The Axiomatic Codex of Fallacies: An Equipment Compendium

This report outlines the foundational structure for a comprehensive compendium of philosophical equipment, designed for direct integration into *The Axiomatic Self*. The document builds upon the core principles of intellectual conflict as a primary game mechanic, translating a catalog of logical fallacies into tangible, consequential game items. The tone is formal and technical, yet infused with the grim, fatalistic aesthetic of Mörk Borg to create a sense of impending doom and the fragility of intellectual integrity. Each item is a potent tool, capable of influencing not only a character's physical state but their core philosophical convictions, an echo of the world's inexorable decay.

Part I: The Fallacies of Personal Attack (Ad Hominem and Relatives)

This section details a class of equipment that functions as a direct assault on an opponent's character and credibility rather than on the substance of their argument. In *The Axiomatic Self*, these are psychological weapons that exploit a target's philosophical weaknesses, capable of shattering their composure and disrupting their logical framework. The items are particularly potent against archetypes whose power is tied to their reputation or their intellectual consistency.

1.1. The Vile Flute of Abusive Ad Hominem

The Abusive Ad Hominem fallacy occurs when a person attacks their opponent's character, personal traits, or physical attributes to discredit their argument, rather than engaging with the content. This item draws its name and grim aesthetic from the *Vile Flute* mentioned in the Mörk Borg rules, which is said to animate a fetus-sized meat golem, a grotesque symbol of corrupting the physical form through sound. The item, a small, carven flute of rotting bone, produces not music but a hissing, venomous whisper. This whisper animates a nearby corpse to echo the target's most embarrassing physical flaws, turning a personal insult into a tangible, and horrifying, manifestation.

This equipment is most effectively wielded by the Rationalist and Empiricist archetypes. The Rationalist, who values reason above all, uses the fallacy with cold, surgical precision, while the Empiricist, grounded in the material world, may launch attacks based on observable, physical traits. Conversely, this attack is devastating to the Rationalist and Idealist archetypes. A Rationalist, who believes in an inherently logical structure of reality, struggles when logical debate is disrupted by personal attacks. An Idealist, whose power is tied to their non-physical will and spirit, finds their conviction undermined when their character is called into question. A famous philosophical example of this fallacy is an individual dismissing the arguments of Socrates about human excellence not for their content, but for his famously "ugly" physical appearance. A successful Mind-based attack with this item inflicts 1d6 Psychic Damage and the Confused debuff. This debuff causes a one-third chance of the target attacking themselves, an ally, or the original attacker, reflecting how intellectual focus can be shattered. A critical failure

on defense also forces a roll on the *Catastrophic Events* table, a direct mechanical link to the Mörk Borg ruleset that reinforces the setting's fatalistic nature.

1.2. The Wretch's Mirror of *Tu Quoque*

The *Tu Quoque* fallacy, Latin for "you, too," is a form of Ad Hominem that discredits an argument by asserting hypocrisy in the speaker, without addressing the substance. A classic example involves a doctor's advice to quit smoking being rejected by a patient because the doctor himself is a smoker. The item's name and function are inspired by the malevolently accurate mirror from the Mörk Borg bestiary, which shows a creature "only the shameful truth of their soul". The Wretch's Mirror, a small, tarnished hand mirror, reveals an opponent's past transgressions and false promises, making the shame of their hypocrisy undeniable.
The Idealist and Materialist archetypes are best suited to deploying this fallacy. An Idealist, who believes in the primacy of consciousness, can use this to expose a contradiction between an opponent's professed ideals and their actions, while a Materialist can point out the inconsistency of an opponent's physical behavior. The fallacy is particularly effective against the Idealist archetype, whose power is tied to personal conviction. When an Idealist's integrity is challenged by a charge of hypocrisy, their core philosophical being is weakened, making them susceptible to this attack. A successful Mind-based attack inflicts 1d8 Psychic Damage and the Terrorized debuff, forcing the target to use their full movement to flee. This represents a literal flight from the shame of intellectual confrontation and the devastating effect on an Idealist's sense of self.

