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FORWARD

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This work was created with the aim of providing the younger generation of Wizards with a sense of the rich history that surrounds Wizardry and the Guild, or to provide a sense of nostalgia to those that were a part of it.

It details the changing nature of Wizardry from its raw beginnings to where we are today, examining the journey down the ages with a look at the major events and ideals which have shaped the guild and Wizardry over the past aeons.

We also take a look at some of the Wizards which have been spawned by the ages, and examine what impact the age in which we were born may have on who we are and how we live.

This work is dedicated to all those who have played a part in this journey and helped to create our history and identity.

> sincerely, Sekiri Thanatos

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1. OVERVIEW

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There have been many different Ages of Wizardry, some brief, some dull, and some often referred to as 'the good ol' days'.

An Age of Wizardry is generally characterised by having a particular set of ideals which impacted on the Wizards of the time, and a major or series of events which also impacted on the Guild or Wizardry, or was responsible for generating those ideals.

This work outlines what the author considers to be the major Ages of the past, and some of the key events in those ages. *

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It is not a definitive history, nor is it a definitive work - opinions vary, and it represents only the recollections and thoughts of one Wizard who managed to survive for much of it.

The Ages discussed following are not necessarily distinct, with the ideals and events of different ages overlapping at times, or even gaps between the Ages in periods of transition.

The dates referred to are of an archaic system used only by scholars of the 'round world'. The author has been able to obtain only rough translations of these to actual time, but have been put in at the request of the publishers.

THE DAWN OF WIZARDRY

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The Dawn of Wizardry was a time of magic and wizardry in its rawest state. Beginning circa '1993' or millennia ago as we know it, Wizardry had just come to the Discworld and was raw, basic, and had untold potential.

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Little is known about this long ago age, with what we do know coming from hearsay, speculation, and a few survivors held for eons in magical stasis.

In the beginning, magic was untamed and few were those who could manage to wrest it to their use. The spells developed by those long ago Wizards tended to be basic and primordial, as any unnecessary embellishments would be torn apart (along with the Wizard), by the unforgiving magic.

The will of those long ago Wizards were the 'spells' of the time, with nothing more than an uttered 'fireball', 'portal' or 'flowers' and the ability of the Wizard required to channel the magic to the desired result.

Most of the spells we know today were not available to those long ago Wizards, and the Guild was in its infancy. Over time however, the art of Wizardry and the Guild both were refined and expanded.

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Exactly what motivated these long ago wizards is not certain, but we do know that they were able to develop their skills at a rate and to an extent unthinkable by the standard of later Ages.

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Wizards but a few short decades into their lives were able to develop talents beyond those of the oldest and most skilled wizard today.

As these wizards used up and tamed much of this abundant raw magic, pioneer Wizards were able to create variations of greater complexity in the magic in use to create the first true spells.

The end of the Dawn of Wizardry is heralded by the creation of these first true spells by Wizards such as Pragi, Jogloran and Eringyas.

The advent of these adaptions of the old uses of magic, and the development of entirely new uses and other techniques brought about the Golden Era of Wizardry.

THE GOLDEN ERA

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The Golden Era of Wizardry represents the pinnacle of Wizardry on the discworld, with the power attained and feats performed unmatched since.

The beginning of this Era is distinguished by the development of new and complex spells some half a millennia ago or circa '1997'.

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During this period, Wizards were able to use the new rationalised force of magic and new techniques to hone their skills to levels surpassing even those earlier Wizards.

Though tamed in comparison to the earlier Age, the magic of the Golden Era was still far more abundant and powerful than modern times, with those spells that still exist being far more powerful then than they are now.

Curiously however, perhaps tired from its days as 'wild' magic during the Dawn, the magic of this age was more stable, with less fluctuations, than we experience today. A number of aspects of magic could be predicted with absolute certainty, a feat almost unheard of today.

It was this that distinguished this Era from earlier and later ages; the stability, combined with the high levels of magic, ease of honing skills, and

the growing arsenal of new spells combined to make Wizards a power to be reckoned with, and made this truly a Golden Age for all Wizards.

