

A Theory Of Magic

By

Ann Macela

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My Philosophy

What follows here is “A Theory Of Magic” that I use in writing the stories of my “magic practitioners.” The theory and this document are works literally under construction, as I learn more about their magic and its use and creation as the stories demand it. Therefore, I am using an informal table structure.

I firmly believe that a paranormal story of any kind must have a firm basis for how its world works. What happens may be fantastic, but it must have its own logic and rules and stick to them.

For example, I believe that there should be limits of some kind on those who use magic. There must be a cost to the user. It must be difficult.

To me, the sole exception to the necessity for limits and costs pertains to gods, who, by their own definition, have powers “normal people” do not. Still, a world with gods should have a logic, a consistency to it, or it will confuse the reader. The last thing I want to see is a “deus ex machina,” a hitherto unknown event or power or character, who/which miraculously appears to save the day.

And, yes, I did make all of this up, and it’s taken me a number of years to do so. I’m still learning about this world I created. I hope you enjoy it as much as I do.

Note: The magic here is mundane, non-religious imagination. The system is my own and unrelated to that of any other author.

What if you could cast a spell to help you do your everyday job?

This question was the beginning of the whole concept of my magic practitioner books. What follows, the details of practicing magic and their world, came as I explored the logic and possibilities of the question. You can see some of the evolution in the backcover copy for the three stories of the Morgans.

The Oldest Kind Of Magic

Daria Morgan is a magic practitioner who uses magic and spells to do her everyday job as a management consultant.

John “Bent” Benthausen is a CEO who, despite improvements in production, can’t make a profit. He needs her help.

With her special gifts, Daria gets right to the heart of Bent’s problem—crooked employees. Crooked, vicious, employees who are now out to get Daria. Those are just Problems One and Two.

Problem Three: An ancient force, an irresistible compulsion, called the soulmate imperative brings together magic-users and their mates in a lifelong bond. And it won’t be happy until they surrender to the inevitable . . . the Oldest Kind of Magic . . .

Do You Believe In Magic?

According to lore, an ancient force called the soulmate imperative brings together magic practitioners and their mates. They always nearly fall into each other’s arms at first sight. Always...or so the story goes.

But what happens if they don’t? What happens when one mate rejects the other—in fact won’t have anything to do with him? Who doesn’t even believe in magic to begin with?

Computer wizard Clay Morgan is in just such a position. Francie Stevens has been badly hurt by a charming and good looking man and has decided to avoid any further involvements. Although the hacker plaguing her company’s system forces her into an investigation led by the handsome practitioner, she vows to keep her distance from Clay.

The imperative has other ideas, however, and so does Clay. He must convince Francie that magic exists and he can wield it. It’s a prickly problem. Especially when Francie uses the imperative itself against him in ways neither it, nor Clay, ever anticipated.

Your Magic Or Mine?

A battle over the “correct” way to cast spells is brewing in the magic practitioner community. Theoretical mathematician Marcus Forscher has created an equation, a formula to bring the science of casting into the twenty-first century.

Botanist Gloriana Morgan, however, maintains spell casting is an art, as individual as each caster, and warns against throwing out old casting methods and forcing use of the new—especially on young practitioners.

The two—reluctantly—face off in a series of debates across the country, where, thanks to each side’s advocates, reasonable and calm discussion disintegrates as tempers heat and casting methods are ridiculed.

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Enter the soulmate phenomenon, an ancient compulsion that brings practitioners together and has persuasive techniques and powers—the soulmate imperative—to convince the selected couple they belong together.

Marcus and Gloriana, the prospective soulmates, however, want nothing to do with each other. Gloriana can't accept that someone so different from her as Marcus could possibly be her mate, who, by definition, *always* has the same interests, preferences, tastes and affections. Marcus, for reasons of his own, doesn't want a soulmate, period. *Ever*.