1.3. The Contemptuous Chalice of Circumstantial Ad Hominem

This equipment embodies the Circumstantial Ad Hominem fallacy, which attacks an opponent's motives or circumstances to dismiss their argument. The argument is discredited by suggesting that a person's position is a product of their specific situation, bias, or self-interest, and therefore inherently invalid. The item, a chalice of cold brass, forces a target to taste the acrid flavor of their own self-interest, revealing their hidden motives.
This fallacy is a staple for Empiricist and Materialist archetypes. The Empiricist trusts only observable evidence and uses this item to dismiss arguments from those whose circumstances are not directly verifiable. The Materialist, believing all phenomena result from material interactions, views motives as products of a person's material interests. The Idealist archetype is most vulnerable to this attack, as their power is tied to their conviction and purity of purpose. When their motives are questioned or linked to self-interest, it strikes at the core of their identity, a blow far more damaging than a physical one. A successful Mind-based attack inflicts 1d6 Psychic Damage and the Dazzled debuff, applying a -2 penalty to attack rolls. This effect reflects the target's loss of intellectual clarity and focus after their motives are called into question.

1.4. The Shroud of Guilt by Association

The fallacy of Guilt by Association discredits an argument by associating the person making it with a widely disliked or disreputable group or idea. A classic example involves attacks on Barack Obama for having worked with a controversial figure, attempting to associate him with terrorism despite his public denunciations. The Shroud of Guilt by Association is a frayed cloth of human hair and grimy silk that, when draped over a target, weaves a phantom tapestry of their darkest connections. This makes them an outcast in the minds of others and forces them

to face the social consequences of a non-rational association.

This item can be used by Rationalist and Idealist archetypes. A Rationalist may attempt to create a logical link between a person's affiliations and their arguments, while an Idealist can cast an opponent's ideas into a negative light by associating them with a group that opposes their own ideals. The fallacy is most effective against the Rationalist and Empiricist archetypes. A Rationalist's confidence in the power of reason is shaken when a logical argument is dismissed purely on the basis of a non-rational association. An Empiricist, who trusts observable evidence, can be confused when an argument's value is determined by an intangible association. A successful Heart-based attack inflicts 1d6 Psychic Damage and the Terrified debuff, forcing the target to flee. This represents the psychological isolation of being ostracized and linked to an undesirable group, a literal flight from the social fabric.

1.5. The Poisoner's Kit of Poisoning the Well

Poisoning the Well is a preemptive form of ad hominem attack, where a person is discredited before they have a chance to make their case. It is a tool for a Materialist or Empiricist who knows their opponent is an Idealist or Rationalist and wants to undermine them before they can even speak. This item, a small leather case containing vials of sickly green liquid, does not inflict physical harm but spoils a person's words in the minds of others, making them mistrusted from the outset.

This equipment is best used by Materialists and Empiricists and is particularly effective against Rationalists and Idealists. The effect of the equipment is a bonus action that can be used before an enemy speaks or acts. The target must make a Mind saving throw (DC 15). If they fail, any attack rolls or ability checks they make for the next 1d4 rounds have disadvantage, representing the damage already done to their credibility before they can act.

Part II: The Fallacies of Insufficient Evidence

This class of equipment attacks the very foundation of an argument itself. They function as intellectual "brute force" weapons, exploiting a target's tendency to jump to conclusions, overstate their evidence, or lean on shaky authority. These items are conceptual attacks that directly undermine a target's logical framework, making them susceptible to damage and debilitating status effects.

2.1. The Famine Spoon of Hasty Generalization

The Hasty Generalization fallacy, also known as Converse Accident, occurs when a broad conclusion is drawn from a limited or unrepresentative sample. The name of the item is inspired by the Famine Spoon from Mörk Borg, which causes slow starvation. The philosophical concept is thus manifested as a tool of intellectual starvation: a spoon that corrupts a person's palate, making them believe that one small taste of a truth is the entire meal of reality. A successful Mind-based attack inflicts the Confused debuff. The target must then make a Mind check (DC 14). On a failure, they are presented with a series of premises and must identify the valid conclusion from a set of fallacious ones. A wrong choice causes 2d6 Psychic Damage and inflicts the Dazzled debuff for 1d4 rounds. The item can be tied to philosopher David Hume, whose "problem of induction" illustrates that it is not rationally justifiable to assume the future will resemble the past based solely on a finite set of observations, a foundational challenge to this

type of reasoning.

