two members of our cast of new villains instead.

Please feel free to choose as many options as you'd like!

Scene Illustration (CG/Single illustration)

Scene Illustration (Minicomic style)

Character tarot cards

Scenery art of various AMR locales

Continuation of phantasma art

66 votes total

[\[AMoG\] Portrait Poll Winner #1: Satria Prasidya](#)

[Dec 17, 2022](#)

Hi, everyone! Patrons at the Arcanist level and above voted for the most-anticipated ROs, and the results at the time of this post is as follows:

<input type="checkbox"/>	Satria	9
<input type="checkbox"/>	Shinta	4
<input type="checkbox"/>	Titus	3
<input type="checkbox"/>	Tana	2
<input type="checkbox"/>	Ariel	5
<input type="checkbox"/>	Cyril	8
<input type="checkbox"/>	Ciara	2
<input type="checkbox"/>	Mori	6
<input type="checkbox"/>	Andrea	3
<input type="checkbox"/>	Jesse	7

As such, Satria Prasadya will be the character first commissioned for AMoG!

That being said, I do think there is merit in allowing for a balanced gender representation moving forward, given how male-heavy the top-voted options are. That is, given the current options, I will likely

opt to commission Mori (NB) and Ariel (F) after Satria (M), before cycling back to the next top-voted male character in Cyril (M). I hope you will find this agreeable!

The poll will remain open for additional votes for the foreseeable future. Thank you for your votes, and please look forward to this new portrait series!

[Holiday Devlog_\(December 29\).](#)

[Dec 29, 2022](#)

HELLO EVERYONE,
THIS IS ADAM.



MERRY CHRISTMAS
AND HAPPY HOLIDAYS,
EVERYONE. IT'S BEEN
A LONG TIME! BEFORE
ANYTHING ELSE, I'D LIKE
TO OPEN THIS UPDATE
WITH...

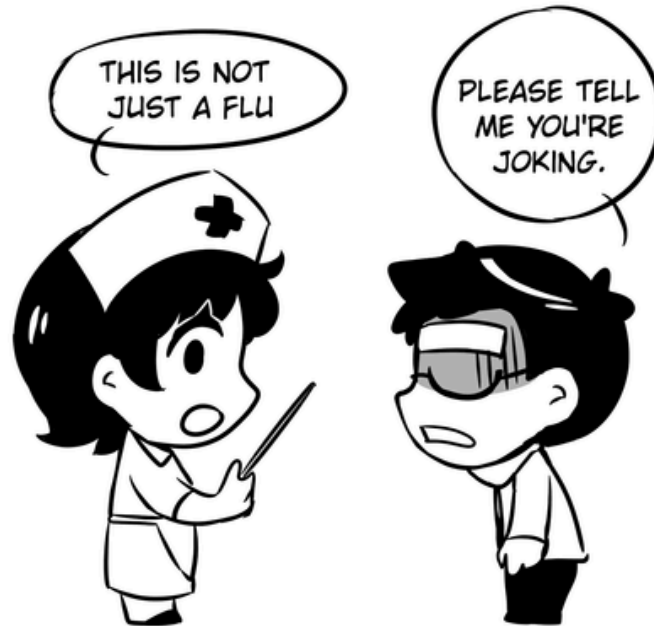
AN APOLOGY

SORRY FOR THE
LACK OF RECENT
ACTIVITY...



I'M AFRAID IT'S
NOT GOOD NEWS...

A LITTLE AFTER
THE LAST
SATURDAY
DEVLOG, I
TESTED POSITIVE
FOR COVID...



MY SYMPTOMS WERE RELATIVELY SIGNIFICANT...SO MY FAMILY
FORBADE ME FROM WORKING WHILE I SELF-ISOLATE



I FINALLY TESTED
NEGATIVE A FEW
DAYS AGO, AND
TRIED MY BEST
TO RESUME
WRITING...

SURELY I CAN FINISH
THIS UPDATE IN A FEW
DAYS...!



BUT THE QUALITY
OF THE OUTPUT IS
EMBARASSING



I WOULD NOT
MAKE MY
WORST ENEMY
READ THIS...



BECAUSE OF THIS, I WILL UNFORTUNATELY HAVE TO DELAY THE UPDATE TO JANUARY...
I'M AIMING TO POST A 35K-WORD UPDATE AT THE END OF JANUARY TO MAKE UP
FOR LOST TIME.

OF COURSE, PATREON CHARGING WILL BE TURNED OFF FOR THE MONTH OF JANUARY!