The two decide to oppose the imperative, but it has resources to use against them. This second battle is joined, but the outcome may be devastating. Soulmates who reject each other will never, ever be happy and will never, ever find another. Something or someone's got to give here.

A Formula or Equation for Casting Spells

From *Your Magic Or Mine?*

This is how theoretical mathematician Marcus Forscher sees spell-casting. We are in the first debate, where Marcus explains his formula, and we are seeing it from botanist Gloriana Morgan's point of view.

Gloriana looked down at the page. It displayed the equation,

$$(S_T + L_s + L_p) * E_p * R * I = S$$

She drew little stems, leaves, and petals to make the last S into a flower.

“A cast spell contains six elements,” Forscher continued. “The last two may not be required, but the first four always are. You begin with the spell, small s, you are going to cast. The exact spell depends on the particular, specific talent, sub T, of the practitioner. Capital L sub small s is the level of the spell being cast. Capital L sub small p is the level of the practitioner. In casting, these three ‘ingredients’ are multiplied by the amount of magical power or energy, capital E, the practitioner, sub small p, puts into the spell.

“For example, when casting the light spell *lux*, a small amount of energy would create a dim light and more would create a brighter one. R refers to any ritual, gestures and so forth the spell requires, and I to any item or items used or required. The ritual and/or item provide energy themselves and act as multipliers on the casting to increase the potency or longevity or some other aspect of the spell. I used the asterisk instead of the normal mathematics dot symbol to show multiplication because there seems to be something else going on besides a straight multiplying effect. I haven't identified the ‘something’ yet. The result is the spell as cast, capital S. Does everyone follow me so far?”

Gloriana's eyes practically cross at this explanation, and I'll admit, so did mine. As to how they work things out, well, you'll just have to read the book.

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The World of Magic Practitioners

Magic System	
How practitioners work magic	The ability to use magic comes from energy in the human body. Each practitioner has a “magic center” just under the end of the breastbone close to the heart. The practitioner organizes her energy in this center and projects it outward to cause something to happen.
Learn and practice	Harnessing this energy to do one’s bidding must be learned and practiced, hence the name practitioner.
Types of magic	<p>Magic practitioners make their livings using magic spells to do their respective jobs. This is pretty mundane magic, as the practitioners are accountants, doctors, computer programmers, botanists, business people, carpenters, engineers, cooks, plumbers, mechanics, i.e., every occupation under the sun.</p> <p>If you could cast any spell to make your job easier, what would it be?</p>
Use of magic	<p>To do your work, job, career, vocation really, really well.</p> <p>Who’s to say that prodigies or phenomenally talented people in any walk of life don’t use magic? Perhaps without knowing it.</p>
Secrecy	<p>Practitioners keep their world and abilities secret. The last thing they want is to become guinea pigs for non-practitioner scientists or objects of fear and envy by any non-practitioner. Or worse, to be made to use their talents for evil.</p> <p>Practitioners never say a word about their abilities to any non-practitioner except when that non-practitioner is their soulmate. In that case, the non-practitioner must be told about magic abilities and given the chance to come to terms with the reality.</p> <p>Otherwise, practitioners mix in the non-practitioner world as ordinary people who just happen to be very good at their jobs.</p>
Ability inherited	The ability to use magic is inherited. If one parent is a practitioner, the child will inherit the ability.
Genes	<p>Practitioners have not isolated the “magic” gene. Indeed they don’t know for sure that one exists, except by the fact that their children are practitioners.</p> <p>Is anyone trying to find it? Don’t know yet.</p> <p>Some question the need to find such a gene. What would they do with it—give it to non-practitioners? What would happen then?</p> <p>Or is ability a combination of genes, impossible to discover?</p> <p>Or something else altogether?</p>
Timing of manifestation	<p>Magic manifests itself in a practitioner usually by puberty, but may show up sooner or later. For 99.99% it comes by age 18.</p>