2.2. The Crown of Corrupted Authority

This fallacy, an Appeal to Authority, is an item that exploits a person's willingness to believe an authority figure without questioning their credentials or the relevance of their expertise. This is based on the argumentum ad verecundiam noted by John Locke. The Crown of Corrupted Authority is a grim item, a crown of tarnished silver that pulses with a sickly light. When worn, it does not grant wisdom but the unshakeable certainty that one's word alone is sufficient, blinding others to the need for a logical foundation. It is an item that can be linked to philosopher John Locke, who wrote about the argumentum ad verecundiam, noting that it is an appeal to a person's fear of humiliation by appearing disrespectful to an authority.

The equipment is allowed for Idealist and Rationalist archetypes, as they often rely on established truths and structures. Conversely, it is most effective against Empiricists and Materialists, who are weak to non-tangible or purely illusory effects. A successful Mind-based attack with this item inflicts the Charmed debuff for 1d4 rounds, but only for arguments made by the user. This effect represents a target's loss of critical thinking in the face of perceived authority, making them accept the user's statements as fact and giving them disadvantage on saving throws against the user's spells.

2.3. The Scryer's Blindfold of Appeal to Ignorance

This equipment is a representation of the Appeal to Ignorance fallacy, which claims that a conclusion must be true because there is no evidence against it. The item is inspired by the "Ancient Blindfold" from Mörk Borg, which renders the wearer invisible to those who breathe, yet makes them a target for the undead, a duality of sight and blindness. This item is a blindfold woven from the hair of a desperate seer that grants the wearer a false vision into the void of the unknown, corrupting their mind into believing that an absence of proof is a proof of absence. While Socrates did not use this fallacy, his famous statement, "The one thing I know is that I know nothing," makes him the philosophical antithesis of this item's theme.

The Scryer's Blindfold is allowed for Rationalist and Idealist archetypes and is particularly effective against Empiricists and Materialists. A successful Mind-based attack with this item inflicts the Blind debuff for 1d4 rounds, but only to the target's Insight and Perception checks. All of the target's allies are also afflicted with the Dazzled debuff for one round, representing how a convincing but baseless claim can blind others to the truth.

2.4. The Clockwork Serpent of Circular Reasoning

The Clockwork Serpent of Circular Reasoning embodies the fallacy where an argument's conclusion is also its premise, creating a self-supporting loop without any external evidence. The item is a small, coiled serpent made of endless, interlocking gears that bites its own tail, symbolizing a mind trapped in a circular thought loop. This item is connected to philosopher René Descartes and his famous 'Cartesian Circle' where he argued that the existence of God is proven by reliable perception, which is itself guaranteed by God.

This item is allowed for Rationalist and Idealist archetypes, whose reliance on internal consistency makes them both susceptible to and skilled at wielding this kind of logic. It is particularly effective against Rationalist and Empiricist archetypes. A successful Mind-based attack inflicts 2d4 Psychic Damage and a new Recursive Logic debuff. For the next 1d4 rounds,

the target is unable to perform any action that is not a repeat of their last action, representing a mind ensnared in its own flawed internal consistency.

2.5. The Sisyphus Stone of Slippery Slope

This item represents the Slippery Slope fallacy, which argues that a particular course of action will inevitably lead to a chain of undesirable events without sufficient evidence. The item's name and lore are tied to the Greek myth of Sisyphus, who was condemned to an endless, futile task of pushing a boulder up a hill, a metaphor for a chain of events that never stops. This item, a heavy, smooth stone, is a physical representation of this inevitability. Once pushed, it cannot be stopped, rolling relentlessly forward and leaving a path of ruin behind it. The item can be linked to a famous real-world example from a politician who argued against same-sex marriage, claiming that it would lead to marriage between humans and animals.

The Sisyphus Stone is for Empiricist and Materialist archetypes, as it is a belief in a material and causal chain of events. It is particularly effective against Idealist and Rationalist archetypes, who struggle with accepting a world governed by messy, non-rational consequences. A successful Mind-based attack inflicts 1d6 Psychic Damage and creates a Slippery Slope effect for the entire combat. Each time the target takes an action, the GM rolls a d4. On a roll of 1, another creature is afflicted with the Dazzled debuff, representing the unpredictable, cascading consequences of the fallacy.