IN THE MEANTIME, I WILL STILL BE POSTING SOME ART GOODIES, THOUGH THEY WILL MOST LIKELY BE DELAYED UNTIL EARLY JANUARY.

THESE INCLUDE:



SNEAK PEEK OF SATRIA FROM A MURDER OF GODS (RETAINER+, CURRENTLY IN LINEART PROCESS, DESIGN NOT FINAL)

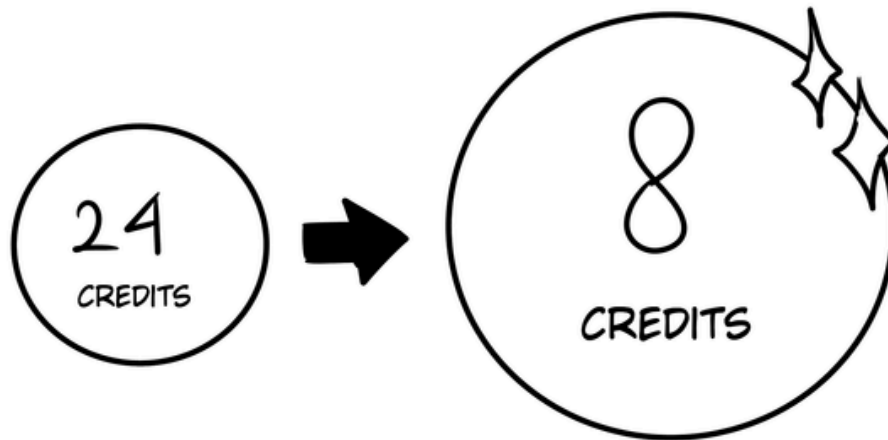


CLASS-SWAP MONTHLY FEATURE, FEATURING THE ARCADIAN SQUAD (RETAINER+, 2/4 PIECES CURRENTLY RENDERED)



FULL-BODY ART OF ISHA (ARCANIST+, HALF-BODY WILL BE POSTED ON TUMBLR. CURRENTLY IN RENDERING PROCESS)

I'LL BE STARTING A NEW TERM OF COLLEGE
MID-LATE THIS MONTH, BUT THE
WORKLOAD IS A LOT LESS INTENSE THAN
LAST SEMESTER.



I HOPE THIS MEANS PLENTY OF UNINTERRUPTED
WRITING TIME, AND THAT I'LL BE BACK SOON
WITH A SATISFYING UPDATE!



MERRY CHRISTMAS & HAPPY HOLIDAYS.

AND THANK YOU, AS ALWAYS, FOR SUPPORTING
THE DEVELOPMENT OF A MAGE REBORN!



Addendum: Upon further reflection, I have decided to make all rewards initially intended for December available to patrons of all tiers instead. The new art rewards scheduled for end of January will follow the

regular distribution scheme, as decided by the amount charged for December! I will also be back later today to answer comments, messages, and bug reports that have come in since the last Saturday Devlog. Thank you for your patience!

Addendum addendum: Special thanks to regular AMR collaborator Yesa for helping me put this devlog together!

[Saturday Devlog \(January 7\).](#)

[Jan 7, 2023](#)

Hi everyone, hope you're staying safe and healthy!

Thanks for bearing with me thus far; I'm pleased to say that the first week of January has been relatively productive, all things considered. Progress on the next update is hovering around the 18k-word mark at the moment, though there's still a significant amount of editing left to do on the currently-written sections. The COVID-associated brain fog has made refining nearly impossible to get right, so I've just been focused on brute-forcing raw content so far. Happy to report that that front has been very successful; here's hoping the editing process goes just as smoothly.

Progress on the art front proceeds apace; the first bonus artwork carried over from December, namely Isha's full portrait, will be posted shortly after this devlog goes up. Coming down the pipe are the remaining holdovers from December: Satria's artwork from *A Murder of Gods* (+ an associated text-based sneak peek), as well as the class-switch feature depicting the Arcadian squad. New content for January will include either a scene illustration CG or character tarot cards (as determined by last month's Arcanist artwork poll; the two are currently sitting at a tie!), a new set of Monthly Features, as well as a second *A Murder of Gods* sneak peek (whether that be a third god of the pantheon or the second character (Mori) will depend on what the artist will be able to slot in!)

I will also be posting a sneak peek of the upcoming update, depicting Falco/Flyss's upcoming day-off scene (Retainer+).

And that about wraps it up for this week's update. I hope you look forward to the upcoming content, and as always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(January 7\).](#)

[Jan 7, 2023](#)

As promised, the sneak peek for this week! This one features the opening segments of F's day-off scene, which includes a fun little isle of worldbuilding that I'm quite pleased with. I hope you enjoy it!