Wild talent	Every once in a while, a “wild talent” emerges with no magic in his or her background or family tree. Assume mutation of genes naturally.
Wild talent – discovery	Wild talents who are not brought into the practitioner fold may use magic without knowing it and may harm themselves or others. Or they will sense the magic within them and be unable to come to terms with it. There are records of wild talents becoming mentally unbalanced from the pressure. A special group of practitioners are always on the lookout for these people.
Wild talent - timing and trigger	With wild talents, manifestation may come at any age. No one knows what triggers it, but some think close proximity with practitioners may help. There is also the possibility that the mating between a practitioner and a wild talent will accelerate the manifestation.
Become a practitioner	No non-practitioner ever gained the ability during the first mating until Francie Stevens—so she must be a wild talent, and one who never before showed any signs of being one. Perhaps. Or she isn’t a wild talent, and this is the first instance of a non-practitioner becoming one. The jury’s still out.
Genealogy	Practitioners know their genealogies as far back as possible. They have been keeping records since the invention of writing, and there are many tales of earlier times also recorded years and centuries after the fact.
Education	Practitioners must learn and practice their craft. Centers are set up around the country for training. The centers are usually located in large cities and are part of hotel/apartment/condo establishments under the “HeatherRidge” name. HeatherRidges are owned and staffed solely by practitioners.
Website	An official website exists where all practitioners are registered and news is disseminated. Magic must be used to access the site.
High Council	A High Council acts as the governing organization. It also oversees education and level certification. It acts as a court to settle disputes. It can censure practitioners who attempt to harm others. Its enforcement arm is the Defenders.
Ability	
Talents	Nobody is a generalist, able to cast all spells. Practitioners are born with a talent. They can only practice magic with that type of talent. Thus there are practitioners with accounting talents, mechanic talents, cooking talents, and so on. Each discipline, category or subset has its own set of spells. Except for a few very basic spells common to all, each practitioner has ability or talent in only one or a few areas; the areas are usually related to each other. A gardener might have a talent for potions, for example.

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Levels of ability - power	<p>There are 20 measured levels and one premier level of magic ability. For a practitioner to graduate from one level to the next, he must have the inherent potential and must learn and practice the spells of the new level. There is a test to prove he can cast the spells.</p> <p>Levels are “fluid” and flow from one to the other.</p> <p>Can be a strong 7 or a weak 8. Placement is decided by which spells practitioner can cast.</p> <p>After level 10, the power/energy the practitioner brings to spell-casting increases exponentially.</p>
Levels of ability - potential	<p>The level potential is set at birth and can only be changed by the “first mating” of soulmates.</p> <p>Practitioners indicate their highest potential level by the color of the <i>lux</i> lightball they can cast.</p> <p>See Level Table below.</p>
Levels of ability - First mating	<p>The first mating of soulmates may enhance the abilities of one or both. Or it may do nothing at all. It has never decreased ability.</p> <p>(See soulmates below)</p>
Levels of ability - Color codes	<p>The colors match those of the rainbow or spectrum: red, orange, yellow, green, blue, indigo, violet, then go up by silver, gold, white.</p> <p>See Level Table below.</p> <p>The white level has no number. No one is capable of testing a white-level practitioner, as there are so few of them—usually only one at any one time. In recorded history, only Swords have been white level.</p>
Levels of ability - population density	<p>Most practitioners are in levels 1-10.</p> <p>As the levels rise from 10, the number of people in each level decrease until there are very few above level 15. Only ten in a generation may reach level 18, five to 19, and one to 20. One in a century may surpass that to the white level.</p>
Levels of ability - jealousy	<p>Practitioners take great care to keep manageable any jealousy by lower levels of those with higher levels. This is not always possible.</p>
Spells	
Levels of spells	<p>Spells have their own hierarchy dependent upon the energy, power, and complexity necessary to cast them.</p>
Levels of spells - casting	<p>Each level requires the practitioner to have the ability to cast at that level. For example, if a spell is a 7th level spell, the practitioner must be capable of casting at that level to learn and use it. A 5th level practitioner cannot cast a 7th level spell.</p>
Levels of spells - requirements to cast lower	<p>To cast lower-level spells requires nothing but the energy of the user and casting can be individualized. For example, practitioner A might cast a level 2 spell entirely differently from B: different visualization, different method for delivering energy to an object, different gestures.</p>
Levels of spells - Requirements to cast higher	<p>Higher level spells (9 and above) may require a ritual, specific gestures, and/or use of an item. Precision is necessary. Energy may need to be “layered” and in a specific amount.</p>
Levels of spells - items	<p>Magic items can grant the practitioner a temporary boost in power. They can help the caster focus. They can be specific in application.</p>

