

A MAGIC RATIONALE

by  
Marc Carlson  
<imc@vax2.utulsa.edu>

COPYRIGHT CRAP

The author of this thingy retains full copyright of the material, while hereby granting full permission for it to be reprinted in any format whatsoever, with the provisos that his name be forever attached to it, the text of the document be forever unaltered, and if anyone manages to figure out how to make big bucks off of it, the above mentioned author wants a cut. Oh, yes, and lest I forget, this notice must remain attached to the main text.

I. Marc Carlson  
IMC@VAX2.UTULSA.EDU  
26 January 1994

-----  
-----

A MAGICAL RATIONALE  
I. Marc Carlson

This paper is an attempt to collate my notes, and codify the rationale and rationalizations behind Magic and related things in my fiction and games. I shall begin by laying a general groundwork, then progress into specific applications of gaming material. This essay is an examination of how the universe could work if magic worked the way it's supposed to, based on the teachings of occultists throughout history. This paper should by no means be taken as a direct statement of my actual personal beliefs, although it impossible to totally keep those from influencing this design, and, at times, those beliefs may shine through.

In any discussion of the nature of life, the universe, ad nauseam, it is best to begin by establishing the assumptions upon which that discussion is to be built. In this case, we can begin with the assumption that the writer knows whereof he speaks, if for no other reason than to save on footnotes. Further assumptions include a) there is an overall order to chaos, b) Man does not rule the universe, but is nothing more than a facet of the vast crystalline structure of said order, and c) at a certain point in the evolution of the Mind, a sentient becomes able to affect the universe around itself, at first physically and tangibly, then later, in more abstract fashions. This being established, I shall begin, then, at the most basic level and build upwards.

UNIFIED FIELD THEORY

The universe around us, with all its levels and planes, is composed of a pattern of varying forces of what might loosely be called "Energy." There are 21 fields of this energy in what we will call the Dynamic Field Lattice of the Universe. There are 3 Matrix fields and 18 Generative fields labeled Alpha, Beta and Gamma (Matrix Fields of the Prime Structural Lattice), and Delta through Omega (the Generative Fields of the Primary Aspects of reality). The matrix fields are static and are the structure upon which the rest of the universe is built. All reality, from the particle "zoo" to the sentient soul, is based on six combinations, or nodes, of six of the 18 generative fields each.

These lattices and their nodes should be thought of as a series of quasi-mathematical equations that govern reality, balanced in the lattice of the "Great Equation of Reality." These equations can be changed, though at great cost, and thereby changes can be made in the universe. It is the possibility of changing the balance of these mathematical patterns that establishes the possibility for an apparently non-causal change in reality as we know and perceive it.

The primary nodes of the lattice of the universe can be expressed as Space, Time, Matter, Energy, Vril, and Mind. It will be noted that descriptions do not exist for all of these fields and nodes, and it should be stressed that the descriptions that are given are grossly oversimplified. The true elegance of this theory cannot be appreciated by non-mathematical thinkers, and an explication coherent enough for a complete understanding of all of the details involved would have to be undertaken by someone more skilled than I.

What interests us here are the various manifestations of "Vril." Vril is a basic energy, one of the basic building blocks of reality. Vril, by differing its rates of vibratory motion, is perceived as matter, motion, gravitation, magnetism, physical life, thought, and divine spirit. Vril is the lattice combination through which the mental, vital, and most magical processes operate. It is the "Ambient Magical Energy" of the Universe, as well as that energy which empowers existence, the power of life. As the "Luminiferous Ether" that it pervades the universe, binding and linking all things together as a whole.

Matter and energy in the universe are most often perceived as one of the Four Elemental States: Solid, Liquid, Gas, and Plasma, from the most stable to the least.

#### VRIL AND ITS BIOLOGICAL MANIFESTATIONS

Vril, as the vital energy of life, is expressed in everything from the motion of living beings, or the creation of new life in the form of birth, to the highest Metapsychic functions. In living beings, this manifestation of energy often takes the form of a system of Chakras and Channels.

