Aukairaed's (its Jean I just wanted to use a slick rune name)Tome of Runic **Bullshit**



Hello Magic Marshall it is nice to see you.

This is **NOT A SPELL BOOK** It is where I keep all my spells. As a regionalist these things are different... for some reason.

If you are not a magic marshall, then, to all who come to this happy place. Welcome. Welcome to the wonderful world of DOMAI RUNIC LANGUAGE.

TODAYS LECTURE IS BROUGHT TO YOU BY THE LETTER DAY-FIRE-SPRING

You think you're a bad enough dude, dudette, or dudi to take a personality quiz, balance your Spirit Letter with 3 different algorithms AND pronounce it?

If not , take your three path dagger back to Beastrunes, this is Domai, we clown here.

Domai is a land divided into the elemental building blocks of Runes, these runes represent literal and metaphysical qualities of a object, to keep a object in

"Balance" its elemental patterns must be in stable quantities. When one understands ones own true runic name one is able to interact with he runic properties of the rest of the world.

This is the "easy part".

Chapter 1: I have no Name and I must Balance

The first thing you need to know is not in this book. however for Domai the first thing you need to know is your Prime Rune, your "literally me". A Domai Rune, prime or otherwise, is split into 3 Elements, with one element from each Cycle: The Diel Cycle, the Material Cycle, and the Seasonal Cycle.

To understand your prime rune you simply need to identify which element best resembles your character in each cycle and then assemble the three runes into a single one. Let us go over each one individually.

Chapter 1-1: The Diel Cycle

These Runes are simple, there is Day, which is external, and Night, which is Internal. Day is extroverted, and Night is introverted. For prime this applies to personalities but for elemental constructs this can apply to anything. If a healing item is bestowing its energy it is Day, radiating that glory towards the needy. While Night is sacrificial, taking hardship into itself. Likewise a Shield tends towards Night, as it conceals the user while a Bow is stemmed towards Day. The glyph of this element forms the basis of any rune.



Consider if you will that Night is within the semicircle, and Day is outside it. As with the rune, so is it in life.

Chapter 1-2 The Material Cycle

Now we are at the Material Cycle, this is most familiar to all of us, composing of what we usually consider as elements, fire, earth, water, air and metal. However these materials mean more then the literal material, not all blades are metal. Indeed for many that would be FIRE.

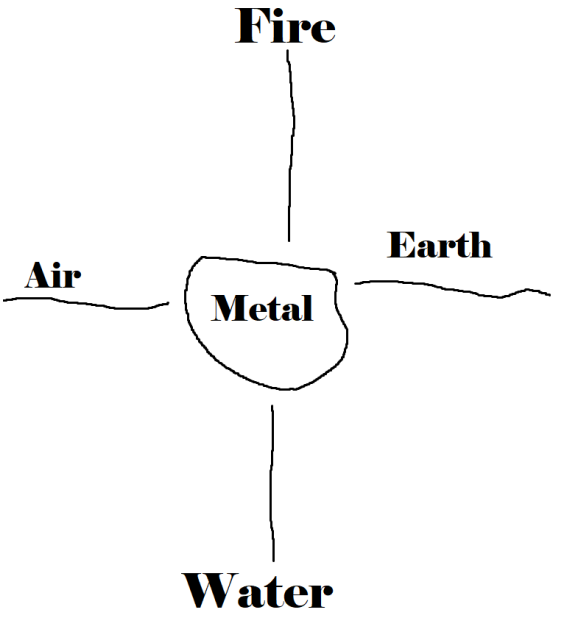
Fire is direct, ferocious, its pointed, purposeful, and efficient.

Earth is stoic, stubborn and strong, where Fire will always push, Earth always stand firm.

Water is Spiritual and Empathetic, water can carry both salt and sugar, it understand things even things that aren't obviously proven.

Metal is different, it is Sharp, even tempered, and unbending. Where Earth is raw, metal is pointed, its purposeful, it calculates its position and will only recede when the calculations change. It is calm and cold.

Air is lofty, thoughtful, farseeing, where metal may seem cruel, air may seem "absent" considering every avenue of a position except perhaps the position it is currently standing on.