Levels of spells - gradations of a single spell	A practitioner may cast a single individual spell and apply more or less of his own power or energy to it. For example, <i>flamma</i> , to light a candle, could be ramped up by someone with the talent and power to become a fireball.
Duration of spells	A spell will last only as long as the practitioner supplies energy/power to it. A spell cast on a person will wear off, unless the practitioner is always there to supply power; thus making a person do something under the compulsion of a spell will not have a lasting effect and may have dire consequences when the spell wears off.
Energy	
Energy - what spells are made of. Also called “power”	Magic is all about internal energy, within the body, and how to use it. The spell, <i>flamma</i> , lighting or extinguishing a candle, calls for an accurate placement (or withdrawal) of energy in a short burst. The spell, <i>lux</i> , creating a source of light independent of any object, involves harnessing energy, placing it somewhere, sustaining it, increasing and decreasing it, and moving it, then dispelling it.
Energy - amounts	Those with the potential for high practitioner levels have more intrinsic energy. They are able to cast more and greater spells for longer periods of time.
Energy - the cost of casting	Spells require energy and in human body, that means caloric energy. Cast a lot of spells, especially upper level ones or those at the limit of your ability, and you can lose weight. There are few fat practitioners. Tall, big, big-boned, well-muscled, yes. Fat, no. Or not if you cast often—but lazy practitioners could get fat.
Energy - limits	The higher level of a spell, the more energy it requires from the caster. Some spells are not worth the cost to the practitioner. To change a person into a toad would probably kill the caster, for example. Practitioners are not gods. No one can create solid matter. Neither can practitioners “teleport” anywhere. Telekinesis of an object is possible, however.
Energy - power	Practitioners say “power” when they refer to the energy required to cast a spell. Some spells may be cast along a gradation of power to lesser or greater effect. For example, <i>lux</i> with a dim light would require less power than with a bright light.
Energy – management	A practitioner’s energy is finite and must be replenished. Casters must learn to manage its use. Replenishment comes through food and rest. A practitioner casting spells at the top limit of his level, in terms of both the spells and his practitioner level, can be exhausted if he does it for any length of time. Again, the length of time is relative to his particular ability.
Energy – maintaining	A spell will last only as long as a practitioner can maintain it. A lightball will hang around if the practitioner continues to supply it with energy/power. If the practitioner is of high enough level, he can put the lightball into a “maintenance” mode where his center automatically supplies power until he cancels the spell. Higher spells require higher energy expenditure.