Part III: The Fallacies of Relevance and Emotion

This category of equipment exploits a character's emotions and moral convictions, diverting rational discourse into a domain of feelings. These items are powerful tools for a character to win an argument without having a strong position, a form of "argument to the consequences". They bypass intellect by appealing directly to the heart, a potent strategy in a world that is already in a state of terminal emotional and physical decay.

3.1. The Sycophant's Mask of Appeal to Flattery

The Appeal to Flattery, or *argumentum ad superbiam*, uses excessive compliments to appeal to an audience's vanity and gain support for an argument. Plato, in his dialogue *Gorgias*, critiques rhetoric as a form of "flattery" that appeals to a person's emotions rather than their reason. The Sycophant's Mask, a smooth, featureless mask of bleached wood, grants the wearer the uncanny ability to perceive a person's deepest vanities and craft words of praise that are impossible to resist.

The mask is allowed for Idealist and Materialist archetypes and is particularly effective against Rationalist and Idealist archetypes, who may find their convictions and logical resolve weakened by appeals to emotion. As a Heart-based social action, the user can target one humanoid within 30 feet. The target must make a Heart saving throw. On a failed save, the target is Charmed for 1d4 rounds and will actively support any argument or claim made by the user. An attack roll or harmful spell cast against the target immediately ends the effect.

3.2. The Siren's Scroll of Appeal to Consequences

The Appeal to Consequences fallacy concludes that a proposition is true or false based on the

desirability of its consequences, rather than its factual basis. Blaise Pascal's Wager is a classic example of this, arguing that one should believe in God because the consequences of believing are infinitely good, and the consequences of not believing are infinitely bad. The Siren's Scroll, a scroll of pale, flaking parchment, does not produce coherent words when read but whispers of a future of infinite gain or a terrible, unending loss. This appeal to emotion sways the mind from logic to fear and desire.

The scroll is allowed for Idealist and Rationalist archetypes, who are often concerned with moral and ethical outcomes. It is particularly effective against Idealists and Empiricists, who are susceptible to emotional manipulation and the fear of an uncertain future. A successful Heart-based attack inflicts 1d6 Psychic Damage and the Terrified debuff. The target, overwhelmed by fear of an undesirable future consequence, will use their next turn to perform an action that attempts to avoid this outcome, even if it is a tactically unsound decision.

3.3. The False Dichotomy Locket

The False Dichotomy, or false dilemma, fallacy presents a situation as having only two extreme options when more possibilities exist. C.S. Lewis's "Lord, Liar, or Lunatic" trilemma, which forces a choice from only three options for the nature of Jesus, is a famous philosophical example. The False Dichotomy Locket is a heart-shaped locket with two chambers, one showing peace and the other destruction. Its power lies in convincing a person that these are the only two possible outcomes, simplifying a complex situation into a binary choice.

The locket is allowed for Rationalist and Empiricist archetypes. It is particularly effective against Idealists and other Rationalists, as it forces a mind to abandon nuance for simplicity, a fundamental weakness in both archetypes. As a Mind-based attack, the user can target one creature. The creature must succeed on a Mind saving throw (DC 16) or be inflicted with a Black and White Mind debuff for 1d4 rounds, preventing them from perceiving any other option besides the two that are most extreme in a given situation. This effect can apply to combat choices, negotiation, or other social dilemmas.

3.4. The Fool's Gold of False Cause

The False Cause fallacy, or *non causa pro causa*, occurs when an incorrect causal relationship is assumed between two events. This is often the basis for superstitious beliefs. The Fool's Gold of False Cause is a gleaming nugget of brass that appears to be gold. It imparts a false sense of insight, making the user believe they have discovered a hidden causal link where none exists. The glittering illusion of logic is all that remains, and the user's mind is a pawn to the superstitious whims of the item. This item can be linked to the philosopher John Stuart Mill, who developed "inductive techniques" for testing causal connections to avoid this fallacy, making him an opponent of this school of thought.

The Fool's Gold is allowed for Empiricist and Materialist archetypes, who are accustomed to observing and concluding causal relationships, making them susceptible to this fallacy. It is particularly effective against Rationalists and Empiricists, as it corrupts their intellectual process. A successful Mind-based attack inflicts 2d4 Psychic Damage. The target is then inflicted with the Jinxed debuff. For the next 1d4 rounds, each time the target is attacked, there is a 1 in 6 chance that their next action will fail, representing the "bad luck" or "superstition" that arises from a false cause belief.