Chakras are those centers of the body that collect the Vril for use in maintaining a person's life, for sex, the replication of life, growth,

thought, etc. Everyone has a system of Chakras, undeveloped in childhood, but fully matured in the adult. Chakras can be likened somewhat to "Solar Panels" that collect the Sun's energy, except that Chakras collect Vril and process the energy of Life. Chakras are often visualized as colored flowers, blossoming with energy. While there are no actual bodily organs for this energy collection, nor bodily pathways for the flow of this energy, the Vril acts as though there were.

Between the Chakras are channels, or conduits, for the energy passing between these collection points. The Chakras, in times of stress, fear or excitement, gather even greater supplies of energy for immediate use, in order to cope with the situation. If that energy's use is frustrated in some way, if for example you do not perform whatever function that this energy was gathered for, these channels can become blocked, causing discomfort or other signs of physical distress.

Also, if this energy is used too quickly, or without adequate preparation and spiritual cleansing, the channels may again become blocked, clogged by the psychic residue that a body gathers in daily life.

In psychics, Metapsychics, and Magical Adepts these force centers have been "awakened," or enhanced, supercharged, and are able to collect and process more Vril than those of other people. This ability is gained and refined either through training or the development of natural talent. The development of natural talents, such as the Metapsychic capability, usually develops at puberty with the development of the adult Chakratic system, and its more efficient channeling.

Using the body's Vril energy is, by definition, taxing. In magic use, or using a metability, a person is often using the power of their own life force to create an effect. Sometimes this energy is tapped incorrectly, or without preparation, is pushed too far, or by use of some specific spells, taps into the basic energy of the energy user's existence. This tapping, either by straining the chakratic system, or else shorting it out, can alter not only the body's energy, but damage the adept's ability to use Vril, either temporarily or permanently.

The "Subtle body" of the Chakratic system is the second of the four bodies of a being. The four bodies of a living being are the Gross, or physical; the Subtle, or Etheral or Chakratic; the Astral, the Mental; and the Egoic, or the consciousness, spirit or soul. The vital life force of a body emanates in the forms of the aura and in thoughtforms, both of which are apparent on the Astral Plane. The Astral body is the thoughtform representation of the being's physical body. The Astral body houses the being's Egoic body when they are projected into the collective hallucination that makes up the Astral Plane. The Astral body exists after the death of the Gross body, but gradually decays after the Egoic body has moved on. The astral senses form part of the Astral body, and reflect the physical senses. As the physical senses operate in the physical world, the astral senses operate in the Astral Plane, even when the adept is not projected into that plane. An adept can "see" things that occur in the first Astral Border Area (q.v.), as well as see with his eyes. Rather than touch, however, an adept gains a sense of "feeling" that allows them to get impressions of an abstract nature.

## METAPSYCHIC FUNCTIONS

Metafunctions are high mental operations involving the interaction of the mental lattices with other principle aspects of reality to yield phenomena not dependent on physical causation. The primary metafunctions are Farsensing, Coersion, Creativity, Prolepsis, Propropensis, Psychokinesis, and Redaction.

Every living being has the potential for metabilities, but in a non-operant milieu only those few with strong talents will achieve them. The metafunctions, like the lower mind functions, must usually be developed through training.

One might view the mind as a programmable computer. Training produces mental "computer programs" or "software," called "Structions" to perform the task trained for. Metapsychic training produces structions for the use of psychic energy. Structions exist for all things a person learns in their life, although eventually, when the skill becomes fully automatic, the programming becomes "hardwired" into the brain.

There are times when structions spontaneously emerge, without training, in those areas where a great talent for the skill exists. They are rare occurrences, but serve to explain those people who can do something while never having had a lesson in their life, as well as those people who have strange talents and abilities of a Metapsychic nature.

