



Ink Tales

QUICKSTART

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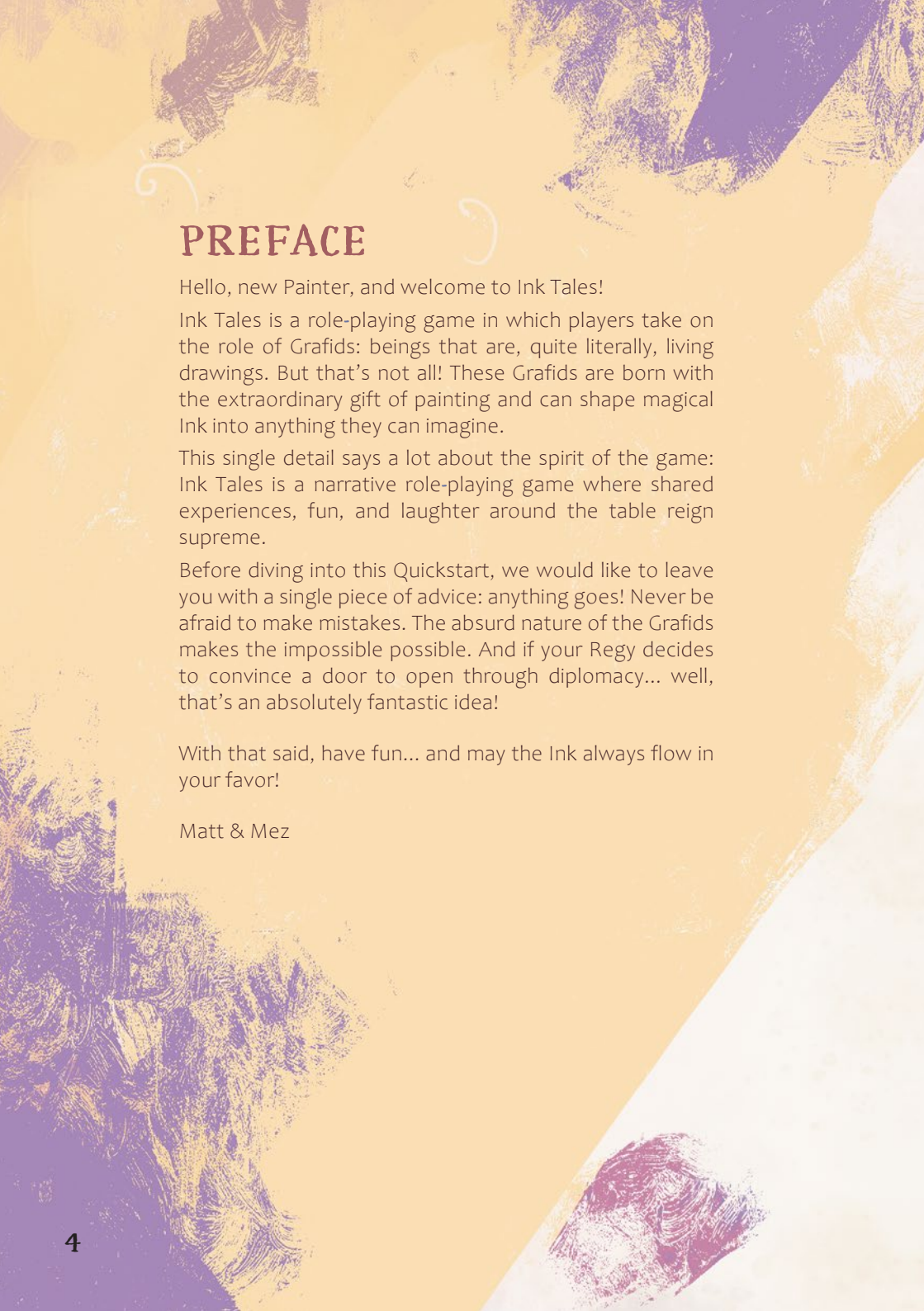
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PREFACE

Hello, new Painter, and welcome to Ink Tales!

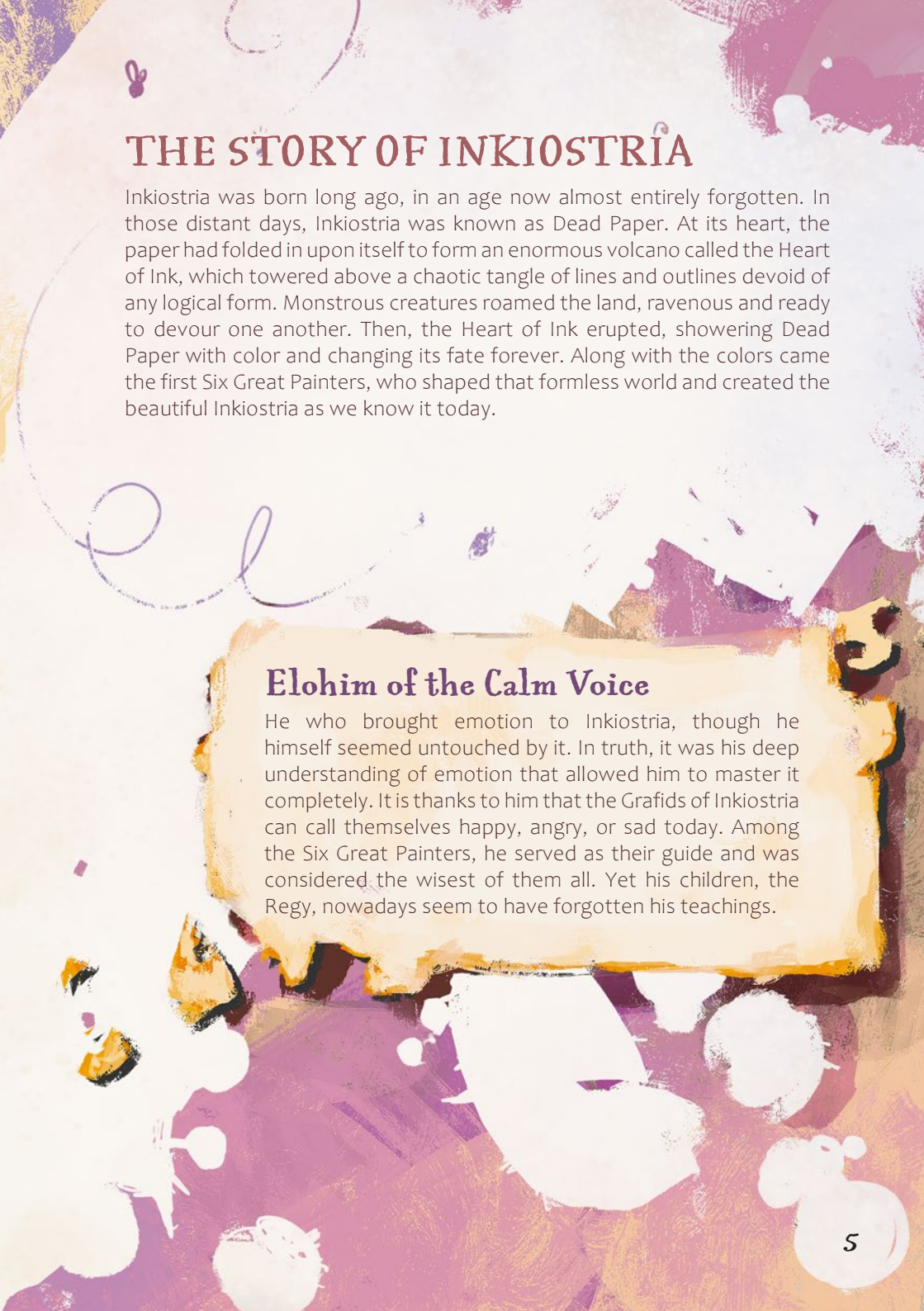
Ink Tales is a role-playing game in which players take on the role of Grafids: beings that are, quite literally, living drawings. But that's not all! These Grafids are born with the extraordinary gift of painting and can shape magical Ink into anything they can imagine.

This single detail says a lot about the spirit of the game: Ink Tales is a narrative role-playing game where shared experiences, fun, and laughter around the table reign supreme.

Before diving into this Quickstart, we would like to leave you with a single piece of advice: anything goes! Never be afraid to make mistakes. The absurd nature of the Grafids makes the impossible possible. And if your Regy decides to convince a door to open through diplomacy... well, that's an absolutely fantastic idea!

With that said, have fun... and may the Ink always flow in your favor!

Matt & Mez



THE STORY OF INKIOSTRÍA

Inkiostria was born long ago, in an age now almost entirely forgotten. In those distant days, Inkiostria was known as Dead Paper. At its heart, the paper had folded in upon itself to form an enormous volcano called the Heart of Ink, which towered above a chaotic tangle of lines and outlines devoid of any logical form. Monstrous creatures roamed the land, ravenous and ready to devour one another. Then, the Heart of Ink erupted, showering Dead Paper with color and changing its fate forever. Along with the colors came the first Six Great Painters, who shaped that formless world and created the beautiful Inkiostria as we know it today.