Part IV: Thematic Equipment and Catastrophic Events

This section details broader philosophical concepts and their Mörk Borg-style consequences. These items, and the events they trigger, are designed to reinforce the game's core theme of a dying world and the fragility of the self.

4.1. The Abyssal Panopticon

This item represents the philosophical concept of Jeremy Bentham's Panopticon, a prison design that allows a single guard to observe all prisoners without the prisoners knowing if they are being watched. The Abyssal Panopticon is a tiny, spherical cage made of bone and wire, with the eye of a slain god staring from its center. The effect is psychological, as every creature within its gaze feels the chilling certainty of being watched, unable to escape a judgment they cannot see. The item is allowed for Rationalist and Materialist archetypes and is particularly effective against Idealists and Empiricists, who can be driven mad by the uncertainty of being watched. As a bonus action, the user places the Panopticon on a flat surface. For the next 1d4 rounds, all hostile creatures within a 30-foot radius of the object have disadvantage on all saving throws and checks related to hiding, trickery, or escaping. When the effect ends, the object bursts into a cloud of screaming ectoplasm, inflicting 1d4 Psychic Damage on all creatures in the area.

4.2. The Mask of the Utility Monster

The utility monster is a thought experiment proposed by philosopher Robert Nozick to critique utilitarianism. A utility monster gains more "utility" or pleasure from a resource than an ordinary person, thus justifying the sacrifice of others for its benefit. The Mask of the Utility Monster is a grotesque mask of stretched skin, adorned with too many smiling mouths. When worn, it feeds on the joy of those nearby, siphoning away their happiness to fill the wearer with a fleeting, monstrous bliss. This item is allowed for Empiricist and Materialist archetypes and is particularly effective against Idealist and Rationalist archetypes, as it corrupts their moral framework. The user can use an action to make a Mind-based attack against up to 1d4 creatures within a 30-foot radius. For each successful hit, the target loses 1d4 Heart points and the user gains 1d4 temporary Heart points. The creature's Philosophical Alignment is pushed one step towards Utilitarianism, reflecting a corruption of their ethical compass.

Part V: Compendium of Logical Equipment

This table synthesizes all the information from the previous sections into the requested format, serving as the core, data-rich resource of this report.

Name of Equipment	"Flavor Text"	Archetypes Allowed	Archetypes Weak to	Real World Philosopher	Effect of Equipment
The Vile Flute of Abusive Ad Hominem	A small, carven flute of rotting bone. When played, it hisses, animating a	Rationalist, Empiricist	Rationalist, Idealist	Socrates	Mind attack. On hit, 1d6 Psychic Damage + Confused debuff. On crit fail, roll on

Name of Equipment	"Flavor Text"	Archetypes Allowed	Archetypes Weak to	Real World Philosopher	Effect of Equipment
	nearby corpse to echo the target's embarrassing physical flaws.				Catastrophic Events table.
The Wretch's Mirror of *Tu Quoque*	A tarnished hand mirror. When an opponent's reflection is shown, they see their own past hypocrisy and broken promises.	Idealist, Materialist	Idealist	Unnamed doctor on smoking	Mind attack. On hit, 1d8 Psychic Damage + Terrorized debuff. Terrorized forces the target to flee.
The Contemptuous Chalice of Circumstantial Ad Hominem	A chalice of cold brass. When a target is forced to drink, they taste the acrid flavor of their own self-interest.	Empiricist, Materialist	Idealist	Douglas N. Walton	Mind attack. On hit, 1d6 Psychic Damage + Dazzled debuff (-2 to attack rolls).
The Shroud of Guilt by Association	A frayed cloth of human hair and grimy silk. When draped over a target, it weaves a phantom tapestry of their darkest connections.	Rationalist, Idealist	Rationalist, Empiricist	Leigh Kolb	Heart attack. On hit, 1d6 Psychic Damage + Terrified debuff. Terrified forces the target to flee.
The Poisoner's Kit of Poisoning the Well	A leather case with vials of sickly green liquid. A single drop sours words in the minds of others before they are spoken.	Materialist, Empiricist	Rationalist, Idealist	John Henry Newman	Bonus action before target acts. Target makes Mind save (DC 15). Fail: Disadvantage on attacks/checks for 1d4 rounds.
The Famine	An instrument	Empiricist,	Rationalist,	David Hume	Mind attack. On