## THE POWER OF BELIEF

Magic is based on the fact that Vril is susceptible to manipulation by the mind and will, under specific circumstances. The first circumstance to be fulfilled, after that metapsychic ability to use magic, is belief. In fact, the most difficult aspect of mastery of magic and metapsychic phenomena is belief. An adept must absolutely believe that magic, metafunctions, etc. are real, and that he or she has the knowledge and skill to manipulate the Vril. This must be an unwavering conviction, not merely self-confidence. The tiniest nuance of uncertainty can destroy the mind's ability to operate on the levels necessary for this manipulation. Belief is an obstacle that most people, even those with metafunctions, can not overcome.

In the modern world, the belief that magic and psychic phenomena are things of fantasy is just too strong to overcome. Since most people do not truly believe in this stuff, it is lost to them, and they live their lives oblivious to the powers and worlds that lurk in the shadows.

Obviously, the subconscious beliefs, ethos, and desires of the adept, as well as the culture and belief systems that the adept has still have a great effect on the magic that a adept performs. The subconsciously generated thoughtforms of hundreds of believers or more, up to whole

cultures, warp the Vril in an area and reshape it to match the psychic configuration that matches their cultural worldview. The traditions of magic are so varied because of the myriad of cultural milieu and their symbols place restrictions upon the adept's mind and the local Vril. Adepts are limited in their abilities by the tradition in which they were trained. The tradition can mandate the spells that the adept can use, the forms, the symbology, and types of magic, etc. For instance, if the adept's tradition doesn't utilize talismanic magic, then the adept can not use magical items of any nature. Another example might be that an adept can not cast a spell by the use of sand painting and story telling, unless he has been trained in a tradition that uses these symbolic forms.

However, the same adept might still be affected by sand paintings and singing, regardless of whether or not they shared that worldview. All that matters is that the spell's caster believed in that worldview. For example, although vampires are susceptible to holy power, they are not hurt by crosses or holy symbols, per se. Rather, they are wounded by the psychic power of belief, generated by the wielder, placed in that holy symbol and the deity that it represents. If the wielder is an atheist, no amount of holy paraphernalia, short of blessed or religiously enchanted items, will help them.

#### MAGIC

The commonly held view, magic is something which is intended as something to work miracles, to set aside nature, is wrong. Magic uses natural laws and rules that aren't generally known to perform its functions, and a number of systems have arisen to help define and order the manner in which magic is used.

Unfortunately, the use of magic is essentially an art, and like other arts can not be taught, although it can be learned. The "secrets" can not be simply explained to the learner. The knowledge must be contemplated, experienced, mastered by each person for his or herself.

Magic is, paradoxically, both simple and complex. The complexity lies in the difficult mental disciplines that must be mastered, and the lifetime study to find "true," usable, knowledge. The actual use of magic is easy, once one has learned how. To utilize magic, the adept must learn mental disciplines akin to Zen or Oriental meditation. The individual must be able to rid himself of distracting thoughts and emotions, to concentrate on one thought, one sharp focus, in order to direct the Vril. To be effective, an adept must be able to take this art of concentration one step further and be able to relax, clear his mind, and focus under the most distracting of conditions. It is a meditative art that must be learned to perfection before an approach to the magical processes can be attempted.

The magical processes are derived from three sources: evocation, incantation, or invocation.

Evocation, is the "calling out" of the spell caster's personal Vril force as stored in their Chakratic system. Belief in the will's power, its training to control and manipulate this energy is central to this process. A trained will can accomplish anything. Evocation rituals are merely tools to manipulate psychic powers that the adept may not otherwise be able to use. For example, scrying, using an evocative spell, focuses the adept's farsenses even though the adept may not actually possess structions for using their farsenses. The spell carries within it the struction needed. It should be noted that in order to use a spell that evokes power from the adept, the adept must have at least a minimal metapsychic potential in the area needed. An adept who didn't have any farsensing potential could never succeed in evoking a scrying spell.

Incantation is the second source of power. Incantation is the summoning up and controlling of energy by the power of words, as well as actions, to tap the ambient Vril energy of the universe and to either channel it through the adept or manipulate it from without. The words of the spell are the actual struction used to control the power. Incantation is very similar to Evocation. Generally, they differ only in the source of the power used.