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Energy – sharing	Defenders can share power. See Defenders below. Some practitioners can share or work with others to share power and direct it into a spell. This is extremely rare.
Terminology	
Terminology	Practitioners refer to themselves as witches and warlocks, wizards, mages, magic users. Sorcerer and sorceress are not used because they denote evil.
Magic Dictionary definition	Magic is the general term for any of the supposed arts of producing marvelous effects by supernatural or occult power and is figuratively applied to any extraordinary, seemingly inexplicable power; sorcery implies magic in which spells are cast or charms are used, usually for a harmful or sinister purpose; witchcraft (of women) and wizardry (of men) imply the possession of supernatural power by compact with evil spirits, witchcraft figuratively suggesting the use of wiles, and wizardry, remarkable skill, cleverness
Magic symbols and items	
Glyph	Defn: a pictograph or other symbolic character or sign, esp. when cut into a surface or carved in relief or sewn into an article of clothing. Only very high level practitioners can give them power. Otherwise, it's just a pretty design. Used for protection mostly. Used on robes, jewelry, doors, windows, walls.
Magic items	Gem, crystal, stone with magical powers. May be good, neutral, or evil. Only the most powerful can create them. Only those with right talent, level can use them. Addictive qualities.
Good and Evil	There are both good and evil magic items, some of great power, mostly left over from prehistoric times when good and evil battled over mankind. See Defenders below.
Robes	The formal dress for a practitioner is a robe with a hood, similar to that of a medieval monk or a present-day academic. The robe has long sleeves and a belt of any sort. The design and colors of the robe usually relates to the vocation of the practitioner. For example, a healer would have a yellow robe, while a metalworker might have one with copper, gold, and silver designs; a meteorologist would have dark blue with weather patterns, and an accountant, a geometric red and black pattern. Novice robes for practitioners still determining their specific talents are gray. Sword robes are totally black and inscribed with protective glyphs. (See Swords below)

Soulmates	
Soulmates	Every practitioner always finds his or her soulmate. <i>Always</i> . But the soulmate for a practitioner may be a non-practitioner. “And being soulmates just gets better all the time.” – Alaric Morgan
Soulmate Phenomenon, Soulmate Imperative - SMI	An ancient legend or force that brings soulmates together. If they resist, the imperative “encourages” or coerces their cooperation. Note: The SMI cannot create soulmates—it can’t make two people into soulmates for each other. It just recognizes them and makes sure they come together.
SMI - manifestation	The SMI manifests itself, first as an itch in the magic center, or where the center would be if the person is a non-practitioner. If the pair are still apart, especially if they are resisting, the SMI brings pain—often so much the person may think he’s getting an ulcer or the pain is excruciating enough to make the person double over. Basically the SMI makes those couples who do not follow its dictates regret it, even the one who may not be not resisting.
SMI - death of a mate	One of the mates can die—usually by accident or disease. This does not mean the remaining practitioner will never find love again. Indeed, the practitioner may find love and a soulmate again—at any age. The SMI will again show up to bedevil the practitioner if necessary.
SMI – evasion or rejection by the practitioner	<p>Evasion: A practitioner can evade the SMI, but it is not easy and definitely not pleasant.</p> <p>To do so, the practitioner must marry <i>before</i> finding his or her soulmate. He/she will always marry a non-practitioner (no practitioner would marry a non-soulmate), will probably not explain about being a practitioner to the spouse, and must resist the SMI’s pain and punishment during courtship. Once the practitioner has married, the SMI leaves him or her alone—totally. This practitioner has sealed his or her own fate; such marriages are never happy ones and often end in divorce.</p> <p>Furthermore, if the non-soulmate partner dies or divorces, the practitioner will NEVER find his/her real soulmate. The SMI will have nothing to do with the practitioner ever again, and when the practitioner eventually dies, he/she dies sad, angry, and embittered.</p> <p>Rejection: If the two soulmates have met and come under the influence of the SMI, there are added problems in rejecting the process.</p> <p>If the rejector manages to resist the SMI’s torture, that person is doomed to an unhappy life. What happens to the one being rejected is varied.</p>