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Not only did the higher level of magic around make spells around half again as powerful as they are today for the same level of proficiency, but the stability allowed these Wizards of old to do far more with these spells than we can even attempt today.

This included such feats as unlimited layers of Chrenedict's, full merging of Kamikaze Oryctolagus Flammula, more stable floating shields and the ability to transfer magic energy into hidden reserves of health that would prevent death.

Combined with the unmatched level of skills attained by these Wizards, the discworld saw sights to cause awe and fear such an the summoning of two dozen firebunnies in a single wave, or the destruction of the mightiest opponent with but a single bolt of lightning.

There were three main factors behind the rise of these Wizards to such heights of power.

The path to personal advancement in those long ago days was far smoother than it is today, with the average effort taken to progress to a particular level of proficiency roughly a seventh of what it is today.

The openness of these Wizards to improvement and the stability of magic also gave rise to a significantly higher number of grants of insight during the casting of spells. Whereas the wizards of today are known to receive the occasional grant of insight into understanding a particular area of magic, these Wizards of old were known to frequently get insights into several areas of magic at once, even up to all magical skills used by a spell.

Similarly, Wizards of this Era were also far more receptive to improving their knowledge through the use of contemplation. Unlike today, contemplation was guaranteed to grant the Wizard an insight into one of the three key areas offensive, defensive or miscellaneous magic with only a brief period of concentration.

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All of this made the pursuit of power the overriding ideal of the Age. In those two centuries of the Golden Era, the Wizards of the time managed to become powerful beyond the comprehension of Wizards since, and even following the cataclysmic events outlined following, their skills remained at such a level only the very best of later ages could hope to match or surpass them.

Having said that, this Era also saw the first real foray into structured research by Wizards, and the first steps into a new spirit of co-operation and organisation of Wizardkind.

However, all good things must come to and end, and so too did the Golden Era of Wizardry.

The end of this Age was marked by three great cataclysmic events which occurred around three centuries ago or in the first half of '1999'.

The first of these was a mysterious malady that swept through the entire population of Wizards and of the discworld. Though only briefly striking down those inflicted, it severely diminished both the mental and motor skills of sufferers. In fact, the greater the skills of the sufferer, the greater the skills were affected. Furthermore, it was noted when these Wizards attempted to regain these skills that the difficulty of doing so had increased markedly.

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No longer having the power they were used to, and with active advancement made more difficult, the doom of the Golden Era was further brought about by Wizards no longer being so open to flashes of insight, both from casting and from contemplation. These sadly diminished from the heights known in this Golden age to similar to what we have today.

The final cataclysm was a sudden change in the magic of discworld. Perhaps rejuvenated by the period of stability, the magic of discworld became far more random and unpredictable than ever before, and the interplay of different magic skills required changed to what we know today.

4. THE AGE OF DISCOVERY

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The Age of Discovery saw a new focus on knowledge, * research and improving our understanding of Wizardry.*

This focus was prompted by the final cataclysm noted * above, and began approximately three centuries ago * or mid '1999'. Following this, wizards began to try * and obtain an understanding of the world of Wizardry * they were now living in. *

Before the cataclysm, certain types of magic were fairly stable, and the effect of different wizardly disciplines such as 'spells' and 'methods' were known.

The change from this old familiar 'system' of magic to a new, unfamiliar and unpredictable one sparked a strong interest in this generation of Wizards of trying to understand the forces now at work.

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That is not to say that earlier Wizards were not interested or engaged in understanding and research, but these beginnings were used as a base to build on in this Age.

The earliest discoveries of the Age consisted of the reporting of observed phenomena by these research Wizards to share the knowledge obtained about the changes affecting all Wizards, and how to best deal with them.

Following that, some of these wizards then proceeded * to consider and create theories about the operation * of magic in this Age, aimed at improving the * understanding of the guild into how, and why, things * happen.

Finally, these observations and theories were then subject to detailed experimentation, often not without risk, to both confirm them, and to provide a more exact understanding of the effect of various matters.

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This age was also noted for the new published works created by these wizards to share these theories, guidance and research with all wizards.

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As well as this ideal of discovery, understanding and research followed by those Wizards of the Age, another ideal of the age was that of a new era of co-operation.