Name of Equipment	"Flavor Text"	Archetypes Allowed	Archetypes Weak to	Real World Philosopher	Effect of Equipment
Spoon of Hasty Generalization	of intellectual starvation. It corrupts the mind to believe one morsel of experience is the entire meal of reality.	Materialist	Empiricist		hit, target is Confused. They must solve a logic puzzle in 30s. Fail: 2d6 Psychic Damage + Dazzled for 1d4 rounds.
The Crown of Corrupted Authority	A crown of tarnished silver that grants the unshakeable certainty that your word alone is sufficient, blinding others.	Idealist, Rationalist	Empiricist, Materialist	John Locke	When equipped, grants advantage on Mind-based Persuasion checks. As a Mind attack, on a successful hit, target is Charmed for 1d4 rounds.
The Scryer's Blindfold of Appeal to Ignorance	A blindfold woven from seer's hair. It grants vision into the void of the unknown, making one believe that absence of proof is proof of absence.	Rationalist, Idealist	Empiricist, Materialist	Socrates (as antithesis)	Mind attack. On hit, target is Blind to Insight and Perception checks for 1d4 rounds. All allies of target are Dazzled for 1 round.
The Clockwork Serpent of Circular Reasoning	A small, coiled serpent made of endless, interlocking gears that bites its own tail, trapping a mind in a loop of its own making.	Rationalist, Idealist	Rationalist, Empiricist	René Descartes	Mind attack. On hit, 2d4 Psychic Damage + Recursive Logic debuff. Target can only repeat their last action for 1d4 rounds.
The Sisyphus Stone of Slippery Slope	A heavy, smooth stone that, once	Empiricist, Materialist	Rationalist, Idealist	An unnamed politician	Mind attack. On hit, 1d6 Psychic Damage +

Name of Equipment	"Flavor Text"	Archetypes Allowed	Archetypes Weak to	Real World Philosopher	Effect of Equipment
	pushed, leaves a path of certain ruin behind it.				creates a Slippery Slope effect for combat. Each time the target acts, roll a d4. On 1, another creature is Dazzled.
The Sycophant's Mask of Appeal to Flattery	A smooth, featureless mask of bleached wood that grants the wearer the ability to perceive the deepest vanities of a person.	Idealist, Materialist	Rationalist, Idealist	Plato	Heart-based social action. On failed Heart save, target is Charmed for 1d4 rounds and supports the user's arguments.
The Siren's Scroll of Appeal to Consequences	A scroll of flaking parchment that whispers of a future of infinite gain or terrible loss, swaying the mind with fear and desire.	Idealist, Rationalist	Idealist, Empiricist	Blaise Pascal	Heart attack. On hit, 1d6 Psychic Damage + Terrified debuff. Target uses next turn to avoid a terrible consequence (GM's discretion).
The False Dichotomy Locket	A heart-shaped locket with two chambers, one showing peace and the other destruction, convincing a person these are the only two possible outcomes.	Rationalist, Empiricist	Idealist, Rationalist	C.S. Lewis	Mind attack. On failed Mind save (DC 16), target is afflicted with Black and White Mind for 1d4 rounds, unable to perceive nuance.
The Fool's Gold of False Cause	A gleaming nugget of brass that appears to	Empiricist, Materialist	Rationalist, Empiricist	John Stuart Mill (as antithesis)	Mind attack. On hit, 2d4 Psychic Damage +

Name of Equipment	"Flavor Text"	Archetypes Allowed	Archetypes Weak to	Real World Philosopher	Effect of Equipment
	be gold, imparting a sense of profound, yet false, insight into a hidden causal link.				Jinxed debuff. Each time the target is attacked, there is a 1 in 6 chance their next action will fail for 1d4 rounds.