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	<p>The SMI can leave the rejectee alone to make his/her own life without ever finding a soulmate, or it might continue to plague the rejectee in hopes he/she can convince the rejector to reverse the rejection.</p> <p>If the rejectee cannot convince the rejector, the rejectee will never find another soulmate as long as the rejector lives.</p>
Soulmate Indications	<p>How do you know you are soulmates? First, soulmates usually have like interests, business and pleasure, think alike, complement each other in every way. They also manifest the SMI in a similar manner. Their magic centers resonate with each other and will begin to itch when they meet their mate. The sexual attraction is almost overwhelming. The ultimate test is to make love. If they are soulmates, they will be successful and consummate the relationship. If not, neither partner will be able to “perform,” and the whole experience will be totally dissatisfying. See “First Mating” above.</p>
Soulmates – Test for	<p>There are basically two tests to determine if two practitioners are soulmates.</p> <ol style="list-style-type: none"> 1. If they are soulmates, they cannot cast any spells on each other except for healing or defense. 2. If they are not soulmates, the two cannot mate. They are physically incapable of consummating the union. <p>The itching and aggravation the SMI causes is only an indication, not a guarantee.</p>
Soulmates - commitment	<p>Always love each other, commit to each other, can see only the other as the love of their life. But the process may take some time.</p>
Soulmates - Spell capabilities	<p>SMs cannot cast a spell on each other except for healing and defense. This way, SMs know they are truly soulmates and not being spelled by some outside force or person—not under an artificial “love spell.”</p>
“First mating” and bonding	<p>When SMs mate for the first time, they bond. The “first mating” is actually a process requiring an undetermined number of acts of love-making to activate and seal the bond. Once bonded, they are together for life. The bonding process involves sharing magic power between the two and is a transcendent experience.</p>
First mating and birth control	<p>All female practitioners have the ability to cast contraceptive spells on themselves. The first mating must be accomplished without any other type of contraception such as a condom or birth control pills. No barriers or no bond. However, the contraceptive spell does not constitute a barrier.</p>
The female practitioner	<p>Is always a virgin. The SMI strongly discourages, even prohibits, women from pursuing any attraction for a man not her SM. She may date as a teenager and young adult, but the relationships never lead to love-making. She may not be aware of the actions of the imperative in</p>

	<p>this prohibition, but her mother will be sure to explain the facts of practitioner life.</p> <p>Exception: A female practitioner whose mate has died. Usually these women remain celibate until a new soulmate appears. If a witch chooses to have sex, even with a warlock, with a non-soulmate, it is not a satisfactory experience, no matter how experienced either of them are.</p>
The male practitioner	<p>Is hardly ever a virgin, although he may be if he finds his mate at a young age. His liaisons are always with non-practitioners because no witch would consider having sex with any man who isn't her soulmate.</p> <p>Exception: See female above.</p>
Defenders	
Defenders Purpose	<p>A group of practitioners exist whose purposes are:</p> <p>To search out and destroy items of evil magic left over from the dark ages.</p> <p>To prevent creation of new items.</p> <p>To search out those who try to use the evil items and render them harmless—usually by destroying the item, an act which may destroy or severely damage the user.</p> <p>To act as the enforcement arm of the High Council for those who act against the practitioner code of ethics.</p>
Practitioners' responsibilities for magic items	<p>Every practitioner swears an oath to turn in any found magic items to the Defenders for assessment. Good and neutral items are usually returned to the finder or given to someone who can make use of their properties.</p>
Defenders Council	<p>A Council of Defenders oversees the search and destruction of the evil items. The council also keeps a registry of all known magic items.</p>
Defenders - Types	<p>There are two types of Defenders: Defenders and Swords.</p>
Defenders Teams - Organization	<p>Defenders are divided into teams of seven: five Defenders and two Swords.</p>
Defenders Ability	<p>Team members have the ability to channel and share energy/power among themselves and to the Swords.</p> <p>Swords direct and focus the power from the team, add their own power, and destroy the item.</p>
Defenders Power and talent	<p>The Defender talent is in addition to any other talent. A Defender practitioner will have both the talent to do his/her job and the Defender talent. Defenders usually are level 10 and above.</p>
Sword - Power and talent	<p>A practitioner with the ability to destroy magic items. The Sword receives power from the Defender team and channels it into a "sword" of energy that he/she uses as a conduit to destroy the magic item.</p> <p>Level 12 and above.</p> <p>The most powerful can destroy evil items by themselves if necessary.</p>