In part because of the sharing of and collaboration in obtaining the new understanding, and also due to the reduced focus on individual power, the Age also saw a greater level of co-operation between Wizards than ever before.

Faculty run programs such as the Experimentation Team and the Wibble Board saw a higher level of involvement than in any time since, as did the discussion around the future directions of the structure of the guild.

However, those ideals above were the province of the generation of this Age, and some few Wizards of the Golden Era. What then of most of those wizards of the Golden Era?

Coping with these new uncertainties, the increased difficulty in improving, and much reduced power made most of these wizards disillusioned and increasingly bitter, particularly those who had gathered impressive amounts of power in the previous Age. Many of these wizards in fact went into hibernation and withdrew from active life.

Because of this ideal of bitterness, the fact that only a few Wizards showed a real calling to the principles of Discovery and the high mortality rate of researchers, there are few survivors of this Age today.

This Age lasted roughly half a century, and its end was not marked by any major event.

Rather, the end of the Age of Discovery came gradually, and overlapped with the following Age, as eventually more and more became known of the new wizardry, and research into the great cataclysm was replaced by research into coping with the further, though less widespread, changes which were the feature of the following Age.

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However, the author has chosen one particular change, the introduction of the new Orders, as the changeover point.

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5. THE TIME OF CHANGE

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The Time of Change was a dark age for Wizardry and those that were a part of it.

This age began roughly two and a half centuries ago, or mid '2000', and overlapped with both the preceding and following Ages, with no great event sparking the transition.

The name and classification as a dark age was a result of the further changes which took place continuously throughout the age, some good, the vast majority considered harmful.

Following a period spent recovering from the major cataclysm and the time spend gaining a firm grasp on the new reality, Wizardry and the Guild once again began to change.

It is difficult to pinpoint exactly when this began, certainly at some point during the previous Age, but the author has chosen the new political structure as the transition point.

Up to this point, the organisation of the Guild was fairly simplistic, with limited separation between orders, and with the Unseen University being the sole centre of learning for students. While these students could later leave for other campuses, their standardised education all began at the University.

As a result of all the discussions which took place in the Age of Discovery however, powers in the Guild decided to undertake a restructure.

Following this, students could now receive their education at other institutions, or even from other Wizards tired of the politics of the Guild, who to remain apart as hedge wizards.

Furthermore, the orders were also changed to reflect magical leanings rather than politics. Now, those members of an order would instead come together on the basis of shared skills and interests, and seek interested students to pass on these differentiated skill sets to.

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While most consider the above to be a positive step for the Guild, the same cannot be said of most of the remaining events of the Age.

Many of the changes already alluded to in this work occurred during this Age. For whatever reason, the way in which many individual spells and other items reacted with the magic flowing through the discworld began to change, and not for the better.

Some of the most commonly used spells were found to have lost a significant portion of their power given the same skills, and still others lost certain features or abilities.

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Other changes included the declining usefulness of certain Wizardly aids such as those to boost intelligence or dexterity for reasons unknown, and yet another change in the receptability of Wizards to flashes of insight.

While some elements of the earlier Ages such as the drive to discovery or the pursuit of power still existed, albeit in a reduced form, the overriding ideal and focus of the dark ages was that of even further bitterness and disillusionment than experienced ever before.

Wizards still reeling from the cataclysms that ended * the Golden Era had even further trials to cope with, * while many of those from the Age of Discovery became * tired of having to constantly write their work anew. *

Having said that however, while these dark ages did have the effect of making many of those born in this Age to not bother, or pursue a different path, it did have an entirely different effect on others of the time. Some chose instead to rise above these challenges and placed a heavy focus on the pursuit of individual power.

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This Age also lasted for about half a century, and the changeover was a gradual process, with these symptoms of falling power gradually slowing and finally ceasing, much to the relief of all.

Thus began the Span of Stability.

6. THE SPAN OF STABILITY

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The Span of Stability was a period where Wizardry went into a slumber and very little happened.

The span sidled into place with an embarrassed look about two centuries ago or mid '2001', as if to make up for the dark ages preceding it.

