

Adam Rifky Patreon by Thomas Bell

(12/March/2025 - 15/January/2023)

[Side Stories Ported to cogdemos](#)

[March 12](#)

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

Happy to report that AMR's side stories--six of them in all--are now up on cogdemos. Please find below the links on each one.

Please be aware that these stories were written with the **old canon** in mind, meaning that some of the contents found within will not be consistent with the rewrite. Most pertinent among these instances is Drift, the Eli-focused side story, which has them leaving Arcadia on less-than-ideal terms as they did in the old demo.

LINKS

- [Errand Boy](#), a story focused on Saine and Aunt Bess in the aftermath of the execution
- [Betrayal](#), a story focused on Ilya both during the war and after the execution
- [Red](#), a piece focused on Yu's childhood and backstory
- [Anathema](#), a piece focused on F's backstory
- [Drift](#), a piece focused on Eli and what they were up to when they were apart from the mage
- [Starfall](#), a story focused on Sister, Eli, and the mage's childhoods

I hope you enjoy (or have enjoyed!) the side stories, and as always, thank you for supporting the development of *A Mage Reborn*.

[New Character Creator Build Released](#)

[March 11](#)

Hi everyone! Hope you've been staying safe and healthy.

A demo build with the new character creator build has been uploaded to cogdemos. It's been uploaded to a new link so as not to muck existing save files even more.

As previously mentioned, it's designed to be as efficient as I could make it, containing a large variety of presets and multiple options in a single page. Incidentally, it's also why the build took so long to update - I vastly underestimated how complex the code would need to be to accomplish said efficiency. The new character creator doesn't look like much (which I guess is the point!) but it's vast enough on the backend that when I tried plugging it into wordcounter, it actually crashed the page...

But I *am* happy with the end result, and after three days of testing I hope all the kinks have been ironed out. The character creator allows you to skip ahead to any of Book 2's chapters, including the newest one (Chapter 9). In upcoming builds, you will always be able to skip ahead to the most recently-released content, hopefully making the lack of a consistently available save file significantly less painful. (The save feature **can** still be used, by the way, but it will only function for that build and not any future ones).

[Link to the new build here!](#)

With the creator completed, I'll start working on March's update--obviously I'm a little behind at this point, but I still hope to release a full update by the end of the month. In the meantime, I'll keep looking into ways that the save system can be effectively implemented.

If you encounter any problems with the creator, please let me know, and I'll get on that ASAP.

[Update on cogdemos saves](#)

[March 1](#)

Hi everyone - I'm very sorry to say, but I haven't been able to figure out the workaround yet. I've tried doing it a couple of different ways so far; unfortunately, both methods fell through during testing. I can feel that I'm getting closer to a solution, but I don't know how long it will take before I figure things out on this end.

With this in mind, I've decided to focus my efforts on the method I **know** can work, because I've done it before: the character creator. Because it needs to cover a wide array of variables, I also want to approach it with ease-of-use in mind, i.e. minimize the amount of time you need to spend on the process. This means lots of presets, multiple choices in a single screen, and whatever else I can do to hopefully streamline the process.

I also intend to make it possible to skip to each of the chapters, meaning that you won't have to wade through too much content to get to the parts you want to play. This does mean that you will be able to skip directly ahead to the new content, given that it marks the start of a new chapter (Chapter 9, to be exact). As new content gets added, I will also include the ability to skip ahead to them.

I will be working on this exclusively for the time being, which hopefully means I'll be able to get it out there within two or three days. Afterwards, I'll keep looking into cogdemos' native save feature while I work on the next update.

I should make clear, though, that the update IS playable in the current version, it's just the save system that's going through an upheaval at the moment.

I'll be sure to keep you posted once the character creator is ready for launch. And thank you for your understanding in the meantime :')

[On cogdemos and save files](#)

[February 28](#)

Hi everyone, I have bad news to share. Apparently, the finickiness of cogdemos's save files extends to the current demo build, and you will likely find that your saves from the previous demo build are broken. As of right now, I don't think there is any method to recover those specific saves, but I'm working on a way to make sure any future saves will be properly preserved.

I've talked with a couple of fellow authors about this, and they've been gracious enough to let me know that a workaround exists which will be able to preserve future saves (though imperfect). However, implementing said workaround requires me to alter the scene files, which will break the save files which have been generated since the update went live a couple of hours ago.

As such, I'm making the announcement that **the workaround will be implemented approximately 24 hours after this post goes up, at 2 AM (GMT), March 1st 2025**. This is to hopefully not interrupt ongoing playthroughs of the new demo, while still delivering the workaround before too much time has passed. If you are currently playing through the demo, please ensure that you are finished with it before the stated time. If you have **not** played through the new demo yet, I encourage you to do so only after the workaround is implemented, so that the saves you make can carry over to the next build. My apologies for the hassle!

On what the workaround itself is:

To simplify it, there will be a checkpoint system, wherein you can save all of your progress at specified points throughout the story. **Saving anywhere outside of the checkpoints will likely render that particular save obsolete when a new update/hotfix build is released, and so it is extremely discouraged.** I will try to make checkpoints available after every major plot beat so that, if you wish to redo your choices, you will not have to go very far.

Later down the line, I will also try to make the Character Creator (aka the scene you get when you want to skip ahead to Book 2) able to skip directly ahead to certain chapters, and so you're able to briefly set your parameters and variables there before going directly into the content you want. However, this later method is quite work-intensive and code-heavy, so please expect a considerable amount of time to elapse before it can be properly implemented.

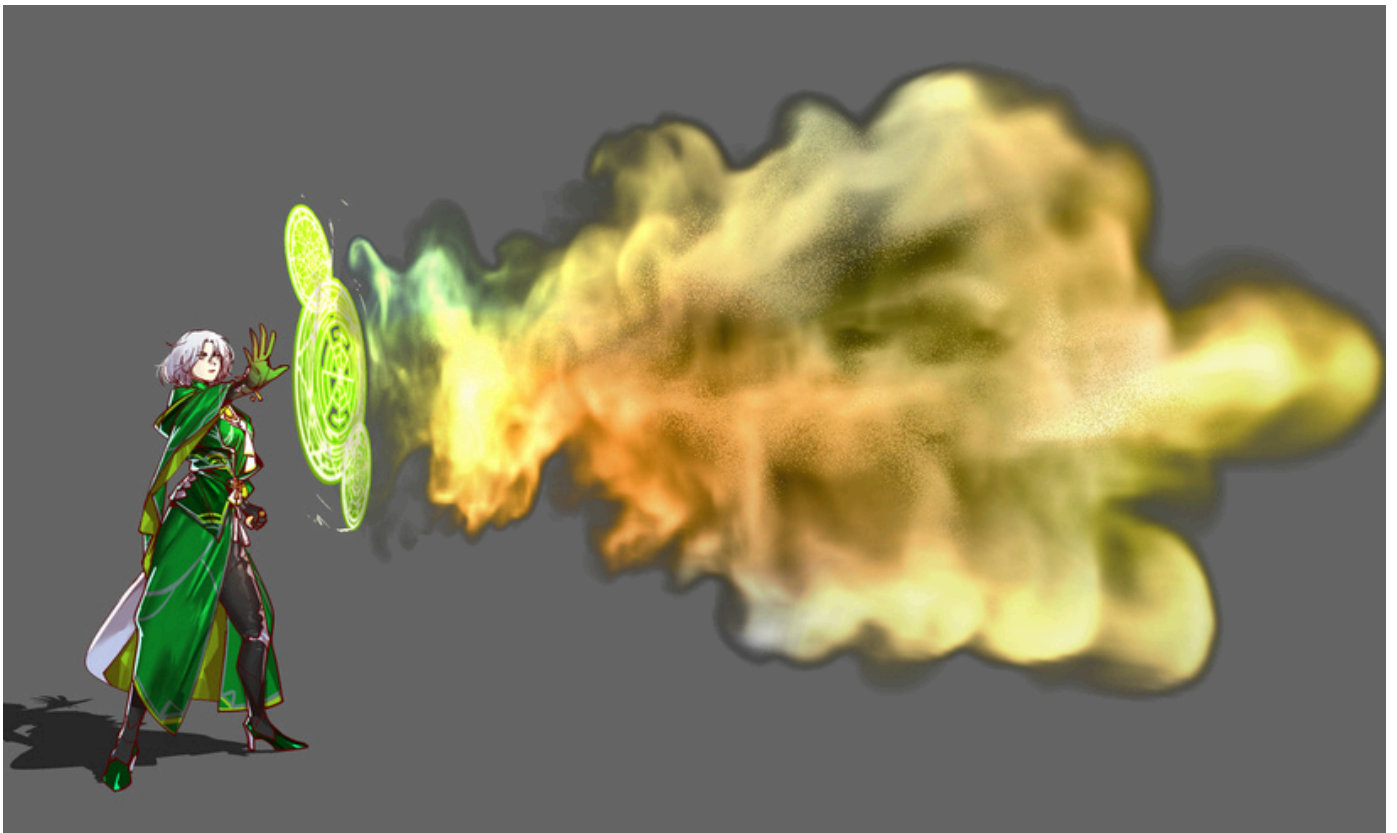
I have nothing but gratitude for the folks behind cogdemos, whose work is incredible wonderful talented showstopping and brilliant, and I hope for your patience as I adapt to this transition from dashingdon. Thank you, and my apologies once more!

[Art: Rust Missile and Blade Transformation Art](#)

[February 28](#)

Hi everyone! Here are the art rewards for March.

First, a spell illustration of Rust Missile, featuring Leoxye's mage Aurora Talovaire!



And next, an illustration of Leon using his blade transformation art from early in Book 1. (Not technically a *spell* illustration, but yknow)



Both artworks are by Khutilust.

And that wraps it up for the art rewards this month! As always, thank you for supporting the development of A Mage Reborn.

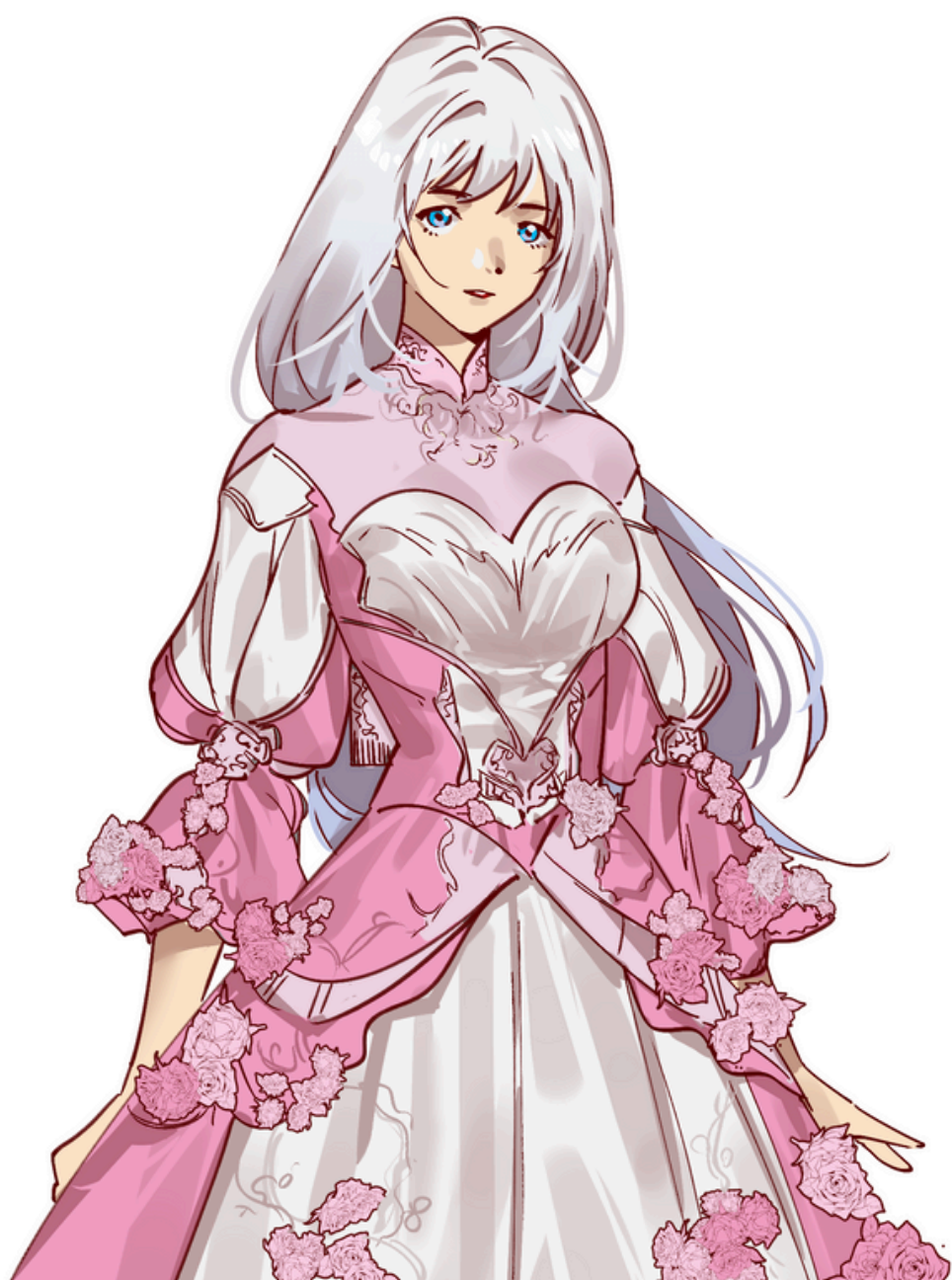
[Monthly Features \(February\).](#)

[February 28](#)

Hi everyone! As promised, the Monthly Features.

With the month being February, and the update centered quite heavily on (laying the groundwork for) romance, I went ahead and commissioned an art series commemorating Valentine's Day. These are inspired in part by MOBA Valentine skins, i.e. the [Heartseeker series](#) from League of Legends.







You're familiar with the drill by now - the Arcadian cast will follow in March, and after that we'll rotate between the casts for more seasonal artworks such as these.

Credits to Khutilust for the artwork.

That about wraps it up for the Monthly Features. As always, thank you for supporting the development of A Mage Reborn!

[Demo ver 1.8 is now live!](#)

[February 28](#)

Hi everyone! Hope you've been staying safe and healthy, and a blessed Ramadan to all celebrating.

I'm happy to report that the demo has been updated on cogdemos. It comes in at just under 23k words, and all of its contents is essentially brand new (there's one segment towards the end which mirrors one in the old demo, but even then it's heavily modified). This turn of the story takes a bit of a slower pace after the one-two punch of Reglaire and Aulain, with the focus once more drawn to Thulrum. There's a new character introduced in this demo which will have a significant role for the remainder of AMR, though it's also possible (but quite difficult!) to miss them. You'll most definitely know it when you encounter them.

Also introduced in this update is the refined romance system for Book 2. One of the biggest things I wanted to overhaul in the new demo was the way in which Book 1's romances interacted with Book 2's, i.e. how the mage might still carry a torch for Leon/Ilya, as such complicating any intention they may have to pursue of Eli/Yu/F's romances. I also wanted to make it possible for the mage to nurse a crush on the new ROs and add tension to the romance routes that way. Happy to report that both are quite robustly addressed in the new demo, and with such lateral breadth that the scene in question quite literally covers almost half the update.

In the future when another scene of its kind occurs, I'll aim for a higher wordcount goal overall so as not to sacrifice overall plot progress. Still, I'm very happy with how this segment turned out, and I hope you'll feel the same :D

Included as well in this update is a slew of bug fixes. Notable among them, mages who opt to use an alias should now find that the variable behaves properly, i.e. the likes of Eli and Tahlia will now refer to them with their real names.

[Click here to play Demo ver 1.8!](#)

The new update uses the same link as the old one (and since the title can't be changed on cogdemos, it's incorrectly titled as the January update). The reason for this is because I don't know yet whether saves can translate across builds the way it did on dashingdon. Further, saves on cogdemos can apparently be quite finicky, and so I'm trying to reduce any variables which might break them. If you nevertheless encounter a problem with the save system, please let me know and I'll look into it ASAP.

Monthly features and Arcanist art rewards will be uploaded shortly after this post goes up. I will be back later today to address any questions and note possible bug reports. I've especially built up a considerable backlog in the bug reports channel of the discord, and that will be a top priority in the early days of March (thank you to everyone who contributed there! And I apologize that it's taken me so long).

Tangentially related, but I also really want to push out a public demo release early this month. Please wish me luck! x)

That about wraps it up for this update post. As always, thank you for supporting the development of *A Mage Reborn*!

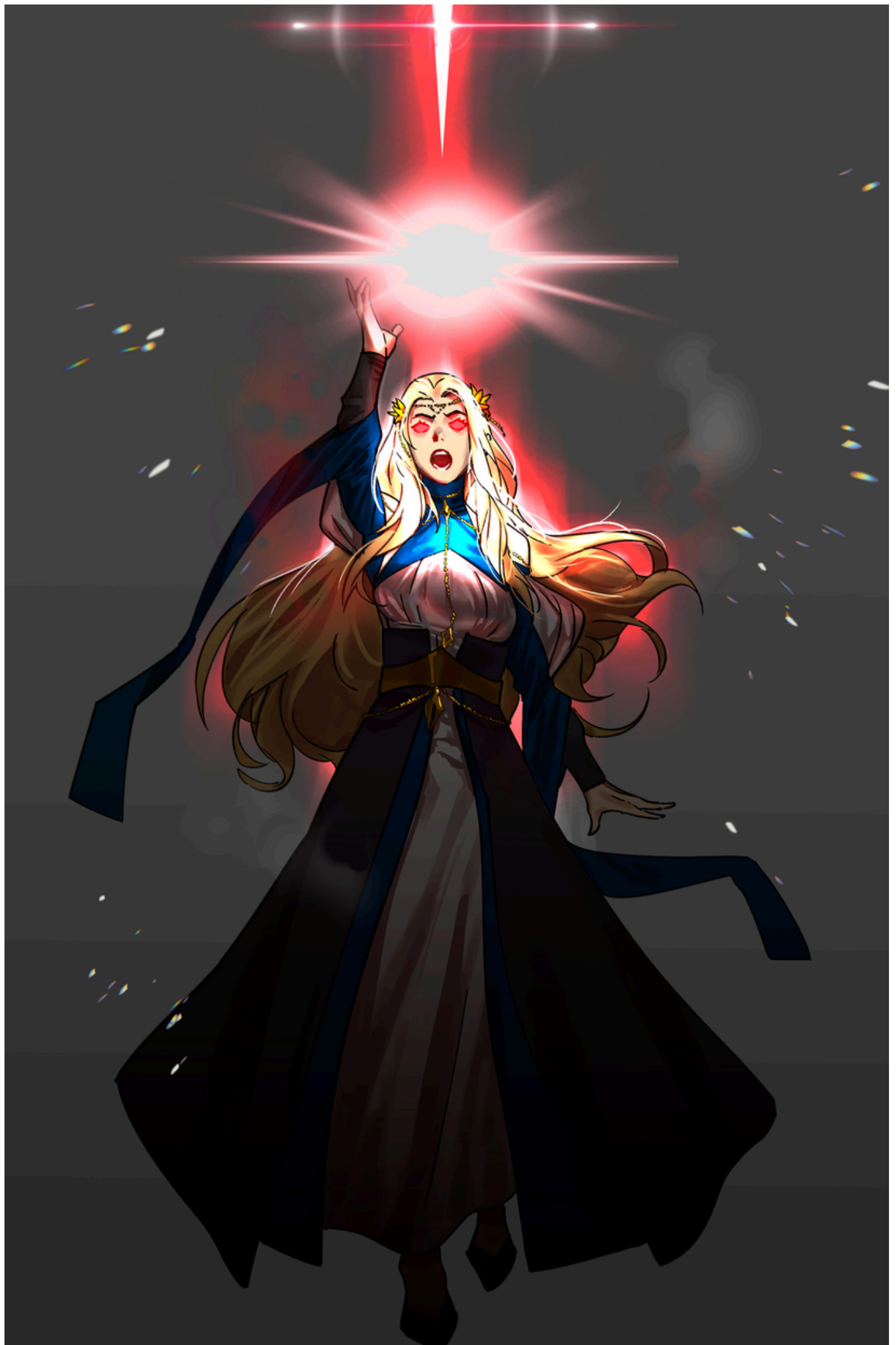
[Art: Great Intercession and Song of the Dead](#)

[January 31](#)

Hi, everyone! As promised, the art rewards for this month is a continuation of the Spell Illustration series. Featured this time is Chiara Salaris's mage, Aleera North, wielding Great Intercession--one of the spells associated with Satiel. Also featured here is Tahlia casting Song of the Dead (aka the spell which forms the backbone of AMR's plot!)



(Great Intercession is a flexible spell which can take many forms; featured here is its beam-like variant, which is showcased in the newest update!)



(In the rewrite, the mage's resurrection begins with a spark of light trawling through the abyss of the Source. That selfsame spark is the one Tahlia is crafting in this illustration!)

And that about wraps it up for this month's art features. As always, thank you for supporting the development of *A Mage Reborn*!

[Monthly Feature \(January\)](#).

[January 31](#)

Hi everyone! As promised, the Monthly Feature for January.

As stated in the last post, this feature displays AMR's characters donning the traditional regalia of my home country (Indonesia). This batch features the Arcadian cast in Acehnese regalia.









And that about wraps it up for the Monthly Features! I hope you enjoyed them, and as always, thank you for supporting the development of *A Mage Reborn*!

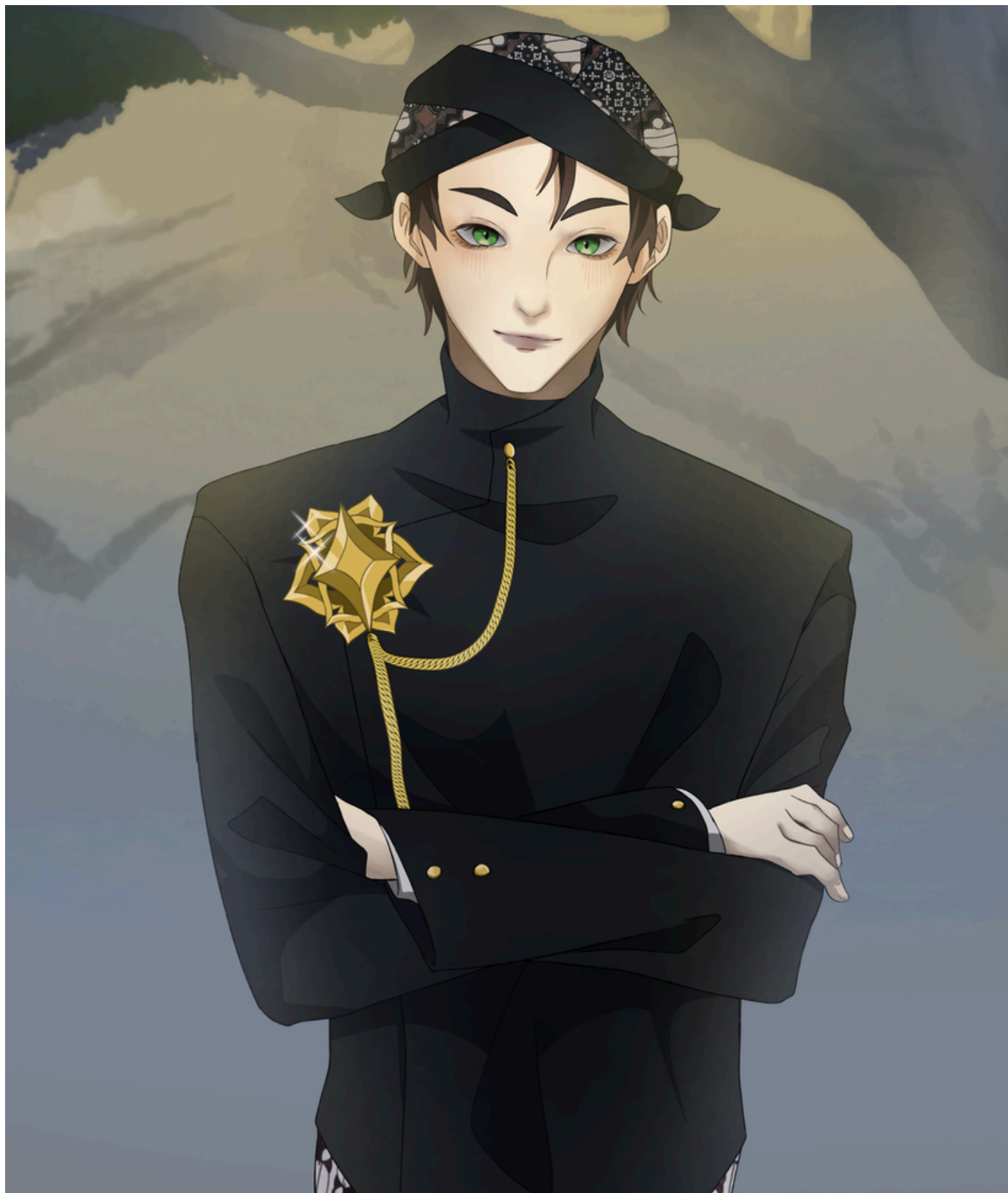
[Monthly Feature \(December\)](#)

[January 31](#)

Hi everyone! As promised, the Monthly Features for December, which has been rolled over to this month.