Elohim of the Calm Voice

He who brought emotion to Inkiostria, though he himself seemed untouched by it. In truth, it was his deep understanding of emotion that allowed him to master it completely. It is thanks to him that the Grafids of Inkiostria can call themselves happy, angry, or sad today. Among the Six Great Painters, he served as their guide and was considered the wisest of them all. Yet his children, the Regy, nowadays seem to have forgotten his teachings.

Dorn the Steadfast

The most brilliant of the Great Painters. He possessed almost boundless creativity and inventiveness, paired with an enviable practical sense. He created the ground beneath the Grafids' feet and the sky above their heads, as well as the mountains and rivers of Inkiostria. Atop those very mountains, he created his own land: Bastionia.

Lian of a Thousand Branches

She was the kindest of the Great Painters. More than anything, she longed to create life and watch it flourish on its own. She created every living creature in Inkiostria, and through her genius, the Grafids were born as well, brought to life from the pigment of the Six Great Painters.

Makren of the Burning Heart

He was the warrior par excellence among the Six Great Painters. He swept away the creatures that inhabited Dead Paper, clearing the way for the creation of Inkiostria. He brought the fighting spirit to the land of Inkiostria. It is thanks to his example that the Grafids never give up and fight to the very last drop of color.

Aurelio the Unshaped

He was the most creative of the Great Painters. He experimented with every kind of Ink, rarely worrying about the consequences. In doing so, he became the first to discover that Ink could be used to create cold, heat, and every degree in between. Inspired by this discovery, he created the sun of Inkiostria: a blazing sphere of fire whose rays warmed the entire land. He brought cold to the mountains and heat to the deserts, called forth the breeze upon the Sea of Ink, and stirred the gentle winds that sweep through the boundless forests of Boscaris.

Keryn the Methodical

Aurelio's twin, he too possessed a remarkable talent for painting the elements. Unlike his brother, however, he believed that the power of Ink had to be understood, studied, and mastered before it could be used. Wherever Aurelio went with his bold inventions, Keryn followed, correcting and cleaning up the smudges Aurelio left behind. The sun created by his twin threatened to burn everything, so Keryn balanced it by creating the moon. He then divided the extremes of heat and cold into the seasons and gave the winds both an order and a direction in which to blow.

The creation of the Grafids

After painting the beautiful land of Inkiostria, the Six Great Painters realized they could not watch over it forever. They needed someone to carry on the art of painting—someone who could inherit the boundless beauty of the land they had come to love so deeply.

As the Great Painters' colors began to fade, Lian gathered the essence of their light and pigment and used it to create the first Grafids, made in the Painters' own image. Thus were born the heirs of the Great Painters: the Regy of Elohim, the Bastionars of Dorn, the Magy of Aurelio, the Voltans of Keryn, the Guerraz of Makren, and finally, the Sylvani of Lian.



The birth of the Spruffles

Spruffles are incorporeal magical spirits that bond with Painters for life. Their origin is closely tied to Lian—whether the tale is legend or truth, no one can say. It is said that after giving up part of her pigment to create the Sylvani, Lian made her way to the great tree at the heart of the Boscaris Forest, known today as Lian's Tree. She sat beneath its branches, and all her newborn Sylvani gathered around her with tears in their eyes.

Looking upon her children and seeing that Inkiostria would be in good hands, a smile spread across Lian's face. A blinding light radiated from what remained of her pigment, and when it finally faded, Lian was gone. In her place floated a small spirit-like creature. That was the first Spruffle, born of Lian's boundless kindness. From that day forward, these gentle beings have inhabited the land of Inkiostria, forever bound to their Grafid Painters.

Painters today

The gift of painting is an innate ability that manifests itself from a very young age. Roughly one child in every 1,000 is born with this gift, able to concentrate Ink and shape it with a brush. Most Painters, however, devote themselves to creating food, building homes for Grafids, or healing the sick. Only one Painter in every 100 possesses the talent and quick thinking needed to wield this power in battle. Even so, all Painters are equally respected—and feared—for even the humblest tavern keeper, painting food and drink for his or her people, is often the leader of the village.

The second eruption

Centuries after the Great Painters disappeared, the land was shaken by violent tremors, and deep beneath Inkiostria, something began to stir. Voltan scientists and Bastionar scholars immediately set out to investigate the phenomenon. Soon afterward, a second eruption burst forth from the Heart of Ink.

At first, the Grafids believed a new age of wonders had arrived, but their hopes were quickly dashed. From the Heart of Ink emerged a substance unlike anything Inkiostria had ever seen before: an ink as black as pitch. Within days, the surrounding lands were overrun by color-devouring creatures known as the Neromorphs.

The mere presence of these creatures corrupted the land. Wherever they roamed, the colors of Inkiostria turned to black, erasing the works of the Great Painters. These ravenous beasts also feed upon a Grafid's Light-Color, making it impossible to recolor anyone they devour. Fortunately, the Neromorph threat has been contained within the Heart of Ink, thanks to the Painters of the Outer Lands, who work tirelessly to hold the line at its borders—a battle that appears endless.

HOW TO PLAY?

A role-playing game (RPG for short) is a game in which players take on the roles of characters who become the protagonists of an ever-evolving story. One player, called Maestro here, is responsible for narrating the story. Everyone else plays a Painter, using skills to overcome the challenges the Maestro presents.

You don't need much to play: a pencil, a sheet of paper, as many six-sided dice as you can find (referred to from now on as **D6**), and plenty of imagination!

Each game session is led by the Maestro, who also serves as the referee, deciding the consequences of the characters' actions and turning the Painters' intentions into opportunities for the story to move forward.

Maestro: A steep rock wall rises before you. A spring of Black Ink flows from the top of the mountain. What do you do?

Player 1: Vermilio waves his brush and paints a climbing rope. As soon as it takes shape, he begins climbing the wall, securing the rope as he goes so the others can follow.

Player 2: Longquill paints a climbing hook into the rock, giving Vermilio a better handhold!

*Maestro: Perfect. You're both using **Ink**: Vermilio to conjure the rope, and Longquill to create the hook. That gives you a total bonus of +2D6 on the **Energy Test**.*

*Player 1: I roll 3D6...and get one **Success**!*



Maestro: The **Test's Difficulty** is 1, so that's a "**Success, but.**" Vermilio manages to climb the wall and secure the rope to the ledge Longquill created, but the climb is difficult and unsteady. The rope is secure, but it isn't completely safe. The other Painters gain +1D6 on their climbing **Test**, but a **Failure** could lead to complications

Maestro: You can try to climb now.

Player 2: Two **Successes**!

Player 3: Two **Successes**!

Player 4: Ugh... zero **Successes**.

Maestro: Players 2 and 3, with two **Successes**, your Painters reach the top without any trouble. Player 4, zero **Successes**—that's a "**Failure.**" You slip just as you're about to grab the rope, leaving you dangling against the rock face.

Player 3: I want to help! Celestia grabs the rope from above and tries to pull the Painter up!

Maestro: Great idea. Player 4, you can attempt the **Test** again with a +2D6 bonus.

Player 4: A **Success** this time!

Maestro: One **Success**—that's a "**Success, but.**" With Celestia's help, you manage to grab the rope and, bracing your feet against the rock, pull yourself to the top. But when you slipped, you slammed into the cliff face: you take 1 **Damage**.

Maestro: You're all at the top now. In the distance, you see streams of Black Ink pouring from a crack in the rock. A creature as black as pitch slowly creeps nearby.

A PAINTER SKILLS

To face the dangers of the game world, every Painter has a set of numerical values on the corresponding Character Sheet. The core Characteristics define the Painter's strength, intelligence, and empathic sensitivity. The Status tracks **Health** and how much **Ink** the Painter has available, while the Combat Stats measure how skilled the Painter is in battle, both offensively and defensively.

Characteristics

Painters in Ink Tales have three core characteristics: **Energy**, **Intelligence**, and **Empathy**. These values determine how many **Characteristic Dice (D6)** a Painter rolls when facing a **Test**.



Energy (Red): Represents how strong and agile a Painter is. A high Red score means the Painter is physically powerful and athletic, making it much easier to move heavy objects, perform acrobatic feats, or break down doors.



Intelligence (Yellow): Represents a Painter's intellect and ingenuity. A high Yellow score means the Painter has an exceptional memory and excels at spotting clues, coming up with brilliant ideas, and operating complex machinery.



Empathy (Blue): Represents how charismatic and emotionally perceptive a Painter is. A high Blue score means they can charm, deceive, and entertain others far more effectively than their companions.