Following the dark ages, magic was at a low ebb on discworld, and remained there throughout this Age, though thankfully fell no further.

The only real excitement of the Age was the rediscovery of half a dozen spells thought lost with the Wizards who created them, such as Grisald, Myrandil and Stacklady.

By this Age, there were few survivors from the earlier ages, save those born in the Time of Change.

For those Wizards, and those born in this age, the *Span was a time to consolidate and regroup from the *dark ages. The focus of these Wizards during the Age *was once again the pursuit of power, to the extent *now available. *

The changing of the guard from the Wizards of earlier Ages to those of the next generation also had an effect on the Guild.

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It is the author's belief that the disappearance of so many of those of the older generations also contributed to the disappearance of certain aspects of the Guild so sorely missed today.

With the loss or hibernation of key Wizards of the Age of Discovery, little formal research took place in this Age or in any since, a significant loss to the understanding of the Guild as a whole.

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Furthermore, those of the older generation are responsible for passing down a sense of history, culture and guild spirit down to the succeeding generations.

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With the lack of this influence from this point on, the Guild has become a worse place for it. The spirit of co-operation and the soul of the Guild has diminished to become the mere loose association that exists among wizards today.

The end of this rather forgettable Age was sparked by another discworld wide phenomenon affecting all inhabitants.

Whatever the cause, and there are many theories, this was the most significant change affecting wizards since the great cataclysms nearly two centuries before.

The effects of this phenomenon were far reaching, and represent the beginning of the Modern $\mbox{\it Era}.$

7. THE MODERN ERA

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The Modern Era represents the time from the great changes which took place over a century ago or 'Aug 3 2002' to the present.

As noted, the Modern Era began with a discworld-wide series of effects from causes as yet unknown.

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As a result of some of these effects, wizards found that the same level of natural aptitude combined with the same level of learning no longer generated quite the same amount of power.

Wizards also found themselves with less magical energy available to them, and with lower strength in the magical arts. Furthermore, the receptability of magical disciplines to different attributes was also rebalanced.

While in a friendly gesture, the magic of discworld allowed itself to be channelled into spellcraft at a lower level of skill than previously, this effect was not necessarily uniform or absolute.

The difficulty of most spells did decrease, however, in many cases, by a lesser order than did the skills now held by wizards. This meant that overall, magic and Wizardry became harder for most.

Two spells for which this was particularly true were those created by Al'Hrahaz and Jogloran.

Used to the ability to travel all over the discworld with ease from a young age, many wizards found this transition difficult, particularly when combined with the new random element introduced into the destination aspect of Jogloran's work, and the higher toll on the magical energies of the caster.

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However, accompanying this higher difficulty in magic and other effects was a slight increase in the level of magic and power available to wizards.

In addition, certain new spells were discovered upon the opening of the Agatean continent to outsiders, some of these in particular providing some wizards with access to powerful new options.

These three aspects, including the desire for some to be able to overcome the increased difficulty and perform the feats they were used to, have lead to yet another swing back to a focus on the pursuit of power and skill as the ideal of this Age.

This focus on power, and the lack of influence of older generations as noted above, has made the wizards of this generation concerned with little but the here and now and their own skills.

Few are those that have managed to distinguish themselves from the faceless mass of interchangeable

* students that make up most of the Guild today, and
* many of those who do so are those of the 'irritating
troll' variety, who distinguish themselves through
nothing bar deliberate affront and impoliteness.

* As noted, we now live in an Age where there is
little Guild spirit or co-operation, and wizardry
has lost its soul - that impossible to define facet
that once made this Guild great.

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Exactly what will end this Modern Era is unknown, but one can only hope that it is for a far better one than we live in today. We will examine some possibilities in the following chapter.

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8. FUTURE DIRECTIONS

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It is hard to know exactly might lie in the future for the Guild and Wizardry. Certain, many of the events that have sparked the end or beginning of the Ages so far were impossible to predict.

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But we can hope that it will be a change for the better, and we can even help to make that happen.

You will note that this author has rambled on about the sad lack of Guild spirit and co-operation, well, it is us who have the opportunity and resources within us to make this happen. Whether or not it will is another matter.

