

The Sundered Weave

A wizard’s war across two planes. Tronsoft Games.

1. The shape of a game

You are one of several wizards contending for a world that has been torn into two planes. You draw a charter, take a seat, and spend the age raising holds, binding nodes, studying spells and marching companies. An age runs to a horizon of two hundred seasons unless somebody ends it sooner.

There are three ways to win. **Conquest**: every rival unwoven. The **Great Weaving**: a ritual you cannot even study until four nodes of four different realms answer to you, and which then takes a very long casting. The **ledger**: the best realm when the horizon arrives, counted in holds, souls and bound nodes.

2. The charter

Thirteen picks. Books buy access to a realm’s spells: one book opens the first tier, three the second, five the third, seven the fourth. No realm takes more than eight. Retorts cost one to three picks and bend a rule in your favour.

Ash	Fire, ruin and the direct answer.
Tide	Water, cold, movement and the slow grinding of a siege.
Bone	The dead, fear, and what is taken from the fallen.
Gleam	Light, warding, healing and the sight of far places.
Thorn	Growth, beasts, and the living wood.

Kindreds

Your kindred decides which companies your holds can raise and what they may build. Halden are even-handed. Karro are hill-holders with rich stone and hard companies. Sylvani are few, deadly at range, and draw power from living wood. Grivvik are cheap, quick and everywhere, and poor at counting coin. Drevan are Weft-born, scaled and strong, and at home under the under-weave.

3. The power loom

This is the centre of the game. Everything your realm draws — from your seat, your holds and every node you have bound — passes over one beam and is divided by three shuttles.

Mana	Spent: castings, summonings, and magic on the battlefield.
Lore	Learned: progress toward the next spell in your book.
Reach	The ceiling on how much of either you may pour into any one season. Reach is the root of twice your study, so it grows slowly and never falls below one.

The thread drawn for each head is as thick as its share, and the forecast is printed under the beam. A great working with a short reach is not impossible — it simply takes many seasons, and everyone else keeps playing while it does.

4. The two planes

The **Warp** is the lit side. The **Weft** runs beneath it: richer in nodes, harsher in ground, and worse in guardians. Rifts join them at fixed places, and a company standing on one may step through to the same place on the far side.

Both planes wrap in every direction. March far enough east and you come back from the west; the same going north and south. Distance is measured the short way round, so no hold is ever as far away as it looks on a flat reading, and no company can be cornered against an edge, because there are no edges.

5. Holds

A hold works the ground within two hexes of it. Where two holds could claim the same hex, the nearer one takes it, so founding too close starves both. Four hexes clear of any other hold is the rule the game enforces.

Your **seat** is your wellspring: it yields five power plus one for every book in your charter, from the first season. Lose it and the loom is carried to your largest surviving hold at the cost of most of your mana. Only a wizard with nothing left is cast out.

6. Companies and marching

Click	Choose a hex. The map scrolls it to the middle.
Arrow keys	Walk the cursor over the weave.
W E A D Z X	March the chosen company one hex.
Right-click / o	A standing order: the company walks there over as many seasons as it takes, and its road is drawn on the cloth.
Space	The next company with nothing to do.
m	Swap between reading the weave and marching.
c h p f	Centre on the cursor; go home; turn the weave over; fit it to the glass.
Enter	End the season.

Any company with movement left may enter any ground, however dear — the last hex is never denied for want of a point. Water stops anything that cannot fly.

7. Battle

When a company marches onto a rival, the field opens: eleven hexes by nine, eighteen rounds. Cover favours the defender, and a hold's walls are cover. You may fight it by hand, cast from your reach while you do, let the captains finish it, or withdraw.

Companies that survive are marked by it. A company at nought hits is gone, and a summoning unravels if its mana is not paid.

8. Nodes and the Great Weaving

Nodes are the wellsprings of the weave, each belonging to a realm and most of them guarded. Clear the guardians, stand a company with a Loom Warden on the node, and it is bound at the start of the next season.

Four nodes of four **different** realms open the Great Weaving. Until then the ritual cannot be studied at all, and the Anchors line in the left-hand column counts how close you are.

9. The weave of words

Rival wizards keep their own counsel and their own memories. A **truce** is twenty seasons of hands off. A **pact** does not run out, and no wizard swears more than one. A **gift** of gold buys warmth, not promises. A demand for **tribute** is paid only by the frightened, and the asking is remembered either way.

A promise can be broken — by you or by them. It puts the two of you at war, and every other wizard hears of it and thinks less of the wizard who broke it, for the rest of the age. Marching on a wizard you have sworn peace with is itself the breaking of the word; the game does not ask you to confirm it.

Whoever plainly leads the age finds terms dearer. The weave fears the one who holds most.

10. Saving, and what this game does not do

The age is saved to browser storage under one key, `tronsoft_sundered_weave_save`, every time you give an order or end a season. Resume from the charter sheet. A saved age from any 1.x release opens unchanged.

The game makes no network requests of any kind, uses no third-party code or fonts, and collects nothing. It is not screen-reader usable: the weave is drawn on a canvas with no accessible tree. Wizard houses are told apart by colour on the cloth, though the ledger names every one of them in words.