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<p>Sword Other abilities</p>	<p>Swords are the offensive arm of practitioners, able to throw fireballs, lightning bolts, and other forms of energy. This and more may be necessary to take an evil item from the person using it to manipulate magic.</p>
<p>Pentagons</p>	<p>Defenders barricade themselves inside pentagonal structures of energy for protection when necessary. Pentagons act as shields in both directions—to keep other magic out and to hold some magic in. They are used by Swords when sparring as well. When destroying an evil item, they will be inside a pentagon, with a Defender at each point and the two swords in the middle. The evil item will be between the Swords. The pentagon is cast to prevent any evil magic from escaping. This system of magic does not use pentagrams.</p>
<p>The “swords” of Swords</p>	<p>To create a sword of pure energy, a Sword casts the spell and brings her hands together before her, as if holding a two-handed sword. This is called “drawing the sword.”</p> <p>The sword appears as a glowing beam in the shape of whatever style of sword the caster desires. Larger male Swords seem to favor larger swords, like broadswords, bastard swords, and occasionally claymores. Women go for sleeker versions such as the “samurai” variety (katana, wakizashi) or short swords as used by Roman legions.</p> <p>When destroying an evil item or when fighting, the Sword causes energy to beam or shoot out of the tip of the weapon similar to a laser beam.</p> <p>The Sword must keep her hands together gripping the “hilt” to maintain the energy sword. If her hands come apart, the weapon dissolves. Cancelling the spell or separating the hands is called “sheathing the sword.”</p> <p>Up to now, wielding the sword has been a two-handed affair.</p> <p>The weapon is not like the Star Wars’ lightsaber, which could be used like a conventional sword to block and parry the opponent’s weapon.</p> <p>The sword is a beam of pure energy. Contact with one can kill. At the very least, contact can damage the practitioner’s magic energy/power</p> <p>Swords do not “fence” with the swords. They spar or fight from within the shields of pentagons.</p> <p>However, if close combat is necessary or unavoidable, when the weapons are brought into contact as one swings and the other parries, the stronger, higher-level weapon will suck the energy out of the weaker, and hence, out of the weaker wielder as well. Thus the weaker person’s magic energy can be drained from his body. Not only is this painful, but it may</p>

	<p>reduce the ability of the weaker to cast a Sword and it may reduce his level permanently as well. It is also extremely painful.</p> <p>The strength and power of the weapon is determined by the level of the Sword and how much energy is being channeled to him by the Defender team.</p> <p>Swords can fight between themselves, without the Defender team. This is usually done at a distance apart and from within individual pentagons. In fact, sparring is good and necessary practice for Swords. Whoever is able to substantially weaken or bring down the other's pentagon first wins.</p> <p>The energy sword is a very powerful weapon, and Swords must study long and hard in its use.</p> <p>It is possible for a new Sword to lose control of his weapon, and thereby to hurt or even kill himself or others.</p> <p>Destruction of a sword and the Sword's ability. It appears that it is possible for very strong, high level Swords to destroy the ability of a Sword to cast a weapon. In the case of misuse of a Sword's ability or of the Sword being taken over by an evil item, the highest level Swords, on judgments by the High Council and the Defenders Council, can "burn" the ability out of the offending practitioner.</p>
<p>Defenders - Creation/ Manifestation of talent</p>	<p>As with regular practitioners, manifestation of the Defender/Sword talents can come at any age, but they usually appear after the person's basic talents and between 18 and 25 years of age. Great care must be taken with very young Defenders, as the talents are extremely powerful, involving as they do, raw energy. Young Swords in particular must be trained under strict supervision since, if they let the energy get out of control, it can kill them—and has.</p>

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Levels of Practitioners and Spells

Red	1-2
Orange	3-4
Yellow	5-6
Green	7-8
Blue	9-10
Indigo	11-12
Violet	13-14
Silver	15-16
Gold	17-20
White	

Low level spells:

Flamma – to light a candle

Lux – to create a lightball

Light healing—headaches

Illusion — simple

Strength and speed as defensive spells