Invocation, or Conjunction, the third source of power, is that power gained by the summoning of Vril from deities, entities or objects of power. At this point, Invocation and Conjunction differ.

Invocation is the "calling down" into, and through, the Adept, Vril originating with spirits or powers other than the adept. This power has been at times termed "megamagic," referring to the infinite potential of the invocable power. Similar to Incantation, Invocation focuses that power through the adept. Priests and clerics invoke this sort of power as well, but in their case the Power invoked has ultimate control over the actual results of the invocation.

Conjunction, also called Summoning is the power to call on, summon, and command or compel spirits, powers, devils, etc. to perform an action, at the will of the adept. Please note that the Vril energy thus controlled never enters, and quite often never comes anywhere near the Adept's body.

#### TYPES OF MAGIC

Vril, then, is an energy that can be controlled and manipulated by the mind and force of will. It is a force that does not require an external casing or an internal mechanism to use; only the mind. It seems to be an inexhaustible energy that continually renews itself. Throughout history, across the planet, we see countless beliefs, religions, rituals, and legends of magic. We find mention of particularly driven individuals who learned to draw on the incredible energy. Whatever methods, rules and practices they used became the whispered and coveted way to magic.

In many instances, these methods were believed to be the only forms of usable magic, the only apparent means to the "Power." Secret traditions

and rituals were created to preserve, protect and conceal the secret way. Over the centuries, a dozen or so different, dominant types of magic have been developed. Each method is restricted by its own laws, purpose and perceptions, much like the schools of philosophy, or the vast variety of martial arts. Each is similar in some respects, but very different in others; although the uninitiated may see little or no difference.

Each tradition, each school of magic, has its own philosophy and approach to harnessing magic. The philosophy, practices and rituals serve very important, concealed functions. The words of a spell or ritual are usually designed to intentionally focus the participant's concentration. Sometimes there is repetition, like a mantra, to clear the adept's mind and focus it on one particular thought, or perhaps nothing. Often the chant will be paced to build a mental or emotional momentum. The various specific types of magic provide their practitioner with an immediate orientation, focus, and that all-important confidence that magic is real and attainable because it has existed for centuries in this form.

The true student of magic may study several types of magic in order to learn more, but in general, they will select and practice a single type. There are a variety of forms that spells can take. These are Abjuration, Alteration, the Divination complex, Enchantments and Charms, Illusions and Phantasms, and Necromantic spells.

Abjuration can either be a focusing of power to negate an effect, or canceling a spell. It can be used to prevent or banish some magical or nonmagical effect or creature. Abjurative spells are often used to provide safety in times of great danger, or while attempting some other, particularly dangerous, spell.

Alteration is a type of spell that causes direct and specific changes in the physical reality that surrounds the adept. Alteration can effect a subject's form, weight, abilities, or even physical well being.

Divination is the gaining of knowledge that might not be accessible to the adept. The information comes to the adept either from a greater being, psychic emanations and recordings, or applied use of the laws of magic. For example, a spell to detect evil could tell you that someone was evil because a deity says so, because they emit "bad vibes," or because the spell compares the person to something that it knows to be evil. It determines a similarity, all depending on the version of the spell that was cast. Note that Divination spells relying on psychic impressions or some specific uses of the laws of magic may be inaccurate after Invocation spells of any nature have been used in the area, because the strength of the power invoked may mask other impressions.

Lesser Divination spells include the most basic and vital spells of a Adept, such as the detection of specific magic forces. Greater Divination spells are less general and often much more powerful. These spells enable the adept to learn things that are long forgotten, predict the future, learn things that are hidden or protected.

Enchantment or Charm spells cause a change in the mind and attitude of a creature or person. Where Illusion/Phantasms attempt to mislead, Enchantments can control the mind of the victim.

Illusion or Phantasm is the generation of an image that has no actual reality, to create an apparent change in the environment, beings or creatures by changing the way that creatures or people perceive reality. Illusions create an appearance of reality while Phantasms, rather than create images, induce responses. As the sophistication of the Illusion increases, however, the greater power it causes the Adept's mind to evoke, simulating many of the effects that a real version of the Illusion might provoke. The victim's mind is never controlled by a Phantasm, but it is misled.

