

## MAGICK-

### :: Setting Metaphysics and its Cunning Application-

#### The Nature from which Magick is Wrought-

:: Each of the following Elements has a corresponding plane where everything that exists in the Mundane Realm, and specifically upon Urutsk and in the Av star system, exist in an Elemental analogue. That is to say that the combination of the Sixteen Elements gives rise to the Mundane Realm. Beyond the Mundane is the Empyrean, which is an apparently infinite number of reflections of the Mundane with the differences being degrees of Elemental superiority, that is, a favouring of one or more Elements over the others. The Empyrean also possesses some vast analogue, thought to be an Anti-Empyrean, a dark and contrary reflection, in which time appears to travel in reverse, in which what we term Anti-matter is the norm, and in which the analogues of all the vibratory variants of the Mundane have as part of their being a drive shared by the natives of the Mundane to annihilate their counterpart.

:: The dreams of each Urutskan, and those of all the other stranded colonists on all the myriad-myriad lost and forgotten surviving worlds and ships of the Ancient Imperium, are the lives of others within the Metacosmos referred to by sages as The Grand Tapestry, and in this fashion the corresponding lives need not be direct parallel mirrors. These same are the lives of the counterparts in the Anti-Empyrean. It is rumoured that there is at least one higher layer, one in which it is understood that everything below it is but one such Metacosmos among a potentially infinite number of others. Some sages challenge this final assertion, suggesting instead that it is the recursion up the scales of existence in an infinite scalar hypersphere.

:: The Polar Elements are Positive, and Negative Lightning. These two are the flow of energy through the rest of the matter in any plane which arises from the Elemental medium of that plane. Beings of the Polar Elements are defined by extremes, including those of outlook, disposition, and action, as informed by their polar charge (+/-).

:: The Ideal Elements are to be understood in a Platonic sense of the word, namely: indefinable, insensible original prototypes from which all manner of things that are like their matter in the Mundane are phenomenal, sensible, and tangible; Ideal Fire is simply, fire, in the Mundane Realm, for instance. This is one of the evidences offered by the Recursivist sages insofar that, this follows from their presumed fact of a scalar recursion, or in other words, curved time-space, resulting in the impossibility of defining a centre or edge or universal norm by which to compare phenomenality. The Infinitists counter with pure scalar logic, suggesting that the Ideals are the highest form of a lower scale reality, and the ideals of the Mundane are the building blocks of the next higher layer.

#### Working Magick-

:: The Ancients' Golden Age created a series of works operating upon quantum Telekinetic principles that siphon virtual particles of the various Elements, and in quanta defined by a regulation of the Polar charges, that replicate the desired effect or conjuration/evocation of Ideal matter. These are virtual insofar that their existence in the Mundane (and to a lesser or greater degree in the Ideal Planes as virtual analogues) is contingent upon a persistence of energy keeping them in their desired configuration. The ability to enact these virtual changes in local reality (Mundane or Ideal, etc.) is known as 'Working Magick'.

:: Magickers of all sorts follow traditions that inform their understanding of how to 'Work the Aether' or 'Plumb the Void', and from these teachings, as well as through the learnings of other practitioners, their own experimentation and personal travel through the various Ideal Planes. Whether these differences of tradition or personal undertaking represent a norm in magick or are simply the result of how a creature or species thinks about reality has yet to be determined. As such, it is possible, for a multitude of new methodologies to be conceived, even those at odds with each other, and each to still provide results.

#### Kherstic Matrices (spells)-

:: In the mind of creatures capable of self-contemplation, a faculty for imagination exists. As this trait is found in many so called animals, it is possible to find exceptional creatures of an otherwise innocuous sort that possess some kind of keening power which transcends their physical makeup or innate biological abilities. In more articulate beings having imagination, their potential to figuratively grasp the actual mechanisms of The Great Works (through such a vehicle as wishing or hoping for a particular outcome) can, given training or uncanny insight, or even insoluble desire and willpower, manifest results through the telekinetic devices constructed within the deep Aether. Such one-off events may occur to countless millions in their lifetime without making one such a mage.

:: Instead, a magicker is one capable of understanding that, although unseen, there is substance to their desires and a means by which they may be made plain in the Mundane Realm (etc.) through the direct application of intellect, intuition, or determination (and in the more powerful cases, a combination of the three). Once a one capable of such imagination has successfully 'cast' a 'spell' (in the sense that the spell is the meditative state one must maintain while working the Aether, and once it is complete, the energy is launched [unravelling]), the experience alters the neural pathways of the creature's brain so as to allow for that sort of action to take place more readily in the future.