But there are planned changes that may make this either easier or harder for us.

We saw how the structure of the Guild has changed in earlier Ages, and talks are now in progress between various parties to take this further.

Various new political structures are being considered to take the Guild kicking and screaming into the next century. This includes the election of an Archchancellor and other recognised Faculty positions, and new programs to expand campuses and affiliated organisations around the discworld.

There are also other events being planned by Wizards in an attempt to foster Guild co-operation, such as

tournaments and a revamped apprentice scheme.

At some distant point in time, we may be able to

At some distant point in time, we may be able to look back and think about what impact these did have on the Guild.

In terms of other future directions, there have always been, and probably always will be, rumours of new fantastical and powerful spells and artefacts just around the corner, such as staffs with knobs on the end, personal spellbooks, and true component pouches. Whether any of these eventuate is highly doubtful, but we shall see if those Wizards hard at work creating them can achieve a viable prototype.

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There are also those members of orders hard at work who are working on developing exciting new spells within the scope of their own particular areas of magical leanings.

The author considers this avenue to have a greater chance of success and looks forward to seeing the results of their tribulations.

Whatever the future holds, good luck to you all.

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9. INTRODUCTION TO VOLUME 2

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In this volume, we have taken a look at the different Ages of Wizardry of times past, present and future, and the events which sparked them.

We have also touched on what impact those Ages had on the Wizards who lived them, and on other aspects of Wizardry such as research and the pursuit of power.

In the second volume to this work, we take a further look at these areas, and also take a look at some of those Wizards who have made a significant contribution down the Ages.

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It details the changing nature of Wizardry from its raw beginnings to where we are today, examining the journey down the ages with a look at the major events and ideals which have shaped the guild and Wizardry over the past aeons.

We also take a look at some of the Wizards which have been spawned by the ages, and examine what impact the age in which we were born may have on who we are and how we live.

This work is dedicated to all those who have played a part in this journey and helped to create our history and identity.

> sincerely, Sekiri Thanatos

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INTRODUCTION

In the first volume, we took a look at the different Ages of Wizardry and the events that occurred therein.

In this second volume to the Ages of Wizardry, we discuss the different generations that have arisen, have a look at some of the noted Wizards through the Ages, and have a brief discussion on the topics of research and the pursuit of power.

The generations referred to have been selected on the basis of the Ages in which we were born. Naturally, as with all generalisations, the characteristics identified will not apply to all of those said to be in each generation, however, we have chosen to ignore that minor detail for the purpose of simplification.

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While the author is certain that there are others who have made significant contributions over the Ages, those included in this work are those that spring to the aged mind of the author.

Finally, the work will take a look at the life and times of the author. You can feel free to skip this chapter should you wish, however, it may give you a further insight into the perspective from which the Ages of Wizardry were viewed and written.

11. THE GENERATIONS

If we look at those Wizards managing to survive to the present day, we can see that they come from and lived through, a variety of different times and events. These have in some respects helped to shape them into the Wizards they are today.

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Accordingly, we will now look at the different generations as they stand today, and make broad sweeping generalisations around how they view the world and what influenced them. Just for fun.

There are three broad generations of Wizards from inception of the guild to the present, and each of these have two classifications, generally aligned to the Ages in which they were born. Following, we will take a look at these in chronological order.

THE ELDERS:

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The Elders or the elder generation consists of those Wizards born before the end of the Golden Era. While some of this generation have managed to cheat Death, there are relatively few of this generation still here today.

The first classification of Wizards within the elder generation are those which are True Golden Era Wizards.

These are those Wizards who lived through the entire or majority of the Golden Era, and, at the time of the three great cataclysms, had developed such power and skill that even afterwards, their skills remained at a level which few since have matched.

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Many of this generation disappeared following the cataclysms, and others went into hibernation. Even of those who remain, in general, their skill and power today is relatively unchanged from immediately after the cataclysm all those centuries ago.

This is due to many of those preferring to stew and become ever more bitter over the years, hidden in the shadows and in dark caves, thinking of those glory days of old. Also, in the times since, it is very difficult to continue to improve on skills when starting from such a high base.