Necromancy spells deal with the control over death and the dead. These spells can drain vitality from the living and restore life to unliving creatures. This control may be used to heal, but usually it is not. Necromancy is held by some to be evil and unnatural.

## THE SYSTEMS OF MAGIC

### LOW MAGIC, OR SPELLS AND HEXES

In Low Magic, the variables are many, and the control of the power is highly individual. Because it is impossible to control all possible variables within a spell, many things may go awry. To perform cast spells or create hexes, the Adept must have conquered the mental disciplines to be able to reach into himself, and draw upon his own Vril energy, which may then be supplemented by other sources, and focus that power to create magic.

The spell itself may be a string of words, like a meditative mantra, somatic gestures and possibly some minor material components. All the minor rituals and symbols that serve to help the adept to concentrate, and focus his thoughts and power, as well as control as many of the "variables" in the Great Equation as possible, and create the effects desired. The adept must be truly confident and absolutely positive that the words and the rituals will create magic, or else nothing will happen: or worse, something uncontrolled and uncontrollable may happen.

Only an exceptional person is so supremely confident that he can produce his own brand of magic and create his own series of working spells. Such individuals might appear every few centuries. And so, most adepts must unearth spells that were created by other magicians, or handed down from antiquity, which the adept can believe is a true spell because history has shown it to be so, or the adept has personally seen it to work. Spells are excellent in that they can be used relatively quickly, without a lot of pomp, ceremony or components. Also, because of the relative simplicity of the occult programming, spells may be stored, in items or talismans created for spell storage such as scrolls, rings, etc. This is similar to, but different from the Talismanic Magic discussed below.

#### HIGH, CEREMONIAL OR RITUAL MAGIC

Unlike Low Magic, in High Magic everything is ritualized, using a large number of material components, and taking a considerable amount of time. These rituals are designed to utilize large amounts of power, to create tremendous effects, and as many of the variables and potential variables and ramifications as possible are considered and controlled long before any ritual is begun. However, this leaves little room for spontaneity, or spell storage, as the ritual slowly and methodically builds the energy and provides the focus for that energy. At the climax of the ceremony, the Vril energy, at its maximum, is unleashed with an act or verse from the celebrant.

Much of ritual and ceremonial magic is intended to be vehicles for group involvement. Effectively, the individuals are made to act as one, with one goal, and the leader is then able to draw upon the full amount of energy rendered by the ensemble. Ley lines and places of power can contribute vast amounts of energy, but these are relegated to specific locations and moments of celestial alignments.

#### TALISMANIC MAGIC OR ALCHEMY

In Talismanic Magic, all possible variables are controlled, but as with all the higher sciences, there is no room for any personal elements -- simply formulae and equations. Talismanic Magic, or Alchemy, focuses and infuses items and potions with magic designed for a specific effect. Properly utilized, the human element is negated entirely. It is the most balanced of all the forms of magic, the most technical, and in many ways the least utilized form of magic.

#### SPELLS

The search for, and mastery of, real magical spells, rituals, artifacts and places, is a difficult task that challenges the adept throughout his life.

As mentioned earlier, it is very difficult for a adept to create his own spells and rituals. It is much easier and safer to find and utilize magical recipes that were created by others, and have proven themselves to be functional. Yet, even this can be a task. There is a great deal of time and energy involved in ferreting out truth from myth. Real spells are difficult to find. Those who possess the knowledge intentionally keep it hidden and refuse to share it. Much magical knowledge has been destroyed, lost and forgotten. What knowledge does remain is buried within superstitions, myths and blatant fictions. Often it is distorted, or fragmentary. There is so much mistaken, misleading, and incorrect information concerning magic that it is hard work to simply recognize elements of authentic material.