This feature displays AMR's characters donning the traditional regalia of my home country (Indonesia). This feature feels long overdue, as truth be told AMR's overarching themes of oppression, generational redress, and violent resistance draw partial inspiration from Indonesia's tribal dynamics and power structures (I belong to the Acehnese tribe, which was involved in armed conflict against the central government as recently as 2005). I won't get too much into the nitty-gritty here, but suffice it to say that philosophical debates surrounding the topic had been a fixture in my household growing up, and thus when the time came for my first foray into interactive fiction, it felt a natural theme to gravitate towards.

In any case, this first batch features the Parami cast in Javanese regalia. As Java is Indonesia's most populous and developed island, as well as the seat of its government, I felt it an appropriate allegory.





Artworks were commissioned from the talented [Nay Zeta](#)!

The second portion of this feature will be uploaded very soon, featuring the Arcadian cast in Acehnese regalia. In the meantime, thank you for supporting the development of A Mage Reborn!

[Demo ver 1.7 is now live - on cogdemos.ink](#)

[January 31](#)

Hi everyone! Hope you've had a fantastic start to the year.

I'm happy to report that the next update for AMR Book 2's demo has been uploaded, this time to dashingdon's successor site, cogdemos.ink. A lengthy explanation will be provided below--please bear with me--but if you want to go straight to the new update, you can find it hosted on this link:

<https://cogdemos.ink/play/adam-rifky/a-mage-reborn-rewrite-patreon-build-jan-2024>

So, first things first, the update: it is 27k words long, wraps up the Aulain arc, and for the most part contains brand new content. Please mind that a scene with incomplete choices is present early on in the update, as priority was given to resolving the update at an appropriate point (that is, at the very end of the Aulain arc). While there is only one path available to clear that segment, the choices in question do not carry significant long-term impacts. As such, please rest assured that you will not need to replay through the scene if you do not wish to.

Secondly, on why the demo has been moved: thanks to a number of generous patrons, I was made aware that dashingdon--the site which has served as CoG demos' hosting site for the longest time--will go offline starting today (or tomorrow, depending on your timezone). As such, AMR's demo build has been migrated over to the new site, as recommended by CoG staff and fellow authors alike. I have also ensured that my backup copies of AMR's side stories remain intact, and these will be ported over to the new site over the course of the next few days.

To my understanding, the new site uses a divorced save system from the one on dashingdon, meaning that any existing saves will unfortunately be wiped, and that the game has to be played from the beginning (please make use of the Book 2 character creator if you do not wish to replay from the first book). On the bright side, the new site has a save system built-in, which should hopefully mean that past issues we've had with save files and such should no longer pose an issue.

Thirdly, I would like to apologize for the lack of sneak peeks and devlogs this month. I've alluded to this in a past devlog, but I'm coming to recognize that a weekly report structure ill suits my current development style, which involves a lot of rewrites as the update is being put together, resulting in a two-steps-forward, two-steps-back dynamic for much of the process. It has made it a lot more difficult to put together reports each week, as I'm never certain whether segments I consider completed at that point in time will make the cut to the final build. This problem was especially pertinent this month, as so much more of the update wound up being newly written instead of reappropriated from past builds and rewrites. I think that moving forward, I will try a more irregular devlog & sneak peek structure, wherein I post them when contents exist which I'm sure will make the final cut, rather than at scheduled intervals. I will update my Patreon bio to reflect this change soon, along with other changes which have been long overdue.

Finally, art rewards for both the Retainer and Arcanist levels will be uploaded immediately after this post goes up. This will include the leftover Retainer art rewards from December, as well.

And that about wraps it up for this post. I will be back tomorrow to answer questions and quash any reported bugs. Thank you for your patience as AMR adjusts to all these changes, and as always, thank you for supporting the development of *A Mage Reborn*!

[Art: Venomous Hunt and Zephyros](#)

[Dec 31, 2024](#)

Hi, everyone! As promised, the art rewards for this month is a continuation of the Spell Illustration series. Featured this time are Falco and Yurui wielding their signature spells, namely Venomous Hunt (which F has been wielded in the old demo, but has never been explicitly named) and Zephyros (which most definitely has!)





And that about wraps it up for this month's art rewards. As always thank you for supporting the development of A Mage Reborn!

[Demo ver 1.6 is now live!](#)

[Dec 31, 2024](#)

Hi everyone, and Happy New Year! Hope you've been staying safe and healthy, and that the holidays have been treating you well.

Happy to report that Demo ver 1.6 has now been uploaded. The update is 35.5k words in total, covering the bulk of the Aulain arc (it ends just after the big Arcadia flashback scene towards the end of the arc - you know the one). As alluded to in previous devlogs, the earlier parts of the arc have been completely overhauled, and basically written from the ground up. Personally, I'm very pleased with Aulain's new ambiance and plot beats have turned out, and I hope you will be, as well. The later parts of the update retain much of the old demo's content, but have been refined and edited to better fit the new demo's frame of context. In particular, the dialogues have been revised heavily, with the goal of it becoming less anachronistic and juvenile.

The next update should fully complete the Aulain arc. In the original demo, only about 8k words were left there, with the bulk of it being denouement sequences like Father Gerian's funeral. The plan for the new demo is to expand the last leg of the fight significantly, taking advantage of Aulain's new ambiance, and resolve the new plot threads introduced in this demo. I hope you'll look forward to it!

[Click here to play Demo ver 1.6!](#)

Unfortunately, owing to my lack of foresight regarding my artists' availability around the holidays, the artworks I intended to commission for this month have yet to be completed. For the arcanist art rewards, I have a couple of backup artworks prepared ahead of time featuring Falco and Yurui's signature spells, which will go up shortly after this devlog. For the monthly features, however, I'm sorry to report that I don't have that failsafe prepared. The commission is in the pipeline, and I should be able to post them in the first half of January. I have also included a (currently empty) imgur link to the end of last month's Monthly Features post, to which I will be uploading the artworks upon their completion. If you intend to unsubscribe to the Patreon for January, please save/bookmark that link, so that you will be able to access the artworks when they are finished. I do apologize for the hassle!

I'll be back tomorrow to answer comments, questions, and address potential bugs. As always, thank you for supporting the development of A Mage Reborn!

[Sneak Peek \(December 21\).](#)

[Dec 21, 2024](#)

Hi everyone! As promised, a double feature Sneak Peek for this week.

First, the opening scene of the update:

A Mage Reborn

by Adam Alamsyah

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Aulain rises into view from the low horizon, its scarred walls and squat structures a grayish blue in the cloudy gloom. The hour should be noon, as far as you can tell, but what sunlight may serve as confirmation has been drowned out by the storm raging overhead.

The air is damp and cold, clinging to your bones like a stubborn grip. Yurui does what she can to combat the atmosphere—even now her wind barrier hums and swirls around your party, swatting away the bulk of the furious downpour. Though she had fulfilled the task flawlessly at first, her efforts had begun to flag from exhaustion, and now the stray pelts of rain cling to your garment, basking you with a chilly soak.

Falco sneezes a few steps ahead, and Yurui gives him an apologetic look. The younger mage responds with a baleful stare, though he makes nothing bigger of it. After all, no one had expected for the mission to extend to stormy Aulain, which looks at any moment ready to slip into a watery grave. But such is the Saber's lot: you spirit leads out of thin air, and follow them to the ends of Arvanand. You can only hope what lies at the end of this path will be worth the hassle.

You drag your feet past another patch of sunken soil, grimacing as the mud begins to creep into your boots. You're starting to properly realize what a luxury it is, to travel by Spirit Gates. Alas, with Specter having egressed with Razor and Colossus to seek proper treatment, you're down a spiritist. That left Falco on spirit gate duty, and all by his lonesome, at that. And while he's done a serviceable job thus far, it's been deemed unwise for him to continue that for this last stretch. Whoever waits within the city has apparently bested Eli and slain scores of Saint Augur paladins, meaning that you'll need Falco—juggernaut combatant that he is—will need to be in fighting form. Reglaire Castle had drained him thoroughly, and the journey here did his mana ducts no favors. It was agreed, then, that Yurui has to pick up the slack for this last stretch.

None of you are pleased about it.

"I can't believe we let you rope us into this, Plague," Yurui declares, pushing back strands of her hair. They flop wetly against her cheek and—to Yurui's exasperation—swing back to their original place. "I could be sleeping right now. On a warm bed, could you imagine that?"

Eli looks at Yurui sheepishly, her own hair clinging fiercely to her skin. "For what it's worth, I'm sorry. But I can't just abandon them to their fate."

"You always were a bleeding heart. I see you've deemed that part of you worth retaining. Unwise," Falco scoffs, crossing his arms.

"But you still agreed to come here and trek through the mud with me," Eli says, giving Falco a small smile. "I appreciate it."

Falco snorts and turns his face away. "The only reason I'm here is the possibility of further intel. Don't lump me in with the rest of you."

Despite the harshness of Falco's tone, Eli's smile does not dissipate. "Of course, Zealot."

- ☒ "Aren't you a little too good at dealing with him, Plague?"
- ☐ "It's alright to admit that you're a good person every now and again, Zealot."
- ☐ "Has his personality always been like this, Fox?"

Next

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- ☐ "Has his personality always been like this, Fox?"

Next

The moniker rolls oddly off your tongue. Despite the evident benefits of anonymity in your situation, this whole callsign business still takes some getting used to. It certainly doesn't help that you have to call *Eli* of all people by one.

There's a pause before Eli's response comes, and you can't help but wonder if she feels the same. "Zealot's been instrumental in the rescue and repatriation of countless Arcadians," she finally says, lips edging into a smile. "I tried to do the same while I was with Thulrum, but I wasn't quite as effective. Still, I think we're not so different deep down, he and I."

Falco makes a face as if Eli had spat in his pie. "I'll slice your tongue off while you sleep."

Eli's grin is positively beatific. "It's unbecoming to make false threats, Zealot."

There's a flash of movement as Falco reaches for his spear, but Yurui raises a hand to stop him before he can try anything. "I don't have the energy to deal with this. Whoever attacks first *will* be pushed out of the barrier."

Falco glares up at the redhead. "Pah. The damn thing barely even works."

"Shall I demonstrate exactly how well it's been working?"

Like a divine punctuation, a bolt of thunder strikes a dead tree outside the barrier and cleaves it nearly in half. Falco winces and sagely decides to let the matter rest. "Fine," he says shortly, before stalking off to the edge of the wind barrier.

And second, a scene from when the party enters Aulain proper:

A Mage Reborn

by Adam Alamsyah

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The storm only worsens by the time you enter Aulain proper, the rainfall so heavy that your vision extends only a few paces ahead. The city gates have been left unmanned, for no one sane would have designs of visiting Aulain in this weather. You cross under the portcullis uneventfully, emerging onto a thoroughfare flanked by a pair of wide gullets filled with rushing water. You watch them warily as you make your way forward. Much of Aulain's ancient, expansive waterways have been destroyed by centuries of warfare, and the city courts a greatflood more and more closely each year.

A revitalization project ordered by the Grand Duchy ground to a halt when war broke out, and it remained dormant as Salantira City erupted in a violent post-war power struggle. Now Aulain's very air stinks of wry hope and desperation—that the capital can sort itself out before Aulain completes its surrender to the merciless rain.

The city's desolate silence puts Eli in a dark mood, and she hastens her steps at the head of the party. The older mage proves that she knows Aulain as well as she claims. She accesses a tangle of impossibly narrow alleyways flanked by tall buildings, all of them set into wayward leans by the uneven topography. The roofing and balconies of residential buildings overlap with one another overhead, forming a natural barrier against much of the downpour. Yurui sighs in relief and relaxes her wind barrier, setting it to a gentle, lazy swirl.

Falco's brows knit as he surveys the road ahead. "How far to your contact?"

"We're very close," Eli says. "Saint's Street is right up ahead..."

True to Eli's words, as you round the next corner, a new section of Aulain shows itself to you. Saint's Street crouches in the shade of the southern wall's battlements, the weathered tip of which reaches inward like a blocky claw. The strange architectural choice provisions the street with much-needed shelter from the ongoing storm. A maze of scaffolding sprouts from the battlements' edges, spilling out into the thoroughfare, topped with an expansive mass of tar-coated canvas. The corners of the sheet droop low on either side of the scaffolding, feeding a rush of rainwater into moat-like gullets.

Under the haphazard construct, the single biggest mass of people you've ever laid eyes on huddle together, shivering and soaked to the bone. Resignation and fear are thick in the air, and the stench of something rotten is mixed in with the petrichor. Realization washes over you like ice. Even with the greatflood still an uncertain threat on the horizon, the squalor it sets into motion takes its toll all the same.

Eli forces a flat expression as she navigates through the crowd of bodies, but the dark look in her eyes is unmistakable. Yurui reaches out a comforting hand but falters, and her hand falls limply by her side.

- ☒ I pick up where Yurui left off, and reach for Eli's shoulder.
- ☐ I urge Eli to slow down.
- ☐ I trail wordlessly after her.

Next

Eli stills for a moment when she feels your hand, then reaches up and grasps it, firm and quick. She lets it go after a moment and you let it drop, watching as Eli strides onward, her posture straighter, her steps more solid.

The sheltering townsfolk do not so much as look at you as you pass by, their stares instead favoring the rain-streaked ground. You feel a pulse of mana thrumming in your mask, the enchantment it powers hard at work. Yurui had alleged that it wards the perception of others, making it so that you appear as a formless piece of the scenery, like an ambient noise or a rush of drifting leaves. Eminently useful in situations such as these, though it would be moreso if you didn't have to ration it so aggressively. It appears only a select few in all of Thulrum can recharge the enchantment, and at a steep price, at that. But the results seem well worth the hassle, as none among the citizenry so much as spares you a second glance.

A dark-haired woman stands by the edge of the scaffolding, eyes warily scanning the crowd, one hand resting on the hilt of her blade. The sigil on her half-plate armor is distinct: a sword set into a stone, entwined with rays of light—the crest of the Order of Saint Augur. Eli's steps quicken when she spots her, doffing her beaked, crow-like mask as she does.

"Kalla."

And that about wraps it up for the week's Sneak Peeks! As always, thank you for supporting the development of A Mage Reborn.

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

[Dec 21, 2024](#)

Hi everyone! Hope you've been staying safe and healthy. An early Merry Christmas to those celebrating, and I hope the holidays have been treating you well!

As you may have gathered from the lack of devlogs recently, writing the next leg of the rewrite has been something of a challenge. Truth be told, I had expected this section of the rewrite to be a speedy one, as I imagined it would require some surface-level edits (like the one you've seen in the last scene of the last update). But the more I worked on it, the more I grew dissatisfied with the depth of writing and dialogue flow, especially in the earlier parts of the Aulain arc. I used to be perfectly pleased with them and the way they served the arc, but ultimately I think I've changed (hopefully for the better) as a writer, and so it follows that my preferences have, as well. Towards the middle of the month I tried engaging instead in a more thorough overhaul of the pertinent scenes, and I'm happy to say that they feel a lot better to me. Hopefully they do to you as well!

Aside from general quality sprucing, I had two specific concerns that the current update (as it's currently shaping up to be) hopefully addresses:

1. I want the theming of Aulain city--which centers on pretty gloomy events re: the story of Ghisan Lucerre and the funeral of Father Gerian--to be more appropriately reflected in the atmosphere. As such, the backdrop of Aulain's storm and possibly imminent greatflood has been made to take center stage, to add a dark tension of sorts in the arc.
2. I'm largely happy with the way Eli has been developed and written, but I always did have that nagging feeling in the back of my head that they felt a little too stoic and removed from the rest of the Arcadian cast. Their interactions with F and Yu have been expanded in this rewrite, and it was a big priority for the banter between them to feel more like that of old friends. This did require me to rein in some of Eli's more standoffish tendencies, and balancing that with their legacy characterization from the old demo has been tricky work. I think the balance now is in a good place, though I'll definitely be interested to hear if the changes are well-liked.

With all that being said, please expect a new update still at the end of December.

I'm also beginning to reckon with the fact that this rewrite may be ill-suited to the old demo's weekly devlog cycle. My process now revolves around vetting through content from old demo and hiatus rewrites, and doing the literary equivalent of tossing them at a wall and seeing what sticks. This causes a large amount of trial-and-error in the earlier parts of the month, though when I've hit my stride I'm able to produce at a much faster rate vs. pre-rewrite. I think I want to see for a couple more months if I could use the old format after all, since I've grown so comfortable with it over the years. As always, thank you for being patient with me in the meantime.

I will upload a double-feature Sneak Peek following this devlog, showcasing those early parts of the update where the revisions have been heaviest. As always, thank you for supporting the development of A Mage Reborn!

[Nov 30, 2024](#)

Hi, everyone! As promised, the art rewards for this month is a continuation of the Spell Illustration series. The spells illustrated this time are Waterwyrms and Sunflame.

Waterwyrms (featuring Mila's Estë Selencal)



Sunflame (featuring Jasmine's Mesily Arbolais)



(Note: The Waterwyrn illustration appears smaller than intended on the Patreon feed due to Patreon's portrait orientation. Open in a new tab to see it at full scale!)

As before, I am receiving submissions from patrons at tiers Arcanist and up to have their mages be illustrated as a part of this series. If you're interested in submitting your mage, you can find more details on [this post](#)!

And that wraps it up for November's art feature! Mila and Jasmine - hope you enjoy how your mages have been depicted. And as always, thank you for supporting the development of A Mage Reborn!

[Monthly Feature \(November\)](#)

[Nov 30, 2024](#)

Hi everyone! As promised, the Monthly Features for this month.

This feature is a continuation of the one we had a couple of months ago, in which reimagines what the Parami cast would have looked like had they been loyal to Arcadia instead. This month, the reverse holds true! I present to you the Arcadian cast, reimagined as loyal to Param.









There's something to be said about how ubiquitous the color schemes for both features are, when it doesn't quite line up with the character's concept arts (Saine, for example, is dressed in basically all black). But I find that color scheme is one of the most communicative ways for the vibe to be delivered, and so here we are x)

That about wraps it up for November's Monthly Features. As always, thank you for supporting the development of A Mage Reborn!

[Demo ver 1.5 is now live!](#)

[Nov 30, 2024](#)

Hi, everyone! Hope you're doing well and staying healthy.

Happy to report that Demo ver 1.5 is now live on dashingdon! The build has just under 40k more words as compared to the preceding Demo ver 1.4, but do keep in mind that a significant portion of this content is taken from the old demo. That being said, the difference between this version and the old one should still be very much palpable. Some scenes have been completely rewritten and some characters reimagined, and there have been a ton of smaller edits made to the dialogues and descriptions (both to reflect the changes in how Book 2 starts off, but also just as a general improvement). Personally, I'm of the opinion that this version flows significantly better than the old version, and is more consistent in terms of tone!

Additionally, this build also completes a couple of the missing forks from earlier scenes, namely the artifact smuggling fork of the shop choice portion, as well as the performance grounds fork of the Day of Arrival celebrations. There remains other gaps to resolve in this build, however, and I hope to slowly work through them as the updates press on. At the moment, the focus will still be on outputting more fresh content. A proper housekeeping update may yet be months in coming!

[Click here to play Demo ver 1.5!](#)

The November monthly features and art rewards will go up immediately following this post. I'll also be back tomorrow to answer comments, questions, and address potential bugs. As always, thank you for supporting the development of A Mage Reborn!

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

[Nov 23, 2024](#)

Hi everyone! As promised, the Sneak Peeks for this week, featuring the rewritten introduction of Aulain City (as well as Altea and Ralos).

A Mage Reborn

by Adam Alamsyah

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A misty gray cloak hangs over the grim visage of Aulain City, casting its low skyline in a pallid hue. The storm it heralds gathers still beyond Aulain's eastern wall, its dark clouds shot through with flashes of lightning and brimming with the promise of a furious downpour. Ill tidings for a city built well towards the base of a grand valley.

Even with the city's change in fortunes, Aulaini resilience and ingenuity are such that it had managed to skirt a proper greatflood for the past decade—but this time, its fortune may well have run out. The gutters have yet to be fully drained of the previous week's rainfall when the first storm hit the city, and this second one may well drown the entirety of the lower wards. Already the landed and wealthy scale the gentle slope up to their bunkers, built as high onto the valley's face as the city sprawl would allow. Caravans containing their valuables lumber through the streets in the lords' wake, the entourage of mercenaries surrounding them serving to ensure that any wayward, hungry glances do not aspire to more.

Those of humbler means can only purse their lips together and watch the storm with building anxiety. Should the worst come to pass, many will gather what things they can carry and evacuate somewhere higher in the valley. But this deep in the worn, battered husk of a city that Aulain has become, a single day of missed work may well ravage one's finances beyond what can be endured. Death by greatflood is a terrible thing, but there's something to be said for how quickly it comes. Starvation, on the other hand, is not so considerate a patron.

Things weren't always this way.

In an age long gone, before even the days of the ancient Sorcerium, the city-state of Aulain had once stood as Arvanand's most envied crown jewel. Resting atop a fertile piece of land bridging several other major powers, it had grown to become a premier center of commerce and engineering, drawing trade and scholars even from beyond Arvanian shores. An intricate and expansive network of sinks and waterways had once been carved onto the entire cityscape, allowing Aulain to weather the region's frequent storms without significant difficulty. Alas, the city's bounties would also become its curse. For as powers rose and fell in the continent, ever did Aulain present an attractive prize for their hawkish warlords.

And so it was that war came to Aulain's walls time and again, with such ferocity and frequency that the city was in ruins more often than not. By the time it fell firmly under Salantira's dominion, its wealth and storied architecture had long sunk beneath blood and rain. Aulain had been reduced to a backwater border province, good for little more than battle-scarred walls from which Parami aggression could be warded.

Hugging a section of this wall is the Aulain Cathedral, a squat, austere building wrought of stone and glass. Home to the knights of the Order of Saint Augur, the Cathedral is normally kept in a pristine condition, as seen to by the many pages who dream of one day swapping their mops for swords. But tonight, the Cathedral's facade bears a wealth of chipped stone and shattered windows, the dim lamplight scattered throughout the building casting crooked shadows on broken bodies and pools of still-warm blood.

Standing over the grim display is a young girl of sixteen, her flowing black tresses matted with sweat as it falls over her face. Though her body heaves with exertion, she can't help but to feel incredibly, impossibly *bored*. Her brother's plans had drawn much of the Order's élite out of the Cathedral, leaving it only with a skeleton crew of doddering pages and still-green knights. A resounding success by any measure, and so the night proved to be a suitably uneventful capstone for what has been the most insipid mission of her life.

Well, for the most part.

"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 commander squirms underneath her boot, reaching uselessly for the blade he had wielded against her. She sighs and kicks it away, before digging her heel against the commander's chest for good measure. He's proven surprisingly feisty for a backwater knight-commander, but she's faced hundreds of his ilk and emerged the victor every time. Bold and foolish of him to challenge her, when no doubt he could sense the wealth of mana that bleeds from her form—and therefore the futility of his resistance.

"L-leave them be, I beg of you," 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 sword trick 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."

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 \(November 23\)](#)

[Nov 23, 2024](#)

Hi, everyone! Hope you've been staying safe and healthy.

Happy to report that progress remains apace this month! Narrative-wise, I'm currently entering the Aulain arc—that is, the arc wherein the mage and co. raid the tomb of Saint Augur with Eli and first encounters Raegusa. It's difficult to tell where the wordcount falls exactly, because a lot of the rewrite is so tightly intertwined with already-existing content. By my guess, it numbers at around 17k words presently, including the new sections showcased in weeks prior. And while those sections are technically finished, they're not as polished as I'd like them to be, and I'd like to revisit them once I've hit the (estimated) wordcount goal for the month. They will be released with the main update at the end of the month.

A lot of the rewrite's focus has been on rehauling the game's descriptions of places and atmospheres, as I felt this was severely lacking in the earlier portions of the old demo. Compared to places like Jiasei and Kyuhan, for example, Aulain does not really have an established identity, and was just a mute backdrop for the story's beats. Over the hiatus, I went back to the drawing board and gave a proper investment to the city's worldbuilding, and I've since settled on one I've really liked for the arc's tone. The city will be grim and stormy throughout the arc, which I felt would better serve scenes like Ralos and Altea's introductions (these are the twins who the mage fights in the tomb, if you recall) and the funeral scene towards the end of the arc. I'll upload a Sneak Peek immediately following this update to showcase the former!