Status

These values represent a Painter's **Health** and the amount of **Ink** the Painter has available. Unlike the core characteristics, these values constantly change throughout a game session as the Painter takes **Damage** and spends **Ink**.



Health: Represents how much **Damage** a Painter can withstand before becoming a **Sketch** (page 29) and needing to be redrawn.



Ink: Represents the amount of magical **Ink** a Painter has available to perform **Pictorial Conjurations**.

Combat stats

These values measure how skilled and resilient a Painter is in battle, affecting both the Painter's **Attack** and **Defense**.



Damage: Represents how much **Damage** a Painter deals with each **Attack**. This value is affected by the Brush the Painter has equipped.



Defense: Represents a Painter's ability to avoid incoming **Attacks**. This value is affected by the Palette the Painter has equipped.

ACTIONS

To interact with the game world, a Painter can perform a variety of **Actions**.

Conjuration

Spend **Ink** to create a **Forged**, **Elemental**, or **Empathic Conjuration** (pages 20 to 23). This **Action** also includes applying an **Emotion**, **Armor**, or **Barrier** to an ally.

Interaction

Use an object, face a **Test**, or **Attack** an enemy using skills or a **Conjuration** just created.

Recovery

Restore 1D6 **Ink** (up to the Painter's maximum). This **Action** can only be used six times per day. Each additional **Recovery Action** automatically triggers a **Smudge** (page 19).

Familiar

Command the Painter's Spruffle to use its **Ability** (page 38).

Heal

Spend **Ink** to restore an equal amount of **Health** to a Grafid (up to their maximum).

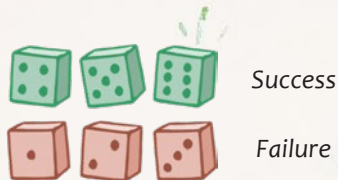
Defend

Reduce by 1 the **Damage** from the next **Attack** the Painter suffers.

FACING A TEST

When a character attempts an **Action** with an uncertain outcome, the Painter rolls a number of **D6** equal to the relevant characteristic.

The number of **D6** rolled is called the **Characteristic Dice** (*Energy Dice*, *Intelligence Dice*, or *Empathy Dice*). Bonus dice can be added to any **Test** by spending **Ink**, using equipment, or receiving other forms of assistance.



An **Action** succeeds if the number of **Successes** is equal to or greater than the **Difficulty** set by the Maestro. **Failed** dice do not subtract from the Painter's **Successes**.

If a Painter rolls more or fewer **Successes** than the **Test's Difficulty**, the outcome is modified by **Positive Twists** or **Complication**.

Successes	Twist
Below the Difficulty	The Action fails, and the Maestro introduces a Complication .
Equal to the Difficulty	The Action succeeds, but the Maestro introduces a Complication ("Success, but").
+1 over the Difficulty	The Action succeeds with no complications.
+2 or more over the Difficulty	The Action succeeds decisively, and the Maestro introduces a Positive Twist .

Rolling more dice increases the chances of **Success**, but it never guarantees it.

Complications and Positive Twist

Complications are the consequences Painters suffer based on the outcome of dice rolls. They can include **Negative Emotions** (page 17), **Impediments** (page 18), **Damage to Health**, reduced bonuses, or unfavorable narrative twists.

Positive Twists are the opposite side of the coin. They can grant **Positive Emotions** (page 17), bonuses, or favorable narrative developments for the Painter.

Helping with a test

In some situations, multiple Painters can face the same **Test** together, working as a team.

In this case, one Painter faces the **Test** using the Painter's own **Characteristic Dice**, and gains one additional **D6** for each Painter who helps.

Any assistance provided by other Painters must be plausible, and the Maestro has the final say.

Plausible example: A Painter is trying to climb a stack of crates to reach a high window. Another Painter helps by holding the crates steady and pointing out where to step.

The assistance is direct and meaningful, so one D6 is added.

Implausible example: A Painter is trying to remember a magic rhyme engraved on an old toy, while another Painter simply says, "Come on, focus!"

The encouragement doesn't actually contribute to the Action, so no D6 is added.

CONDITIONS

During their adventures across the lands of Inkiostria, Painters, Grafids, and other creatures may become hindered, affected by various statuses, or subject to other conditions that alter their skills.

Conditions fall into three categories: *Emotions*, *Impediments*, and *Smudges*.

Emotions

Emotions alter a creature's state of mind. A creature gains an *Emotion* when it is successfully targeted by an *Empathic Conjunction* (page 23) or by an enemy's *Ability*. Certain situations—such as a village festival or news that a friend has fallen in battle—can also trigger *Emotions* naturally.

	Emotion	Status	Effect
Positive	Happiness	The creature is cheerful and optimistic.	Reroll the Successful die with the lowest result.
	Courage	The creature fears nothing.	Turn one Failure into a Success .
	Calm	The creature is calm and focused.	Adds 1D6 to an Action 's dice pool.
Negative	Anger	The creature is consumed by rage.	Remove 1D6 from an Action 's dice pool.
	Sadness	The creature is anguished and pessimistic.	Reroll the Successful die with the highest result.
	Fear	The creature is terrified.	Turn one Success into a Failure .

Positive Emotions remain active until a creature fails a *Test*, while *Negative Emotions* remain active until a creature succeeds at a *Test*.



Impediments

Impediments are physical conditions that hinder a creature. Being stunned, immobilized, or slowed reduces their effectiveness, especially in combat.

A creature gains an **Impediment** when it is successfully targeted by a **Forged** or **Elemental Conjunction** specifically designed to inflict a physical penalty, or by an enemy's ability. Certain environmental situations, such as a violent snowstorm, can also cause **Impediments** naturally.

Impediment	Status	Effect
Slowed	The creature moves very slowly.	Can take only one Action on its Turn.
Immobilized	The creature is restrained by external forces.	Can't take Conjunction or Interaction Actions .
Stunned	The creature can't think or act.	Can't take any Actions .
Confused	The creature can't tell friend from foe.	Whenever it takes an Action , roll 1D6. On an odd result, the Action targets an ally instead of an enemy, and vice versa.
Weakened	The creature struggles to defend itself.	Halve its Defense value (rounded up).
Exhausted	The creature can't use its powers.	Can't spend Ink .

An **Impediment** can often be removed by using skills creatively. For example, by using the **Elemental Conjunction** [**Liberating Flame**] to melt an [**Ice Prison**] trapping an ally.

Smudges

Once a Painter has exceeded the limit of six **Recovery Actions**, the Painter can continue drawing on **Ink**—but at the risk of triggering unexpected magical mishaps known as **Smudges**.

For each **Recovery Action** taken beyond that limit, roll **2D6** and consult the table below to determine which **Smudge** occurs.

Smudges are not limited to recovering **Ink**—they can also occur whenever **Ink** becomes unstable for any reason.

2D6	Effect
2 to 6	Recover Ink as usual.
7 to 8	No Ink recovered.
9	The Ink concentrates too quickly and explodes. Take 1 Damage .
10	The Ink splashes in the Painter's face. Gain a Negative Emotion .
11	The Ink slips out of the Painter's control. All conjured equipment breaks.
12	The Painter's hair and beard instantly grow out of control. The Painter becomes Slowed and Confused .

PICTORIAL CONJURATION

Every Painter can draw anything imaginable and bring it to life. The amount of **Ink** a Painter has available determines the quantity or complexity of what the Painter can draw during a game action.

There are three types of **Pictorial Conjurations**: **Forged**, **Elemental**, and **Empathic**. Painters use them to help their companions by creating objects, damaging enemies, and conveying **Emotions**.

But how does a Painter actually conjure something?

The Painter describes the object desired and paints it with **Ink**. Each noun and adjective costs **1** additional **Ink**. Articles and conjunctions don't count toward the total.

Player 1: I paint a [Heavy Sword of Death] to strike the enemy!

Maestro: Perfect! You spend 3 Ink and add 3D6 to your Energy Dice for your next Interaction Action to Attack!

Forged conjurations

These allow Painters to conjure weapons and objects, forging them from **Ink**. Whenever a Painter wants to conjure a weapon, a suit of armor, or an object made of metal, wood, or similar materials, this is the type of **Conjuration** to use.

Examples of Forged Conjurations: [Sword], [Heavy Hammer], [Ruinous Double-Bladed Axe], [Hunting Bow], [Iron Armor], [Shield of Harmony], [Rope], [Reactive Boots], [Binding Steel Cage], [Bed of Nails].

For inspiration check the tables on page 56.

Weapons: for every *Ink* spent, add 1D6 to the *Energy Dice* used for the *Test* to wield that weapon.

- › A conjured weapon disappears as soon as the Painter wielding it fails a *Test*.