A Mage Reborn

by Adam Alamsyah

Show Stats

Restart

Achievements

Menu

Popout

Start Stepping

Having secured the castle guards' directions prior to your exit, you take the straightforward path cutting through the whole of central Kantena. You spy the distant fork in the road that crawls up the gentle rise of Kantena's hilly east side, towards the wooded depths of the Rhys District. Flyss has chosen an odd place in which to spend her day, for the sprawling area is home only to a single clock tower overlooking the Kantena skyline, surrounded by vast swathes of untamed greenery which makes for challenging entry.

To hear the castle guard tell it, the whole of Rhys District is all but abandoned, with only the occasional visitor willing to climb up the clock tower to Kantena's highest point. The woods surrounding the tower is an intimidating sentry when you come upon it, great vines and curling trees weaving into each other to create a forbidding green tapestry. A stone footpath crawls out of its depths, a lonely, somber thing, ever thinning as it leads forward, as if shrinking from the burden of its task.

Here lies the cause of the clock tower's abandonment, you solemnly think. It is said that in the times when the path is well-trafficked, one in every hundred visitors would find themselves swallowed by the forest's depths for having lost sight of this scrawny path, easily mistaken with leaf-trails or a particularly great root. But one of your talents need not subject themselves to such risks. And judging by the faint wisps of mana lingering in the air, neither did Flyss.

- ☐ I cast a Spirit Gate to the other side, as Flyss must have done.
- ☒ I cast a mild form of Woodthumper, persuading the foliage to move aside.
- ☐ I cast a Glyph of Protection, with which I can run through the woods unhindered.

Next

It's a small wonder Arcadia has managed to secure a seat of its own in the world's stage, backed only by a handful of mages and an ambitious *ashai*. Where a Parami platoon would need to work to sundown to carve a path through the green expanse, it only takes a spell circle and a whispered word for you to coax the wood to do your bidding. Vines and canopies part like a curtain drawn. Trunks lean to the side as if repelled by a strange gravity, presenting a straight, unobstructed path to the clock tower. It feels like no time at all has passed until you stand at its end, with the clock tower's bronze door well within arm's reach.

You go through the door.

As one might expect, the clock tower is dim and dusty on the inside, its silence punctuated only by the sound of something scuttling about in the darkened corners. Your ascent up the stairs take you past eight levels, each one a circular space spanning more than twenty paces across. Hunks of rusted metals and decaying wood are scattered through the tower, lonely in their disuse, and it is only the bronze plaques upon the wall that clue you in on the glory of their past lives.

The third level, marked Cartography, hosts a stack of yellowed papers and old quills upon a great stone table; the fifth, marked Divination, has affixed to its ceiling an intricate network of stone disks, slowly rotating against one another—seemingly on the strength of old magic which amazingly had yet to burn out. The seventh floor—Thaum—confirms through its familiar layout that you stand in the remnants of a mage's tower, though the shelves of rotting wood now lay bare, and the great oak tables dotting the room have all but collapsed onto themselves.

The tower's top floor—labeled the Starworks—situates itself under the open sky. A low wall of carved marble rings around its perimeter, dotted by tube-like contraptions of metal and glass you recognize as star-cylinders. Powered partly by scrying magic, but mostly by some advanced trick involving curved glass, the contraptions allow even an apprentice enchanter to chart the stars. Star-working, once considered the fundamental building block of such arts as foretelling and star-thaum, has long since fallen out of favor with mages. Diviners found mirror-scrying more immediate, and more accessible besides; thaumers, on the other hand, preferred spells whose functionalities were not so dictated by the whims of the night sky.

Flyss shifts in her perch by the far wall as she hears your approach, her stiff glare softening as she makes out your features in the low light. "Agria," she calls out, leaning back against the wall. "I suppose I should have expected you to come."

- ☒ "And why's that?"
- ☐ "Am I intruding? I can leave if you want me to."
- ☐ "There are better places to go for a morning stroll, you know."

Next

And that about wraps it up for this week's sneak peek. As always, thank you for supporting the development of A Mage Reborn!



[Art: Isha \(Full-Body\).](#)

[Jan 7, 2023](#)

And here is the first of December's holdovers: a full-body art of Isha, the foremost deity of the Ishavak Faith. You may have seen her described in the book two or three updates ago, and I think Khutilust did a great job, both in following the (admittedly exhaustive) physical descriptions given in the scene, as well as in capturing the feel of her character!