Reglaire got a bit of the same treatment, though for how little its screentime was, being a mute backdrop suited it just fine. I added some flavor text here and there to let a bit more of the worldbuilding peek through, but much of the rework there has to do with scene flow and dialogue, which I'm presently very happy with. I think the scenes read a bit less anachronistic, which had been a pretty significant concern for me pre-rewrite.

Finally, the mages for the spell illustration have been picked via random picker: Jasmine's Mesily Arbolais, and Mila's Estë Selencal (random picker screenshot enclosed below)! The spells illustrated will be Sunflame and Waterwurm, as nominated by Chiara. I'll be in touch with the winners soon to confirm details about their mages, and they will be featured in the spell illustration feature at the end of the month.

Random Picker

Use this online random picker to **draw a random item** from a list of things, or to pick several items randomly out of a list. You can use the random selector for **picking a winner** in a raffle, team selection, for drawing winners to randomly distribute prizes, etc.

List of items ?

Estë-Selencal
Mesily-Arbolais
Aleera-Selencal

Number of items to pick ?

2

Pick Randomly

✓ Random Item(s)

Randomly picked items

Mesily-Arbolais
Estë-Selencal

Share randomizer:

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Embed this tool:

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

[WANTED: Spell Illustration Mages](#)

[Nov 17, 2024](#)

Hi everyone! As alluded to previously, mages showcased in the spell illustration series will be those submitted by patrons at the Arcanist+ tier. I will be receiving those submissions under this post starting today, which will be listed together and randomly picked at the start of each month. I will be commissioning two spell illustrations from Khutilust monthly, meaning that two mages will be selected from the list every month until the series ends (which should still be in the very distant future).

A few specifics on how this will work, mechanistically:

- The list will be constantly open to new submissions and completely randomized without weight, meaning that in each randomization instance, even the newest submission has the same odds of being picked as the very first one.
- The reference for the mages can be submitted as a textual description, a graphical reference (i.e. pre-commissioned or pre-drawn artworks of them), or some combination of both. However, please keep in mind that no revisions can be requested, so it is important for the reference to be clear and detailed!
- Entries can be submitted by commenting the name of your mage under this post, i.e. 'Sevan Edenhaut'. If your mage is picked, I will contact you to further discuss reference details via personal message.
- Once your mage's name is entered into the pool, it will stay there permanently. This means that it's possible for your mage to be picked once you're no longer subscribed at an Arcanist+ tier. If that happens, please feel free to notify me and I'll be happy to send you complimentary access to the illustration in question.

EDIT: As of December 1, 2024, spells will no longer be nominated and voted upon by patrons. Instead, patrons whose mage are picked for this feature may select the spell they wish to have illustrated.

If there are any questions or anything unclear on the mechanics of this, please let me know! In the meantime, I'm thankful as always for your support of A Mage Reborn.

[Sneak Peek \(November 16\).](#)

[Nov 17, 2024](#)

Hi everyone! As promised, the Sneak Peek for this week, featuring the beginning of the performance grounds arc. This contains the scene variant in which the mage meets the cirque on the morning of the Day of Arrival, and features a character from that fork.

A Mage Reborn

by Adam Alamsyah

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The grassy path soon transitions into a lengthy walk across a wooden bridge, at the top of which several lightbearers—lantern-like artifacts cast with the telltale hue of Everfire—float and dance in unison, forming a suitably frivolous archway to the performance grounds. From some distance away, you can see that the place forms an islet amid the river's widest span. Traffic to it seems to be fed by three bridges on the side you face, and likely more on its other side. You know not what function this islet serves by day, but it's clear that the Church favors it as a central enough location for one of the Day's biggest attractions.

As you close the final span of the bridge, it becomes clear to you that something had been built here once, in the days of Old Arcadia. Its time-weathered specter lingers still towards the outer edges of the islet: dull stone masonry with wide parapets rise along the coast, holding in its shade rows of stone bases which might have once been pillars. Topiaries and carefully-placed foliage have been planted along the path to obscure much of the once-structure's identity, but by chance, its most telltale sign peeks through the leaves anyway. Hoisted upon a weathered stone facade is a large crest cast from iron, seemingly enchanted as no rust had managed to find purchase through the ages. Twin swords point downwards and cross at the blades' midpoint, the hilts shadowed by a banner of stars. The emblem of the Knights Dynast, Arcadia's primary military force—which was slaughtered without exception during the fall of Thulrum.

- ☒ Unfortunate, but it's the way of things. They might've done the same, given the opportunity.
- ☐ War or not, there's no excusing such brutality. What was done to them is unforgivable.
- ☐ Thulrum is a beast biding its time. All hell will break loose once it decides to pounce.
- ☐ There would be no resistance more profound than growing back stronger, despite it all.

Next

You're no stranger to the ugliness of war, which was made no gentler by the ferocity of your arcana. Every foe you spare is another knife to which you expose your neck, and you know that many would kill for the chance to plunge it in entirely. In the throes of war, even kindly Leon had forced himself to snuff out common cooks and nurses, into whose hands Salantira had slipped bottled poisons and whispered threats. That an invading force would extinguish the ones most capable of returning the favor seems almost a given in this grim game.

Regardless, the sight of the emblem paints the islet in a new light. This small landmass forms a valuable chokepoint between Thulrum's outer reaches and its heartlands, whereupon sits the High Ward, home to the Seat of Isha and—once upon a time—the estates of Arcadia's dynast caste. With the river forming a natural moat around it, the location becomes incredibly defensible. Aspiring invaders would've had to weather a storm of magic and arrows across the lengthy bridges, and what remained of them will have had to face Arcadia's finest on the other side.

And yet, most records of Thulrum's fall hold that the Knights Dynasts had been subdued with great swiftness. Caught unawares or not, it seems implausible that such a force had fallen so quickly and totally. You wonder what truth hides there, in the shadowed annals of history, and whether it deserves such censure so as to be hidden away like a pockmark by Arcadia's own successor state.

Though the ruins and foliage both persist halfway into the islet's center, the area of the performance grounds itself is set upon an open plain. Evidently this far in, what remained of the Knight Dynasts' fort had fully surrendered to the passage of time, its masonry fully reclaimed by nature and rejoined to the earth below. In its place instead are pillars strung up with bits of black-and-white fabric, swaying in the night breeze. They loosely encircle areas made available to the night's performers, at the center of which stands the main attraction: an elevated wooden stage flooded with swirls of mist, which you were able to instantly discern as being magical in nature. A number of personnel in Church-issued garbs stand alongside the stage's edges, weaving spell circles in the air and forming the runes for illusion magic.

had mentioned that the play tonight would be performed by the city's children. It appears the festival's organizers have spared no expense in supporting their efforts.

"Rune! You made it!"

You turn to observe the voice's source, beholding there a boy with a lithe build and straw-colored hair. It takes you a moment to place his face, and another to find his name. "Lev," you say after a pause, one which blessedly escapes his notice. "You're not out with the other cirque members?"

"We're joined at the hip eleven months a year," he laughs, waving you off. "They're good people, as you yourself know. But I'm happy to be rid of them tonight, and I'm sure the feeling's mutual."

"Can't fault you for that," you say, letting your eyes wander to the general direction of the stage. "Here for the play?"

Lev shakes his head. "I caught the first showing, actually. I was just about to head over to the floating market, get something to eat," he says. And then, after a cursory glance at your clothes, still damp where you'd been sprayed by the river's water, he laughs. "Looks like our paths diverge here."

- ☒ "How was the play? Was it any good?"
- ☐ "They're making the children do multiple runs?"
- ☐ "Make sure you get the meven skewers; they're a definite highlight."
- ☐ "Enjoy the rest of the festival, Lev. Say hi to the troupe for me."

Next

And that's it for this week's Sneak Peek! As always, thank you for supporting the development of A Mage Reborn.

[Saturday Devlog \(November 16\)](#)

[Nov 17, 2024](#)

Hi everyone, hope you're having a great weekend!

Progress remains apace for the week, and I'm currently around the midpoint of the Reglaire arc's rewrite, during the assault on the castle in which Eli is held. While swathes of the writing have been

revised—especially during the combat portions, which will follow a different power scaling (for lack of a better term) in the rewrite—the skeleton of the plot remains largely the same, I'm going to do another pass over the next few days to refine the dialogue (which has also seen significant modifications to better reflect the mage's relationship with F and Senz). The remainder of the arc should see no significant deviations from the original, and so the rest of the update will be focused on filling in the blanks for previous updates.

Speaking of, the Sneak Peek this week will showcase the performance grounds fork of the Day of Arrival festival, which is nearing completion at the time of this writing. It will be released alongside the artifact smuggling scene from the last sneak peek in a mini-update around the middle of next week. I intend for the performance grounds scene to be a complete contrast of the Hall of Memories. Where the latter focuses on the glories and achievements of Arcadia's bygone days, the former will instead focus on the resilience of its current people and their journey to recovery.

Shortly afterward, I'll also release an explainer of the new Arcanist+ feature, in which readers' mages have a chance to be featured in the spell illustration series (apologies for the delay on this - I had some things to work out with the artist!)

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

[Sneak Peek \(November 9\).](#)

[Nov 10, 2024](#)

Hi everyone! As promised, the Sneak Peek for this week features the last fork of the Thulrum shop scene, one in which the mage becomes involved in the shadowy artifact business.

A Mage Reborn

by Adam Alamsyah

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You close the remaining distance to your humble shop, which puts up on offer assorted knickknacks and local specialties from all over Thulrum. In this section of the West Ward, which sees its population dominated by manual laborers and low-ranking scholar-priests, your shop of oddities sees little and less patronage each day. Such is your intention, for your true trade involves not the shop's front shelves, filled to the brim with curios you've extracted from the merchant caravans passing through Thulrum's thoroughfare. That honor falls instead to your *alternative* catalog, accessible to patrons only through a conversational signal you've established with the most discerning eyes in Thulrum and beyond.

A sonorous, thrice-rung bell in the distance marks the hour as three past noon, meaning you've managed a punctual arrival back from your midday break. You pass under the board declaring the shop's name—The Thul Room, the lettering suitably garish so as to match your cover—and sweep into the shop, beholding the shelves upon shelves of minor artifacts which rise to surround you on all sides. You take your place behind the shopkeep's counter, which proudly displays on its surface self-replenishing snowglobes and eternally warm mugs.

You sell a few of them as the minutes tick by—word about your shop has been making the rounds in West Ward lately, and custom's seen an unfortunate uptick. But eventually, in comes a customer of a more...specialized persuasion. His attendant had come ahead of him to notify you of his arrival, and yet the man obligingly submits the first part of your signal. And so it was that the man known as Fez launches himself into the routine with marked dispassion. "Do you carry anything from beyond the Sailgraves?"

It's the first movement of your established song and dance, and rote though his delivery may be, you have to respect him for committing to it.

☒ I urge him to skip the formality.

☐ I answer with the next part of the code.

Next

"Come on, now. We both know what you're here for."

"That right?" he sniffs. "Odd that you bothered with a signal at all, then."

"It'll still come in handy," you say, shrugging. "But I'd never get in touch with the madhouse's shadow if I weren't sure I'd recognize him on sight. Far too risky—might end up with a dagger in my back."

"There's wisdom in that," he admits with a sigh. He then looks towards the inconspicuous wooden door behind the counter and jerks his chin. "We doing this or not?"

"We are," you confirm. "Bar the doors, will you? This'll take us a while."

Fez does as you bid, the wooden plank grating as it's slid into place. He follows you then into the back room, which holds the small trove of artifacts you'd managed to glean from your supplier. The whole place is rigged up with magical tripwires and barrier enchantments—a fact you had relayed to your contacts from the very first meeting. Most of the artifacts are of very fine make, and you shudder at the thought of having to clean bloodstains from each cog in the machines.

In the dim glow of the magical artifacts, Fez's features become more pronounced: he's a middle-aged man with a hawkish nose and sallow, pitted skin, with long hair that sprouts from a prominent widow's peak. His haggard appearance, you know, is made so by design—for among the man's clientele are some of Salantira's most discerning nobles, who deal in profitable ventures operating outside of the duchy's stringent laws. Though his operations have ballooned too much in scale to avoid the palace's notice, the authorities have yet to put a name and face to his shadowed deeds. And certainly, even in their long years of investigation into Fez's activities, they have never thought to look at the residents of Salantira City's biggest madhouse, among whom resides one of the duchy's finest—and most dangerous—informants.

Fez's existence had been known to Param's innermost circle, who had dealt with him in order to exploit some of Salantira's weaknesses. He had on a number of occasions sown discord within the duchy's borders, leading to widespread unrest which distracted its frontline efforts. Despite his instrumental role in Param's victory, Fez made no direct contact with the resistance, speaking instead through missives and intermediaries. It was only upon purchasing intelligence from Thulrum's netters and extracting information from the Church that you were able to connect the dots, and trace the spiderweb back to Fez's madhouse.

A spirit gate trip to the north, a cornered informant, and a firmly-worded missive later, you've managed to force Fez onto your turf. Though given the profits he stands to reap from your partnership—coerced though it may be—he really has no cause to complain.

"So these are Thulrum's famed artifacts," he says, scouring the room with a discerning gaze. "Though if they're genuine articles, I don't see why you went to such lengths to find an intermediary. Most netters would jump at a chance like this."

"Few have the connections you do to the High Houses, and fewer still have your bargaining power," you say. And then, after a moment's consideration, you decide to go for the throat. "And you weave a far-spanning web, besides. The Siege of Aurogard would have been impossible without your interference—it stands to reason that Param would have need of your continued services."

You hear a rustle as Fez rapidly reaches for something in his doublet, though a surge of oppressive mana from you puts an end to his designs. It takes a moment for him to find his words, though it speaks highly of him that his voice still betrays no emotion. "You've made some dangerous inquiries."

- ☒ "You should be happy, then, that I seek partnership rather than extortion."
- ☐ "Consider it a safety net on my part. This is a vulnerable business, after all."
- ☐ "It pays to know who I'll be working with, and I'm impressed with what I've seen."
- ☐ "You're in no position to be posturing like this, you realize."

Next

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 \(November 9\)](#)

[Nov 10, 2024](#)

Hi everyone, hope you're staying safe and healthy!

This devlog comes late, but I'm happy to report that development's been proceeding smoothly for the first quarter of the month. I'm on track to release a mini-update containing the leftover routes from both the festival scene as well as the Thulrum shop scene--the latter of which will be showcased through a Sneak Peek immediately following this devlog. This will later be followed by a full update at the end of the month. For that, I currently have the deviations from the old demo fully mapped out and storyboarded - all that remains is to fill in the gaps of the new content.

Tomorrow I'll upload an explainer regarding the new monthly art feature (aka spell illustrations), as well as how patrons at tiers Arcanist and up may submit designs of their mage, which will be featured in the illustration. In the meantime, the Monthly Feature for November will pick up where we left off in September--namely the faction-swap art of the Arcadian cast. Both commissions are set to begin shortly, and should finish well ahead of the end-of-month deadline.

That about wraps it up for this week's devlog. Thank you for your patience, and as always, thank you for supporting the development of A Mage Reborn!

[Art: Morana's Wail and Spirit Gate](#)

[Oct 31, 2024](#)

Hi, everyone! This post contains the art rewards for October, and marks the first of what will likely be a long series: spell illustrations. For this first month, we've begun with Morana's Wail and Spirit Gate, perhaps two of the more recognizable spells in the AMR canon.

I have a couple of plans for next month's spell features, including a poll on which spells are next to get featured, and the chance to feature your own MCs as the spell's casters (this month's reward, as you might notice, feature the mages from the AMR cover). More info on this will be released in November, so please look forward to it!

(Artworks are best seen using dark mode!)

Morana's Wail



Spirit Gate



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

[Monthly Feature \(November\)](#)

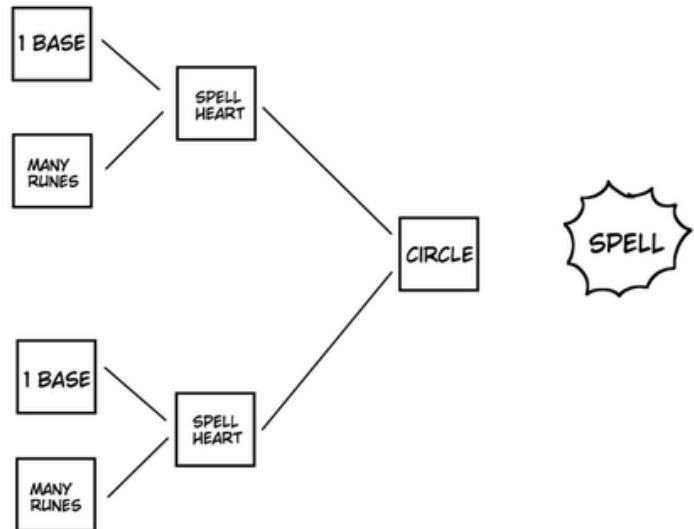
[Oct 31, 2024](#)

A MAGE REBORN: A SPELLCASTING PRIMER



SO WITHOUT FURTHER ADO, LET'S GET INTO IT!

SPELL CONSTRUCTION UNIVERSALLY OBEYS THIS FLOW...



EACH SPELL IS MANIFESTED AS A RESULT OF A MAGE COMPLETING A SINGLE CIRCLE.

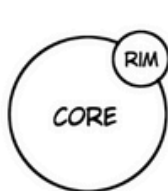
EACH CIRCLE IS COMPOSED OF 2-5 SMALLER BUILDING BLOCKS-COLLOQUIALLY, THESE ARE ALSO KNOWN AS CIRCLES-BUT ACADEMICALLY, THEY'RE REFERRED TO AS SPELLHEARTS.

SPELLHEARTS ARE EACH COMPOSED OF A SINGLE BASE AND MANY, MANY RINES.

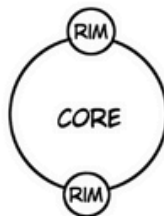


AS THE AMOUNT OF SPELLHEARTS IN A CIRCLE VARY, SO DOES THE CIRCLE'S OVERALL APPEARANCE...

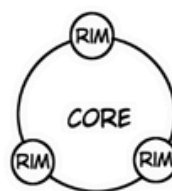
GENERALLY SPEAKING, THE MORE SPELLHEARTS THERE IS TO A CIRCLE, THE MORE COMPLEX/ POWERFUL THE SPELL!



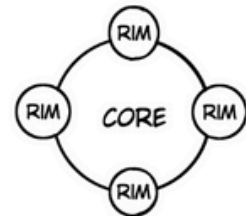
2 - SPELLHEART
SPELL CIRCLE
(EX. POISON KISS)



3 - SPELLHEART
SPELL CIRCLE
(EX. MORANA'S WAIL)



4 - SPELLHEART
SPELL CIRCLE
(EX. SPIRIT GATE)



5 - SPELLHEART
SPELL CIRCLE
(EX. BANECIRCLE)

I SHOULD MENTION AS WELL THAT THE ILLUSTRATIONS FOR THESE CIRCLES-AND OTHER SPELL COMPONENTS IN THIS FEATURE-WILL BE SIMPLIFIED.

IF THERE'S ANY INTEREST FOR IT, I'D BE HAPPY TO COMMISSION MORE COMPLETE RENDITIONS OF THESE ELEMENTS, PERHAPS FOR A FUTURE MONTHLY FEATURE!





NOW THEN, LET'S TALK ABOUT SPELLHEARTS!

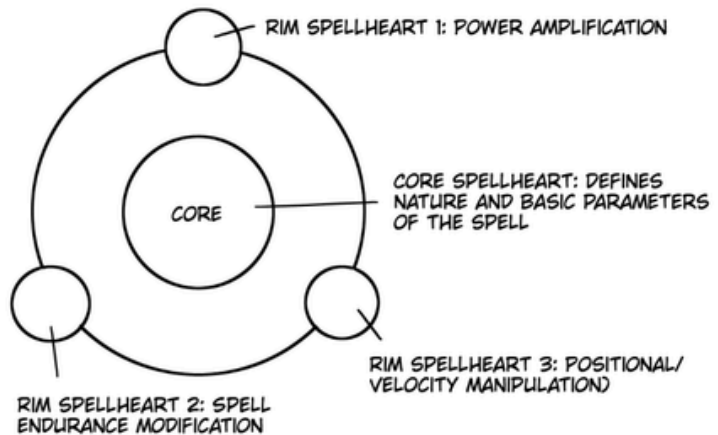
THERE ARE TWO KINDS OF SPELLHEARTS IN A SPELL: THE CORE SPELLHEART AND THE RIM SPELLHEART(S).

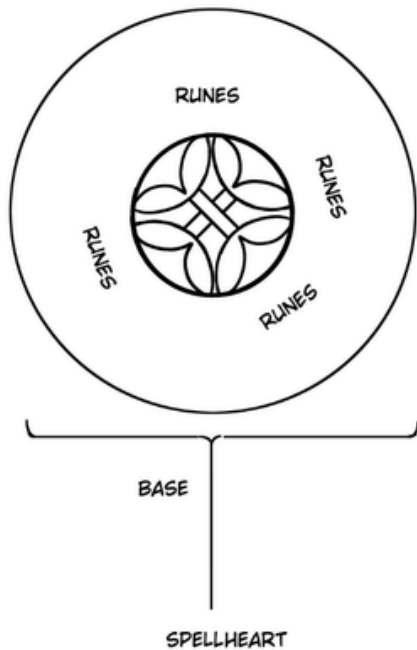
THE CORE SPELLHEART GOVERNS THE SPELL'S NATURE, FORM, AND BASIC PARAMETERS...

EXAMPLE
SUNFLAME SPELL CIRCLE



WHILE THE RIM SPELLHEART(S) MODIFIES AND ENHANCES THE SPELL SO AS TO BOOST ITS PRACTICAL EFFECTS!





AS SAID BEFORE, EACH SPELLHEART IS COMPOSED OF A BASE-A BIG RUNIC CONFIGURATION AT THE SPELLHEART'S CENTER...



AND COUNTLESS RUNES SURROUNDING SAID BASE!

THERE ARE FIVE BASES USED IN 70% MAGICAL APPLICATIONS...



THE EMBLEM OF VALOR



THE DRAGON'S HEART



THE FAIRY'S CROWN



THE RED STAR



THE LAND'S HEART

WITH THE REMAINING 30% SPLIT BETWEEN HUNDREDS OF POSSIBLE BASES.



AS FOR RUNES-THERE ARE THOUSANDS OF THEM!

EACH ONE IS ASSIGNED A NAME ONE OR TWO SYLLABLES LONG, SUCH AS THESE ONES...



LAI



RHEE



IRONG



PHYTA

EACH OF THESE RUNES CONFER DIFFERENT EFFECTS UPON THE SPELL, AND INTERACT IN UNIQUE WAYS WITH ONE ANOTHER, RESULTING IN COUNTLESS COMBINATIONS.

SOME COMBINATION OF RUNES APPEAR TOGETHER (AND IN THE SAME ORDER) OFTEN ENOUGH THAT THEY ARE GIVEN PROPER LABELS.

! THESE ARE REFERRED TO AS CONSTELLATIONS, WITH EXAMPLES INCLUDING THE LINE OF HEAVEN, THE WILLOW THREAD, AND THE TWIST OF FATE.

AND THAT ABOUT DOES IT FOR THIS SPELLCASTING PRIMER!



I HOPE YOU ENJOYED THIS FEATURE, AND AS ALWAYS, THANK YOU FOR SUPPORTING THE DEVELOPMENT OF A MAGE REBORN!

[Demo ver 1.4 is now live!](#)

[Oct 31, 2024](#)

Hi, everyone! Hope you're doing well and staying healthy.

Happy to report that Demo ver 1.4 has now been uploaded. The update sits at just under 21k words, and begins the first leg of the next arc. It ends just before the rescue of Eli proper, which will reappropriate a lot of the content from the old demo. Hopefully this means much more expansive updates from here on forward!

Owing to a bout of writer's block this month, the update did not make it to the intended wordcount of 25k, and so is presently missing 1/3 of the big branches towards its end. I plan on releasing a supplementary update around the middle of next month, ahead of November's full update, to fill in the gap. With any luck, I'll also be able to revisit a good portion of the missing chunks from the previous updates.

[Click here to play Demo ver 1.4!](#)

October's monthly features and art rewards will go up immediately following this post. Additionally, I'll be back tomorrow to answer comments, questions, and address potential bugs. As always, thank you for supporting the development of A Mage Reborn!

[Sneak Peek \(October 26\)](#)

[Oct 26, 2024](#)

Hi everyone! This is the Sneak Peek post for October 27, featuring the opening scene of the upcoming update. Showcased here are two snippets from the same scene, appropriated from the old demo, but overhauled to suit the scenes' new motivation and frame of reference. It was a bit tricky to plot this in a way that didn't feel contrived—I'd like to believe that's been achieved, though, in the end.

First snippet:

A Mage Reborn

by Adam Alamsyah

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

"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. The glint in Faustus's eye as he showed it to you spoke of an almost paternal pride. You can't help but to wonder if he's begun to lose his marbles a little, now that Myst has flown the coop.