Armor: Grants a +1 bonus to the target's *Defense*. To conjure armor for a Painter or an ally, the Painter must succeed at a *Test* with a *Difficulty* equal to the target's *Defense*. Each *Ink* spent adds 1D6 to the *Energy Dice* used when facing that *Test*.

- › Conjured armor disappears as soon as the Painter wearing it is hit by an *Attack*.

Impediments: to apply an *Impediment*, the Painter must succeed at a *Test* with a *Difficulty* equal to the target's *Defense*. Each *Ink* spent on the *Conjunction* adds 1D6 to the *Energy Dice* used when facing the *Test*.

- › An *Impediment* lasts for one Turn if the number of *Successes* equals the target's *Defense*. Each additional *Success* extends its duration by one additional Turn.

Objects: For each *Ink* spent, add 1D6 to the *Energy*, *Intelligence*, or *Empathy Dice* used when facing the *Test* to use that object.

- › A conjured object disappears as soon as the Painter using it fails a *Test*.

Elemental conjuration

These **Conjurations** are true feats of magic, harnessing the forces of nature. They allow a Painter to hurl flames, ice, rocks, lightning, and anything else capable of unleashing nature's fury.

Examples of Elemental Conjurations: [Fireball], [Whirlwind], [Lightning Bolt], [Rockslide], [Stone Wall], [Wind Barrier], [Enveloping Ice Cage], [Disorienting Vortex].

For inspiration check the tables on page 57.

Offensive or Utility Spells: For each **Ink** spent, add 1D6 to the **Intelligence Dice** used when facing the **Test**.

- › Once conjured, an offensive spell disappears after it is used during an **Interaction Action** to target a creature.



Defensive barriers: Grant a bonus to the target's **Defense** equal to the **Ink** spent. To create a **Barrier** for a Painter or an ally, a Painter must succeed at a **Test** with a **Difficulty** equal to the target's **Defense**. Each **Ink** spent on the **Conjuration** adds 1D6 to the **Intelligence Dice** used when facing the **Test**.

- › A **Barrier** remains active until the next **Attack** targeting the protected creature, then disappears.

Impediments: To apply an **Impediment**, a Painter must succeed at a **Test** with a **Difficulty** equal to the target's **Defense**. Each **Ink** spent on the **Conjuration** adds 1D6 to the **Intelligence Dice** used when facing the **Test**.

- › An **Impediment** lasts for one Turn if the number of **Successes** equals the target's **Defense**. Each additional **Success** extends its duration by one additional Turn.

Empathic conjuration

These **Pictorial Conjurations** express and convey **Emotions**, instill fear in enemies, and inspire courage in allies.

Examples of **Empathic Conjurations**: [Mask of Sadness], [Surge of Courage], [Frightening Jack-in-the-Box], [Zen Garden of Calm], [Creeping Vines of Rage].

For inspiration check the tables on page 58.

Emotions: To apply an **Emotion**, a Painter must succeed at a **Test** with a **Difficulty** equal to the target's **Defense**. Each **Ink** spent on the **Conjuration** adds 1D6 to the **Empathy Dice** used when facing the **Test**.

- › A **Positive Emotion** (**Happiness**, **Calm**, or **Courage**) remains active until the affected target fails a **Test**.
- › A **Negative Emotion** (**Sadness**, **Anger**, or **Fear**) remains active until the affected target succeeds at a **Test**.

Group conjuration

Painters can combine their skills to bring larger creations to life.

When performing a **Group Conjunction**, each Painter contributes to the creation by spending **Ink**.

The Maestro decides how much **Ink** is required to conjure a large-scale object.

If the conjured object is later used when facing a **Test**, it grants a bonus of **1D6** for every **Ink** spent.

Maestro: You're standing before a river in full flood. If you try to cross it, the current will certainly sweep you away.

Player 1: I want to spend 1 **Ink** to paint a **[Boat]** so we can cross the river safely.

Maestro: That's a fairly large object. You'll need at least 5 **Ink** to bring it to life.

Player 2: I'll spend 2 **Ink** to create the **[Majestic Sails]**.

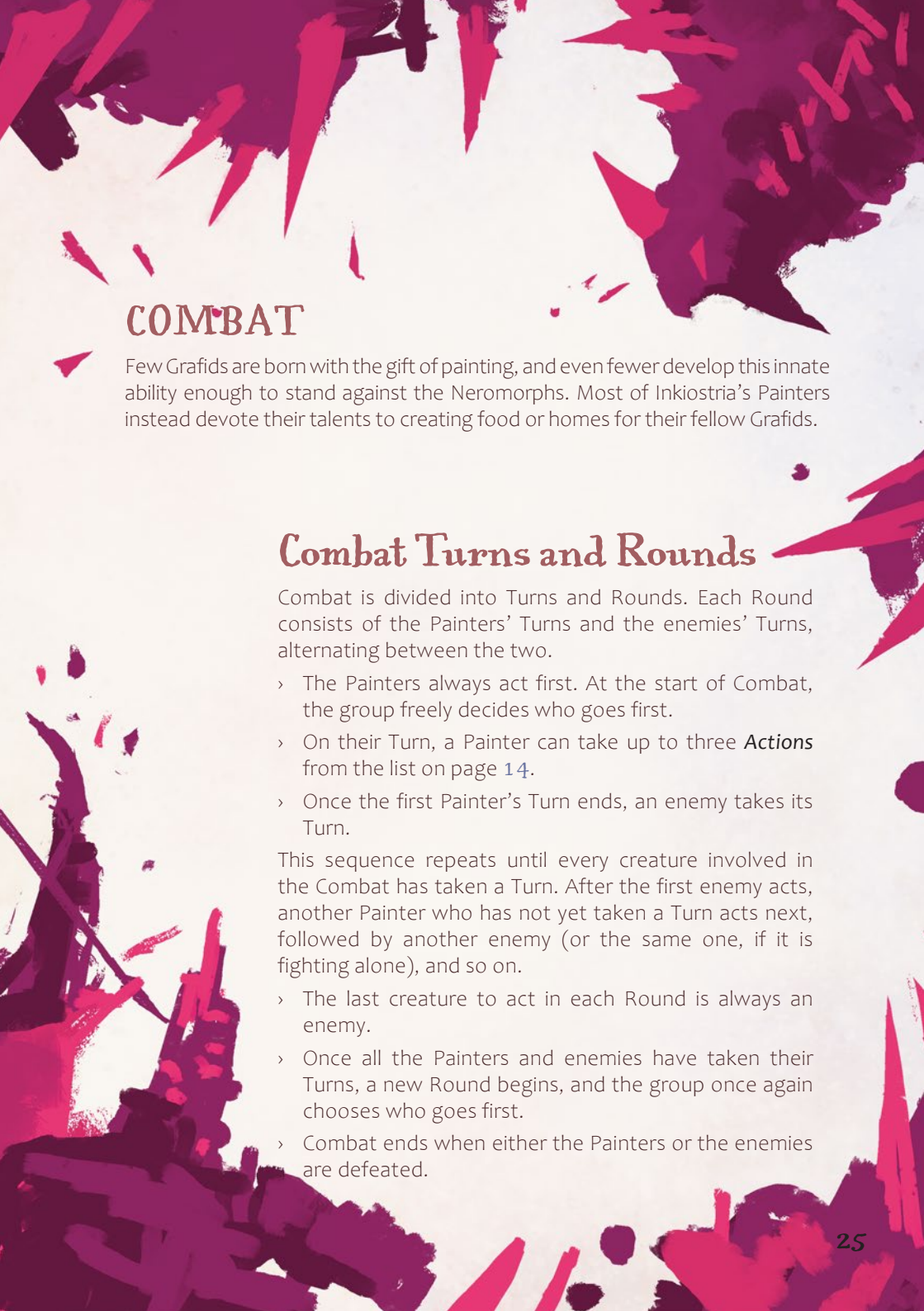
Player 3: I'll spend 2 **Ink** on a **[Reinforced Hull]**.

Player 4: And I'll spend 1 **Ink** to create the **[Rudder]**.

Maestro: Excellent. You've built a boat. But the river's current is very strong, so steering it will require an **Intelligence Test**. Whoever takes the rudder gains a +6D6 bonus.

Player 3: I have **Intelligence 3**, so I'll take the rudder! I roll 9D6... Five **Successes**!

Maestro: The **Difficulty** was 4. You safely lead the boat across the flooded river and reach the opposite bank unharmed.



COMBAT

Few Grafids are born with the gift of painting, and even fewer develop this innate ability enough to stand against the Neromorphs. Most of Inkiostria's Painters instead devote their talents to creating food or homes for their fellow Grafids.

Combat Turns and Rounds

Combat is divided into Turns and Rounds. Each Round consists of the Painters' Turns and the enemies' Turns, alternating between the two.

- › The Painters always act first. At the start of Combat, the group freely decides who goes first.
- › On their Turn, a Painter can take up to three **Actions** from the list on page 14.
- › Once the first Painter's Turn ends, an enemy takes its Turn.