:: Certain bio-chemical processes take place within the magicker, and specifically, in the brain that heighten the sense of reality that s/he desires to manifest, while the current state of reality fades into the background. When the pitch of the channelled Aether reaches the appropriate energy state, the

two realities are merged in local time-space as the event occurs. Should there be a misprint in the Kherstic matrix, or a disruption in the Aether flow, things can easily go awry, with the error being anything from simply discharging the Aether back into the Empyrean, to an unwanted effect (junk manifestations, such as a light display and a strange buzzing sound or odd scents, to the conjuration of virtual life forms, or inert matter such as rose petals, etc. that will likely dissipate back into their inchoate constituent Ideal vibrations).

:: When correctly cast, the spell's effect takes place as desired, affecting those targets/areas intended, insofar that they are capable of being affected. Many beings possess strong ties to certain Ideal planes and as such, their natures can disrupt even successfully cast spells upon them (and almost invariably only upon their person). Such resistance to magic is generally a mark of a powerful creature, although not always so. Sometimes the dispelling nature result merely from a high concentration of Ideal matter within the thing's constitution, etc. Likewise, there are areas that are more or less conducive to the flow of Aether or the ebb of Void, as well as particular Ideal emanations, and casting in them can have wildly different effects of power and scope than originally intended by the magicker. Thus, it is often wise to 'test the waters', as it were prior to working magic.

#### **Wherein the nature and origins of Daily Slots, Spell Points, and Spontaneous Magic are Examined-**

:: While the gathering and weaving of Aether (Spell Points) is by far the most common method of utilising the Ancient Imperial telekinetic machines since the Starshock and the War in the Heavens, it is not the only method.

:: Next in frequency is the method of inscribing Kherstic patterns into the magicker's mind (or a focus), and the daily (, nightly, etc.) empowering of these rote spells with gathered Aether in some set period of operational preparedness (often termed, 'Studying one's spellbook'), and only after such time is the spell-limited mage capable of casting anything more than the most basic of Kherstic displays. The spells one is capable of learning in such as fashion are limited by the Scope of one's intellect, although, if one is willing to sacrifice arcane texts, it is possible to empower spell formulae as one reads from a spellbook. This, however, causes the special inks with which they were scribed, to ignite (like a one-use circuit, hence the nature of Scrolls) destroying the record of the spell, and risking to consume others on nearby pages as well. Although the slot-method is derived from early attempts to preserve the magicks of the Imperial Chain star-spanning network of the Golden Age, it has serious drawbacks and has faded from the Practice of the Art for twenty five centuries, only recently gaining some limited degree of resurgence amid Reconstructionists and Mageoarchaeologists of the 'Old School'. That said, on Urutsk (and very, very likely hundreds of scores of scattered worlds and starships) there have been bastions of this method in which new Kherstic matrices have been perfected and passed down as part of the great lore and legacy of those first Grandmaster Wizards of the Imagining, Arn'zun and Qayqaks -- the Imperial Mages of the First Parents to rain down upon Urutsk's surface three millennia ago. Regardless, the outcome of a successfully

cast Inscribed spell is every bit as effective as any other method, and equally deadly, and the practitioners of such methods should be treated with equal reverence as their latter fellows. In the parlance, such practitioners demand to be called Wizards, or at the very least Magic-Users.

:: With that history related, we press on in our lesson and discuss now the modern methodology of drawing upon ambient and stored Aether (sometimes called Essence or Power or other such) to weave 'live' Kherstic matrices to suit the circumstance pressing the mage.

:: The first recorded practitioner of such means of magic was the fickle and jesting Kenth Standruh, the Wild Mage (among multifarious other titles), although he was rapidly followed by Estvan Perryn who tactfully acknowledged his debt not only to Standruh but also Qayqaks and Arn'zun. The basic premise of Empowered (or Far) Mages is that, like all Kherst, the mental interface with the Great Works (the telekinetic machines in the deep Aether) are empowered by certain energy levels until the proper magnitude of effect is achieved, and the Kherstic bonds are unravelled to manifest in the Mundane (etc.) With this method, one can more easily tailor the output of energies so as to have virtual free-reign as to the Degree of effect unleashed, as well as its range/area of effect (number of subjects affected), as well as its duration. Spells are still learnt, but any and all such known spells are then available to be Empowered, so long as the mage is capable of supplying the prescribed quanta of Aether (Spell Points). Advances in this methodology have met with success in entirely bypassing Known Spells, to the ability to directly form Kherstic matrices in the moment, and are termed Spontaneous Magics.

:: Through their constant study and/or experimentation, Spontaneous Casters have learnt the ability to draw directly upon the Ideal and Polar planes to weave specific and variable effects to suit their immediate needs, and have largely abandoned the practise of rote spells, save those they wish preserved for posterity, to train apprentices or lackeys, or for commercial purposes. Ironically, both Rote Magic-Users (Wizards) and Empowered Mages are capable of learning these recorded versions (almost invariably recorded on scrolls), adding them to their repertoire and preserving them in the annals of the centuries of accumulated magickal lore.

:: There are numerous other methods and bumbling successes regarding the crafting of forces arcane than can be meaningfully detailed in this primer, and in potential futures, I may be able to bring light to bear upon them should your interest reach my ears.