Other difficulties arise from the sources of knowledge that must be consulted. The books, scrolls and manuscripts that actually contain spells are often handwritten by paranoids and madmen in cramped, archaic scripts and foreign alphabets. They are written to record knowledge

while hiding that knowledge from other adepts and occultists who might want to steal that knowledge, and from hostile, overzealous churchmen. Even if the writer wrote for other people, he wrote for other adepts and cultists of his tradition, and not for laymen. Large portions of these books may not even be in clear language, but rather written in occult ciphers, symbols and metaphors. They use strange terms without explanation. Valuable annotations and marginalia might be made by various owners, each with different aims and in different languages or ciphers. These works aren't indexed, possess no glossary, nor even tables of contents. There may not be chapters, paragraphs, breaks between words, or even any punctuation of any sort. Different books are written centuries apart from each other, and by authors from widely differing cultural and philosophical persuasions, using completely different technical terminology and jargon, attempting to prove wildly different theses. It takes time to learn from an ordinary textbook, and so it is little wonder that learning from these books can take a tremendous amount of time. These books are vague and unclear, and they must be read deeply, comparing ideas and procedures with other materials. Finally, these tomes, books, and scrolls are physically difficult to read because they are often very old, crumbling and faded with age, or obscured by foxing or acid stains. Great care must be taken with them to keep them intact and in order.

#### BLACK MAGIC AND WHITE

It is the intangible, metaphysical aspect of the "Power" that has eluded or confused mankind for aeons. Vril is a natural resource; it exists silently, waiting to be used. The energy has no ethical stance, no good or evil. Rather it is a force that can be molded by intelligent creatures for any purpose, exalted or despicable. It is the user of the magic that dictates good or evil.

Morality and ethics impose great restrictions upon the use of magic, particularly for High Magic. Those whose ethical stance is darker than others may care less for the maintaining the balance of the Great Equation.

The black or grey magician often looks to other planes of existence for their powers and knowledge. These planes are inhabited by entities other than human beings, to which names such as "secret chiefs", "Oliponthic forces", "Great Old Ones", "spirits", "Loa", "gods", etc. are given. Adepts may attempt to employ these supernatural allies to attain such power as few adepts can hope to exceed, although not without certain risks.

White Adepts prefer not to Invoke or Conjure power because of the difficulties in balancing good intent with the domination of another entity, although there are races of good creatures that may be controlled.

Intent is often the only difference between black and white magic. Because combat and killing show an intent to do harm to another living

creature, they are evil and will affect the purity of a white Adept's power.

Only the most disciplined Adepts can avoid the temptations of playing all sides against themselves in order to increase their personal power. Such endeavors run a degree of risk commensurate with the power of creatures being Invoked or Conjured.

Black Magic will eventually destroy the user. Black magic, as well as white, is a matter of symbolism and intent. By intent, I mean the purpose behind the activity, whatever that activity is, and whatever the person performing the activity's attitude toward the effect is determines the whole meaning behind the activity. Using black magic draws the caster away from the "Good" end of the spectrum, and eventually taint and pervert them.

Of course, the only truly evil things are those things that either come from beyond the universe in some way actually pervert or threaten the balance of reality.

#### THE ASTRAL PLANES

Also called the Astral Light, Astral dimension, astral realm, spirit world, etc., the Astral plane does not exist physically, but mentally. Seemingly, the Astral plane often appears as an alternate universe where all matter is composed of ectoplasm. However, it is an conceptualization, an abstract representation of the relationships between minds, inhabited by disembodied consciousness sharing in the interpretive hallucination and thoughtforms, of an apparently, at least partially, extradimensional nature imprinted upon mental/spiritual aspects of the Vril concentration about the planet. It encircles the material plane and interconnects with it, extending to the edge of the planetary biosphere. The Astral Plane is the layer of primary pseudo-energy from which mental reality is formed, and it takes its apparent form from millennia of conceptual thoughtforms and beliefs. On the Astral Plane, the life energies and consciousnesses of other beings are visible.

