

Magic

I create as I speak!

Magic is older than mankind and has always been attributed to the things we cannot fully grasp. It is, therefore, with great reverence and respect that we attempt to define magic in the world of Pax Dei. To understand the concept a bit better, I should mention a few definitions of how the universe of Pax Dei is put together.

“The natural world” is everything that originates and is found inside the current creation.

“The extra-natural” pertains to things and beings that originated in creations past (yes... there have been many) and somehow survived the wrath of the Divine, as one creation was destroyed and another made on top of it. Quite logically, if adventurers happen one day to find their way deep, deep down into some of the major dungeons of the world, there is a distinct possibility that they will glimpse parts of these extra-natural and long-forgotten worlds and learn of things that were never meant to remain or survive.

“The Supernatural” This is essentially everything in the universe that was never a part of any creation. Most of this exists as an ethereal spirit world, but there may also be physical realms within it, created by powers other than the Divine.

So, what is magic? As magic, as thought of in the world of Pax Dei, it is something that originates outside of creation, and those living within it can not understand its process to the fullest, nor can they grasp the origins or the power behind it. All they can do is experiment and, over time, play with it, using best practices, preferably without burning down their village or losing their fingers in the process.

I am obviously not going to spill the beans on magic too much, it is something we want players to discover and experiment with. I can,

however, talk a bit about the nature of magic.

It has been said that magic in Pax Dei is real and unquestioned. What does that mean?

First and foremost, magic needs to be viewed as a part of normal existence. It needs to be logical, given the ideas about what the forces at play are and what the worlds are made from. Verisimilitude is key.

Secondly, we, as inhabitants of the world of Pax Dei, only see what seeps into this world of the powers beyond. Who knows what is out there, really?

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