**Lore**

In Numeria of old the people worshiped the One, the first of all, and revered the natural numbers. They had a more complex relationship with the negative, rational, irrational, and complex numbers. Zero they considered to be a great evil. Orthos the Arithmagician is a descendent of the ancient Numerians who discovers a crumbling Numerian temple complex deep in the jungle. From inscriptions on temple shrines Orthos becomes familiar with the Numerian mythos.

Before aught else there was the One. By sacred law were born his natural children, each greater than the last. For many ages these children were content to live under the law of the One, and they multiplied greatly. Faithful children traveled far, ever seeking the light of the Infinite that lay beyond the horizon.

Yet after many generations a Trickster came among them. He taught that the Limit’s light was a false promise, and that the children of the One should explore other, forbidden paths. Many of the natural children abandoned the law of the One, and consorted with each other to birth strange offspring.

From unnatural union sprang the reflections, dark mockeries of the firstborn. In frenzies they tore themselves apart and stitched themselves back together to form abominations. Serpents arose also, with endless and ever changing tails. Beyond the Real lay twisted shapes flowing through a realm of dreams. And at the center of creation a great and loathsome pit beckoned.

By the Trickster’s thought creation became corrupted, and many children of the One fell away from the true path. The pit consumed many, and their essence was lost forever. But the One still loved his errant children, for all had their origin in him.

Stones: Plain stones with inscriptions on them

Symbol tiles: Tiles that expect a value on top of them

Sentinel: Movable when eyes lit up (all connected switches match)

Switches/wiring: Binary style connections (16 options) that connect symbol tiles to sentinels

Wiring only connects orthogonally

In the temple Orthos discovers many powers:

Strength: Orthos can move blocks of arbitrary size

Light: Orthos can light up the area around him

Scale: Orthos can push or pull a block at distance

Reflect: Orthos can flip a block in place

Swap: Orthos can trade places with a distant block

Flash: Orthos moves as far as possible in the indicated direction

Summon: Orthos creates a block in front of himself

Spirit: Orthos abandons his corporeal form and enters the plane

Shoot: Orthos shoots a beam with the power of the One