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Wizards of this generation tend to be rarely seen, and if they are, tend not to have much involvement in modern times.

The remaining Elders not of this classification are those that were born late in the Golden Era, or had a different focus than those focused only on power.

They differ from those other Elders in that they had either not reached or not sought the power which was the right of those True Golden Era Wizards.

These are the Wizards of the Silver Generation.

Even fewer of The Silvers survive today than the other Elders. The first of the Silvers are those that were interested in knowledge and understanding rather than power, and were therefore less effected by the cataclysms. They adjusted and moved on, continuing much as they did beforehand.

The second set of Silvers were those Wizards born only a short time before the end of the Era. While these Wizards received the advantages open to Wizards of the Age, they had not yet utilised these to reach great heights of power before much of it was stripped away from them.

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As they had but tasted the glory of the Golden Era, and did not lose as much as those other Elders, they were not affected by the cataclysm quite so much.

While they did experience some bitterness about the opportunities lost, they had little accomplishments to be torn away and therefore for the most part, remained enthusiastic about Wizardry. In fact, many of these Silvers had an increased zest for the pursuit of power, with a determination to match those True Golden Era Wizards, despite not having their advantages.

THE INTERVENING GENERATION:

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The intervening generation consists of those Wizards * born in the Age of Discovery and the Time of Change, * and again, there are two classifications within this * generation.

The first of these are the Discoverers and Sharers. Predominantly from the Age of Discovery, with a few others coming later, these Wizards are not so much classified by being a part of this Age, but by that which they did or continue to do.

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The Discoverers and Sharers are those who have devoted some or much of their lives attempting to understand the world in which we live, and passing on that knowledge to the succeeding generations.

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Oft working with some of the Silver Elders, some of these Wizards have created bodies of work to share knowledge with the Guild, others focused on fostering a spirit of co-operating and sharing, or passing on their knowledge through word of mouth.

The second classification of Wizards of the intervening generation were generally, though not always, born in the Time of Change.

These Wizards became the New Power Generation of the Guild. For the first time since the True Golden Era Wizards, a generation again became predominantly focused once again on the pursuit of power.

With fewer advantages and less time than the earlier *
power seeking generation, those of this generation *
were not able to surpass their predecessors, though *
that did not prevent them from achieving significant *
power in their own right. *

Perhaps having achieved their goals, the most accomplished of the New Power Generation have faded away and have not survived through to the present.

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Those that remain are more involved in the Guild than their predecessors, and still seek to build their skills today.

MODERN WIZARDS:

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Modern wizards or the modern generation comprise those from the Span of Stability through to the present.

Obviously, the majority of wizards still active at present are those of the modern generation. This generation is split into the Early Modern wizards, and those Recent Modern wizards.

The Early Modern wizards are those from the Span of Stability and those from the early Modern Era. They have since matured, and, along with those of the earlier generations who have found a way to cheat Death, form part of the group of older wizards that are active in these modern times.

The Early Moderns are something of a mixed bag of wizards, with the group made up of wizards with a variety of different approaches, covering the full spectrum of the generations before.

There are those who have followed in the path of the *
New Power Generation just before them, and still *
others that have continued on the traditions of the *
Discoverers and Silvers before them, and yet others *
that have attempted to re-create the Guild unity of *
earlier times. *

The extent to which they continue in these endeavours remains to be seen, and we can but hope that they will add their contribution to the Ages in the fullness of time.

The Recent Modern wizards are the youth of the "Guild, only having been born in recent times. Little "can be said about this generation at this point in "time, with these wizards not yet having established "an identity for themselves."

Perhaps because of this, with the exception of a few who have managed to distinguish themselves, to those of the older generations, these recent wizards appear much like the legendary 'interchangeable hobits', with nothing bar an oft forgettable name as the difference between them.

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Nonetheless, or so the author is told, modern wizards remain the future of the Guild, with the potential to accomplish their own great deeds. In the opinion of the author though, those wizards have quite some way to go before being deserving of recognition of true heirs to the tradition and greatness of the Guild's past. Time will tell.