Faustus's parlor is homey, quiet, and massive—much more so than the humble trickle of business trafficked through it should rightly allow. A row of large wooden shelves line the space from wall to wall, filled with an impressive collection of mismatched tchotchkes, seemingly having been sourced from all over Arvanand, and perhaps beyond. It seems to you that Faustus is the well-traveled sort; you've little doubt that his true trade isn't that of a barber.

"I know what you're thinking," Faustus says gruffly as he eyes your expression in the mirror. "I don't look like someone who'll know the trade well, eh? Everyone what comes in through those doors says as much. I should be glad to show you—as I've shown the rest of them—how wrong you are."

Faustus grins affably as he says this, clapping you on the shoulders twice for good measure. His demeanor seems a mismatch to his features: bald and sharp-eyed, with a muscular build and scars that mark him as a warrior of no small mettle. Myst had mentioned after some prodding that her father had once served as the Saber's commander, though his advanced age and a particularly grievous leg injury had seen him retire some years prior. Yurui and Falco have since assumed his position as co-commanders, leaving Faustus free to devote the whole of his time to his shop.

- ☒ "You have to admit, though—you've had quite the career change."
- ☐ "You'll hear no complaints from me, at least. Thanks for doing this."
- ☐ "You'll forgive me for not holding my breath."
- ☐ I don't say anything. He looks like the type to enjoy the sound of his own voice.

Next

"I don't know about that," he shrugs. "The razor's its own kind of blade."

"I should be wary of you pressing it to my throat, then."

"Oh, come off it. You should know a harmless elder when you see one, eh?" he says, grinning. There's a genuine warmth to his voice—one that prevents you from telling him he has the devil's own smile. "If I had designs for your throat, it'd be right stupid of me to claim it here. Spray blood all over my shop? Not *bloody* likely."

He meets your gaze hopefully in the mirror, and after a beat, decides he doesn't like what he sees. "Tough crowd," he says. "Fine, fine, I get the message. Look ahead, then, eh? Let's be on with it."

You do as he bids and find yourself reflected in the mirror. The same frame and keen violet eyes, if a bit jaded now from all 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 had other priorities then.

Next

Second snippet:

A Mage Reborn

by Adam Alamsyah

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

Myst bursts through the door like a small whirlwind, a stack of three boxes stacked precariously in her reedy arms. She teeters to one say midway, owing to her haste; you bolt forward in your seat out of instinct, though Faustus beats you to the punch.

"Easy there, girl," he says. He places his hands on Myst's arms in a bid to steady her—the girl, for her part, only gives him a look.

"I had it in hand," she complains, though there's no bite in her voice. "And I'd appreciate it if you didn't talk to me like I'm a *horse*."

"You used to be so cute," Faustus sighs wearily. "But your manners went away when your youth did, it seems. Your mother would weep if she saw you today, daughter."

"Better my manners than my hair," she says, squinting up at Faustus's head, clean as a freshly-washed plate. "I'll bet my savings she'd weep harder at *that*."

"You'd cast your own mother as so shallow a woman," Faustus says, clicking his tongue. "When you were but a lass, she said to me herself—"

"Later," Myst interrupts, swiveling around towards you, rather pointedly showing Faustus her back. "We've business to attend to."

Your eyes shift between her and the boxes she holds in her arms. "Faustus said you had something for me. I assume this is it?"

"You assume correctly." Myst strides across the room and sets her boxes down, one at a time, on the table in front of you. You rise from your seat as she does away with the covers, and find that nestled within are...a bunch of fabric. It isn't until Myst unfolds one of them—a tunic with a thin, iridescent sash pre-sewn onto its hem—that you realize that *all* of them are clothes.

"I'm sure you're tired of wearing acolyte fare at this point, so I pulled some strings with the Church tailors. With the *ashai's* permission, naturally." She holds the tunic up against your torso and, satisfied that it seems to fit you, moves on to a couple of other objects. Pants that tighten and gather around the knees and ankles, a light jacket that clasps twice on the chest, and flares out down at the thighs—all clothing in the Thulrum style, which blends Old Arcadian and modern Salantir fashions. "Hm, this one has to be taken in, I think."

- ☒ "I can well afford my own clothes. The Church *does* pay me a stipend."
- ☐ "You've more than repaid what favor I'm owed. This seems...excessive."
- ☐ "Well, if you insist, I won't say no to your generosity."
- ☐ "Who's to say I haven't grown attached to these acolyte garbs, hm?"

Next

"But you haven't. Purchased your own clothes, I mean. I'm sure you've had other priorities—I hear you've been busy lately—so I thought I'd strike down one thing from your to-do list. I owe you a bunch and then some, and this is well within my purview as Quartermaster."

Faustus peeks over Myst's shoulder, and whistles when he catches sight of the piece in her hands. "Oh, that one's rather nice in make, isn't it?" You follow his gaze down—it's a longshirt he's looking at, made of thin, see-through fabric that branches out into metal-ringed braids behind the waist. A popular style among the Salantir nobility during summer months, typically paired with a buttoned jacket cropped below the chest. "That material...sillasilk? Obon cotton?"

"Both. An alchemical polymer, two parts silla to one part obon. Real top-shelf stuff," Myst answers, looking rather proud. "It wasn't easy prying this material from the *razerai's* allotment, but I'll be damned if that old witch gets her grubby hands on this over the hero of the hour. It'll be cool and smooth to the touch; perfect for the season." She holds it up against your torso, again nodding in satisfaction. You wonder briefly if she won't get in trouble for her reckless requisition, but decide in the end that Myst likely knows what she's doing. To say nothing of the fact that she's apparently backed by Tahlia herself.

You watch as Myst get to the last box—the smallest of the bunch, and the only one to not have been opened. "Ah...this one, I can't take credit for, I'm afraid."

You step forward and around her, fingers brushing against the box's cover. "What do you mean?"

"The *ashai* arranged for this one herself," Myst says. "I'm given to understand that it's not for day-to-day use."

After a moment of hesitation, you hook your fingers under the flaps and nudge the box open. There's a garment there, neatly folded; you pull it free from its container and give it a good shake, eyeing the material as it cascades down to its full length.

Not for day-to-day use, Myst had remarked, and you can see it plain now. The garb is clearly meant for the road, when you'd be sent out to run Tahlia's errands for her.

It is...

- ☒ A simple hood-like robe, paired with a belted, high-collared tunic and sensible trousers.
- ☐ A silky, flowing robe, with a form-fitting torso area and loose, flaring sleeves.
- ☐ 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.

Next

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 \(October 26\)](#)

[Oct 26, 2024](#)

Hi everyone, hope you're doing well and staying healthy.

My apologies for the radio silence lately. I have to confess, it's been a particularly challenging month creatively, as the scenes intended for this upcoming update hasn't been coming together in the way I

wanted. I've had long spells of writer's block as a result, and what I did manage to scrounge together, I wasn't particularly thrilled by. I felt it would be disingenuous to portray the devlogs leading up to this point as business-as-usual, but it also feels intimidating to acknowledge that—for all that this is already my second try at the project, with the bones already established, I'd still hit such major creative snags.

The update is coming together now, and I do think the wordcount goal will likely be met before the turn of the month. For your patience all the while, I'm thankful. It's early days yet of the rewrite, and I'm still trying to find the balance between keeping the soul of the old work alive while also delivering the much-needed improvements at the same time. It's a delicate tightrope to walk, and I worry—perhaps overmuch—about veering too hard on one side or other.

In any case, the upcoming update sits at about 18k words presently, with a bit of polishing left to be done. I've a clear direction in mind for the rest of the writing, and I hope to be able to manifest that in what's left of October. This will be the last update in quite some time to focus on the goings-on of Thulrum and the mage's day-to-day life there, as soon we'll head to more familiar, action-packed territory.

On the art front, there are a couple of things to note. For the Retainers+ Monthly Feature, I'll be posting a mini comic detailing the specifics of AMR's spellcasting, especially as it has to do with spell circles, runes, and other spellworking elements. For the Arcanist+ art, I'm starting a new series depicting portrayals of AMR's most iconic spells, beginning with Morana's Wail and Spirit Gate. There's also more fun stuff I have planned for the Arcanist+ tiers with respect to this reward—more on that will be posted around the time the update goes live!

Finally, I'll also be posting a Sneak Peek immediately after this devlog goes up, featuring the opening scene of the update (which also happens to be an overhaul of a scene from the last demo).

That about wraps it up for this week's devlog. My apologies once again, and thank you for supporting the development of A Mage Reborn!

[Art: Ante and the Hierophant](#)

[Sep 30, 2024](#)

Hi everyone! The art feature for this month features two of the NPCs that had somehow slipped my mind to commission all this time. Ante, of course, you're well-acquainted with (for better or worse). The Hierophant, on the other hand, has only made small appearances throughout all of AMR's iterations - a fleeting mention at the end of Book 1, and a singular scene in the old Book 2 demo's interlude. As you might imagine, his appearances will become increasingly prominent as the series goes on!

Art by AMR's longtime character artist, Khutilust!





And that about wraps it up for this art feature! As always, thank you for supporting the development of A Mage Reborn.

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

[Sep 30, 2024](#)

Hi everyone! As promised, the Monthly Feature for September.

This feature is an imagining of what the Parami cast would have looked like, had they instead been a part of the Arcadia side. Commissioned from one AMR's regular artists, Yesa, who does incredible work as always!





And that wraps it up for September's Monthly Feature. As always, thank you for supporting the development of A Mage Reborn!

[Demo ver. 1.3 \(rewritten\) is now live!](#)

[Sep 30, 2024](#)

Hi, everyone! I'm happy to report that Demo ver. 1.3 is now live!

The update ended up resolving to just over 32k words, and wraps up the remainder of the Thulrum arc (barring some undeveloped sections from the previous demo, which I hope to fill in alongside future updates). If you missed it in the last devlog, this is actually below the month's goal of 35k words. As an apology for that, October's update will have a larger wordcount at 25k+ words. Thank you for bearing with me in the meantime!

Importantly, all of this update's contents are additions beyond the last demo's endpoint. While I had already completed most of the missing sections from the previous update, they ended up sharing a large overlap (in terms of scene purpose and dialogue) with the contents in *this* one. As a result, I've rolled back those additions previously-released scenes, and will return to them as development progresses. A future housekeeping update, perhaps.

[Click here to play Demo ver. 1.3!](#)

As this new first arc of AMR 2 is drawing to a close, we will soon be returning to familiar territory—that is, the Eli rescue arc. It will begin differently and have a modified frame of context and motivation, but much of the contents will be adapted from the old demo. Hopefully, this will make for a much faster development cycle, as only content brand new to the rewrite will count towards the wordcount goal.

Art rewards for both the Retainer+ and Arcanist+ tiers will go up immediately following this post. In the meantime, I hope you enjoy the update! And as always, thank you for supporting the development of *A Mage Reborn*. :D

[Sneak Peek \(September 28\)](#)

[Sep 28, 2024](#)

Hi everyone! As promised, the Sneak Peek for this week.

Please be warned that the sneak peek this time around is *especially* spoilery. Tread with care!

A Mage Reborn

by Adam Alamsyah

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Tahlia glides into the dungeon with a templar on either side of her, stone-faced as she regards the sight before her. She stops just where the day's first light filters in at an angle through the high window above—a knife-slit of radiance over her blood-red eye.

"These are the people responsible for the devastation we saw last night?" she asks of the templar on her right.

"That is correct, *ashai*," the templar says, blond hair falling over her forehead as she nods—low and respectful, as if she were bowing. "What remains of them, at any rate. Many of them had fallen last night, wreaking havoc in the city all the while. Much as it shames me to admit it, had it not been for the Saber and —that is, your guest—the damage the city sustained would have been far worse."

"Your shame is undeserved. I know well how pressed for manpower you are at present," Tahlia replies, waving the templar off. "You did well, given the circumstance."

It's plain to you that the templar disagrees with her generous evaluation, but she dutifully elects not to press the issue. "We will do our best to live up to your words, *ashai*."

Tahlia acknowledges her words with a nod, before turning her attention on you. "I have heard multiple accounts that you played an instrumental role in containing the chaos last night. You have our gratitude."

- ☒ "There's no need. I only did what was right."
- ☐ "I expect to be suitably compensated, given how *instrumental* my role was."
- ☐ "I should earn my keep, after all, lest I inspire you to *send me off*."
- ☐ I shrug it off. I was only looking out for myself.

Next

"How selfless. And yet, I must insist," she says. "Thulrum has ever been a place where one's service is appropriately rewarded, and I intend to keep things as such. I will confer with the relevant personnel on the sum of your rewards. I expect you will not be disappointed."

You glance at Yusuha, who has been silent beside you all this time. You had expected him to chime in with some snarky jibe or other—*what about penniless Yusuha, who had also been instrumental in the fight*, or something to that effect—but he instead pensively keeps to himself.

Having said her piece, Tahlia turns back towards the criminals—some of whom regards her with open anger, while others still tremble in fear. A few among them tries to speak—whether to bargain, reason, or condemn Tahlia, you can't be sure—but the gags wrapped around their mouths render their words unintelligible.

"Your crimes are many," Tahlia says, her voice cutting through the din of muffled speech. "You launched an unprovoked attack on Thulrum on the Day of Arrival, causing injury and death to temple personnel and civilians alike. You have darkened a day of joy and refuge into one of chaos and despair, and in so doing, you have extended the suffering of a marginalized people. We have further gleaned that you belong to a group which has long stood in opposition to the establishment of Thulrum as a safe haven, and the welfare of the Arcadians at large. For the wickedness of your deeds, there can only be one recourse."

The captives are driven into an uproar by Tahlia's words—fury and desperation mixed into one. Tahlia's expression remains impassive as she solemnly gives the order to her templars.

"Kill them."

Almost as soon as the words leave her mouth, Yusuha immediately breaks his silence. "Ashai...is there no other way?" he says, though it registers to you as more whimper than protest.

Tahlia takes a moment to study the redhead. "I would hear your case, but I suspect I already know the contents," she says. "You would have me spare them, sentence them to some manner of incarceration or hard labor, that they may rethink their stance on the murder of innocents."

- ☒ "Would that be so bad? To allow them a chance for penance?"
- ☐ "At the very least, there should be a trial. Their guilt is not equally shared."
- ☐ "You do them too much credit, thinking they can be reformed."
- ☐ "You would risk too much by sparing them."

Next

"What a kindly gesture," Tahlia remarks wily. "One I should be glad to extend to those deserving of it."

"You don't think they do," you say.

Tahlia meets your gaze evenly. "In your benevolent judgment, does a point exist where a soul has been so tarnished so as to be beyond redemption?" she asks. "If so, on which side of it lies the murder of innocent refugees escaping a lifetime of oppression?"

"They are a product of their environment, the conditions of their birth," you reason. "You or I might have gone down the same path, given their circumstance."

"Then do not deny me the consequence of *my* circumstance, as overseer of a broken people whom these criminals would see eradicated entirely."

Yusuha starts, his eyebrows knit in distress. "*Ashai*, that's not—"

"You have contained much of their slaughter, and for that you have my gratitude. But lest you forget, even now our priests are surveying the cemeteries for vacant spots. The youngest of the fallen had been a boy of only nine, come here after months of harsh travel from Param's southernmost lands. He took a blade to the chest, and died gasping in his mother's arms. I wonder if you would be able to tell her, as I was unable to do, that his murderers deserved *mercy*."

Yusuha grits his teeth, but still manages a weak protest. "And so we become murderers in turn, giving justification for *their* children that we ought be slaughtered."

"Let them come," Tahlia says coldly. "As they have done for centuries."

She gestures once more to the templars beside her, and they grimly see to their morbid duty.

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 \(September 28\)](#)

[Sep 28, 2024](#)

Hi everyone, and happy weekend once again! Hope you're all staying safe and healthy :)

My apologies for the missed devlog last week - truth be told, I severely underestimated the time and effort it takes to get properly set up after moving out, and the chaos of it all (in the midst of working on a

supersized update, no less!) has left me more than a little scatter-brained. Fortunately, development mostly proceeds apace, with the next update currently hovering around 31k words! Importantly, this update culminates in the wrapping up of the Thulrum arc, though there are still content gaps that will need to be patched up with upcoming updates.

Though I'm still currently working on the update--most of this revolves around filling in options and intra-scene branches--it currently looks like the update will resolve at roughly the 33k words mark--which falls short of the intended 35k words. As recompense, I'll be working on a longer update than usual for October--that is, 25k+ words of fresh content or so--before we return to regular pace afterwards.

This update features some of the branchiest scenes I've ever written for AMR, due in no small part to the fact that the wordcount goal for this month had been so much higher. Moving forward, scenes will likely lean back towards being more linear, just so that the updates can reach some form of story/arc resolution within the given wordcount. Given this, I'd like to perhaps dedicate certain updates to increasing scene variability and branching, as I'm quite happy with how this one has turned out!

On the art front, I'm happy to report that 4 of the 5 artworks I've commissioned for this month has been completed, with the final one scheduled to be delivered today. The rewards for the Retainer+ tiers will feature an imagining of what the Parami cast would have looked like as Arcadian characters (with the reverse coming in October). Meanwhile, the Arcanist+ rewards will feature long-overdue portraits of Ante and the Jovian Church's Hierophant. The plan is for these to be the last full-body portraits released for AMR for quite a while, as I plan on transitioning to a new type of content come October. Please keep an eye out on future devlogs for that. :D

And finally, the Sneak Peek for this week will be published shortly after this devlog goes up! Tahlia will be at the center of it, and I hope to show through this scene that despite her more agreeable attitude in the new demo, she's still very much a strong-willed woman with a singular vision for Thulrum and Arcadia. Spoilers abound for the upcoming demo - please peruse carefully!

With all that being said, this about wraps it up for this week's devlog. As always, thank you for supporting the development of A Mage Reborn!

[Sneak Peek \(September 14\)](#)

[Sep 14, 2024](#)

Hi everyone! As promised, the Sneak Peek for this week!

A Mage Reborn

by Adam Alamsyah

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The man charges at you with a ferocious snarl, his curved blade glinting as it catches the fireworks' light. He is *supernaturally* fast, moving with a speed you've rarely seen even amongst Salantira's elites. The man is upon you in a second, and you are forced to detonate some of your runes in a half-hearted explosion of mana, while others still remain fully primed for casting. The impact derails the trajectory of the man's assault, forcing him to a stumbling lunge; his blade cuts a shallow wound in your right arm as you twist away, chanting furiously as his momentum carries him down. With his back exposed to you, you bring to bear a spell that would all but certainly mark the end of his life—

A clatter of steel as he drops his blade, and you feel the man's shoulder slamming against your jaw, setting your teeth to ringing. Your eyes bulge in surprise—he had reoriented himself with, again, unbelievable agility—and is now poised to slam you against the low tower wall. In the haste of his maneuver, the man had let his blade slide a fair distance away from you, and it's a blessing that you won't need to worry about it. But still, your assailant is bulky and strong, and in a bout of fisticuffs like the one you're poised to have, you're at a considerable disadvantage.

Your spell hums with energy behind him, interrupted but not dispelled—though a lesser mage would have long lost their focus on the runic formula. Disoriented as you may be, it would only take a few seconds for the spell to manifest in full—and for you to turn the tides.

Unfortunately, the man before you seems to know it. "Think I'll just stand here and take it, do you?" he snarls as he stares you down. His pupils are dilated, and there's a frantic quiver to his voice—it reminds you of the most zealous of Sister's followers, who were all too ready to lay their lives down for her cause. "'Fraid I can't oblige you, *Arcadian*."

And with that, the man slams you backward and presses the full weight of his body onto your chest, tipping the both of you over the top of the wall. Your fingers instinctively stumble for purchase onto the surface as you skid over, but it's in vain; you feel blood trailing from your fingers as you clear the lip, the man still bearing down on you as the both of you tumble into the darkness below.

Through sage instinct, you manage to retain connection to your burgeoning runes, their outlines aglow in the night sky as they streak through the air after you. There's only a short window of time until you hit the ground hard, but with a half-spell already brewing, you may yet save your own life.

- ☒ I cast Seagod Spiel.
- ☐ I cast Glyph of Protection.
- ☐ I cast Zone.
- ☐ I cast Spirit Gate.

Next

Considered an eclectic spell in thaumaturgy's offensively-minded library, Seagod Spiel allows its caster to construct a dome of turbulent water with which to imprison and immobilize targets. Importantly, the water actively responds to the caster's commands, typically to recede from certain points so that a clean strike could be made against the target. In this instance, however, it would serve a different purpose—to ensure that the dome rearranges and reconstructs itself following the path of your fall, absorbing the impact along the way.

Will you cast Seagod Spiel?

- ☒ Yes, I'll cast this spell.
- ☐ No, I'll cast another spell.

Next

The runes blaze to life as you settle on the decision, emitting bursts of water which race to form a massive bubble under you. You feel yourself crashing against the surface with dizzying force, nearly coming out the bubble's other side; a lucid burst of willpower allows you to keep your focus and reshape the bubble, the water pooling under you and continuing to break your fall. Before long, you reach a point where you float as one with the bubble as it floats down, scaling the length of the tower before depositing you gently onto the rolling grass below.

Along, unfortunately, with the man who had caused your fall to begin with.

He's on his feet in a second, gasping and choking as the water of Seagod Spiel drips from his mouth. "Yeah, that's what I thought you'd do," he says, dropping once more into a fighting stance. "Real saintly of you to save the both of us. Though I suppose you didn't have much of a choice, what with your spell covering half the Jove-forsaken city."

You pull yourself to your feet, vaguely cognizant of the unbridled chaos unfolding around you—panicked screams and spells singing through the air, a few awed gasps at the fact that you've survived your fall. You pay them no mind; the last time you had allowed yourself to get distracted, your opponent had managed to catch you off guard—a mistake that nearly cost you your new lease on life.

This time, you give him no such opportunity. Mana surges through the air as the man leaps forward into a charge, hands balled into fists before him. But this time, you're ready for him.

- ☒ I cast Galesong.
- ☐ I cast Glyph of Reaping.
- ☐ I cast Unmaker.
- ☐ I cast Heartrender.

Next

And that'll be it for this week's Sneak Peek. As always, thank you for supporting the development of A Mage Reborn!

[Saturday Devlog \(September 14\)](#)

[Sep 14, 2024](#)

Hi everyone, it's been a long time! I hope you're staying safe and healthy!

It's been an eventful couple of weeks on my end as I wrapped up my thesis defense and the administrative work that followed. Immediately following that, I also moved to a new city (which I had planned to do for a while now, though circumstances forced the date forward). As you might expect, that's led to considerable disturbances to the development cycle, which means the update will take a little longer than planned to go online.

That being said, I've settled into my new living arrangements and can commit all of my time to development of AMR; as such, you can still expect a 35k+ words increase to the demo before the end of this month (though—apologies—the timetable has moved down). And then—*finally!*—AMR can enter a proper development cycle without so many disturbances and shakeups to disturb progress. Thank you for being patient and bearing with me through it all! I truly, truly appreciate it.

In other news, I've also begun commissioning artworks for both the Retainer+ and Arcanist+ tiers, which I should be able to upload by the end of the month. Additionally, immediately after this devlog goes up, I'll be posting a sneak peek for the next update. It will show a scene almost directly following the last sneak peek, and teases some of the spell names new to the upcoming update.

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

[Saturday Devlog \(August 17\)](#).

[Aug 17, 2024](#)

Hi everyone, hope you're staying safe and healthy! (And for the Indonesians among you - happy independence day!)

I'm very sorry to say this, but there's bad news with regard to the upcoming update: I will have to delay its release by roughly a couple of weeks. This is largely due to my upcoming thesis defense; while the academic workload itself is within my expectations and so was suitably lightened by my preparations prior to this month, I had neglected to consider the administrative workload (of both the defense and the graduation proper), which has turned out to consume the entirety of last week (and is still not finished!).

This has led progress on the next update to stall over the past week, and unfortunately I can't see that changing in the near future. I hope for your understanding as I wrap up this final leg of college, after

which I'll be able to transition to writing AMR full-time--which will hopefully lead to a much more consistent update schedule.

As you might expect, this means that Patreon charging will be paused at the end of August. The update initially intended for then will be published around mid-September; I'm also looking to publish an additional update at the end of September, with the two updates combining for a total of somewhere between 30k-40k words.

My apologies once more for the delay. As always, I'm very thankful for your support for the development of *A Mage Reborn*!

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

[Aug 10, 2024](#)

Hi everyone! As promised, the Sneak Peeks for this week. Here we pick up where we last left off, as an incendiary commotion begins brewing somewhere in Thulrum, joined by the sounds of distant screaming.

A Mage Reborn

by Adam Alamsyah

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The noise is quiet at this distance, but you hear it with piercing clarity given the somber air. A solitary scream that grows and expands like ripples across a pond as others join it in chorus. Smoke continues to billow in the meantime, the sparks rising past the distant treetops as vibrant as fireflies.