This sequence repeats until every creature involved in the Combat has taken a Turn. After the first enemy acts, another Painter who has not yet taken a Turn acts next, followed by another enemy (or the same one, if it is fighting alone), and so on.

- › The last creature to act in each Round is always an enemy.
- › Once all the Painters and enemies have taken their Turns, a new Round begins, and the group once again chooses who goes first.
- › Combat ends when either the Painters or the enemies are defeated.

Maestro: A Swiftbeast leaps out of the shadows. It's fast, sharp as a blade, and its claws drip with Black Ink. It moves restlessly, ready to strike.

Maestro: You act first. Who's going?

Player 1 (Guerraz): I'll go. I conjure a [Heavy Sword], paint it with Ink, and charge straight at it!.

Maestro: Perfect. Face your Energy Test.

Player 1: Three Successes!

Maestro: Excellent. The blade strikes the Swiftbeast head-on, and the blow sends it flying backward.

Maestro: Now it's the Swiftbeast's Turn. It recovers with a sudden burst of speed and lunges at you, claws first.

(The Maestro rolls.)

Maestro: Two Successes for it too.

Maestro: You have Defense 2, so the attack hits. The claws rake across you, and you take 1 Damage.

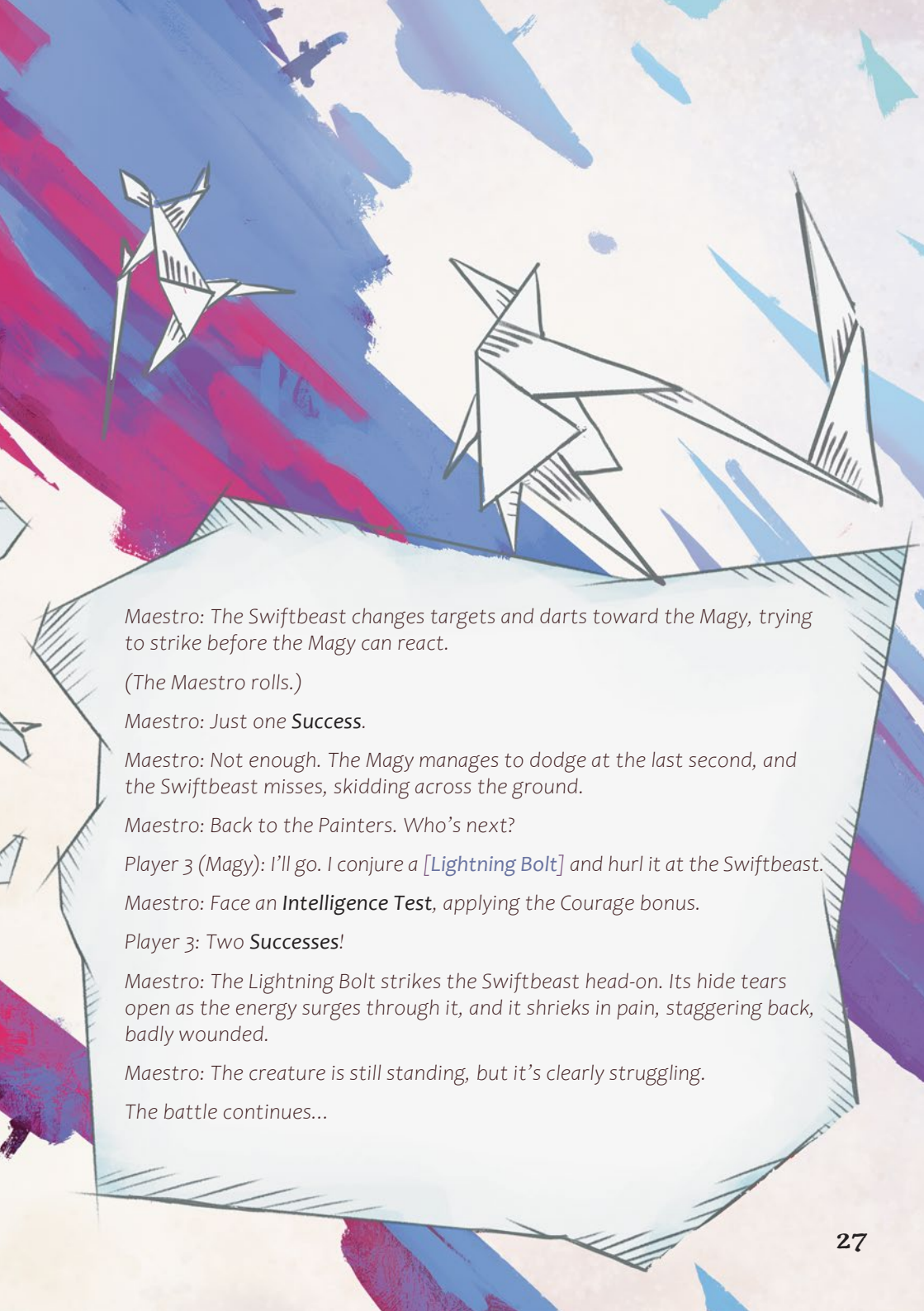
Maestro: Back to the Painters. Who's next?

Player 2 (Regy): I'll go. I conjure a [Surge of Courage] and direct it at the Magy.

Maestro: Perfect. Make an Empathy Test with a +2D6 bonus.

Player 2: Two Successes!

Maestro: The Magy has Defense 1, so you exceeded it by one Success. Courage takes shape and wraps around your ally, filling the Magy with confidence and determination.



Maestro: The Swiftbeast changes targets and darts toward the Magy, trying to strike before the Magy can react.

(The Maestro rolls.)

Maestro: Just one **Success**.

Maestro: Not enough. The Magy manages to dodge at the last second, and the Swiftbeast misses, skidding across the ground.

Maestro: Back to the Painters. Who's next?

Player 3 (Magy): I'll go. I conjure a [**Lightning Bolt**] and hurl it at the Swiftbeast.

Maestro: Face an **Intelligence Test**, applying the Courage bonus.

Player 3: Two **Successes**!

Maestro: The Lightning Bolt strikes the Swiftbeast head-on. Its hide tears open as the energy surges through it, and it shrieks in pain, staggering back, badly wounded.

Maestro: The creature is still standing, but it's clearly struggling.

The battle continues...

Combat actions

On their Turn, each Painter can take three **Actions** from those described on page 14, and the same **Action** can't be repeated twice. **Legacy** abilities and using **Glyphs** count as free **Actions**.

Dealing damage

When a creature uses its **Interaction Action** to **Attack** a target, it deals 1 **Damage** if its number of **Successes** equals the target's **Defense**.

Every additional **Success** beyond the target's **Defense** is multiplied by the weapon's **Damage** value.

Player: I target the monster. I got five Successes! My Brush deals 2 Damage.

Maestro: The monster has Defense 2. You exceeded its Defense by three Successes, dealing 6 Damage (3 Successes × 2 weapon Damage).

Targeting multiple creatures

To target multiple creatures with a single **Interaction Action** to **Attack**, a Painter must face a single **Test** that targets them all. In this case, calculate the creatures' **Group Defense** as follows:

Highest Defense +1 for each additional target

Player 1: I use a Conjunction Action to paint a [Rain of Blazing Fire], targeting all three Neromorphs!

Maestro: Perfect! The highest Defense among the Neromorphs is 2, and there are three of them, so the Group Defense is 4.

Defeat of a Grafid

When a Grafid takes **Damage**, its body gradually loses definition until its **Health** is reduced to 0.

When this happens, it reverts to being a **Sketch**.

Reduced to little more than a series of scribbled lines surrounding its pigment, it can no longer take any **Actions**. Its **Conjurations** vanish, and it must be repainted using a **Heal Action** performed by a Painter.

Recoloring a sketch

Painters can spend **Ink** to recolor a Grafid's **Sketch** and restore its **Health**.

Each **Ink** spent restores an equal amount of **Health** to the Grafid.



THE PAINTERS

Here are the Painters tasked with stamping out the corruption. These great heroes were chosen for their exceptional ability to shape magical **Ink**, and they are the realm's champions.

Once you have decided which Painter to play:

- › Assign values to your main Characteristics: **Health** and **Ink**. You have 5 points to distribute; each Characteristic has a base score of 1. Every Painter also has another stat: **Defense**, starting at 1.
- › Choose one of the available **Glyphs** (page 36-37).
- › Create your Spruffle using the generative tables (page 38 to 40).

Each lineage grants the Painter an ability called **Legacy**. This ability is very powerful and can only be used once per day!!

Character sheet

Use the Character Sheet to always keep track of your Painter and Spruffle. This tool is essential for jotting down every characteristic, skill, ability, and item your Painter owns, and for tracking progress during game sessions.