12. NOTED WIZARDS OF THE AGES

This chapter records some of those wizards of the Ages or generations that the author considers made contributions of note, or particularly typified the Age or generation.

Generation: The Elders

Classification: True Golden Era Wizards Dawn of Wizardry, Golden Era Rorn:

Noted Wizards:

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- Survivors: Avon, Braindeed, Ecthelion,

Falkentyne, Ranma.

- Lost/Sleeping: Arcane, Belcar, Blackheart, Candlewhiff, Castar, Ellaron, Fortesque, Nif, Talen.

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Generation: The Elders Classification: The Silvers Golden Era Rorn:

Noted Wizards:

- Survivors: Sekiri

- Lost/Sleeping: Bremen, Dionysus, Erin, Grendeĺ, Griffin, Noda.

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Generation: Classification:	Intervening Discoverers and Sharers	
Born:	Age of Discovery, Time of	
BOTTI.	Change	
Noted Wizards:	Change	
- Survivors:	Aerk, Gaelen, Mierlyn.	
	,,,,	
Lost/Sleeping:	Mier, Quatrocentro, Zenedra.	
Generation: Classification:	Intervening	
Born:	New Power Generation Age of Discovery, Time of	
BOTTI.	Change	
Noted Wizards:	Change	
- Survivors:	Aznin, Copernicus, Greygrene,	
	Paranoia, Saaur, Vaife.	
Lost/Sleeping:	Gnoklu, Peridot, Sandoz,	
	Vygotsk.	
Generation:	Modern	
Classification:	Early Modern	
Born:	Span of Stability, Modern Era	
Noted Wizards:	Span 3. 3 au	
- Survivors:	Atreus, Haug, Sined, Tempus,	
	Zuroc.	
/ 67		
Lost/Sleeping:	none	
	11	

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*	Generation:	Modern	*					
*	Classification:	Recent Modern	*					
*	Born:	Modern Era	*					
*	Noted wizards:		*					
*	- Survivors:	Cyclo, Geryon, Opal, Seth, The	*					
*		Interchangable Hobits, Vire.	*					
*	/ - 7		*					
*	<pre>- Lost/Sleeping:</pre>	none	*					
*			*					
*	As montioned in the	forward thanks go to those	*					
*	Wizards and others	forward, thanks go to these not mentioned, who have helped	*					
*	to create the Guild	over the millennia	*					
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13. RESEARCH THROUGH THE AGES

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Some form of research has taken place from the very beginning of Wizardry in the Dawn, as Wizards try to improve their understanding of the forces around them.

However, the first formalised research took place during the Golden Era. While Wizardry was simpler in that long ago time, the earliest research Wizards made a study of it, and then published their research for the betterment of Wizardkind.

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The most noted of these early researchers were Masters Griffin and Bremen, the former publishing books on the spells and artefacts of the times, and the latter publishing the results of his and his team's research through his work entitled the druid histories.

These early works paved the way for further research in the centuries to come, in particular, during The Age of Discovery.

While during this time Griffin had gone on an extended vacation in Howondanland, and Bremen continued his work, the new wild magic of the Age prompted the interest of new Wizards into research and discovery.

The first of these happened to be the author of this work himself. 'A study of magick' was the first published work of the Age, which continued to be revised and expanded in the centuries to come, and was the most comprehensive study of Wizardry in its history.

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While that particular work did contain some detailed research and results, much of the focus of the work was theory, advice and information on how things worked.

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To build on and complement this work, the wizard Noda then began to create his own work called the spellcheck project, which contained more detailed research into the exact skill requirement of spells.

Along with these works, the Age of Discovery saw the greatest involvement in the Experimentation Team (UUET), headed by Bremen, which both made its own discoveries and also aimed to prove some of the theories created by the author and other Wizards.

Near to the end of this age, Wizardry was also graced by the work of the Wizard Quatrocentro, who wrote both of Wizardry and of the discworld, and was a cartographer of the like not seen since.

During the Span of Stability, this era of research slowed, and came near to a halt. The work of Noda was continued after his disappearance by Galen, and continues to this day.