These glyphs are overlayed upon the other glyphs,

Chapter 1-3 The Seasonal Cycle

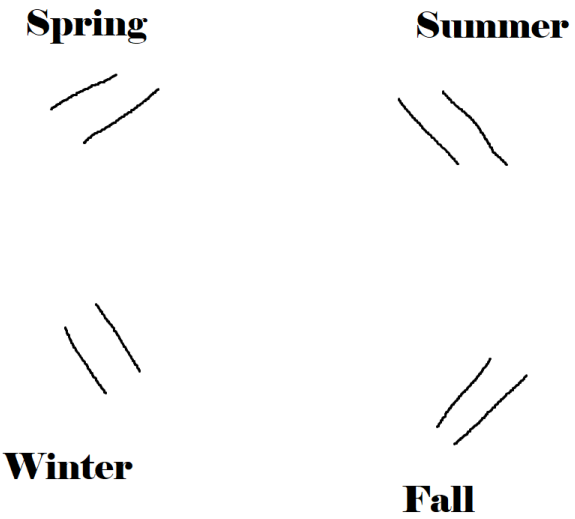
The last cycle is the seasonal, which goes away from qualities of personality and ways one gather energy to ones own approaches to problems. Seasons are the method in which the qualities of the material are expressed. With the broad strokes that cycles paint, the actual kingdoms of Domai are colored in the paints of seasons. These seasons are:

Spring is Creative: Spirit adapts and finds new solutions to old problems. Spring is also restless and will change a status quo even when there are no problems, simply to try something new.

Summer is Confident, or perhaps, content. Summer is plentiful, and will keep to and experience what it has rather then seek more or less. Summer is vibrant, it is desirable, and summer is ultimately, stuck.

Fall is honorable and traditional. Fall sees the value in things beyond their mechanical proven worth, they do thing because it is expected of them, and they wish to be reliable. The old ways are proven, tested, and when tradition is repated into ritual, they become a magic of their own. Fall can be counted on, but it will never surpass expectations.

Lastly winter is pragmatic. Winter does not change for change itself, it does not stay true for honor. Winter does what it can when it is afforded to do so. Winter can not afford to be be anything else then what it is, hoarding whatever happiness they can, where Fall revels Winter conserves, where Spring innovates Winter adapts, what Fall honors Winter merely respects. Winter will always survive no matter what,. Winter will always survive, but perhaps, it will never live.



Chapter 1-4: Creating your Rune.

Once every element is isolated, all that is left is to assemble it. This is simpler then it looks, simply overlaying them together. Here are some examples.



Day-Fire-Spring:

My personal Rune



Night-Metal-Winter: The rune of Survival. Returning towards yourself, calming your emotions, forsaking all but what you need. This is the rune to call upon No Matter The Cost. And understand, there will be a cost.

And so it goes.

Chapter 2: The part no one wants to do.

So that's it then! You got your element! You are now self actualized right?

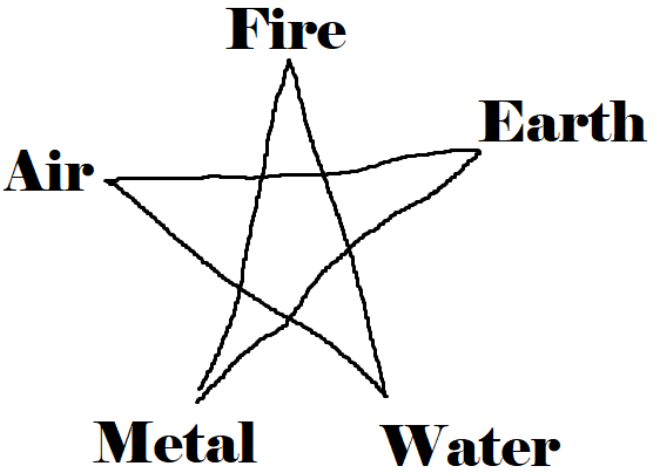
WRONG! DUMMY!

Didn''t I just say in the beginning you need to balance it? Magic without balance is not more directed, its not stable, it is vurnerable to the chaos outside of it, and quickly diminished. Now that you have a Rune, you need to assemble other runes in order to balance your own, to take the weight and momentum of your magic and stabilize it. While some items do not use true balance, expressing a single rune exclusively, this is not something that can be recommended for a person, people adapt, people grow and change. If you are not balanced, you can not adapt, you can not be a person, you become a mouthpiece for the element you express.