Down on the knoll, the priests gathered around its perimeter snap to attention, a few of them immediately beginning to run towards the source of the commotion. The priestess at the center calls out to them, and they pause and turn to her. You cannot hear her words past the whipping winds and the din of panicked voices, but it is easy enough to guess her concerns.

You have been in her place before, after all. Diversion is one of the most powerful tools of war, and a sensible officer will always take that into account. When a fire breaks out in the distant stables, the first thing one must do is tighten the security around the war command tent and the grain storage. It follows that when chaos unfolds away from the main attraction, where the vast majority of festival-goers are currently gathered, it would be foolish to relieve Departure of its security personnel.

Just as the thought crosses your mind, you feel a small pulse of magical energy coming from within your lantern. Turning your gaze down, you spot a wreath of mana floating around the Everfire at its center, appearing to have been projected from the spell circle at the lantern's base. You're just about to lift the lantern higher for a closer inspection when something completely unexpected happens.

The lantern *speaks*.

[Next](#)

Specifically, it speaks with a voice that you recognize—that belonging to one Tahlia Mateus. "This is *Ashai* Tahlia of the Ishavak Church," the voice speaks, and immediately a ripple of murmurs rise from the astounded crowd. It appears that this particular feature of the lantern is news to them, as well. "There has been an incident at the riverside area near the floating markets. I implore every civilian on the premises to evacuate immediately towards the direction of the Seat. Everyone else, please remain calm and maintain order. A number of templars and priests alike have been dispatched to investigate and resolve the incident; in the meantime, every major area in the festival is presently secured by a number of the Seat's personnel, who are to remain in their positions. I repeat, please remain calm and maintain order as we look into the incident. Thank you for your cooperation."

With Tahlia having said her piece, the wreaths of mana around the Everfires dissipate into nothing, leaving a befuddled and wonderstruck crowd in their wake. The crowd's worries regarding the incident—as Tahlia had put it—persists, but a good deal of tension has left the air.

- ☒ I remain alert, watching my surroundings closely for anything that might be amiss.
- ☐ I ponder Tahlia's sterling reputation among the citizens. Inspiring such trust is no small feat.
- ☐ I'm curious about the nature of Tahlia's long-distance communication. Is it a work of arcana?

Next

Tahlia's announcement is doubtless an effective crisis management tactic, but it will have alerted friend and foe alike to the Seat's response. If indeed something foul is brewing, the would-be perpetrators would have been tipped off that their distraction gambit has failed. They may elect to pursue their plans regardless—and if their goal is to sow chaos or destruction amid the festival, none would make for a better spot than the site of Departure.

You give the crowd around you a quick scan, searching faces for signs of frustration, or irregular movements in the sea of static bodies. You've only just landed your gaze on a potential lead when you hear a rough, gravelly voice beside you and seizes the whole of your attention.

"Heh. I guess we shouldn't have expected to pull a fast one over the great and mighty *ashai*."

You look sharply to your left, beholding there a scarred, muscular man with a sinister glint in his eyes. He bears an orb-like artifact in his hands and grins as he lifts it up, the air around it swirling with dark, ominous energy. Taking in his posture and line of sight, it seems he means to hurl the orb down towards the knoll, where the mourners are gathered.

A sickly feeling, fueled by years' worth of wartime instincts, permeates your gut as you watch his arm swing down. It strikes you that should the man be allowed to see his plan to fruition, disaster will be visited upon the crowd below.

- ☒ I immediately hurl a magical blast at the man.
- ☐ I prepare a spell to destroy the orb during its descent.
- ☐ I try to identify the artifact so that I can devise an appropriate countermeasure.

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!

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

[Aug 10, 2024](#)

Hi everyone, and happy Saturday! Hope you're having a great one :)

Thanks for bearing with me as I wrap up community service! As mentioned at the start-of-month update, I managed to get some work done over the community service period, and I've also made further headway into the update since. We're currently sitting at about 10k words, which is a considerable head start. I hope to knock out another 5k words or so before we hit August 20 (which is when my thesis defense is tentatively scheduled!), and wrap up the remainder (including edits and such!) towards the end of the month. It's a bit of a hectic schedule, in truth, but with the head start and the storyboard all finished, it's looking very doable!

I've also begun sending out briefs to AMR's regular artists for August's art rewards for both the Retainer+ and Arcanist+ tiers, and as usual, those are scheduled to be published alongside the update at the end of August. In the meantime, Sneak Peeks will be posted weekly as per usual, with August's first being published right after this post goes up.

As you may have guessed given where we left off, this upcoming update will be the most action-packed one we've had post-rewrite, and I'm excited to flex those action scene muscles again after so long! I've only gotten to write bits and pieces of them thus far, but I'm definitely satisfied with what I do have, and hope you'll enjoy the finished product. :)

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

[AMR will be back in production in August!](#)

[Jul 31, 2024](#)

Hi everyone! Hope you've been staying safe and healthy this past month!

I'm in the last week of my community service program right now, with the whole thing concluding by August 7th. It's been a fun (if challenging) experience, and I feel proud of the work my cohort and I did!

In between our community service programs, I've been able to get work done on AMR here and there. Most of this is storyboarding work for the next update, but I also managed to fill in most of the gaps in alternative routes that we had in the last update. I have enough of a head start right now that I feel confident in being able to complete a regular update in August, despite there being one week left on the community service clock.

As such, you can expect AMR's usual Patreon offerings--weekly devlogs and sneak peeks, art rewards, and a full-sized update--beginning next month. The devlogs and sneak peeks will begin in earnest on Saturday, August 10th, as things will be quite hectic the prior weekend as we prepare for and execute

our capstone program (which, funnily enough given where we're at in the rewrite, will be to hold a mini-festival for the village!).

Grateful for your patience in the meantime, and as always, thank you for supporting the development of A Mage Reborn!

[Art: Myst and Senz](#)

[Jun 30, 2024](#)

Hi everyone! The art feature for this month features two of the NPCs that have/will have significant roles in the earlier parts of the rewrites. Both of them also appeared in the old demo--though Senz then went by his callsign of Specter! Senz will make a brief appearance in this month's update and will have a more major one in upcoming ones.

Art by the incredible Yesa!





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

[Jun 30, 2024](#)

Hi everyone! As promised, the monthly features!

This will be a continuation of a series we began back before the hiatus, wherein the cast of AMR were reimagined as idols in an alternate universe. This time featuring the Arcadia cast (with Tahlia as their manager x))

Done as always by the incredible Yesa!









(NB. I hadn't realized the Eli picture had different dimensions - will correct that after I follow up with Yesa!)

That about wraps it up for this edition of Monthly Features. As always, thank you for supporting the development of A Mage Reborn!

[Demo ver 1.2 \(rewritten\) is now live!](#)

[Jun 30, 2024](#)

Hi everyone! The update for this month has been completed. The update contains around 21k words of new content, focusing on the events of the Day of Arrival festival. It provides what I hope is a laid-back

and contemplative atmosphere before we start getting into some more action-oriented content. There's also a sizable focus on worldbuilding Thulrum and Arcadian culture, which I hope will help make the city (and the faction they represent) a bit more grounded.

As previously mentioned, owing to the size of the scene, parts of it will remain unplayable pending a future update. The priority was to end the update on a narratively appropriate point, which I think was accomplished this time!

[Click here to play Demo ver 1.2!](#)

I would also like to inform you that AMR will be taking a brief break for July (it won't be an extended one like the hiatus, I promise!). As part of the graduation requirements for Indonesian universities, students are often asked to do what's essentially community service in a rural area for a full month (the Indonesians among you will have recognized this as kuliah kerja nyata/KKN!). Unfortunately, the area where it's been determined I'll be sent to next month will be especially rural, such that access to electricity and internet connection both will be very limited. Add onto that the workload of the community service itself, and I'm afraid the circumstances will probably not permit the producing of a solid update.

I'll still be writing when I get the chance, but that does mean that the next update should be expected in late August. On the bright side, August is also the month I'm scheduled to finish my thesis defense! If all goes well, from that point on I should finally be able to work on AMR with no interruptions. :D

In keeping with this, Patreon charging will be turned off immediately after this post goes up. And if after assessing all the conditions I remain confident that I can put out another update in August, I will resume Patreon charging at the beginning of that month (again, August)!

Thank you for your patience in the meantime, and I hope you enjoy the update! I will also be uploading art rewards shortly after this post goes up, both for the Retainer and Arcanist tiers.

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

[Sneak Peek \(June 29\)](#)

[Jun 29, 2024](#)

Hi everyone! As promised, the Sneak Peeks for this week, featuring scenes from the later leg of the festival.

A Mage Reborn

by Adam Alamsyah

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The next chamber you find yourself in is much more expansive than the first, and much more haphazard in layout. Large highwork murals—indistinguishable from oil paintings, except for the fact that they somehow stick onto the marble wall as well as paint to canvas—decorate sectioned-off portions of the wall, depicting scenes of war, devotion, and works of great magic. Transparent cases affixed onto marble pillars line the room's perimeter, each one displaying an artifact of Old Arcadia, some of them positively *ancient*, and others recreations. And remarkably, at the center of the room, rising like smoke from an urn-like artifact is an illusion depicting a scene from Old Arcadia—from *this very building*, the guide proudly informs you—as it would have existed centuries ago.

Beside you, a man furiously writes into a bound notebook he balances on his palm—Salantir of origin, judging by the lilt of his accent. He mumbles to himself as he takes in the sight. "A museum, right here on Arvanian soil...fascinating."

You find that you disagree with his assessment. You've read quite extensively about the structures known as museums in the oversea Gespenst Empire, which serve as exhibition halls for the peoples of the world that the Empire has conquered. This ranged from the Rvuli people in the Imperial Continent's west, directly facing Arvanian shores, to the Yotai homeland in the Yire continent's south, which bent the knee to Imperial rule on the tail end of a grueling thirty-year naval campaign.

Imperial policy demands an overwrite of existing religions in these places with the Empire's own, but goes to great lengths to preserve the existing culture where it does not conflict with the Authority Gospel. Ironically, as a part of this measure, many of the conquered nation's cultural artifacts and texts would be plundered and shipped to the Empire's core cities, where they would then be gawked at by true Imperial citizens in their many museums.

In this regard, the Hall of Memories present a stark contrast. This was not a place where the plundered histories of others are presented for the enjoyment of conquerors. Instead, it is the shrine of a broken people, a desperate assembly of what little they know of their lost history, so at least that is immortalized for future generations.

Indeed, Param and Salantira had gone to great lengths to expunge the Arcadian culture from Arvanian history. They burned texts, destroyed temples, razed cities, and murdered those who would keep Arcadia's story alive through word-of-mouth. In the end, all that remained was a people who knew little of their origins and cared even less. Ones who could not aspire to be greater than they are, because for all they know, it is all they've ever been. In this regard, if not in others, Param and Salantira had been crueller still than the blood-soaked Gespenst Empire.

The guide, though doubtless close enough to hear the scholar's mutterings, makes no effort to rebut him. He is instead content with pointing out the different segments of the room, and declares that everyone is free to browse its collection at their leisure. At his words, the crowd immediately departs for different corners of the room, though the bulk of them remains in step with the guide as he approaches the illusion at the center of the room.

- ☐ I follow the guide towards the center of the room, next to the illusion.
- ☐ I make a beeline for the largest mural in the room, labeled Isha's Descent.
- ☒ I go towards the nearest display case, where a large sword hangs suspended in midair.

Next

You marvel at the sword as you approach it, as well as the magical mechanism which allows it to hover in midair. The weapon bounces softly as it's pushed by the twin force-apppliers attached to the case's top and bottom. The plaque underneath tells you that it's an original artifact salvaged from Old Arcadia, rather than a recreation like many of the chamber's other artifacts, which you had expected. What does surprise you is that it names the specific dynast to whom the sword apparently belonged—Ghisan Lucerre, Lord Dynast of the House of Lucerre.

The plaque declares that he is seen as a noble martyr of the sacking of Thulrum, whose sacrifice saved many lives and allowed his fellow dynasts to mount a resistance to Parami and Salantir oppression for many years to come. It further says that though he was a mage of incredible repute, he tended to favor the sword in combat, as it allowed him to join his men in the front lines. The blade was apparently located in the remains of his mansion, many years after the fall of Arcadia. It seems that Param and Salantira's sudden invasion had caught him without his favored weapon.

You have to wonder at the truth of that. Piecing together the scant details Tahlia and her arcanists have told you, it seems likely that someone in his lofty position would be an arcanist of significant mettle. You were never trained in the art of swordplay—outside of a couple of sparring sessions with Eli, who was too afraid to hurt you to be of any use—but you've still fought alongside some of the finest swordsmen of this age. And even the foremost among them, King Leon himself, could not hold a candle to an arcanist like you when it came to wreaking sheer destruction on the battlefield.

It seemed impossible that this Ghisan would give up such an advantage as a point of foolish pride. Then again, in the eyes of contemporary Arcadians, the powers wielded by the dynasts of old were mere magic, pushed beyond its limits through knowledge and discipline. To admit otherwise—that they were empowered by the dynast's contracts with great and incomprehensible beings—came dangerously close to confirming Param and Salantira's *casus belli*: that the Sorcerium as a whole consorted with demons.

You watch the blade for some time, observing its still-keen edge and the ornate carvings on its hilt, imagining how it would have looked when wielded by its rightful owner. What sort of people were the dynasts? Had they lived through the fall of Arcadia, would they have been able to tell you the true nature of phantasma and the powers they bear? What did it mean that only Arcadians in all the world were privy to their gifts?

Would that a sword could provision you with all the answers.

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 \(June 29\)](#)

[Jun 29, 2024](#)

Hi everyone! Happy weekend, and I hope you're having a great one!

I'm pleased to announce that the update slated for tomorrow's release is more or less finished. At this point in time, I'm just correcting errors in the code and making edits to improve flow and grammar. Time away from AMR has definitely grown some rust on the old Choicescript muscles, but all things considered, all of the issues are pretty minor!

The update this time will focus, as you know, on Thulrum's Day of Arrival festival. One of the things I'm most happy with in the old demo was the worldbuilding and portrayal of Jiasei and Kyuhan, the Yotai city states which was featured towards the end. Knowing that, one of the goals I had with the rewrite was to inject the same level of effort into making Thulrum feel lived-in and real. This involved injecting a lot of worldbuilding elements that didn't make the cut in the original demo, but dispensing it in a way that (hopefully!) doesn't feel infodumpy. As things currently stand, I'm quite happy with the end result! And when the update drops, I hope you will be, as well. :)

The scenes did end up being too big for the wordcount to fully encompass, and so there will be branches that will be unplayable until the next update. Importantly, the variation wherein Yu did not

accompany the mage at the start of the festival has not yet been included.

I contemplated the wisdom of releasing a Sneak Peek within 24 hours of the update dropping, and whether it would just be better to just keep it for later. In the end, I figured that it should be there to view for those so inclined, and so you can expect one coming up shortly after this post. It will focus on yet another element of the Day of Arrival festivities, including the (admittedly passing) mention of a character from the old demo.

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

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

[Jun 22, 2024](#)

Hi everyone! As promised, a double feature

First, a scene featuring Yu:

A Mage Reborn

by Adam Alamsyah

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You follow Yusuha down the Seat's hill, watching the glittering expanse of light before you grow and expand and twist in a million different directions as the festival comes alive. The cold bite of altitude air mellows out as the both of you crest down the hill, passing by the Seat's acolytes and priests as you do. They are all of them carrying the same lanterns as you, and the mood in the air is at once pleasant and sober. Given the Church's central role in organizing the festival, they must have toiled relentlessly so that this iteration would be one to remember. Like as not that they regard the whole affair as a backbreaking chore, but seeing it all come to fruition in the end must feel very fulfilling.

You join the thoroughfare at the base of the hill, where a mass of festival-goers are already gathered and flowing towards the city center. Here where thousands of lanterns congregate as one, each body no longer appears to you as a silhouette. Instead they appear to you as illuminated faces beaming with joy, couples chatting with their hands entwined, mothers laughing as she guides her children down the street. Faint traces of music and merriment flow out from the path ahead, mixing with the gentle whistle of wind in the leaves, which carries with it a floral scent you can't quite place.

"The festival grounds are organized in clusters," Yusuha says, falling into step beside you. "All of them will be open and active throughout the night, but for newcomers, there's a recommended order you might wish to peruse."

You turn your gaze on him. "And what order would that be?"

"One traditionally begins with the dance of light," Yusuha says. "It's a simple jig that every Thulrum citizen knows by heart, but it truly takes on a new life given the festival's ambiance. Of course, the newcomers are typically unable to participate, since they will have had no opportunity to see or practice the dance. But it's still quite the spectacle to behold, even just as an audience."

"I suspect that will be the role I take, then," you say.

Yusuha smiles sheepishly. "Should you wish it, I would be happy to teach you the steps in the coming days. To the Thulrum, imparting this knowledge is something of a sacred duty," Yusuha replies.

- ☐ "I may have to take you up on that offer."
- ☐ "Aha, so I can select whoever I want as teacher?"
- ☒ "Well and good. What comes afterwards?"

Next

"The floating markets, naturally," Yusuha says. "I don't know about you, but after the whole banditry affair, I'm feeling rather peckish. Luckily, there will be no shortage of local delicacies on the boat-stalls. And for new arrivals such as yourself, not a single coin need be spent on your part. The Church will quite happily foot the bill, you see."

"That seems rather lavish," you point out. "Aren't there hundreds of new arrivals today?"

"Over one thousand, actually," Yusuha answers. The number takes you by surprise; around the time of your passing, estimates had placed Thulrum's population at some twenty thousand souls, and it seems wildly ambitious to add such a large percentage to its existing citizenry. Regardless, "But you really needn't worry—Thulrum's government is quite lean, as you've probably gathered. It's a wonder how much budget a city can free up without noble fingers dipping into the pie."

It's not difficult to see his point. The Ishavak Faith calls for modesty as one of its central tenets. Though at its height the Sorcerium of Arcadia had paid little heed to it, you expect a theocracy like Thulrum to more closely follow the letter of the scripture. Considering the purses required to upkeep Salantira's lavish nobility and Param's legions of knights, it seems apparent that Thulrum's government would see greater financial efficiency.

Yusuha has a wistful look about him for a moment, but it passes as quickly as it came. "Where was I? Right, the floating market. On the other side of the river, you'll find the performance grounds. You'll be able to find all stripes of bards, dancers, and minstrels there, as well as a play put on by the city's children. Then the Hall of Memories—a restored Old Arcadian building, within which a history of Arcadia and Thulrum both are told through paintings, relics, and the like—and finally, Departure."

Unfamiliar though you were with Thulrum's local customs and celebrations, Departure rings more than just a few bells. This you owe to your Salantir education in Arcadian history, for Departure is one of the few Arcadian customs to survive the fall of the Sorcerium to then be practiced by contemporary believers of the Ishavak faith. When the Ishavak burn their dead, the custom dictates that families and loved ones take a handful of the ashes left behind. And then, on an auspicious day as dictated by the Sorcerium's astrologians, those very same ashes are to be magicked into the sky—in so doing, the deceased shall be blessed by fate upon their reincarnation to the mortal plane.

Being that the last astrologians perished with the fall of Arcadia, the custom has since shifted into raising the ashes when the Star of Fortune shines brightest in the sky. A day which, you now realize, suspiciously coincides with the Day of Arrival.

- ☒ The sight fills me with a serene peace. Tahlia and her people are doing good work.
- ☐ The excess gives me pause. Shouldn't these resources be spent on bringing more to Thulrum?
- ☐ This does nothing to dispel Arcadia's brutality. The price paid for this is steep.
- ☐ I have no opinion of the whole affair. It's a festival, same as any other.

Next

And secondly, a scene featuring someone you may remember from the old demo (though he introduces himself under a different name now...)

A Mage Reborn

by Adam Alamsyah

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The river has become extremely crowded by the time you make it to shore, seemingly having lived up to Yusuha's declaration of it being the festival's beating heart. Out on the water, what seems like hundreds and hundreds of rafts crawl lazily across the still waters, propelled forward by strokes of their wooden paddles. Their numbers are such that the river has become congested in places, with rafts jostling and bumping against one another as they navigate the traffic. Rather than being miffed by the inconvenience, however, the festival-goers appear to laugh things off and take things in stride. It is plain to you that they consider this congestion to be a feature, rather than a flaw.

Floating amidst the sea of rafts are wooden boats with stout, squarish center platforms and curling bows and sterns, from which all sorts of foodstuffs are cooked and served by hawkers. A majority of them appear to be sugared delicacies and doughy snacks, which you had expected; what catches you by surprise, however, are the sizable amount of boat-stalls which hawk meaty dishes cooked over open fires. You rub your eyes before confirming that, yes, the stoves and grills are sitting upon *wooden crafts*. It seems to you a pressing safety hazard, especially given how densely packed together the boats and rafts are, but no one else seems to be batting an eye.

"Passing strange, to be sure, but I assure you that it's nothing to be worried about."

You turn around to regard the source of the voice, and are surprised to find there a familiar face. With his mousy brown hair and unassuming demeanor, the man seems like the sort of person one could easily forget or mistake for another. But given that he's the one person you've come into the most contact with over the past week, it would be passing strange for you not to immediately recognize him. Indeed, this was the man Tahlia had charged with the task of overseeing your recovery, one which he fulfilled with a mix of alchemical tinctures and light theurgy.

In those early days, you were beset with such exhaustion that even small talk was beyond you. Luckily, the man hardly seemed to mind when his small talk was met with silence, dutifully seeing to his task until you were healthy and hale.

The man reaches up and adjusts his glasses, smiling all the while. "Every boat-stall and raft provided for the Day of Arrival are lacquered with cloudburst resin, which confers to them protection from catching fire. It takes rather specialized craftsmanship for the effect to manifest as desired, which is why you've likely not seen anything similar beyond Thulrum waters. But as you can see, our carpenters are rather learned in the craft. It's been some ten years now since fire has been allowed on the boat-stalls, and not once have we had an incident."

- ☒ I engage the man on his chosen topic of conversation.
- ☐ Before anything, we should correct the issue of us not knowing each other's names.
- ☐ Realizing I never properly thanked the man, I do so now.
- ☐ I ask him if he's enjoying the festival.

Next

"It still seems rather reckless," you say, startling a bit as a particularly powerful gout of flame licks at one of the boat-stalls' inner wall. "Couldn't they just cook it on shore and bring the finished product onto the water?"

"Clearly you've never had meven skewers fresh from the grill. It's worth the risk of going up in flames, I assure you," he says, eyes twinkling. "Speaking of, I don't believe we've been properly introduced. The *ashai* was rather evasive when I asked—passing strange, given that you were to be my patient. After a fashion, anyhow."

"Ein," you say. "And you are...?"

"Senz is what they call me," he replies, not missing a beat. "Happy to make your acquaintance, Ein."

And that about wraps it up for this week's sneak peeks! As always, thank you for supporting the development of *A Mage Reborn*!

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

[Jun 22, 2024](#)

Hi everyone! I hope you're having a pleasant weekend.

My apologies for the missed update last week! I faced considerable difficulties in writing some parts of the update, specifically in the scenes where Yu becomes the central character. One of the goals of the rewrites for them is to soften their approach to the player a bit, such that there could be more of an arc to the romance rather than Yu being at 100 right out the gate. At the same time, however, it wouldn't be Yu if they weren't forward and flirtatious! It turns out that striking that balance is a trickier feat in writing than it had seemed in the storyboard, which caused a significant amount of rewrites for Yu's scenes. This is further exacerbated by the fact that the setting of the festival feels rather more romantic than I had expected going in! In the end, I'm happy with what I have for Yu's scenes, and it's time to work on other parts of the update.

Speaking of, on the whole, progress is proceeding apace. The update currently stands at 15k words, though what I currently have is also still undergoing some edits. In particular, I have a very vivid image of what the night festival looks like in my head, and I want to make sure that the ambiance is well-communicated in the prose without being too indulgent. Restraint, I'm learning, is a rather difficult art to master!

On the art side of things, the artist I had originally asked to do one of the features has said that they will not be able to fulfill the deadline on account of some personal issues. Luckily, Yesa--who is one of AMR's regular artists pre-hiatus!--has agreed to take on the project instead, on top of the work that she's already done for June's monthly features (which she has already finished!). Which is to say--all is well on the art front, despite a bit of a hiccup along the way.

Following this devlog, I will also be uploading sneak peeks of the update. On account of last week's missed update, it will be a double feature, focusing on different elements/sections of the festival.

I will be returning later today to respond to comments and messages. Thank you for your patience in the meantime, and as always, thank you for supporting the development of A Mage Reborn!