The organization of the Astral Plane is fairly straight-forward. "Entering" the plane via some form of Astral Projection, the first place we come to is the First Border Astral Area. This is an area of planar interface that overlaps the physical world, and can be seen by an adept's astral senses. Entities existing in this area are intangible and invisible to most entities on the material plane. Those beings, whether sentient or not, that have some form of psychic awareness can "see" into the plane to this level. This is the "place" where most magical processes occur, and so adepts can reach into the astral plane by psychic or magical means as if it were a real place.

In the Second Border Astral Area, also called the "Grey Road", the physical surroundings may be dimly seen. Bioelectrical and gravitational auras extend to this level and may be seen. This is a region of persona

residue, where the astral bodies of those entities that have refused to pass on tend to remain. This is the primary level used by adepts in Astral projection. This is also where one is most likely to find creatures that are waiting to manifest onto the material plane, such as "Beasts," Lloiger, Loa, and other metaspirits. Separating the Border regions from the true Astral Planes is the Astral Curtain, a dense wall of energy.

The first Astral Plane, also called the "2nd Road" or the "High Road" is fairly uninhabited. The physical plane can be dimly seen, and it appears to be littered with "astral shells," or empty astral bodies, decomposing back into the native Vrill, after the souls have "gone on." There are also vague remnants of personae that have gone on, but left portions of themselves still active and partially aware.

The second Astral Plane is the last where one finds untended residue of past lives. Here wander "shades" in a dream state, and those that are too firmly attached to their existences on the material world.

The third Astral plane is also the first "Purgatory Plane," that is a plane where the dead prepare themselves to go on. An interesting aspect to this plain, which has next to the material plane, various conceptual planes, and the outer planes, is the "Night Gallery effect," or paintings hanging in space. These are reflections of fixed points in time. All points in time are recorded in the "Akashic record" as psychic images of the past reverberate here.

Also on this level are the Realms of Dream, the coalesced manifestation of humanity's thoughtforms. These are so intense that they could be considered as real pocket dimensions. As such, it is possible to visit these Realms either physically, or Astrally, with equal efficacy.

The fourth Astral Plane, the second Purgatory Plane, is a vulgar, depraved and bestial place. The darkest, most nightmarish aspects of the material plane can be seen in the background. This is a realm of temporary, individual hells, where the dead who feel they must be punished serve out their time.

The fifth Astral Plane, the third Purgatory Plane, on the other hand is suffused with feelings of love and peace. Heavily guarded, it is full of hundreds of thousands of sleeping spirits, waiting to pass one way or the other, to the Outer Planes or to be reincarnated.

The sixth Astral Plane is made up of the Otherworlds, the outer Planes, the homes of the gods and the lands of the dead. These lands sometimes appear to lie in a gigantic wheel or spiral surrounding the Celestial Axis, and rotating once every 26,000 years. The highest and lowest of souls exist here, many seeking what lies "beyond the veil."

The seventh and final Astral Plane, the "Elder outer Planes," or the "Highest Heavens" show what becomes of the outer Planes when their gods are no longer worshipped, when they are pushed aside by younger, more aggressive pantheons. These lonely places are inhabited only by ancient, forgotten gods in their quest to go "beyond the veil."

## THE ETHERAL PLANES

The term "Ethereal Plane" is, I admit, a holdover from a gaming context, but its use is traditional in my notes. As it is used here, it should not be confused with either the concept "Ether" as discussed earlier, or "Ethereal" as becoming physically intangible by means of lowering the density of the body's atoms so that it can pass through another physical mass, an act unfortunately known as "phasing." I say unfortunately because I also use the term "Phasing" to mean "becoming Ethereal," but the context is somewhat different.

In this context the Ethereal planes refer to those areas of differing physical laws in the superfcy, or wall, between reality and True Limbo. True Limbo is that "sea" in which all realities, alternate worlds, divergent worlds, parallel worlds, etc. in the multiverse exist. All time and all space exist there simultaneously. By passage through there, a traveller is able to reappear anywhere, in any universe, at any time.