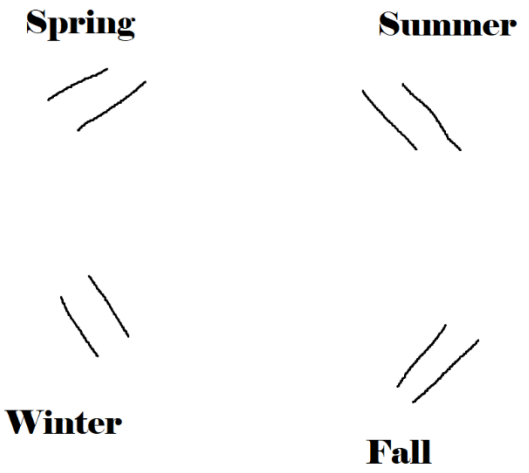
That's all well and good, but how do you balance? There are two ways. One is Total Balance, where all elements in a cycle are expressed in equal number. One of every season, one of every material element, and one day for each night rune. Total balance is the only way to balance the Diel cycle, However, if one were to try to only use True Balance, one would need 20 runes for a signle name.

Fortunately for the other two cycles there is Triad Balance, where two elements are used to balance the third. This cuts a runic name down from 20 to 6.

Its worth noting each rune has 3 elements and each cycle needs to be balanced, and once a element in a rune is "Balanced" it cant be used to balance another rune. So, a single day glyph can not balance two night glyphs.



The Material Star here balances the Material Cycle, as per its suggested name. Each element is balanced by the two that it points to (its Enemy colors, for those familiar with Arcanic Tarot Color Theory).



Convinently, the cycle of Seasonal magic is literally cyclic, with each season being balanced by two of the "preceding" season in clockwork order, so two springs balance a summer, two summers balance a fall, two falls balance a winter.

As long as your six runic phrase (or longer) follows all these runes, with each of the 3 glyph in each rune being used in a Total or Triad balance, your name is BALANCED.

You can also balance OTHER things, which can either repair damage, or end curses. Balancing runes is very mysterious but it appears to "optimize" the magic of the item, ending harmful effects while starting beneficial ones, letting things, and you, live their best lives.

A example of a balnced rune is right in the front of this book! That is my Runic name. I personally use the Triplet strategy, where I try to separate my runes into groups of three, each Triplet is triadly balanced and of the same Diel glyph so that all that's needed is a equal number of triplets of a opposing triplet.

Happy sudoku!

NOTE: Intense items, such as a holy item, have often had a entire cycle entirely of a single Glyph (Aurora items dent to not use Night glyphs at all). Even stronger items however tend to be 2 dimensional, needing to be balanced in ROW AND COLUMN. This uses the same rules to balance, but the runes need to balance two different words, the vertical and

horizontal word. So... good luck old bean. Here is a example of one:



I can not recommend doing the same, as I have, among so many other things... Not been paid.

Chapter 3: Hooked on Demon Phonics

So you did it, you assembled your name, you wrote it down, you might even be feeling pretty happy... All you have left to do is say it... You DO know how to pronounce your name right?

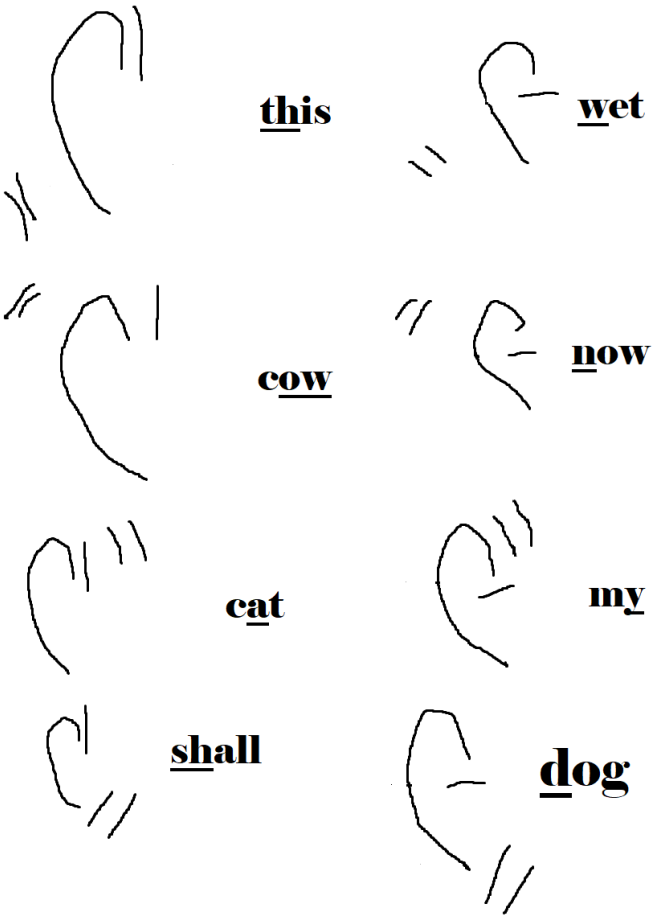
Well you shouldn't because that's what this chapter is for so, if you already know how to... id feel kinda like I wasted my time her.e.. you WOULDN'T want to make a book feel bad... would you?