1. The **Energy**, **Intelligence**, and **Empathy** characteristics.
2. Your Painter's appearance and Spruffle's.
3. **Health** and **Ink**, a Painter's essence. Write the maximum value in the icons, and mark the current value underneath. Use the boxes below to track how many **Recovery Actions** you have used that day.

4. The Painter's name and quirks. This is where you write your Painter's backstory, how your hero interacts with the world, and your Painter's related **Legacy** ability.

5. Your Spruffle's name and quirks.

6. Brush and Palette. Each Painter starts with a Brush that deals **1 Damage**, and a **Defense** of **1**.

7. Fragments are the game's currency. None will be provided in this quickstart, but in the full game they will be essential for improving your Painter!

8. **Glyphs** are abilities and skills that help a Painter take on the world and be more effectively in battle.

9. The items the Painter owns.

ENERGY
1
YELLOW
EMPATHY
BLUE

PAINTER AND SPRUFFLE DRAWING
2

HEALTH
3
CURRENT HEALTH
INK
CURRENT INK
RECOVERY ACTIONS

BRUSH
6
DAMAGE

PALETTE
DEFENSE

USED FRAGMENTS
7
AVAILABLE FRAGMENTS

PAINTER'S NAME
4

SPRUFFLE'S NAME
5

LINEAGE
BACKSTORY
LEGACY ABILITY

APPEARANCE
PERSONALITY
FLAW
FAMILIAR ABILITY

GLYPHS
8

INVENTORY
9

COUNT DE COLORIS

Count de Coloris comes from a noble family; he is very haughty and a bit of a snob. Even so, his skill in Empathic Painting is unmatched: they say that if he wanted to, he could frighten a dragon or make a tree weep.

HEALTH



INK



ENERGY



RED

INTELLIGENCE



YELLOW

EMPATHY



BLUE



Emotional overload

For one Turn, you can target up to 2 creatures with an *Empathic Conjunction* or grant 2 *Emotions* to a single target.

LEGACY ABILITY

AGRILPE

Like any proper Magy, Agrilpe is highly eccentric and an expert in Elemental Painting. His main challenge is not so much experience or painting skill, but rather keeping his focus and, above all, trying not to destroy everything in one of his mad experiments to create “Fiery Ice Lightning” or the “Thundering Lava Torrent”.

HEALTH

1

INK

1

ENERGY

1

RED

INTELLIGENCE

2

YELLOW

EMPATHY

2

BLUE

Mad creativity

The Painter gains **2D6 Ink**, which can exceed the Painter's maximum **Ink** value for this Turn.

LEGACY ABILITY

LEEROY PENNEL

Leeroy is a formidable Guerraz, brave and always ready to dive into the fray. His obvious recklessness, however, can become a drawback: more than once the group may run out of Ink just from recoloring him.

HEALTH



INK



ENERGY



RED

INTELLIGENCE



YELLOW

EMPATHY



BLUE



Guerraz mastery

When performing a *Forged Conjunction* to create a weapon, any *Ink* spent grants double the **D6** on the next *Energy Test* faced with that weapon.

LEGACY ABILITY

FLORINDA

HEALTH



INK



ENERGY



RED

INTELLIGENCE



YELLOW

EMPATHY



BLUE

Florinda is a Sylvani so kind and good-hearted that it borders on naivety. Her friends often tease her for the way she sees the world. But when it is time to pick up the brush and fight the black tide, no one is better than her at recoloring her companions.

Breath of Lian

A breath of color infused with the power of the Great Painter Lian restores the **Health** of all Grafids nearby up to their maximum value. It also increases their **Health** by +1 for one Round. You can choose to exclude any Grafid from this effect.

LEGACY ABILITY



GLYPHS

Glyphs carry the lasting imprint of abilities mastered by the heroes of the past. They are disciplines that Painters can learn, allowing them to carry on the great honor of defending the lands of Inkiostria.

Healer

Each point of *Ink* spent on a *Healing Action* restores **2 Health** to one Grafid, or **1 Health** to two Grafids.



Luminescence

The Spruffle emits light, illuminating the surrounding area.



Convincing

Empathic Conjurations that target yourself or an allied Painter grant **2 extra D6** on the *Empathy Test*.



Obtaining Glyphs

During character creation, a Painter chooses one Glyph from the starting options. In the full game there are many more: Painters acquire them by spending Fragments, the game's currency.



Blacksmith

Grants 2 extra D6 when performing a *Forged Conjunction* to create armor on yourself or an allied Painter.



Reckless assault

You can add 1D6 to your next *Energy*-based *Attack* reducing your *Defense* by 1 against the next *Attack* you suffer.



Preserve the colors

When performing an *Elemental Conjunction*, the Painter recovers 1 *Ink*.

SPRUFFLES: FAMILIAR COMPANIONS

Painters have small companions called Spruffles. These loyal Familiars bond with their Painter for life.

Spruffle appearance

Spruffles are a manifestation of color. Their appearance is always unique; no two are alike.

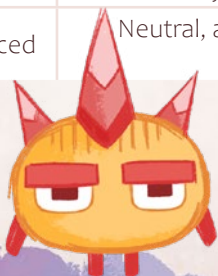
D6	Details
1	Has a soft, furry coat.
2	The tail is long and bushy.
3	Has long, floppy ears.
4	Has many little legs or tentacles.
5	The body is gelatinous and translucent.
6	The body is gaseous or smoky.



Spruffle personality

A Spruffle's temperament should not be underestimated, since the Spruffle's personality determines how it reacts to events.

D6		Personality
1	Exuberant	Always energetic, draws attention, reacts in an exaggerated way.
2	Shy	Wary at first, tends to hide or observe before acting.
3	Protective	Bonds strongly with the Painter and defends or guards closely.
4	Curious	Interacts with everything, explores, gets distracted easily.
5	Playful	Treats everything like a game, even serious situations.
6	Balanced	Neutral, adaptable, responds consistently to the situation.





Spruffle flaws

Spruffles are adorable little creatures strongly connected with their Painter, but they are not without flaws.

D6	Flaw	Effect
1	Distracted	Drawn to intense colors, performs their next Familiar Action on the last Painter who cast a Conjuration .
2	Touchy	If criticized or offended based on its personality traits, it refuses to perform its next Action .
3	Hungry	If it senses food or interesting smells, heads toward the source to eat or investigate.
4	Unpredictable	When performing the Familiar Action , may use a nearby Spruffle’s ability instead of its own.
5	Fearful	In the presence of a threat, may flee or become unusable for a Turn or a scene.
6	Clumsy	May cause noise, mess, or small accidents when silence or precision is required.

Whenever a flaw’s outcome is unclear, the Maestro decides.

Spruffle abilities

A Spruffle can help its Painter in all kinds of situations. A Familiar's ability can be used once per scene, or in combat with the dedicated **Familiar Action**.



D6	Ability	Effect
1	Protection	Grants the Painter +1 Defense against the next Attack .
2	Annoyance	An enemy suffers -1 Defense against the next Attack .
3	Recovery	The Painter regains 1 Ink .
4	Emotional Beacon	The Painter gains a Positive Emotion .
5	Aid	The Painter gains an extra D6 on a Test or on the next Attack .
6	Regeneration	The Painter recovers 1 Health .





DEDICATED TO THE MAESTRO

This part of the quickstart is dedicated entirely to the Maestro and contains the introductory adventure “The Mustacchia Spring”.

So, if you are a Painter, stop reading here! The adventure—and all its surprises—will be much more fun when you play!

ADVENTURE: THE MUSTACCHIA SPRING

Mustacchia Village was famous for two things: its master mustache-painters, renowned throughout Inkiostria, and the underground spring of magical Ink that supplied all the lands surrounding Foamy Lake.

For some time now, however, no magical Ink has flowed from the spring, and the people of the villages around the lake have grown worried about the fate of Mustacchia and its inhabitants. As skilled Painters, you have been sent to uncover the cause and set the Ink flowing once more.

Arrival in the Lands of Mustacchia

The Maestro reads: “After three days of travel through the lands of Magya and the Poplarbrush Forest, you finally reach the area surrounding Mustacchia Village. The village lies to the southwest, still a few hours away, perched atop a promontory. The path stretches ahead, and farther south you spot an observation tower rising above the treetops. Continuing onward, you soon reach a fork: the main trail leads toward the tower, while a smaller path branches east toward Foamy Lake”.

Path: The players may follow any route marked on the map to explore the following points of interest: [Farsight Tower], [Foamy Pier], [Mudstain Swamp], and [Mustacchia Village]. Each location is described in the sections that follow. The players can access [Colorspring Cave] only after visiting [Mustacchia Village].





Farsight Tower

Following the main trail, the Painters arrive at the foot of the tower.

The Maestro reads: “Before you stands a tall observation tower. Beside it, a crooked, faded sign reads: ‘Farsight Tower’.”