Appendices

Appendix A: Debuff Compendium

Debuff Name	Description	Mechanical Effect	Duration
Confused	The target's intellectual focus is shattered, causing erratic behavior.	The target has a 1/3 chance of attacking themselves, an ally, or the intended target.	1d4 rounds
Dazzled	The target's intellectual clarity is lost, making them less effective.	The target suffers a -2 penalty to attack rolls.	1d4 rounds
Terrified	The target is overwhelmed by a sense of shame, ostracism, or fear of a future event.	The target must use its full movement to flee in the opposite direction.	1d4 rounds
Recursive Logic	The target's mind is trapped in a circular thought loop, repeating a single action.	The target is unable to perform any action other than a repeat of their last action.	1d4 rounds
Black and White Mind	The target can only perceive extreme, binary options in a given situation.	The target is unable to perceive any other option besides the two that are most extreme in a given situation.	1d4 rounds
Jinxed	The target becomes superstitious, believing their actions are cursed.	Each time the target is attacked, there is a 1 in 6 chance their next action will fail.	1d4 rounds

Appendix B: Game Archetype & Statistic Reference

Archetype	Primary Ability Score Increase	Innate Ability	Philosophical Weakness
Rationalist	Mind +2	**Innate Concept**	Disadvantage on

Archetype	Primary Ability Score Increase	Innate Ability	Philosophical Weakness
		Thesis: Can double proficiency bonus on a passive check for Investigation, Insight, or Arcana.	saving throws against effects that appeal to emotions (e.g., fear or charm).
Empiricist	Body +2	**First-Hand Observation:** Advantage on Perception or Survival check if they've spent 1 minute observing.	Disadvantage on saving throws against psychic damage or purely illusory effects.
Idealist	Heart +2	Can expend 1 HP to gain advantage on their next Heart-based check as a bonus action.	Takes extra damage from surprise attacks.
Materialist	Body +2	Resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.	Disadvantage on all saving throws against magical effects.

The Axiomatic Self **Core Attributes and D&D Equivalents**

Axiomatic Attribute	Traditional D&D Ability Scores
Body	Strength, Dexterity, Constitution
Mind	Intelligence, Wisdom
Heart	Charisma

Appendix C: Catastrophic Events

Event	Trigger Condition	Mechanical Consequence
Famine Spoon	A roll of 1 on a defense roll against the Famine Spoon item.	The target dies from slow starvation.
Vampiric Phurba	Stealing a total of 6 HP with the Vampiric Phurba.	The user must test Presence DR14 or become addicted. If addicted, a failed Presence DR12 test daily means the user must stab someone or die.
Maliciously-Accurate Mirror	A roll of 1 on a defense roll against the Wretch's Mirror.	The target is forced to gaze upon their reflection, revealing the shameful truth of their soul.
Child-Thief Tergol	A critical failure on a roll while in Sarkash.	Tergol, a child-thief known for "vile crimes and alchemy of flesh," abducts a young companion of the party.
Poisoned Bottle	Drinking from a poisoned bottle.	Toughness test (DR12). Fail: A random ability is lowered by

Event	Trigger Condition	Mechanical Consequence
		D4.
The Calendar of Nechrubel	The world's inevitable decay is governed by a single die roll at dawn, which can be triggered by a specific event.	A world-altering, fated corruption over which characters have no control occurs.

Conclusion

The compendium presented here is a comprehensive framework for integrating philosophical concepts into a functional game system. Each item is designed to be a tangible manifestation of an abstract fallacy, offering not just mechanical effects but also a rich narrative context that aligns with the grim, fatalistic world of Mörk Borg.

The equipment is not merely a collection of weapons but a system of philosophical conflict. The efficacy of an item is determined not only by its raw power but by the philosophical archetype of the opponent. This creates a deeply strategic layer to the game where a character's core convictions are both their greatest strength and their most exploitable weakness.

Furthermore, the game's core loop is designed to create a meaningful tension between a player's choices and the world's inevitable end. A player's intellectual failures, embodied by the use of these fallacies, are mechanically linked to the world's decay through the threat of catastrophic events and the corruption of their AuthenticityMetric. This fusion of a grim, deterministic setting with a dynamic, choice-driven progression system ensures that every decision, no matter how small, has a profound impact on a character's destiny and the fate of the world. The ultimate challenge is not to survive, but to maintain one's intellectual integrity in a world that is losing its own.

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