If one views the transition between our reality and Limbo as a "movement" through the boundary layer, one discovers a variety of different "Zones" with a variety of differing laws that gradually approach those of True Limbo. It should be noted that the further one goes, the faster transit through these layers becomes. These layers are the Border Ethereal Zone, the Deep Ethereal Zone, Subspace, Superspace, finally reaching True Limbo itself.

The Border Ethereal Zone is an area of planar interface that overlaps the physical world. Entities existing in this zone are intangible and invisible to entities on the material plane. Communication by psionic or magical means is impossible here because the Astral Plane has no contact with this place. It is possible that some universal forces, such as gravity, can have effect here.

The Deep Ethereal Zone is the layer of primary pseudo-energy from which physical reality is formed. There are nexi here to some alternate worlds as well as the Demiplanes, Fractional/Fragmentary Planes, Conceptual Realms as well as the Realms of Dreams and the Outer Planes. These nexi often appear as "things" floating in space.

Subspace, sometimes called hyperspace, is a quasi-dimensional medium nodally integrated with "Normal" space, and, like it, generated by spatio-temporal dynamic field lattices. Subspace has its own time frame and space frame and may be thought of as lying "outside" of normal space-time. It is a dimension accessible from normal space, whose physical laws differ from ours in a number of ways. It is possible to surpass the speed of light within Subspace, and, in fact, it is impossible to travel any lower than lightspeed there, the greater the speed traveled the closer one gets to the Superspace superfcies.

Superspace, also called N-space, near-hyperspace, the hyperspatial matrix, etc., is a quasi-dimensional medium nodally integrated with "Normal" space, and, like it, generated by spatio-temporal dynamic field

lattices. Superspace has its own time frame and space frame and may be thought of as lying "outside" of normal space-time. It can be seen as a dimension accessible from normal space, whose physical laws differ from ours in a number of ways. It is possible to instantly travel from one point in real space to another by passing through Superspace. There are a number of Limbo realms in superspace. They are often characterized by a static or unchanging quality.

#### DYNAMICS OF MAGIC

1st Law. The Law of Continuity.

"Vril can't be created or destroyed, but it can be converted from one form to another."

2nd Law.

"Vril can be stored, channeled or modified."

3rd Law.

"Vril is morally non-aligned, a force of nature, uncaring of the desires of Man."

1st Corollary to 3rd Law. Law of Intent.

"Magic, black and white, is a matter of symbolism and intent." "The purpose behind whatever activity, one's attitude toward the effect determines the whole meaning behind the activity."

2nd Corollary to 3rd Law. Law of Imitation.

"The real can be influence through the similar." "A difference which makes no difference, is no difference." "If one acts a part well enough, one becomes the part."

Law of Absorption

"All matter in the universe absorbs emanations from all other matter."

Law of Association

"The closer two things are alike, the more one can be used to influence the other."

Law of Attraction

"Like attracts like."

Law of Cause and Effect

"For every action in the universe there is an equal and opposite reaction."

Law of Consequences

"Because you have free will, the outcome of whatever you do is your responsibility."

Law of Contagion

"Things once in contact will continue to act upon each other even though

they are at a distance from each other."

Law of Counterpart Free will

"High mentalities and metaspirits also have free will, and so will probably

not come to your aid unless you ask them very nicely."

Law of Dichotomy

"Dominance or Submission"

Law of Differences

"No two things are exactly alike, nor should they try to be."

Law of Dominion

"Sentients have the power to reshape reality with their minds, so therefore, reality is theirs to do with what they want."

Law of Experiences

"An entity is the sum of its experiences." In other words, you are what you eat.

Law of Free Will

"Every entity has absolute, pure freedom of choice, every minute of every day. In fact they are never free from making decisions."

Law of Good and Evil

"Because everything that naturally occurs within the universal equation, everything has a reason for existence. Therefore, 'Good' and 'Evil' are merely discrete values along a continuum (i.e., Good and Less Good).

Evil

implies only those things from outside the continuum."

Law of Karma

"What goes around, comes around."

Law of Microcosm/Macrocosm

"As above, so below."

Law of Reality

"Reality is a function of Belief."

Law of Similarity

"If two things are alike, one can be used to effect the other."