The Painters can enter the tower and climb to the top to survey the lands of Mustacchia. (Describe the view and show the players the map).

If the Painters use a **Pictorial Conjunction** to create something that allows them to see farther, reveal the following additional details:

Foamy Pier: Along the lakeshore, you spot a small harbor with empty docks, a cargo vessel with its sails furled, and a building that appears to be a warehouse.

Mudstain Swamp: Amid the muddy pools lies an enormous creature. What appears to be a Grafid is pushing against it, apparently trying to get it moving. Instead of a saddle, an actual little house rests on the creature’s back.

Mustacchia Village: The village buildings are streaked with black, as though corruption has spread across their walls.

Colorspring **Cave:**

The cave entrance resembles a dark fissure that no light can penetrate. In the clearing outside, you can make out several mining tools scattered on the ground.



Foamy Pier

The Maestro reads: ““Before you stretches a small beach with a little pier. The waters of Foamy Lake lap gently against the shore in slow, rhythmic waves, bringing a sense of peace. To the left of the pier rests the bow of a large vessel, with a door set into its hull. It appears to have been repurposed as some kind of building.”

The door set into the hull is closed. If the Painters attempt to force their way into the warehouse, the Maestro calls for an **Energy Test** with **Difficulty 2**.

The Painters can also use **Pictorial Conjurations** to open the door, for example, by painting a [**Lockpick**], blasting it open with a [**Door-Blasting Explosion**], or winning the door over with a [**Convincing Story**].

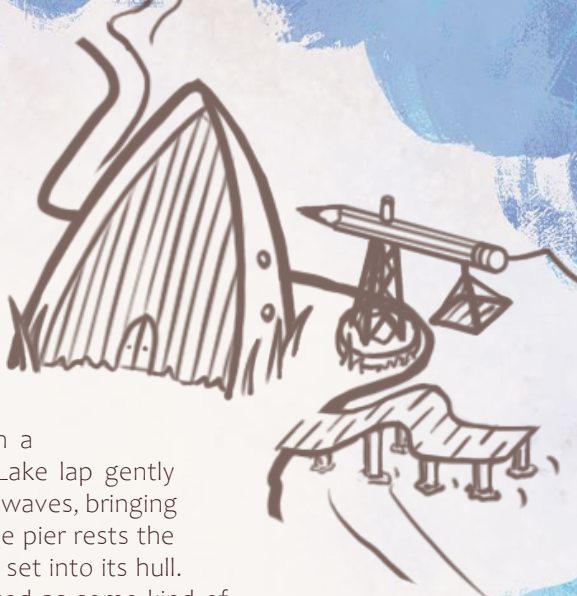
Once inside, the Painters notice a board near the entrance. Across the top are the words “INK ORDERS.” Several pins remain stuck beneath the heading, but there are no orders.

The Painters can search the warehouse by facing an **Intelligence Test** with **Difficulty 2**. If they succeed, they find two [Ink Vials].



Ink vial

Using their **Interaction Action**, the Painter gains or provides 2 **Ink**.



Mudstain Swamp

The Maestro reads: “The path leads to the edge of a muddy swamp and becomes increasingly difficult to follow as you press onward. Suddenly, a shrill voice rings out from behind the trees and undergrowth: ‘Come on, move, you big lump!’”

The Painters can approach the Grafid and ask whether he needs help. As they draw closer, they discover that he is a Magy struggling to push an enormous Gorgophant free from the mud.

As soon as he sees them, the flustered Magy exclaims: “Greetings, travelers! At last, some kind-hearted pigments have come to help this old Magy! My name is Astolfio, and this big lump is Petunia—and she has absolutely no intention of moving!”

Petunia: A pink-skinned pachyderm covered in green splotches, with large ears resembling butterfly wings and a pig-like snout. A small dwelling sits on her back in place of a saddle, though its presence does not seem to bother her in the slightest.



If the Painters try to help Astolfio get Petunia moving, the Maestro calls for an **Energy Test** with **Difficulty 5**.

The Painters can face a **Test** with help (page 16), or perform a **Group Conjunction** (page 24) to reach their goal.

If the Painters pass the Test, Astolfio says: “Oh, by all the brushes! I can finally leave this swamp! Let me thank you with something that might come in handy... Take this [Watercolor Buckler]; I don’t need it anymore. Farewell!”

Astolfio and Petunia are soon on their way, disappearing into the colors of the mountains.



Watercolor Buckler

Increases **Defense** by +1.

Mustacchia Village

The Maestro reads: ““Mustacchia Village is a twisted reflection of the happy place it was only a short time ago. The houses, once bright and cheerful, now stand gray and lifeless, their walls covered in stains of black ink that form unsettling patterns.

Suddenly, two Grafids emerge, each from a crumbling house. Their bodies are entirely gray and smeared with black Ink. Their expressions are vacant, and they seem barely aware of their surroundings... The moment they spot you, they erupt into furious screams. Amid the frenzied shrieking, you can make out only a single word: ‘COLOOOR...’”

The Grafids charge at the Painters. Combat begins! (page 25)

The monsters are two Stained Ones; their stats and abilities can be found at page 50.



Monster combat

Unlike Painters, monsters have a variable number of **Actions** and may only choose from the three options listed below. The same **Action** cannot be repeated twice.

Interaction: Faces a **Test** or **Attacks** a creature. Uses **Attack Dice** for both. If an **Attack** succeeds, the monster deals the **Damage** specified in its stats.

When a monster attacks, the Maestro describes the action based on the creature's physical form and its offensive capabilities, explaining in detail how it tries to strike the Painters.

Ability: Uses one of its abilities. Spends the **Ink** required by the ability and uses **Attack Dice** to target a creature.

Defend: Reduces the **Damage** taken from the next **Attack** by -1.

Once the Stained Ones have been defeated, the Maestro reads: “The battle is over. As the last traces of Ink left by your enemies fade away, you hear the door of a nearby house creak open. A Magy peers timidly from the doorway and speaks in a trembling voice: ‘At last! The Painters have come to restore color to our village! But the evil does not dwell here... It all began at the underground spring of Ink! Something dark and wicked has taken hold within the cave... Please, cleanse it of corruption and bring color back to Mustacchia!’”

The Painters now have a new objective: purify the spring of Ink within [Colorspring Cave].



These Grafids wander aimlessly across the lands of Inkiostria, searching for color to absorb. Slow and relentless, the Stained Ones are frail-looking, but they don't seem to feel pain or fatigue.

Debilitating Claws: [1 Ink] The Stained One deals 2 **Damage** to itself, then targets a creature using 4D6. If the **Test** succeeds, the creature suffers 1 **Damage** and a **Negative Emotion** of choice (page 17).