[Sneak Peek \(June 8\)](#)

[Jun 9, 2024](#)

Hi everyone! As promised, the double-feature sneak peek for this week! This will pick up where the go-with-Yu path left off the previous update, and provide a glimpse to the night portion of the Day of Arrival festival:

A Mage Reborn

by Adam Alamsyah

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The sky is fully dark by the time you step out again, the night air a cool kiss upon your skin. You had only ever witnessed nighttime in Thulrum out the confines of your own chamber, recovering as you were from the remnants of death still weighing down upon you then. With the Seat being perched upon Thulrum's highest hill, you had a clear view of large swathes of the city; Thulrum had seemed lively and radiant then, with the bustle of activity continuing well into the night. Light would flood out from homes and taverns, and even the streets were illuminated by innumerable street lamps—a novelty among Arvanian cities.

It was almost as if Thulrum were intent on declaring itself a beacon in the looming dark, a haven which would welcome the abandoned and lost.

But tonight the cityscape lies muted and dark, made visible from this distance only by the pale moonlight. And snaking through the darkened buildings, it is as if small rivulets of light are flowing through the city streets, their flow languid and deliberate.

It takes you a moment to recognize it as Thulrum's residents, all of them carrying small lanterns in front of them, a palpable buzz of laughter and excitement hovering around them all the while. These rivulets then feed into the city's main thoroughfare, culminating in hotspots of activity which must hold the festival's main attractions. And the area you recognize as the city center, right near where the Common House is, has become a veritable nexus of light from the sheer amount of people it contains. They gather and shift in irregular motions, and from this distance the sight seems almost kaleidoscopic.

"Beautiful, isn't it?"

You find Yusuha walking up the path beside you, smiling as he looks over the city. "I've been here for so many Days of Arrival now, but I never do grow tired of it."

- ☒ "It's a very pretty sight, I'll give you that."
- ☐ "Is there some kind of symbolic meaning to the whole affair?"
- ☐ "I can't wait to go down there and experience it for myself."

[Next](#)

"And you're viewing it from the best Seat in the house, as it were," Yusuha says, winking. "It's still beautiful up close, though. To be in the midst of near-total darkness, being guided only by each other's light...well. Perhaps it'd be best for you to see for yourself, hm?"

Yusuha hands you a lantern—box-like in shape, with metal bones and clear glass panes. A magicked fire burns within its confines, floating in midair and cast with a golden hue. You grip the handle and take the lantern from him, and you're surprised to find that it weighs practically nothing.

"That's standard-issue, by the by," Yusuha remarks. "Everyone gets one of those on their own Days of Arrival. And ti's light enough so that you can hold it the entire night without straining your arm."

You blink at that. It's clear that some kind of weight-manipulation spellwork has been engraved upon the lantern, to say nothing of the Everfire burning within its center. And yet you find no magic stones from which the lantern could draw power—meaning that both spells are likely being actively sustained by a mage as you speak.

- ☒ I ask Yusuha directly about the lantern's mechanism.
- ☐ I ask him if all of the lanterns are being sustained the same way.
- ☐ I say nothing of the matter.

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*.

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

[Jun 9, 2024](#)

Hi everyone, I hope you're having a great weekend!

Progress is coming along well for the next update, with 6k words written at the time of this writing! Most of this was actually done over the last couple of days, as the earlier parts of the week was spent

storyboarding and getting the art side of things going again. Thankfully, it seems to be going well on the whole, and so June will likely include the full suite of Patreon features that we had prior to the hiatus!

I'm very happy to hear as well that the rewrite has generally been quite well-received so far! I was aware and a bit worried that since it's such a change from the old, fast-paced demo, it may be quite jarring to have swathes of less intense scenes out the gate. But ultimately I think it's a design choice that I'm ready to stand by, and seeing the warm reception has definitely been validating!

I will be uploading a Sneak Peek directly after this devlog, and art rewards as always will come towards the end of the month, alongside the actual update.

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



Ariel

LUTHRAM

A revered persona within the ranks of the Exagis. Yields mastery over the use of Mana for the perception of surroundings, and holds exemplary knowledge over Magical Theory



[May 30, 2024](#)

Hi, everyone!

As promised in the return post, I'm uploading a couple of character art I commissioned for *A Murder of Gods* prior to the break. These artworks are for the character Ariel Luthram,

Here was the blurb that was uploaded for them on the post which introduced the *A Murder of Gods* characters:

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.

As always, special thanks to Fulminaire, who once again knocked it out of the park with the design!

Currently, the plan is to put AMoG content on hold as I maintain focus on working on AMR, but the possibility is quite high that I'll be commissioning more AMoG content as we proceed through the AMR rewrite!

[Demo ver 1.1 \(rewritten\) is now live!](#)

[May 30, 2024](#)

Hello, everyone! The update for this month has been completed. It contains 22.5k words of new content, and importantly introduces F and Yu for the first time in the new demo! While both of them make an appearance here, Yu is definitely the more central character in the update, as it explores a lot of their views and interactions with other Arcadians.

A big design philosophy in these rewrites is to place more focus on the human interest value of Thulrum, and in so doing take a 'show, not tell' approach to explaining the reasons as to why the Arcadians do what they do. I still plan on bringing back the Arcadian sky compound in future updates, but a lot of

these early chapters will definitely be a lot more grounded in the city of Thulrum proper, and explore--in a hopefully effective and sympathetic manner--the reasons behind the Arcadian faction's more drastic stances.

By my estimation, there will be a couple more of these updates before we start going back to old demo material, and the plan is to have F and Tahlia have their own moments in the limelight. I also want to use these updates to sort of pare back the action and allow for a more contemplative/exploratory mood, as the mage most definitely has a lot to sort out internally. (The old demo thrust them pretty much immediately into the next point of action, which in retrospect feels a bit wasteful of the premise's natural emotional heft!)

In any case, you can play the updated demo in the link below:

[Click here to play Demo ver 1.1!](#)

Please let me know if you encounter any errors, and I'll be sure to patch them as soon as possible.

Next month will be a return to form for AMR's Patreon as a whole, and all of our regular schedules--the Saturday Devlogs, the Sneak Peeks, and indeed, the monthly art--will be returning. To tide you over in the meantime, I have character art of Ariel Luthram (both the M and F versions!) that I'll put up soon after this post, which will be accessible to all tiers.

I hope you enjoy this update, and as always, thank you for supporting the development of *A Mage Reborn*!

[Demo ver 1.0 \(rewritten\) is now live!](#)

[Apr 30, 2024](#)

Hello, everyone! As promised, the first demo of the Book 2's rewritten version. Almost all of it is written from the ground up, so if you'd like to experience the content blind, feel free to skip to the end of this post for a link to the demo.

As mentioned previously, this demo contains roughly 30k words of content, and takes the story back to when the mage wakes up in Thulrum after having been resurrected by Tahlia. One of the primary goals of the rewrite is to have the beginning of Book 2 be deliberately slower in pace, given that a series of climactic events happened all the way to the end of Book 1. As such, the contents of this demo is designed to have a relatively laid-back and contemplative atmosphere, ending just shy of the first point of action in the rewrite.

As with the pre-rewrite version, this demo introduces the mage to Tahlia and gives a bit of insight to the priestess's overarching motivations. F and Yu, on the other hand, will appear in the next update, and this one instead focuses on the city of Thulrum proper and its various residents.

[Click here to play Demo ver 1.0!](#)

It's my first time getting things set up on dashingdon again after a long time, so please let me know if you encounter any errors, and I'll be sure to patch it as soon as possible.

I hope you enjoy this rewritten version of AMR, and as always, thank you for supporting the development of A Mage Reborn!

[On Restarting and Resuming Book 2](#)

[Apr 30, 2024](#)

Hello everyone, Parivir here.

It's been a very long time since I've been on Patreon or AMR's socials, and I deeply apologize for the prolonged absence. Rewriting AMR has turned out to be a much bigger creative challenge than I initially thought it would, and that's resulted in a lot of stutters in the game's development on my end, which I'll talk about as well in this update.

But before anything else, it seems prudent to be up front about AMR's future, and I'm happy (if sheepish) to say that I'm actively working on AMR full-time again. There have been a lot of changes made to the game's script, so much so that a majority of Book 2 will be rewritten from the ground up. But I'm a lot happier with the overall feel and direction of the story as it exists now, and I hope you will be as well.

To that end, I'll be releasing a free update a little after this post goes up, which consists of a full rewrite of the beginning of Book 2, amounting to over 30k words altogether. Of this, around 27k words are entirely new content, with the only things retained from the old demo being parts of Tahlia's introduction, as well as the dream sequence which allows you to reset your character's personality meters.

Henceforth, I'll be returning to a monthly update schedule, which will consist of rewrites for Book 2. Each update will consist of 20-25k words of new content; if anything has been carried over from the original demo, it will not be counted towards this wordcount goal.

All that being said, I'd like to apologize once more that the rewrite has taken so long, as well as for the overall lack of communication. My original vision for the rewrite mainly revolved around revising dialogues and MC's internal thoughts, so that the experience felt less consistently oppressive for those on the anti-Arcadia route. However, the more I worked on this, the more I found that the finished product fell short of what I wanted to deliver. Over the course of numerous rewrites, I realized that to achieve the overall direction I wanted, I would need to go beyond minor rewrites and actually build new scenes from the ground up to facilitate the change.

And so for the duration of my absence, I did a lot of trial and error with AMR, which wound up extending the rewriting period far beyond my initial expectation. This also came with a slew of creative blocks (it's difficult to let go of so much content and remain totally productive T_T). Furthermore, taking a break from Patreon meant that I had to pick up part-time jobs in order to support myself and pay for my tuition, which also cut into the time I could spend working on AMR.

In the end, I was able to put together an overarching plotline for Book 2 that I liked a lot better than the original demo. A lot of the major plot points will be retained - things like the Eli rescue and Blue Harvest arcs will definitely reappear in the revised version - but the framework and plot motivation surrounding them will be redone, such that even if your character isn't looking to align with Arcadia in that particular playthrough, there will still be reasons for them to participate in the plot beyond Tahlia just strong-arming them into things. I will talk more about the design philosophies adhered to in the rewrite in future devlogs, as it's a lot to cover all at once. But suffice to say, a lot has changed--in my opinion for the much better--and I'm excited to slowly unveil them as development progresses.

For a long time, I just couldn't be sure if I was going to be able to put out a version of AMR I'd be proud of in the near future, and the thought of conveying that uncertainty to everyone exacerbated the anxiety I felt about the rewriting project as a whole. As such, I wanted to wait until I could definitively come to a conclusion on AMR's future before laying it all out on the open. I'm really thankful for everyone who have been patient enough to see this project through to the other side, and I hope the final product will be something that will be worth the wait.

Over the course of the next few days, I'll be doing a lot of housekeeping for the Patreon, including things such as replying to your DMs and comments that have accumulated during the hiatus (I'm thankful that you still left them, even when the future of the project was uncertain. Thank you thank you thank you, and I'm sorry I wasn't able to respond to them until now). The next full update will come sometime in mid-May, at which point I will also resume Patreon charging. I also have a couple of A Murder of Gods artworks I commissioned prior to the hiatus, which will serve as the monthly rewards for May as I try to get the art side of things going once again.

Finally, I have had to manually pause Patreon billing every month for the past year, and on a couple of occasions I slightly missed the timing to pause, which meant that a few patrons were accidentally charged during the hiatus. Within the next few days, I will be messaging the relevant patrons to figure out a way to do a refund; in the off chance that I miss anyone, please don't hesitate to contact me via the Patreon message feature.

There were so many things I wanted to talk about that I'm sure I missed one or two, but I wanted to get this out sooner rather than later. As always, I have nothing but gratitude for your patience and understanding. And, for the first time in a long time, I thank you again for supporting the development of *A Mage Reborn*!

[Rewriting AMR Book 2](#)

[May 30, 2023](#)

Hi everyone! I hope you're staying safe and healthy.

I've been working a lot on the Arcadia cast scenes for the upcoming update, wrapping up their individual character arcs as we're headed to the Arcadian act (aka Book 2) finale. That process has forced me to confront the characters' personalities and arcs as a whole, and how their stories are presented throughout the entirety of Book 2. Unfortunately—and it's a difficult thing to admit—I'm mostly unhappy with how things have turned out thus far, and it's resulting in a pretty serious disillusionment with AMR as a whole.

As such, I've decided to take a pretty extreme measure and rewrite much of Book 2, especially surrounding the dialogues of Tahlia, F, and Yu (in that order of magnitude). I began the process near the start of the month, but was hesitant to announce it as I did not yet know if I would end up going through with it. But the more I worked on it, the more I've become certain that this measure is a necessary one.

It will be a difficult, time-consuming process, but I believe that rectifying it here will make the rest of the series easier to write (for me) and easier to read (for a lot of you!). Longpost ahead regarding the details of this process (what will be changed, background of my decisions, etc.) but I've tried to summarize the important takeaways as such:

- **AMR Book 2 is currently undergoing a major rewrite**, with a focus on scenes involving Tahlia, F, and Yu.
- **Patreon charging will be paused** until the first pass of the rewrite is complete, and another full update is posted on top of that. Based on my current rate of progress, **I expect that it will be around 2-3 months from when this post goes up**.
- Over the course of these 2-3 months, I will not be uploading any updates which progress the story (my sincerest apologies!). To hopefully help tide things over, I'll be posting commissioned AMR artworks when I can.
- On the nature of the rewrite itself: **the main objective is to make the Arcadian cast less overtly evil**, while still retaining much of the underlying motivations that makes them tick. The general plot

of Book 2 will not change from its current state. However, the presentation of the Arcadian side will hopefully make it easier to side with them, even if one isn't particularly driven by the desire for vengeance. More on this in the longpost below.

- The rewrites will largely consist of dialogue edits, though numerous scenes throughout the book will need to be completely demolished and built from the ground up. Scenes with the highest priority include the scene where Tahlia foils the mage and Eli's escape, as well as Tahlia's day-off scene near the start of Book 2.
- I expect that it will take several passes before the edit is fully implemented and polished, with feedback from playtesting being put into consideration. The second and subsequent passes will be accomplished concurrently with future updates.

When I had begun ideating and writing AMR as a project, I had a very strong desire to create a tyrannical, unapologetic villain, as I myself felt strongly drawn to these characters in the media I consume. I appreciated it when antagonists were cut and dry (Kafka of *Final Fantasy VI* is perhaps one of my favorite characters of all time), and I've often found myself fascinated by media that allows you to play the villain (my playtime on the Pokemon rom hack Pokemon Rocket Edition, where you play as a member of the antagonist group, likely exceeds my playtime on Pokemon Fire Red, the original game it is built on). It is these preferences that largely inform Arcadia as a concept, though I've tried to build it upon more nuanced motivations than its inspirations. For those out there who shared the same inclinations as me, I'd hoped to create for them a clearly antagonistic group—though perhaps one with noble goals—and grant them the option to join in on their escapades.

The keyword here being *option*.

Enter Book 2, a mammoth which had initially been a 30-50k-word segment at the tail end of Book 1 and has since ballooned completely beyond expectations. A segment in which the *choice* to side with Arcadia is taken away from you, and you are forced to endure the (arguably morally gray) villainy Arcadia performs on the regular, and endure the cast's disapproval and oppression should you offer resistance. I tried to grant room for players to voice their disapproval and air their grievances, but in the end, the train is quite firmly glued onto the tracks, and even characters like Eli will begin to admonish you for straying from the path.

I had long justified this as being what makes sense for the world, for the cast, and for the story I want to tell. But ultimately, Book 2 being an absolute slog to trod through for a significant portion of the player base has never been something I wanted when I set out writing this project. For obvious reasons, it damages the playing experience of many players. And pertinently for me as a writer, it backs me into a corner where I have to choose between narrative consistency and game design: do I have the characters stay true to their personality, necessitating for even more unpleasant experiences before Book 2 ends? All this right after the Book 1 cast got a huge, largely positive airtime in the recent interlude?

After much deliberation, I've decided in the negative. Rather than compromise on either of these aspects, I'd much prefer the laborious process of rewriting Book 2's central characters altogether.

That being said, I still believe in the bones of AMR, and the necessity of the plot unfolding as it currently does. The current plot points—and admittedly, the railroading that comes with it—are integral to the story as a whole. But I would like for this process to be less torturous for those not already inclined to side with Arcadia, and perhaps even entice them into trying the Arcadian route out on their subsequent playthroughs.

It will be a tricky balancing act. In the ideal end product, these are the changes that I'd like to bring about to the Arcadian cast:

- Instead of being an unapologetic, domineering tyrant, I'd like to nuance her as a character that is both powerful and vulnerable. Much about her will remain the same: she will be embittered by the harshness of her experiences, fostering a cynical worldview and general inability to trust the *ercei*. However, Tahlia nurses both a great grief and a desperate wish, and both of these will be brought much closer to the surface vs. her current portrayal, where these things are buried deep under a veneer of calm, calculated confidence. She will still be prone to bursts of anger, but these will be informed more strongly by frustration and pain, rather than the desire for control and oppression that she so strongly exhibits in the current version.
- This will also strongly modify the presentation of her interactions with the mage. While she will still require that the mage perform to the benefit of Arcadia, and those who refuse to do so will still be met with force, the way she approaches these segments will be colored with more resignation and even guilt, as opposed to the current default of absolute callousness.
- The current Tahlia keeps her cards close to her chest and reveals little until she absolutely has to (which basically has yet to happen in the current demo). This makes anyone who would sympathize with her background and story unable to do so until the end of Book 2/start of Book 3. In the planned edits, she will be more willing to slip more of her story and motivations through the cracks, hopefully offering some explanation as to the drastic nature of her actions.
- The changes that will be made to F are more superficial, having much to do with how much of their true thoughts they let rise to the surface. They will still hold a great amount of initial dislike for the mage and generally disapprove of their choices in Book 1. However, much of this will be kept to themselves. They will be icy and grumpy at the beginning of Book 2, contrary to their current overt antagonism and propensity for low-hanging insults. They will also put forth more significant effort in trying to understand the mage's point of view, and more willing to reassess their long-held beliefs surrounding the unsalvageable nature of the *ercei*.
- Yu will undergo the most minor changes in this edit. Most of what will be changed has to do with their motivations for being so staunchly in Arcadia's corner. Currently, they are driven purely by belief that Arcadia's cause is a just, necessary evil. In the edited version, their decisions will also be informed by sympathy for Tahlia (and F, to a certain extent). Little else about the character will change; they will still be the playful, flirtatious, and occasionally honorable rogue you've known them to be.

I apologize once again for the delays in Book 2's progress. I hope that the rewritten version of Book 2 will be worth your generous patience, and that it will streamline your experience with the series as a whole.

That about wraps it up for this announcement. As always, thank you for supporting the development of *A Mage Reborn*.

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

[Apr 22, 2023](#)

Hi everyone! Hope you're staying safe and heealthy, and a blessed Eid to everyone celebrating!

Progress on the update has sadly hit a bit of a wall this week, due to a combination of (a mild case of) writer's block and the general busy period surrounding Ramadan/Eid. On paper, I've managed to eke out another 7k words this week, but I'm quite unhappy with how the end result reads. It's highly likely that I'll need to take a couple more stabs at most of the work I've done on this update so far, which means that there will be a delay in the update. My apologies, and I hope for your understanding!

As alluded to in previous devlogs, what this means is that this Patreon will skip charging for the upcoming billing cycle (the pause is already in effect at the time of this writing). The work that's already been done this month will roll over into the May update, resulting in a larger update of ~35k words. In the end, I do think this is for the best, even without considering the need for rewrites. As a lot of the upcoming update deals in rather specific content (Yu-F polyamory, mutually exclusive scenes, etc.), a 25k-word update may well feel underwhelming given that much of the content won't be available depending on the chosen routes. Hopefully, the increased update size will help remedy that.

My apologies once again for the inconvenience! I'll keep chipping away at the update in the meantime, and hopefully the end result will be worth the wait.

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

[Sneak Peek \(April 15\)](#)

[Apr 16, 2023](#)

Hi everyone! As promised, the double-feature sneak peek for this week! First, a peek at Arcadia's newly-established schoolhouse, where the mage will serve as an occasional instructor:

A Mage Reborn

by Adam Alamsyah

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It is immediately obvious that the space designated to be Arcadia's school hadn't been built for its current purpose. In lieu of an indoor space sporting a few desks and an instruction board up front—the typical appointments of Salantir and Parami classrooms—it is instead shaped like an outdoor amphitheater, with a large depression at the center surrounded by elevated rows of flat stone, each of them carefully carved to form individual seats. Though the space is relatively modest in size, it would still be able to seat upwards of fifty individuals. Which only makes the current setting—in which you, a solitary instructor, are made to face a class of ten students—rather awkward.

You clear your throat from your perch at the center depression, eliciting a pair of startled yelps from the seated students. They are all ten of them bunched up on one side of the structure, picking at their fingernails and stealing glances at one another. Their initial terror has now become a thing of the past, once they've gotten acquainted with the Arcadian grounds and its many amenities. But in the end, these are still unfamiliar grounds run by even more unfamiliar people, and for all that you've purported a duty to guide and protect them, their doubts surrounding your sincerity are only natural.

(Tahlia, you note, has never made an attempt to show herself to the children, instead preferring to manage them through Specter and Yurui. Given the terror she regularly strikes in full-grown adults with nothing but commitment to her cause, you can't help but to think it had been a wise decision.)

Ten pairs of eyes continue to observe you, the stranger that has taken their regular instructor's place. Myst's outgoing disposition and familiarity with bookkeeping made her an ideal candidate to instruct them in arithmetics; when it comes to the magical arts, however, her knowledge is limited to only the most practical of applications. And so it was that you had been summoned here in her stead, so that the students may learn from your extensive expertise on the magical and arcane arts.

The question is, how shall you approach your new duty?

- ☒ With a friendly, easygoing air. These children are stressed enough as is.
- ☐ With a strict, serious disposition. Magic is fickle, dangerous; they must treat it as such.
- ☐ With a curt, businesslike demeanor. It strikes a balance that seems ideal for instruction.

Next

They've been stolen away from the only life they've ever known, before being unceremoniously thrust into a world of veiled secrets and ancient magic. It would be a lot to adjust to for anyone, let alone children who have only ever lived in fear and worry. There is no need to add to their burdens; especially not when they'll likely approach magic with more apprehension than is typically required.

You affect your friendliest, most disarming smile, leaning almost sloppily over the pedestal before you. One of the children, a boy with blond hair seated farthest away from you, lets out a high, pathetic whine.

Drat. Perhaps that had been too far a departure from your personality? You don't exactly have the most experience smiling naturally.

"Welcome, everyone. I'll be serving as one of your *raegers* for the Fundamentals of Magic Class. You can call me..."

☐ Raeger Judge.

☒ Raeger Cethann.

Next

In the front row, Kaia crosses her arms and regards you with a questioning look. "Like the Hero of Sienan?"

You manage a small, innocent smile. "Yes. Exactly like them."

"Must be more common a name than I thought," she says. "But *raeger*, I thought we weren't supposed to learn anything about magic until much later. That's what Sir Specter told us, anyway, so why...?"

"It'll still be like that, for the most part," you say. "But magic is still a very useful skill to learn, even if you don't stay with Arcadia. Or rather, especially if you don't stay with Arcadia. Skilled mages will be welcomed wherever they go in Arvanand, after all."

Kaia grunts at that, clearly dissatisfied. Beside her, a younger girl grabs at her arm with shaking hands, as if to hold her back. You don't miss the way she warily eyes you all the while. "And this has to happen now? Not a week has passed since we—"

"Kaia..." the girl besides her whispers, tugging firmly at her sleeve. "Let's just do as they says for now." She turns her attention to you, then, and dips her head lightly in apology. "I'm sorry about Kaia, *raeger*. She's always been a bit headstrong."

"She isn't saying anything wrong," you say, holding your hands up atop the pedestal. "It's my fault for not explaining properly. This class—and all future Fundamentals of Magic sessions for the year—will be completely optional. You may leave this class immediately, if that's your wish," you say.

Kaia registers your words with some surprise. "Do you truly mean that?"

You nod in response, before going on to explain. "Furthermore, this class will only be held twice a month, since we'll only be going over the theoretical framework of the lower circles, and—ah." You catch yourself and clear your throat, feeling sheepish under the weight of the students' stares. Confusion, and the early signs of academic panic—the bread and butter for an up-and-coming mage. "That is to say, this class will only cover the very basics. Enough so that you'll be able to make an informed decision on whether you'll pursue magic, and not more than that."

To your surprise, the boy seated behind Kaia visibly deflates. "So we're not going to cast any spells?"

"That's correct," you confirm, smiling. "Alfon behind you has a bit of experience with magic, but he's been firmly instructed not to share his knowledge with anyone. Please don't attempt to fish it out of him—his Raeger Yurui will be very upset with you." Several pairs of eyes turn to regard Alfon; beside him, Jania wraps an arm around his shoulders and pulls him close into a protective hug. "Naturally, the same goes for his sister Jania," you add with a smile.

"So that's that, then?" Kaia asks, still making no attempt to hide her wariness. "We can leave now?"

You shrug. "Sure. This provision is agreed upon by all of your *raegers* as well as the *ashai*, so I can't stop you even if I want to," you explain. "If you'd like to go, now would be the time."

