

Infrastructure

Physical things *want* to matter. Aetherial spirits *wish* to matter. That difference is what makes portent-smithing possible. We mix the physical and aetherial, giving the former power, and the latter purpose. When we're done, we have an Item of Wonder to gift to the world.

Understand, it's far more complicated than the way I'm describing it. In fact, if you go in blindly, you'll only get yourself killed while trying to balance the forces. That's by design: we already have enough problems when Item ingredients turn out to be evil. We don't need enthusiastic amateurs to add to the mix.

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