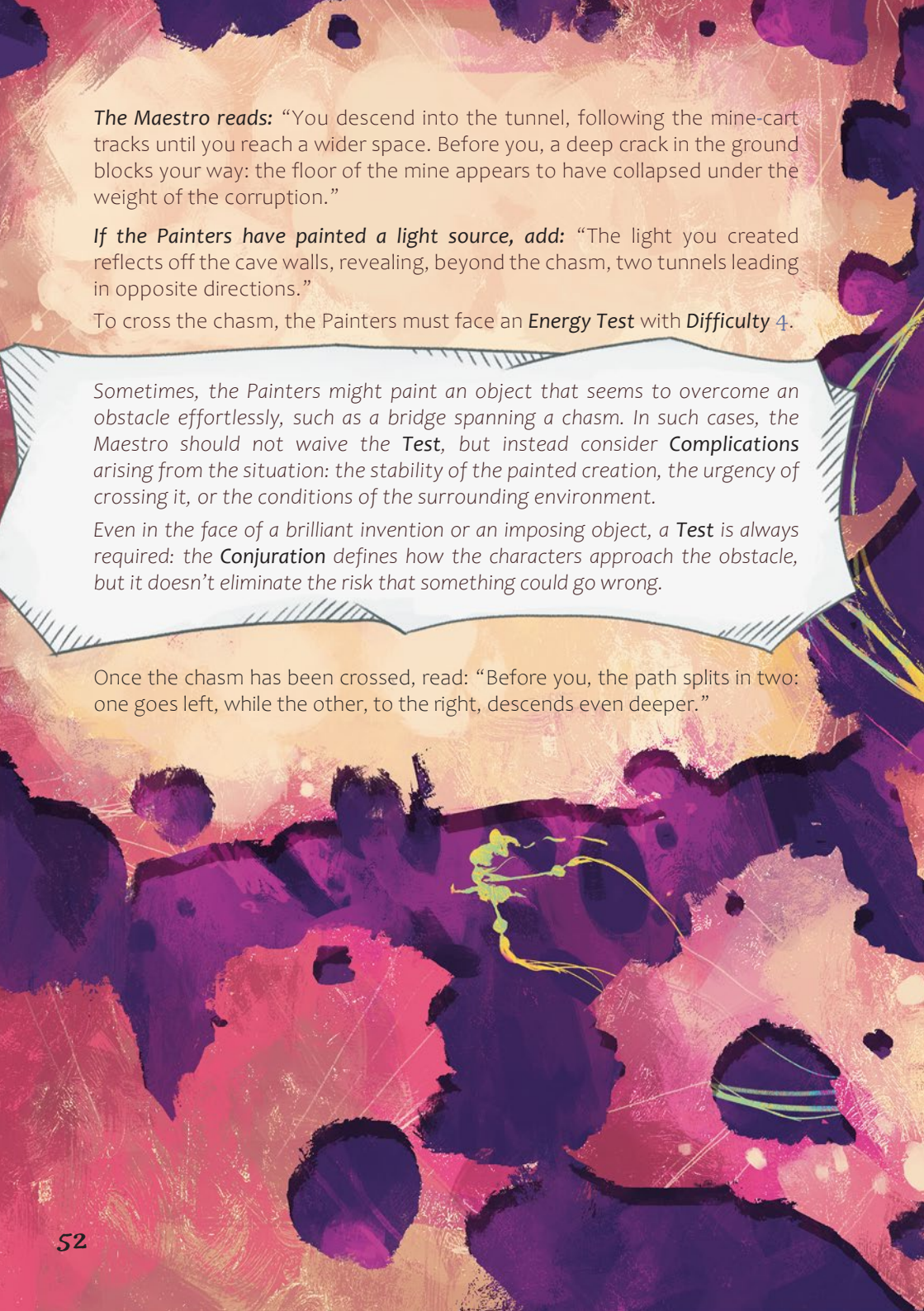
Colorspring Cave

The Maestro describes the path leading from Mustacchia Village to the cave, pointing out that lines of black Ink run along the sides of the road, flowing toward the village.

Once the Painters reach the cave entrance, read: “Right before you, you see the entrance to what looks like an abandoned mine. As soon as you approach the threshold, a deep, monstrous voice, coming from the bowels of the earth, commands you: ‘Go away...’ Bravely gripping your brushes, you cross the threshold: inside, the darkness engulfs you, swallowing the path that descends into the depths of the mine.”

The cave is very dark: every **Test** the Painters must face suffers a Penalty of **+2** to its **Difficulty**. This Penalty lasts until one of the Painters paints a light source.





The Maestro reads: “You descend into the tunnel, following the mine-cart tracks until you reach a wider space. Before you, a deep crack in the ground blocks your way: the floor of the mine appears to have collapsed under the weight of the corruption.”

If the Painters have painted a light source, add: “The light you created reflects off the cave walls, revealing, beyond the chasm, two tunnels leading in opposite directions.”

To cross the chasm, the Painters must face an **Energy Test** with **Difficulty 4**.

Sometimes, the Painters might paint an object that seems to overcome an obstacle effortlessly, such as a bridge spanning a chasm. In such cases, the Maestro should not waive the **Test**, but instead consider **Complications** arising from the situation: the stability of the painted creation, the urgency of crossing it, or the conditions of the surrounding environment.

Even in the face of a brilliant invention or an imposing object, a **Test** is always required: the **Conjuration** defines how the characters approach the obstacle, but it doesn't eliminate the risk that something could go wrong.

Once the chasm has been crossed, read: “Before you, the path splits in two: one goes left, while the other, to the right, descends even deeper.”

If the Painters choose the left path: “Continuing along the passage carved into the rock, you reach a room. Inside, a few cots and some medical instruments blackened by the corruption suggest this place was once a first-aid post for the miners. Searching through the equipment, you notice a few vials containing a reddish liquid.”

The Painters find two [Minor Regenerating Impasto].



Minor regenerating impasto

Using a **Heal Action**, a Grafid recovers 2 **Health** up to the maximum value, without spending **Ink**.

If the Painters choose the path to the right, the Maestro reads: “You begin your descent through a tunnel that plunges deep underground. The passage twists downward, and more and more veins of black Ink pulse through the surrounding rock. As you advance, you hear the sound of heavy breathing growing louder. Apart from that, the only sound is your own uncertain footsteps. The same deep, monstrous voice that warned you not to enter now roars: ‘You ignored my warning! Now you will pay for your insolence with your lives—and then serve as pawns in my army!’ Ahead, two soulless eyes glare at you from what appears to be the creature’s head as an enormous mouth gapes open in a deafening roar.”

If the Painters have painted a light source, add: “The light reveals a vast cavern. At its center looms an enormous creature. Its long arms almost touch the ground and are covered in bulging veins that ooze a black substance.”

Combat begins! The Maestro controls the Brute. Follow the same rules used for the previous combat encounter.



The Brute is the black tide's primary assault force—a hulking creature as large as two Bastionars combined. But don't let its size and brute strength fool you: as a Neromorph, it possesses a malevolent intelligence that allows it to outwit unwary Painters.

Necropainting II [x Ink]: The Brute may spend its own **Health** or **Ink**. For each point of **Health** or **Ink** spent, it chooses one effect:

- › Increases the number of **D6** used for an **Attack**, up to a maximum of 4 additional **D6**.
- › Gains **+1 Defense** for the next **Attack**, up to a maximum of **+2**.

The background of the page is a vibrant, abstract composition of thick, expressive brushstrokes. The color palette is dominated by deep magenta, bright cyan, and sunny yellow, with occasional splashes of red and black. The strokes vary in direction and intensity, creating a sense of dynamic movement and energy. The overall effect is reminiscent of a modern, expressive painting or a digital artwork using a dry-brush or splatter technique.

When the Brute's Health drops to 0, it utters one final warning before collapsing: "You may have won this time, but the corruption will never end..."

The Maestro reads: "The black giant crashes to the ground, its body dissolving into darkness. Behind it, the great spring churns with magical Ink, darkened and tainted by the sinister substance, waiting for someone to restore it to its true state. Ready your brushes—it's time to purify the Black Ink and fill the spring with color once more. Your courage has driven back the corruption, and Mustacchia Village can finally shine with color again."

Random conjuration tables

Weapons conjured with two or three Ink:

2D6	Type	First attribute	Second attribute
2	Sword	Heavy	Rockbreaker
3	Axe	Light	of Destruction
4	Hammer	Spiked	of the Tempest
5	Spear	Piercing	of Fury
6	Dagger	Swift	of Fire
7	Flail	Long	of Lightning
8	Bow	Bejeweled	of Terror
9	Pistol	Elegant	Blessed
10	Rifle	Explosive	Stellar
11	Grenade	Ricocheting	Arcane
12	Crossbow	Reactive	Spectral

Armor conjured with two or three Ink:

2D6	Type	First attribute	Second attribute
2	Helmet	Resistant	Impenetrable
3	Shield	Heavy	of the Colossus
4	Greaves	Light	of Legend
5	Pauldrons	of Scales	of Defense
6	Bracers	of Plates	Ardent
7	Gauntlets	of Chainmail	Magical
8	Chestplate	Woven	Evanescent
9	Robe	Elegant	Blessed
10	Hat	Thorned	Astral
11	Cloak	Regal	Arcane
12	Boots	Protective	of the Immortal

Spells conjured with one Ink:

D6	Type	D6	Type
1	Blaze	4	Gust
2	Missiles	5	Frost
3	Lightning	6	Spike

Spells conjured with two or three Ink:

2D6	Type	First attribute	Second attribute
2	Flare	of Fire	Suffocating
3	Arc	of Earth	of Destruction
4	Chain	of Lightning	Onrushing
5	Projectile	of Cold	of Fury
6	Orb	of Acid	Debilitating
7	Column	of Stones	of Oppression
8	Tornado	of Water	of Terror
9	Ray	of Wind	Divine
10	Wall	of Hail	of the Void
11	Explosion	of Brambles	Arcane
12	Rain	of Roots	Spectral

Barriers conjured with Ink:

2D6	Type	First attribute	Second attribute
1	Barrier	of Fire	Evanescent
2	Shield	of Earth	of Protection
3	Wall	of Lightning	Impenetrable
4	Dome	of Cold	Magical
5	Veil	Arcane	of the Immortal
6	Armor	of Acid	Repelling

Emotions conjured with one Ink:

D6	Tipo
1 to 2	Happiness/Sadness
3 to 4	Calm/Anger
5 to 6	Courage/Fear

Emotions conjured with two or three Ink:

D6	Type	First attribute	Second attribute
1	Mask	Happiness/Sadness	Absolute
2	Mantle	Happiness/Sadness	Intensified
3	Infusion	Calm/Anger	Sudden
4	Aura	Calm/Anger	Unchecked
5	Desire	Courage/Fear	Contagious
6	Perception	Courage/Fear	Hidden