The work of Quatrocentro also faded away, and the work created by this author ceased to be revised and re-published as a result of ongoing discoveries and changes. So too did the work of the UUET, with the hibernation of Dean Bremen.

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In light of further upheavals, and the loss that comes with time, the Guild probably understands less of Wizardry now than it did in those earlier Eras.

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The are however, works that have been completed during the Modern Era in an attempt to regain some of this knowledge.

As noted above, the spellcheck project still continues in the hands of Galen, and other works do exist such as those published by Atreus, Sined and Zuroc, though of a more limited scope than earlier times.

We can only hope that Wizards will continue to research and strive to comprehend wizardry now and in the future.

14. THE PURSUIT OF POWER

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The pursuit of power and the improvement of skills has been one of the major focuses of Wizardry by many Wizards down through all of the Ages.

This topic has been touched on before, in both the discussion of the Ages and of the generations of wizards.

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By far the most powerful Wizards of the Ages were the True Golden Era Wizards. This was true not only in the time of the Golden Era, where they could perform feats not possible today, but remains true today, even after the mysterious malady that razed their magical power all those centuries ago, even if they have done nothing since.

In the opinion of the author, there are but two Wizards in all the Ages since who have matched the power and talents of the best of these Golden Era Wizards, and but one of these could be considered to have surpassed them.

Apart from these two, the most powerful wizards of the Ages are the New Power Generation. While the most powerful of this generation - those who the author considers would have matched the power of their predecessors given time, have left, some of those which remain do have skills which rival some, though not the best, of those of the True Golden generation.

The author considered completing a ranking of the most powerful Wizards of the Ages, but such was likely to be far too contentious. * * * Having said all of the above, the author does not wish to give the impression that the pursuit of power is the main accomplishment for Wizards to * * * * * strive towards. * * Other areas and aspects are every bit as important and noteworthy to the Guild and to $\operatorname{Wizardry}.$ *

15. ABOUT THE AUTHOR

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The author was born late in the Golden Era and accordingly is one of the Silver generation.

Having tasted the power available in this Era, the author has always had a thirst to strive for power, which has driven him to the point where he is today.

Unfortunately, the author did not have the chance to avail himself of the advantages of the Golden Era, and as such, had very little to lose in the great cataclysms marking the end of the Age.

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Being alive at the time however, did expose the author to the shockwaves at the edge of the epicentre, and was enough for some of the radiated bitterness to impress itself upon him, and colour his life through the Ages.

While his birth era gave the author the characteristics of bitterness and power seeking, growing up in the Age of Discovery made the author a more rounded Wizard by instilling him a thirst for knowledge, understanding, and a strong Guild spirit.

The influence of this Age resulted in the creation of his work on Wizardry, and in the continued efforts to improve it, until the day his bitterness overcame the desire to continue.

For all the research contained in the site, the author considers himself to be more of a theorist and observer than a true researcher. While having undertaken significant amounts of research over the centuries, the author is far happier to create a theory of why and how things work based on his observations and then leave it to others to prove.

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Despite retiring from actively revising his work, the author still strives to understand the world in which he lives and is considered still to be one of the foremost experts in the practice of wizardry.

As well as his work and the pursuit of power through the Ages, the author has also attempted where possible to become involved in the organisation of the Guild.

This includes past roles as the head of the Wibble Board, a stint as the Chancellor of the Faculty, assisting with running the Apprentice Scheme, some input in the creation of the new University political structure, and having done his best to educate scores of young wizards over the Ages.

Sadly, there are few or no contemporaries of the author still alive today who have undertaken the journey with him. Any and all rumours of such being caused by the author are flatly denied.

These days the author resides in the city of Bes Pelargic on the Counterweight Continent, where his work over the years has allowed him to obtain a fine * mansion at the exclusive locale of Green Way. Again, * any mention of him having used ill gotten gains to * bribe agatean officials are flatly denied. *

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Newly awoken from his slumber during much of the Modern Era, the author can often be found attempting to further hone his skills, teaching the younger generation, or, from time to time, hobbling around the streets of Bes Pelargic using his walking frame.

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Should you wish to discuss any of the rich history that is a part of the Wizards' Guild, please feel free to ask him.

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