Every Rune corresponds to a sound, a syllable even, meaning that a balanced Rune isn't simply a string of runes, it's a word. For instance: My rune, Night Fire Spring, is pronounced "A" such as in "far. When strung together with the rest of the runs at the front of the page, my name is pronounced Aukairaed. This is your Runic Name, it is the name you use for Domai magic and speaking it proves you can see the composite elemental makeup of the self.

Once this breakthrough is achieved you are able to adjust the runes of others and fully start your journey as a Domai Shaman, and do things like write dumb books like this.

Have I mentiond I an mnot getting paid.

Here is the runes to sound diagram:





good



up



pea



on



sheep



yes



man



hair



boat



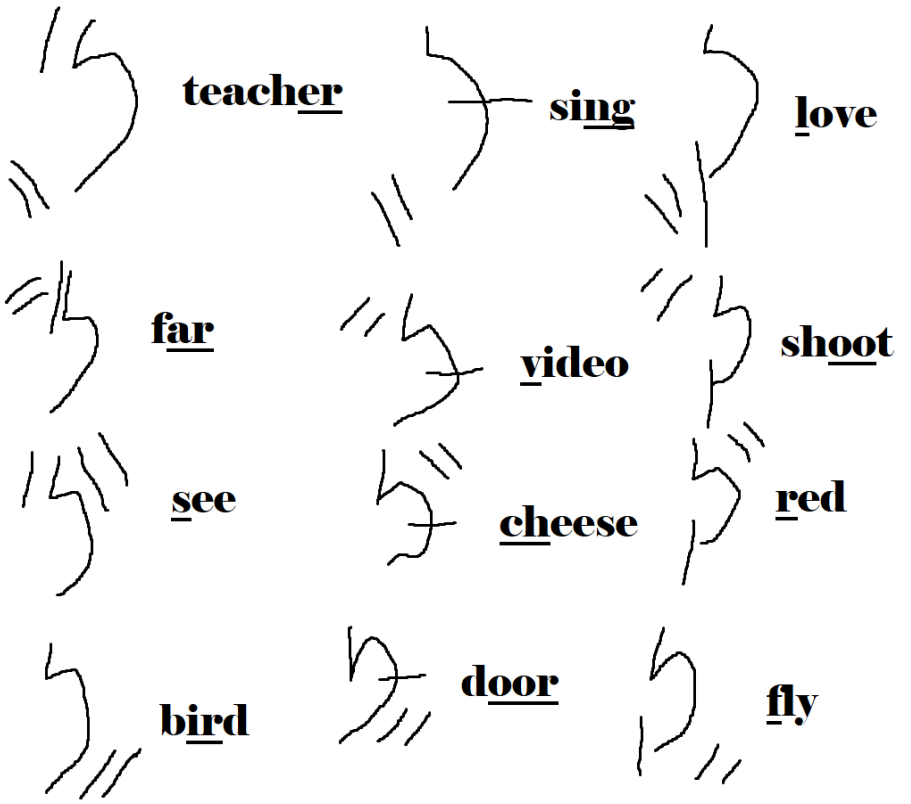
June



tea



hat


teacher
sing
love
far
video
shoot
see
cheese
red
bird
door
fly



go



ship



boy



bed



here



car



zoo



think

Chapter 4: Believe in yourself

Magic, all magic, needs the poise to understand what you are doing matters. Your time is valuable, your work matters, and it deserves to be seen. Whether it's a flip of a guidance coin, a elaborately runed armor, or your balanced notebook to try to make unsoggable paper... None of it matters unless you KNOW it matters.

If you do not care about what you do, no one will care for you. You must be the pillar holding up the weight of your works.

And I, need to go to bed.