Kaia purses her lips, considering. "...I suppose I'll stay for now," she says, lowering her gaze. "But we can still leave whenever we want to?"

"You have my word," you say. "Now then, shall we begin with the class?"

And secondly, one of the possible variants of the Yu-F polyamory kickoff.

A Mage Reborn

by Adam Alamsyah

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Startled, you extract yourself from Yurui's arms and turn to face the doorway. You find there a familiar man with curly white hair, his jaw hanging slightly open as he drinks the sight in. Instinctively, you smooth out the disheveled fabric of your shirt, where eYurui's grip had bunched it up earlier. The only thing that accomplishes, you belatedly realize, is draw more of Falco's attention to it than it already had.

It seems almost an eternity before Falco shakes himself out of the stupor, forcefully closing his mouth which had hung agape. "S-Sorry," he stammers, taking a hesitant step back outside. "I...should have knocked."

"We weren't doing anything that needed hiding, though?" Yurui says, drawing herself up beside you. Her voice is as calm as ever, but the tips of her ears very nearly matches her hair—the only sign that gives away her true emotion. That is, *mortification*. "Is there something we can help you with, Falco?"

The spiritist shrinks back at the offer, his feet meeting the ground in staggered, unsteady steps. "I—that is—it's nothing that couldn't wait."

- ☐ "Well, we're pretty much done here. Why don't you come inside?"
- ☒ "If there's nothing else, then..."
- ☐ "Then we'll come find you soon, Falco."

[Next](#)

"Ah yes, I—I should leave you be," he says in response, before turning awkwardly on the balls of his feet. "Then, find me in the Carnal—that is, the CARDINAL Building when you're done."

Yurui lets out a mortified whine, one hand instinctively covering her face. "Isha-on-high, Falco. *Please leave.*"

Falco nods enthusiastically at the request. "T-then," he stutters one last time, before quickly leaping away and out of sight.

"Well, that certainly killed the mood," Yurui sighs, pinching at the bridge of her nose. "I suppose we'll have to pick up where we left off another time."

- ☒ "I never thought that you of all people would be so easily flustered."
- ☐ "And who's to say that you'll get another chance?"
- ☐ "Agreed. I'll need three to five days to expel this memory from my brain."

Next

"I talk a big game, but I'm a fragile maiden deep inside, you know? A true white lotus," she says. "Why, I don't know how I'll be able to face Falco from now on."

You narrow your eyes at that. "I'm sure you'll figure something out."

"Your faith in me is truly touching," Yurui deadpans. "Though I must say, Falco's taking this a lot better than I thought he would..."

- ☒ "What do you mean by that?"
- ☐ "I think the same. I've always thought his reaction would be...stronger."
- ☐ "Don't you think you've underestimated him too much?"

And that about wraps it up for this week's sneak peeks! I hope you enjoyed them, and as always, thank you for supporting the development of A Mage Reborn!

[Saturday Devlog \(April 15\)](#).

[Apr 16, 2023](#)

Hello everyone! Happy Saturday once more, hope you're all staying safe and healthy!

Progress has been a bit of a mixed bag this week, with some elements that I'm really excited about and some that has unfortunately fallen short. On the former, I've finally found a way to integrate the Yu-F polyamory route into Book 2 in a way that I'm happy with! My initial instincts had been to go full angsty love triangle before we get to the fun part, and I've tried for five-ish updates now to hammer that into various sections of the book (to no avail). But this time around I've tried going for a more lighthearted route, and I'm actually quite satisfied with how it turns out! I've only currently completed one of the four possible variants of the polyamory kickoff, and it'll be a bit of a challenge to keep the feel of it the same across all variations, but for the first time I'm actually hopeful that the polyamory trigger I've written is here to stay!

Less happily, however, balancing writing with finals season and the Ramadan fast has indeed proven to be quite challenging, even though I've had a lot of Eureka moments this month as compared to past ones. I'm currently hovering around the 10k mark, which is significantly behind what I typically achieve by mid-month. I'm hoping that I'll be able to burst down the remainder of this update close to the end of the month, when finals will be finished and fasting season will be over (though there will be Eid around that time, which is also typically a very busy period T_T).

As mentioned last time, in the event that we don't meet our wordcount goals this month, this month's update will be rolled into May's, to the tune of a 35k words+ update. At this point I'm still uncertain whether that will be necessary, but I thought I'd be upfront about the possibility. I hope for your understanding!

I will be posting the promised double-feature sneak peek as soon as this devlog goes up, featuring (1) a day-off scene showcasing the schoolhouse alluded to in the past update, and (2) one of the possible variants of the Yu-F polyamory kickoff. 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*!

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

[Apr 8, 2023](#)

Hi everyone, and happy saturday once again! I hope you're staying safe and healthy.

Progress is chugging along somewhat slowly these days, as in the first third of April the bulk of my efforts have been spent on storyboarding this final arc's finer details. There's a lot I initially planned to accomplish in the 'day-off' segment before the arc launches in proper, but now that I've finally laid them out, I think it's likely that stuffing them all in will make the plot feel like it's dragging its feet. Usually when I face this conundrum I resort to a vastly branching segment, only a portion of which can be seen on any given playthrough (think the Calinger arc back in Book 1!), but there's quite a bit of plot-important expositions sewn into the scenes--enough so that it'll be very difficult to track which specific pieces of information the players have seen. This makes it so that a huge amount of variability has to be introduced to a lot of the scenes later down the line, which is effort I'd rather spend on other, more rewarding content.

That being said, I do currently have a storyboard I'm relatively satisfied with, which I hope will achieve something of a happy medium between the two. It's very likely that I'll have to revisit this segment again prior to Book 2's release, as there are some segments within that demands fine-tuning. I'll do my best to still make it engaging in the meantime!

In terms of actual writing, I've gotten a couple of scenes done here and there, focusing largely on the scenes that I'm certain will make the cut even if the storyboard were to change again. The side effect of not working chronologically (as I usually do), however, is that what I've written omits a lot of the context necessary for the scene to make sense. As such, I think it would be best to postpone the sneak peek this week in favor of a double feature next week.

In terms of art, commissions have already gone out to the respective artists. It's early days yet and things may still change, but if all goes well, we should have our regular set of monthly features (idolverse versions of the Arcadia squad), a tarot card art feature, as well as artwork of the next character from *A Murder of Gods*, namely F!Ariel, the perpetually exhausted loremaster. I hope you'll look forward to it!

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



Mori

Heir of the renowned clan dwelling
in the deadlands consisting mainly
of powerful spellcasters. Yields
mastery over the blessings of Erathel.



[Mar 31, 2023](#)

Included in this collage are:

[1] Full Artwork with character blurb

[2] Full-Body art on a blank background

Unlike their predecessor Satria, Mori's design process went very smoothly, as Fulminaire knocked it out of the park from the very first attempt!

Mori is a spellcaster hailing from the Jieshuang Deadlands, who has spent their entire life on a one-person struggle against the Deadlands' swarm of dark creatures. As you might imagine, they are both powerful and self-sufficient, capable of sustaining themselves in a land where no other person would walk. Given their regular use of an art long since lost to history, however, it would appear that there is more to Mori than first meets the eye...

[\[AMoG\] Preview: Mori](#)

[Mar 31, 2023](#)

Hi, everyone!

The second of the AMoG characters have been successfully commissioned. As per the results of the last poll (and deprioritizing characters of the same gender with Satria, who had been commissioned for the first preview), this time it's Mori's turn to get a portrait! Here was the blurb I uploaded on them ahead of the poll:

Mori is the 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 the aid of neighboring nations. The few operatives to have made contact with the reclusive figure have described them to be fickle and enigmatic, though strangely prolific in rescuing 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.

And here they are now in the flesh, as rendered by Fulminaire!



Mori will make their appearance relatively late in the book, but will rapidly become one of the plot's main drivers. It's still a long time before I'll finally be able to write them, but in the meantime I hope you enjoyed their portrait!

I'll be uploading Mori's full-body art for the Arcanist+ tiers right after this. Thank you as always for supporting the development of *A Mage Reborn* and *A Murder of Gods*!



[AMoG] Art: [Lehya, Thundering Might](#)

[Mar 31, 2023](#)

As promised, a full artwork of Lehya, the latest of AMoG's Scions to be commissioned!

Lehya is one of the patron Scions of the land of Aksara, which will be the first nation AMoG's protagonist finds themselves in (the Param of AMoG, if you will). Her influence has heavily contributed to the land's chaotic biome, making significant swathes of it impossible to settle, as nature there has become extremely hostile to human presence. At the same time, however, her blessings have helped shape Aksara into one of the continent's premier military powers.

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/>!

[\[AMoG\] Preview: Lehya, Thundering Might](#)

[Mar 31, 2023](#)

Hi, everyone! I'm back with then third sneak peek of AMoG's series of Scions, this time featuring Lehya, otherwise known as the Thundering Might. As a deity, she presides over destruction and wrath. Those who have acquired her blessing will be able to wield some of the most brutally powerful abilities that exist in AMoG's world, while at the same time becoming prone to anger and violent outbursts, sometimes culminating in a slow descent into madness. A tricky deity to pledge one's devotion to, but many find the sheer strength of her blessings well worth the risk.

Here is a showcase of her design, courtesy of the wonderfully talented Fulminaire!



Lehya will be the first of the Scions to be featured in the book in a major way. I'd like to keep the specifics of her story involvement rather vague right now, as she appears very early on and becomes the main driver of the early-game plot.

And here is an excerpt of the brief I gave Fulminaire:

The Goddess of Destruction is considered one of the strongest gods in the Circle of Scions, with her blessings being greatly coveted by warriors across Asphodel. The goddess herself, however, is generally seen as an aggressive and irate figure. History spoke of times when she ravaged the land on a whim, and regularly destroyed her own temples, killing swathes of her acolytes in cold blood. It is said that her now-gentler temperament is the result of the other gods' threats and interventions, though one must wonder if her old self is quietly simmering underneath, waiting for the day when she may break free of her divine yoke.

I'll be posting Lehya's full artwork very soon as well, available for tiers Arcanist and up! I hope you enjoyed this sneak peek, and I'll be back very soon for a sneak peek of Mori, the second of AMoG's love interests to have their portraits revealed!

[Monthly Feature \(March\)](#)

[Mar 31, 2023](#)

Hi everyone! As promised, the monthly features!

The concept this time around is an idol alternate universe! I've been listening to a lot of K-Pop and J-Pop while writing lately, and thought it would be fun to imagine what the cast of AMR might look like if their world had a bit less of swordplay and sorcery, and a bit more of song and dance! The monthly feature artist, Yesa, obliged me on the idea, and here's what we came up with:







And some fun little tidbits about them:



ILYA

— vocalist

- got a nuclear plant-level set of pipes
- dances serviceably well, will not touch rapping with a ten-foot pole
- has an illustrious career of singing treacly drama OSTs
- secretly hates the side gig, because she's an upbeat pop song enthusiast
- that being said. the money's nice



SAINE

— dancer/vocalist

- precise dance moves and smooth vocals
- the group's leader + youngest member
- spends all his waking hours in the practice room
- is not a half bad rapper actually
- but also has the grace to leave some room for the rest of the group



LEON

— rapper/dancer

- a sunshine, but is regularly typecasted into mature songs/concepts
- can't hold a note to save his life
- designated variety show punching bag
- a slacker at heart, but talented enough that he can get by without a lot of practice
- likes to buy his members cute & useless knick-knacks (they generally humor him)

The Arcadia squad version of this AU will be commissioned for April's monthly features!

And that about wraps it up for the monthly features. I hope you enjoyed it, and as always, thank you for supporting the development of *A Mage Reborn*!

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

[Mar 31, 2023](#)

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

Demo ver 3.0 has now been uploaded to dashingdon! It clocks in at 24.5k words. Broadly speaking, there are three main pieces of content featured in this update: completion of the *ercei* paths of the latest fight scene, denouement of the Kantena arc, and the beginning of AMR's next arc. The final one for Book 2, in fact (though it will likely be gigantic, quite possibly the biggest arc up to this point in the series).

[Mild spoilers for this update ahead] The update ends with a relatively lengthy POV switch scene, which showcases a bit of what Nightsaber operations look like without arcanists on the scene. I've been trying to learn a lot about suspenseful/thriller writing in the past few months, and this segment is my first real stab at putting it into practice. It will likely see edits in future editions of the demo, but for now I'm quite happy with how it turned out!

After this post goes up, I'll be working on getting the monthly features and AMoG sneak peeks uploaded. Please expect them within the next hour or so!

As alluded to in the last update, there's a bit of doubt surrounding whether or not I'll be able to post an update by the end of April, as the Ramadan fast does cut into my productivity a fair bit. In the event that I fail to hit the usual ~25k word mark, the update will be rolled over into the May edition, hopefully pushing it into the 30k-35k word realm. Still, I'll do my best so that the demo can be updated both months!

[Click here to play Demo ver 3.0!](#)

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

[Sneak Peek \(March 26\)](#)

[Mar 27, 2023](#)

Hi everyone! As promised, the double-feature sneak peek for this week.

First, the opening scene of the next update, just after the Imperials fled:

A Mage Reborn

by Adam Alamsyah

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The quiet is short-lived, punctuated by a chorus of clattering iron as the Children of Osiello drop their daggers. They sink onto the floor in a dazed stupor, eyes hazy as they remain fixed onto the ground. It wrenches your heart to see them in such a state, though there is a silver lining in the fact that they'll likely remember little of this ordeal, if at all.

Predictably, Eli immediately crosses the room in great strides, blade discarded so that she may wield her arcana with both hands. She kneels by the children to check on their vitals and general condition, and the iron grip of dread on your heart begins to loosen as the tension leaves her features. Across the room, Yusuha and Flyss both let out a pair of long-held breaths, with the latter all but collapsing to the floor into a shaking, shivering mess.

- ☒ I go to comfort her.
- ☐ Flyss can take care of herself.
- ☐ I hope she feels genuine regret for what's happened here.

[Next](#)

Slowly and carefully, you cross the length of the room to kneel by the spiritist's side, mumbled words of comfort falling from your lips. They seem to reflect off of the younger mage like stones over a pond, neither heard nor registered. The drastic change catches you off-guard; she had appeared so stalwart and put-together just moments ago. Terrified, certainly, but seemingly in full control of her own faculties. A far cry from the near-catatonic woman across whose shoulders your arm is carefully slung.

"I've not seen her like this in a long time," Yusuha remarks softly, having knelt down beside you. He speaks in a hushed whisper, clearly not meaning for Flyss to hear. "Not since...well, never mind. The important thing is that we stay by her side."

You nod, uncertain. "And you're sure that—that'll be enough?"

Yusuha gives you a thin smile. "She's a lot stronger than you give her credit for, Widow."

"Alright," you reply simply, gently rubbing the side of Flyss's arm. "It'll be alright, Flyss."

The next few minutes passed by in a calm, but eventful procession. Yusuha leaves your side before long, muttering under his breath that the duke must be dealt with, and you let him go. He slinks past the door from which the Children of Osiello had emerged, and when you catch sight of his furious dark eyes, you find that you almost feel sorry for the duke.

With the priest whisked away by Laila, the golem outside the hall had begun to lose their animation, and soon Nightsaber agents began to filter into the room: breathless and spent, but complete in number. It's a small wonder that they had survived a golemist's assault without any casualties, though you suppose Yusuha, Flyss, and Eli had absorbed the bulk of the initial impact.

Mirage and Specter's squad, you note, is missing from their numbers. They must have detected Laila's exit, and are now giving chase to them. You can only hope that they succeed in their effort.

With Yusuha gone and Flyss out of commission, Merchant steps up and takes over leadership. He sends the bulk of the agents in after Yusuha, making sure the wind mage will not be overwhelmed, should further problems arise. The alchemists he sends to Eli's side, where their slew of potions and dry ingredients are used to aid in the children's recovery. Some others he sends after Mirage and Specter, in case the Imperials spot them and decide to fight back. He steers clear of you and Flyss, averting his gaze politely as his commander begins to come down from his panic.

And second, a scene following a small timeskip, examining the Arcadian aftermath of the assault on Duke de Kantena:

At the height of its power, the Lyrae Pavilion had been a compound of great renown, for both its form and function. Its hallowed halls were sculpted from black marble and decadent gold reliefs, a privilege normally afforded only to the highest of Salantira houses. It sported a perfectly manicured lawn of violet grass, cut through by a smooth obsidian walkway, far too narrow for a carriage to pass through. If one were to have business with the Lyrae Pavilion's master, than they must deign to enter his pavilion on foot. Even if the guest had been the Grand Duke himself.

Said master had been the Archangel, who had commanded from these halls Arcadia's legion of informants, which served him like the tendrils of a mighty kraken. Even as he openly bartered the secrets of Arvanand's most powerful houses, none had dared taken a stand against him, for Grand Duke Jeunaris himself is honorbound to defend the broker's rights—an inherited responsibility from the Grand Duke he deposed. And so it was that the Lyrae Pavilion had become an icon of the Salantira City skyline, its grand central spire second only to that of Salantira Keep. The message it sent had been clear: for all that the Archangel is a common man of untraceable birth, even the highest of nobles must take care not to cross him.

Considering the vaulted status it had retained for so long, the state of the Pavilion as it stands now is a sorry one to behold.

You eye the wide, high-ceilinged chamber of the reception room appraisingly, wondering at how quickly the once-palatial grounds had fallen to disrepair. The once-perfect grounds had been torched, rare violet grass now but ashes littering the earth. The once-spotless walls had caved in in many places, ripped fineries dangling over shards of black marble jutting out from the surface. In the farthest annex of the compound, the treasury lies barren, its coffers having been picked clean by the Grand Duke's inquests.

Perhaps rightfully, the man had long schemed for a chance to dismantle the Lyrae Pavilion, a giant in the Salantir powerscape which could easily destabilize his fledgling rule. And when word reached his ears that the Archangel had been implicated in the abduction of the Duke de Kantena, he wasted no time in pouncing for his prize.

- ☐ And I'm glad for it. That's one less tool in Arcadia's arsenal.
- ☐ I worry for the safety of future operations, now that we've been partially blinded.
- ☒ I only care that the Children of Osiello are safe.
- ☐ Arcadia still has many things in its favor. This is but a small setback.

Next

After their dramatic rescue from the clutches of Duke de Kantena, the Children of Osiello were brought to Arcadia proper, where they are allotted a long period of recovery under Tahlia's direct supervision. The *ashai* is a talented healer, and should therefore afford the children the level of care they deserve. Thinking of the plans she may have for them after that leaves a foul taste in your mouth, despite her repeated assurances that they shall be allowed total freedom to choose their own path.

(You're under no illusion that Tahlia won't stack the deck—likely disingenuously—in Arcadia's favor. And yet at the same time, with mysterious Imperials running about and the Duke's faction yet to be fully dismantled, it is hard to identify a better alternative for them.)

A faint procession of footsteps echo from the walkway outside, and you shrink deeper into your hiding place, senses alert. Mana thrums in your veins, a liquid tempest, spiking underneath your skin as the grand brass door of the Lyrae Pavilion is gently swung open. Between the leaves stand a thin, unassuming man with reedy brown hair, too-large spectacles resting on the bridge of his nose. He shuffles forward with an awkward gait, gently closing the door behind him, before turning his gaze to the room before him.

A faint procession of footsteps echo from the walkway outside, and you shrink deeper into your hiding place, senses alert. Mana thrums in your veins, a liquid tempest, spiking underneath your skin as the grand brass door of the Lyrae Pavilion is gently swung open. Between the leaves stand a thin, unassuming man with reedy brown hair, too-large spectacles resting on the bridge of his nose. He shuffles forward with an awkward gait, gently closing the door behind him, before turning his gaze to the room before him.

You watch him carefully from your perch behind a suit of armor, breath held in anticipation as he kneels and places his hands on the ground. Scarlet mana runs down the length of his arms and touches on the ruined carpet, which burst into small, irradant flames. A puff of smoke rises from the embers, magically forming a sigil as they rise: that of a two-pronged staff, surrounded by a ring of harsh-edged flames.

The Sigil of the Fifth.

It is all the confirmation you need to strike.

- ☒ I retain Oiral's invisibility illusion, and quietly move to strike him from behind.
- ☐ I use a Glyph of Invisibility to achieve the same feat.
- ☐ I'll use an Earthsworn: Cannon to take him out quickly.
- ☐ With the element of surprise on my side, a simple missile spell will do fine.

Next

And that about wraps it up for this week's sneak peek! I hope you'll look forward to the full update, and as always, thank you for supporting the development of *A Mage Reborn*!

[\(Not\) Saturday Devlog \(March 26\)](#)

[Mar 27, 2023](#)

Hello everyone! Happy weekend, and Ramadan Mubarak to everyone celebrating!

My apologies that the weekly devlog is late; the first days of Ramadan ended up being more demanding (in both time and energy) than I had initially expected TT The first Tarawih (big prayer) of the month took

nearly five hours to complete, and it left me in a catatonic state the following day. Not a lot of fun...

The good news is that the update is for the most part finished. I will be taking a break for a couple of days before going in for final edits, and then I should be able to get the update up on schedule!

On the art side of things, Fulminaire is working on the finishing touches of the first A Murder of Gods preview artwork, this one featuring Lehya, a goddess on the same pantheon as Vasaria and Erathel (I'll be uploading this tomorrow!). There will also be a second one posted this month, featuring Mori, the mysterious spellcaster who resides in the Jieshuang Deadlands. Monthly features progress similarly apace, with Yesa currently working on coloring. I'll be back to post them on the day of the update!

As promised, there will be a double feature of sneak peeks this week: the first featuring the opening scene of the next update, after the Imperials have departed, and the second taking place after a small timeskip, examining the Arcadian aftermath of the assault on Duke de Kantena's castle.

As for next month - I'll be working on the update as usual, but in the interest of full disclosure, there is a moderate chance that I won't be able to hit the usual target of 25k on account of Ramadan (I'm generally not very productive during the fast, haha). I'd still like to attempt it all the same, and if it's the case that I'm unable to meet the target, I will roll April's update into May's & suspend Patreon charging for April. Basically how we've always handled these things thus far!

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

[Saturday Devlog \(March 18\)](#)

[Mar 18, 2023](#)

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

A decent round of progress has been made this week, with the bulk of it involving editing the already-written pieces of the combat scene. As alluded to in the last devlog, I've had to shuffle around a couple of the spells to allow for suitably impressive feats to be achieved given the 'lost' nature of the Arcadian spells. There are still a bit of kinks to iron out, but I'm generally happy with how things have been shaping up! I've also made good headway on the denouement of the Kantena arc, and we're currently sitting just under 18k words overall. We should be good to achieve 25k by end-of-month!

That being said, because the vast majority the work that's been done so far revolves around completing the ercei side of the combat scene, I think posting a Sneak Peek showcasing it will be redundant, given

what was shown last week. I'd like to conserve this week's sneak peek for a double feature next week, when I can showcase more of the plot advancement stuff, and quite possibly a bit beyond what the update itself will cover. I hope you'll stay tuned!

On the art side of things, both the *A Murder of Gods* sneak peek + art features as well as the monthly features are currently well under way. We've hit a bit of a snag on the AMoG side of things with an initial concept that didn't quite suit the brief, but we should still be able to get two completed this month. Fulminaire, the artist, has posted the original design up on his Facebook page, and you can find that post [here](#). I encourage you to give it a look, as it remains a beautiful piece of art!

And that about wraps it up for this week's devlog. I'll return next week for the promised double feature, and likely with one of Fulminaire's artworks in tow. As always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(March 11\)](#).

[Mar 11, 2023](#)

Hi everyone! As promised, the sneak peek for this week, featuring one of the *ercei* combat spells alluded to in the last update!

A Mage Reborn

by Adam Alamsyah

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Of the many powerful specters you can summon through Xenoglossia—a branch of spiritism thought to be lost with the fall of Arcadia—Admirer seems to be best suited for your purposes. The specter it summons, thought to be formed of vengeful spirits who lost their lives fighting pointless wars—appears in this world as a ghastly wraith formed of spectral mist, with countless rusted, blood-encrusted weapons sticking out along its length. Unlike mindless projectile spells such as Fist of the Dark Lord, Admirer will pursue its target at rapid speeds, until either their life has been claimed or the magic is dispelled. You doubt that it will be able to power through Lenne's shadowy limbs, but it will certainly keep her occupied.

The spell circle comes easily to your mind's eye, a result of nights spent doing rote memorization in Arcadia's arcane library. If one is to evoke so powerful a spirit as Admirer—and indeed, virtually any spirit who will only heed the Xenoglossia art—then the casting process must be precise. Any mistakes in the runework will weaken your control, and place you, rather than your foe, in Admirer's line of fire.

When the spell circle is meticulously completed, you feed it generous amounts of mana and will it to transform into a spirit gate. And with a high-pitched, unearthly shriek, Admirer rises from within its depths. Even knowing what to expect, the sight of the spirit leaves you stunned. It is a mass of swollen, smoky lumps, black mist trailing along its form as it advances forward. Bits of bloodied flesh peek out from beneath its cloak of roiling mist, from which countless blades and spears jut out. The sound of their hilts scratching the floor as Admirer launches itself towards the priest is deafening. But even this is a boon in achieving your purpose, for the sheer danger it communicates causes Lenne to abort her assault in favor of defending her companion.

You feel her moving underground, all of her attempted decoys summarily dismissed, and watch as a mass of dark, coagulated shadows erupt from the ground around the priest. They form two pairs of giant limbs which reach outward to intercept Admirer, solid shadow crashing into the construct of dark mist. You did not expect the maneuver to work, for Admirer is typically able to maneuver around defensive measures and home in on the target. But Lenne persistently feeds mana into the limbs, in amounts you know better than to expect from an *ercei* mage, which allows them to react with unnatural reflexes against the spirit's erratic assault. Admirer rages at her resistance, crashing and crashing into the makeshift bastion like great waves against a seawall.

"How ignoble," the priest says, his voice carrying even over the chaotic din of combat. "You would think to strike me while a challenger presents herself against you? Have you no honor?"

"You ambushed my party," you tell him flatly. "Where the honor in that?"

The priest snarls. "Only you backward Arvanians would equate a defensive maneuver with open defiance of a duel," he spits. "Lenne, it's time to stop fooling around."

You feel a spike of alarm at the statement, and decide you don't want to find out what the priest had meant by that. Immediately, you command Admirer to rear back and prepare for its final assault, hoping all the while that not even Lenne can withstand so vicious an attack.

You can feel Lenne's hesitance and trepidation as the spirit rears back, its form looming over her like a furious cloud. And then, at your command, it spends the remainder of the mana you gave him in a great propulsive strike, crashing into Lenne's limbs with force enough to send kickback into your mana ducts. Valiantly, Lenne withstands even that; but the strain of the effort forces her limbs to dissipate into thin air, leaving behind the shadow mage in her true form, bloodied and panting. You watch her carefully from across the room, taking stock of her myriad cuts and bruises, the slack in her stance. Not the decisive victory you had hoped for, but if nothing else, you seem to have the upper hand.

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 \(March 11\)](#)

[Mar 11, 2023](#)

Hi everyone! Hope you're doing well!

Progress proceeds apace this last week, with a full 13k having been written since I began some ten days ago. I'm having a lot of fun describing the ercei spells in the combat scene, especially since most of them are new to AMR's canon! It's also been quite a bit easier to make progress because all the bones of this update has already been laid out, making the process a lot less storyboard-heavy. It feels a lot like answering fill-in-the-blank test questions, whereas other updates tended to feel like open-ended essays.

But I digress. Upon actually writing the scenes out, I have to admit that a couple of them could use some reworking--the Glyph of Windspring, i.e. the spell that makes you float in midair, feels particularly unimpressive for a spell supposedly long lost to history. There are other segments like this which I feel could use some retooling, and so there will probably be quite a bit of rewrites in the upcoming days. All the same, we should still be able to meet the month's goal quite handily!

On the art side, I've begun the commission process for both the monthly features as well as the Arcanist art rewards. I still haven't found the right artist for the style of tarot cards I envisioned, however; while that search continues, I will instead be posting a second dose of AMoG preview art, making two total this month. These will include a third scion following Vasaria and Erathel, and a second character art, featuring Mori.

The sneak peek for this week will go up soon 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*!

[\[UPDATE\] Demo ver 2.8 is finally live!](#)

[Feb 28, 2023](#)

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

Demo ver 2.8, featuring the new content for this month, has finally been uploaded to dashingdon. This update (24.5k words) contains the next segment of the Kantena arc, bringing us very close to the arc's conclusion. It features a lengthy and wide-spanning combat segment towards the end, which I'm very proud of - I think it might be the most satisfied I have been with a combat scene since the climactic fight against Sister in Book 1. However, the sheer size of the segment is such that I haven't been able to complete it in full with the amount I'm able to write this month. Currently, I have completed one of the two main paths. The other will likely be the focus of the next update, along with a proper denouement of the Kantena arc, hence officially bringing it to a close.

This new update also fixes a couple of errors that emerged in the last version, chiefly of Ilya's letter-reading scene showing up unprompted when you begin a new game (my apologies for the oversight, and the long response time!). Furthermore, I would also like to apologize for the lack of weekly updates this month, as development of this update have been frustratingly erratic. That is, I was able to write very little during the first half of the month, despite having devoted a lot of time to it, though thankfully I was able to meet the desired wordcount within these last few days. I felt ashamed that I was making so little progress and not following AMR's usual development rhythm, and the thought of writing devlogs

about it filled me with a lot of trepidation. That being said, I realize now that the behavior was very unprofessional, and I will do my best to become more transparent with you whether or not development is going well. Thank you for bearing with me, and for your patience all this time.

We'll be back in March with our usual slew of offerings: a full-sized update (~25k words), various art rewards, and devlogs + sneak peeks starting Saturday, March 11th. In the meantime, I hope you enjoy the new update.

[Click here to play Demo ver 2.8!](#)

Thank you as always for your patience, and for supporting the development of *A Mage Reborn*!

[Patreon Subscription Errors](#)

[Feb 2, 2023](#)

Hello everyone!

It appears that the current method for pausing payments on Patreon's end can create a weird limbo situation where patrons are unable to view content uploaded onto the page, but they also can't subscribe to the page (because payments are paused), hence leaving them with no way to access the new update and other features.

Hopefully these problems will be resolved on their own once Patreon charging resumes. But in the meantime, if you're caught in this situation, please feel free to message me! We'll find a workaround so that you'll still be able to access the content for December and January despite these issues.

Thank you for your patience, and my apologies for any inconvenience!

Satria

PRASIDYA

Newest and youngest member of The Exagis's Four Shields. Master lancer with lightning-fast reflexes and a talented spellcaster.







SATRIA

PRASYDA

Youngest and newest member of the Knight's Four Shields.
Master lancer and spellcaster with impeccable reflexes.



ELIMINATE COMMISSION
SATRIA



[\[AMoG\] Art: Satria Prasidya](#)

[Feb 2, 2023](#)

Included in this collage are:

- [1] Full Artwork with character blurb
- [2] Full-Body art on a blank background
- [3] WIP 1: First draft sketches of the character design
- [4] WIP 2: First pass result of the rendering process

As you can see, Satria's had several dramatic transformations over the course of the design process, but I'm happy to say that the final result is everything I wanted of the design and more. There exists a fictional nation named Aksara in the world of *A Murder of Gods*, which draws heavy inspiration from my native country of Indonesia. As a person of Aksaran heritage, Satria has a number of Indonesian-inspired details on his design, in forms such as gold accents on his cape and weapon, as well as Indonesian patterns on the lining of his cloak. Overall, I'm over the moon with Fulminaire's work on this design, and I hope you are too. :D

[\[AMoG\] Preview: Satria Prasidya](#)

[Feb 2, 2023](#)

Hi, everyone!

As you may recall, we did a poll a few months back with regard to which of the *A Murder of Gods* ROs will have their portraits commissioned first, which was won by one Satria Prasidya! Here was the blurb I uploaded on him the last time around:

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.

And here he is now in the flesh, as rendered by Fulminaire!



Satria (and his female counterpart Shinta) will have a unique dynamic with the MC of *A Murder of Gods*, given that the latter has very close ties to the Ksatria. Furthermore, I am of the opinion that S is the character who will undergo the most transformative character arc in the book, which should be quite interesting to write! The focus is still on AMR as of now, but hopefully it won't be too long before I get to

share more about the world of AMoG as well as the characters that dwell within. I hope this preview has helped pique your interest!

I'll be uploading the full-body art as well as Satria's first-pass WIP sketch for the Arcanist+ tiers right after this. Thank you as always for supporting the development of *A Mage Reborn* and *A Murder of Gods*!

[Art: Leon - XIX - The Sun](#)

[Feb 2, 2023](#)

Hi, everyone! The first of the tarot card series of artworks has been completed, this time featuring Leon, represented by the major arcana The Sun (XIX)!

In the interest of full transparency--while I do think the new artist did a great job with the brief given, it's not quite the vibe/art style I had originally envisioned for this feature. I think it's likely that moving forward I'll be searching for a new artist to collaborate with on this; if I do, then Leon's piece will also be recommissioned as the last addition, after every other member of the main cast has had their turn.

I hope you enjoy this feature all the same!



[Art: Lenne \(Full-Body\) \(Monthly Feature Replacement\).](#)

[Feb 2, 2023](#)

Hi, everyone! Due to our usual monthly feature artist (Yesa) falling ill this month, she hasn't been able to complete the monthly feature we had planned. Instead, our character artist Khutilust has kindly agreed to take on an extra illustration, this time featuring Lenne Niollere, the shadow-mage featured quite prominently last update. She will have a greater role in the second half of the Kantena arc, alongside a second member of the Imperial Hand, namely Resnik the Holy. Can't wait for you to see more of her!

[\[UPDATE\] Demo ver 2.7 is finally live!](#)

[Jan 31, 2023](#)

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

Demo ver 2.7, featuring the new content for this month, has finally been uploaded to dashingdon. I did end up going ahead and cutting the polyamory scene for now, meaning that the update sits at a lower wordcount than expected--roughly 24k words altogether. It consists of F's day-off scene (which constitutes a good 1/3 of the update on account of lateral variation), Ilya's letter-reading scene, as well as a pretty significant amount of plot advancement. With this update, the Kantena arc has become AMR's largest arc by a significant margin (63.5k words total), and we're not even done yet! I suspect we'll fall somewhere in the range of 90k by the time the arc is well and truly finished.

As previously alluded to, Patreon charging will be turned off for the month of February. I'll be uploading our final batch of artworks within 24 hours, so please stay tuned to that! Until then, I hope you enjoy the update.

[Click here to play Demo ver 2.7!](#)

Thank you as always for your patience, and for supporting the development of A Mage Reborn!

[Saturday Devlog \(January 28\)](#)

[Jan 28, 2023](#)

Hi everyone, hope you're staying safe and healthy!

The edits progress healthily apace, and I've managed to cobble together an update that's mostly satisfactory. I say mostly in the interest of transparency, because there's one scene that won't work itself out, and at this point I'm mostly convinced it's better to rework it entirely. And I don't mean only to rewrite the scene, per se, but to also set it up elsewhere in the story, where the mood and flow better accommodates for it. That scene is the kick-off to the Yu-F polyamory, which I've written probably four or five different versions of by now. I've tried to make it happen in the Jiasei arc; I've tried to make it happen after the Eli-F spar; and I've tried to make it happen here. It's never come out quite right, and I'm sorry to say that this attempt has so far been no different.

I'll keep cracking away at it for the rest of January, because there's not much else I can work on without throwing the plot into another big arc and necessitating a cut-off for the update in parts where it doesn't make sense. I've basically got everything else finalized; I just need to figure out if this scene can work, or if I need to cut my losses and figure out a new gameplan. There's a lot of fun ideas I have for when the 'yufpoly' boolean variable has been set to 'true', and I can't wait until I can properly cross that bridge to the other side. It's the thought of this (and no small amount of spite, if we're being honest) that keeps the polyamory route alive. I'll finish it one way or another, even if it takes a hundred rewrites!

But realistically, I don't have another hundred rewrites in me right now, which probably leaves us with an update somewhere in the realm of 25k--basically the size of our regular updates. I'll release it this month nevertheless, but Patreon charging will suspend for an additional month. February will be another full-sized update of roughly the same size, though it'll just be the weekly devlogs and sneak peeks until then! I hope the art released this month--including one last batch of artworks coming out around the 31st--will tide you over in the meantime.

We're close enough to update day that I feel a full-sized sneak peek will be redundant. Instead I leave you with a small passage from F's day-off scene, which is probably the single biggest character-specific scene in AMR thus far. I may have gotten a bit carried away with its lateral variation, but I'm very proud of how things came out! Said passage under the cut.

"We could've been amiable this whole time, opposed though we may be to the other's views," F says. "The fault lies with me for picking a fight the whole time."

"It's good that you're able to admit it," you supply.

"Had to start sometime," they reply. "I've few enough friends as it is. I shouldn't have such an appetite for making enemies."

"For what it's worth, I don't think of you as an enemy," you say, and laugh when F looks at you as if you lost your mind. You have to admit, the words felt silly even as they left your mouth. You press on regardless. "I mean, my situation can't be helped right now. If I'm going to follow Tahlia's orders one way or another, I might as well do it without you glaring daggers at me the whole time."

"You sound awfully light-hearted about all this."

"Would you rather I brooded?"

F groans. "Please don't become *Plague*."

Fun times.

And that about wraps it up for this week's update. I'll see you again on the 31st! And as always, thank you for supporting the development of *A Mage Reborn*!

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

[Jan 21, 2023](#)

Hi everyone! As promised, the sneak peek for this week, featuring a trio of familiar Nightsaber agents. Please be warned that this scene contains a relatively graphic recount of a murder towards the end!

The conflict of opinion simmers quietly all throughout the safe house. The air of general discord would have been cause for concern, were this a crew of regular soldiers under a flimsier command. But you know—just as the others must know—that when the time comes, Nightsaber will inevitably follow their training and obey their orders to the letter.

"But it doesn't mean they'll like it," Specter says flatly, pushing his glasses up by the rim. "In fact, I don't think it's a stretch to say that Merchant holds the popular opinion."

"That's because all of you are messed in the head," Razor says, rolling her eyes. She tosses a vial of bright blue liquid into a cauldron, nodding in satisfaction when it properly bubbles. "Kill enough people and you grow used to the sounds of the screaming. Forget that under the armor they're still flesh and bone, same as you and me. Got a kid back home they've got to feed, and so they do it the only way they know how."

"By killing our people," comes Colossus's response, matter-of-fact. "Do you know they paint their armor with sabercat bone? It's the only white that won't stain, even if you trek the thing through a river of blood."

Razor makes a face. "Joy."

- ☒ "So we kill them, then they kill us in turn, and the cycle never ends."
- ☐ "I wish more of Nightsaber held your views, Razor."
- ☐ "It's not cruelty to cover your tracks. It's just self-defense."
- ☐ "You show too much consideration for people who'd sooner die than return it."

Next

"Unless we seize power and never let go," Specter suplies. "Old Arcadia made the mistake of underestimating the *ercei*. I can't see the *ashai* ever doing the same."

You give him a look. "I don't suppose you'd enlighten me on all the ways you'd break their power?"

"I'm just a foot soldier," Specter says with a shrug. "Questions of governance are beyond me."

"You're a fool to think we'd believe that," Razor says. "At the very least, you must have an idea on how the *ashai* will do it."

In the end, Specter deigns to humor her. "I don't think she intends to touch the populace, for one. She doesn't hold expansionist views for Arcadia, and will likely be content to leave *ercei* lands alone. But if she has her way, Param will be left without its royals, much of its nobles, and just enough military for it to prevent rampant banditry and chaos. It will take them decades, if not centuries, to rebuild—and in all that time, Arcadia will look over their shoulders and ensure they don't do it too well."

"They'd be condemned to disorder and poverty," Razor says, grimacing. "Countless innocents will die."

Colossus scoffs. "You worry so much for the *ercei*, I'm surprised you haven't gone and joined their ranks."

- ☒ "Let's calm down, shall we? Wouldn't want to wake precious Zealot from his nap."
- ☐ I keep silent. I haven't got a stake in this fight.
- ☐ "Hey, that's uncalled for."
- ☐ "It's not treason to desire peace."

Next

If Colossus had heard you, he shows no indication of it. Instead, he relentlessly moves himself into Razor's space and talks down to her, like a parent disciplining his child.

"You've never had to witness what these beasts are capable of. Not truly," he says evenly, eyes hard. "You'd been marked as a potential arcanist yourself, hadn't you? Need I explain to you what would've happened, if the *ashai* didn't get to you in time? If those Parami dogs had found out you were a sham?"

He pauses, more so to rein himself in than to give her a chance to respond. His next words come in a low, even-tempered drawl, but every syllable is taut with well-restrained fury. It's old scars, you realize—he's had practice masking it well. But some scars take a lifetime to heal, and you've seen enough of them to know the burden Colossus carries.

"They'd have gut you like fish for wasting their time. The same way they did my sister," he finally says. "Would you like to know how she went, what she endured in those last moments? I was there, Razor, sniveling like a halfwit. *I could tell you.*"

Specter places a hand on Colossus's shoulder. The larger man shakes him off, intent on saying his piece.

"They took a club and brought it down to her head, over and over, even after the skull caved in and blood painted the floor. They relished it. The sound of organs rupturing, of bones giving way to force. And really, I should have met the same fate, because I crawled into the shittiest hiding spot this side of the Yerefan. I was right there in the corner of the room, in plain sight of anyone not driven mad by bloodlust." Colossus smiles, displaying teeth. "But they never did see me. I don't think they even heard me scream."

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*!

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

[Jan 21, 2023](#)

Hi everyone! Happy Saturday, and Happy Lunar New Year for those celebrating! I hope you're all staying safe and healthy.

Happy to report that I've made respectable progress on the next week's update. I have the whole thing written out, and a majority of it edited to the level of polish desired. I'm currently left with the scenes with more fundamental problems—ones that will require whole rewrites or replacements, rather than pruning and trimming—but I have a comfortable amount of time to do so! If all goes well, I should be able to bring you the promised 35k-word update by the end of the month.

I'll have a sneak peek up shortly after this post goes live! On the art front, you can also expect to see the *A Murder of Gods* sneak peek (featuring Satria) sometime next week. Other art rewards will be posted toward the end of the month, as per usual.

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

[Jan 15, 2023](#)

Hi everyone! The next set of December goodies are here, featuring a look into what the Arcadian squad would look like if their classes were swapped.

First of all, Flyss as a mage-fencer, similar to Eli's 'class' in AMR:



Secondly, F!Eli as a pure thaumer, similar to Yu's 'class' in AMR:



(the harsh green, of course, remains a fixture no matter the class!)

Thirdly, Yusuha as a priest-arcanist, similar to Tahlia's 'class' in AMR (but with a Yotai twist!):



And lastly, Tahlia as a mage-lancer, similar to F's 'class' in AMR:



And that wraps up our holdover Monthly Feature from December! I hope you enjoyed it, and as always, thank you for supporting the development of *A Mage Reborn*!

[Sneak Peek \(January 14\)](#)

[Jan 15, 2023](#)

Hi everyone! As promised, the sneak peek of the next update, featuring the opening scene of the next big plot point. I hope you enjoy!

A Mage Reborn

by Adam Alamsyah

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Blood still stains the safe house's walls when Nighsaber's command moves in.

To the advance team's credit, they had shoveled out the corpses with incredible briskness, and now the stink of death and thaum-smoke were all that remained. At the center of the room stood a tall, waifish man with a hawkish face, who regards your group with tired eyes as you step around a pool of blood on the floor.

"You've arrived quicker than expected," he says flatly, returning his attention to the walls. Water surges along the surface like a persistent tide, guided along by mana you can trace back to the man. "We're still in the middle of cleanup, as you can see. They were feistier than we'd expected."

"We thought you might want a bit of a hand," Yusuha says, smiling. "Good to see you're as efficient as ever, Merchant."

The man known as Merchant nods in silence, continuing to wash the blood off the walls. "You're too kind," he says dully.

- ☒ "I don't suppose anyone wants to tell me what went down in here?"
- ☐ "Could Arcadia go a single day without unnecessary bloodshed?"
- ☐ "I guess this is to be our base of operations, then."

Next

"Highwaymen occupied this place," Merchant supplies. "We have made sure they received appropriate punishment for their crimes."

"The Archangel has been tracking their operations for weeks," Flyss adds. "A happy coincidence that their base happened to be the perfect launchpad for this mission."

Merchant grunts on the other side of the room, using thaum to snap a broken floorboard into place. One of his subordinates rushes over with an alchemical solution in hand, which she applies with a brush to smooth the fissure. Wooden veins link into one another, and soon the floorboard looks to be good as new. "Give us a bit of time. You will not find this base wanting—I guarantee it."

"Well, there you have it, then," Yusuha says chipperly. "I believe the Archangel is waiting for us upstairs. We shouldn't keep him waiting."

Next

"Welcome, everyone. I'm pleased to see you arrive so quickly."

You step over a suspicious stain on the floor into the Archangel's temporary office, which you understand once belonged to the highwaymen's leader. A fancy metal throne has been uprooted from the room's center and now lays forlorn at the edge of the room, and in its place laid an ensemble of sensible wooden furniture. The Archangel looks as prim and put-together as ever amid his towers of paperwork. You can't help but be impressed with how efficiently he's seemed to break the space in for his purposes.

"Lending Mirage to you slowed us down," Flyss comments. "It's a good thing that Merchant had things under control."

The Archangel smiles wanly. "I apologize for the inconvenience. I came into a new piece of intelligence just the other day, which required swift adaptation." The Archangel fishes out a piece of parchment from his pile of missives, and tosses it toward Flyss. "Catch."

The spiritist receives and unfurls the parchment in a single smooth motion. Her eyebrows furrow deeply as she inspects the contents. "The Knight-Exalt has finally found the highwaymen's base, and means to burn it on his way to Sienan," she whispers. "And yet you've brought the whole of Nightsaber here...you mean to intercept them like this?"

"Indeed. A random strike in the woods would carry the element of surprise, but nothing so damning as this," the Archangel says. "These highwaymen are feared for their cruelty, and their ability to slink away undetected through the night. In a base under siege with nowhere to withdraw, no one in their right mind would expect them to be much of a challenge." The Archangel shrugs. "Just ask Merchant."

Eli nods in solemn approval. "The cat comes striding, expecting to find a nest of mice," she says. "No enemy is so vulnerable as one who's let their guard down."

"Merchant's task is more than simple repair work. He's to fortify the base," the Archangel continues. "We've got our enchanters setting up traps. I believe the alchemists has commandeered the kitchen for their work. The spiritists are still transporting agents as we speak, and the thaumers we've placed on guard duty. If we play this right, we could emerge from this mission with no casualties. And that's *before* taking you arcanists into account."

- ☐ "You seem awfully confident in your plan. Who's to say we aren't the mice?"
- ☐ "Sounds like everything's in order. We should be ready to begin."
- ☒ "So that's it, then? We're to massacre two whole platoons, just like that?"

Next

The Archangel smiles beatifically. "About that," he says, steeping his hands together. "Fresh orders from above: we're to spare every last one, to the extent that it does not risk our lives."

Eli's shoulders sink in relief, but Flyss makes no secret of her indignation. "You're telling me the *ashai* ordered that *Parami knights* be spared?"

The Archangel nods. "They've rescued the children of Osiello."

"We would've done that ourselves!"

"But they beat us to the punch, and likely saved some of their lives in the process," Eli reasons. "At the very least, they showed them kindness when it was most needed. The Knight-Exalt might well be to those children what Mireil had been to you."

Flyss flinches at that and turns away. Eli, realizing the weight of her words, looks as if she might apologize. But Yusuha shakes his head quietly, and the healer quells her attempt, looking down quietly at her shoes.

The Archangel watches the exchange happen with eagle eyes. "I have no insight into the *ashai*'s motives, but it's true that killing these knights would start us off on the wrong foot with the children," he offers. "It is the sound thing to do."

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 \(January 14\)](#)

[Jan 15, 2023](#)

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

My apologies that this devlog comes one day late. Despite churning out content at a healthy rate, I'm still finding it difficult to produce prose I can be satisfied with. The happy news is that the next update currently sits at 30k words altogether; the sad news is that they remain far from being refined enough to see the light of day. As a result, I had a difficult time picking a scene to present as a weekly Sneak Peek. It's only after today's process that I could polish a scene to a presentable state, thus resulting in the delay of this devlog.

It's a bit of an odd spot right now, where I have most of the update already written mid-month through sheer brute-force writing, but my mind's not really all there for the necessary step of editing it into

something on par with AMR's usual fare. I'm unsure if it's the post-Covid brain fog or just plain and simple writer's block, but I hope to slowly soldier through it as January progresses. If nothing else, if I make as much progress editing for the remainder of the month as I did today, I should have the full update ready by the end of January, with a bit of time to spare.

In other news, I've received the second batch of December goodies in the Arcadian squad's class-swap feature, which I'll post shortly after this post goes up. *A Murder of Gods's* artist, Fulminaire, has recently been stricken with illness himself, which has unfortunately delayed progress on Satria's artwork. However, he has since recovered from the ailment, and has again begun intensively resumed progress on the project. Hopefully, I'll be able to show you his handiwork very soon.

As for January's goodies, we've begun a new series of Arcanist+ artwork in the form of character tarot cards! I've found a new, promising artist to work on the feature, and they've begun work on the first order. Yesa--our usual artist for Retainer+ features--unfortunately could not open a slot for AMR this month, but AMR's character artist Khutilust has kindly agreed to fill in for her instead. The features will be a bit different from our usual fare, but I hope you'll look forward to them all the same!

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