

THE MAGEUS


The truth is, there has always been magic in the world, because magic is that substance which binds existence together. Magic exists in the spaces, and over time there were those with an **affinity** for calling to it, manipulating magic and the very bonds that hold the world together. They are Mageus, and once they were revered. They were shamans and healers, the holy people and sorcerers who guided the well-being of ancient peoples.

Magic is genetic, passed from parent to child in unpredictable ways. Like a talent, magic must be nurtured and honed, and over time different and different peoples developed magics that suited them and their situations.

But with the advent of science and the birth of the Enlightenment, magic came under attack. During the **Disenchantment**, witch hunts and inquisitions searched out the most powerful Mageus and destroyed them. Those who escaped were driven into the shadows, hiding their powers and what they were. Some left, fleeing persecuting and attempting to start new lives in new lands. Some hid their magic, refusing to teach their children, and over time, people forgot what the world had once been.

Many, however, remembered and protected their affinities, keeping who and what they were a secret.

Those who left, risked everything, for magic has a way of taking root. Magic is strongly linked to place, and magic is collective. As people move and leave, affinities often become weakened or forgotten, until they were no more than talents. And for many, affinities and magic itself became nothing more than a myth.



Contrary to what many (like those in the Order) believe, magic is *not* elemental. Because magic is part of the very making of the world, there is no easy or safe way to divide up existence. Moreover, the affinity of any one Mageus is highly individualized, and it's rare to find any two Mageus who can do the same thing. An affinity might be strong (like a superpower) or weak (like a talent); it might be highly specific or more broad. Affinities must be honed and developed, like any other born talent. They are as singular as fingerprints, but, in general, they tend to fall along the following lines:

The Living:

Mageus with this affinity will have the ability to influence the material components of living things. Whether human, animal, or plant, those with an affinity for the living can call to the magic in living tissue. This type of Mageus might simply be a talented gardner, or they might be able to make flowers bloom on command. They might be attuned to healing the sick, or they might be able to make the blood in a person's veins cease to move.

The Inert:

Mageus with this affinity can control material and immaterial objects. They might have a command of fire or light, or they might have an aim that is always true, because they can direct an object's flight.

The Spirit:

One of the more rare types of affinity, these Mageus have an ability to manipulate or tap into the very essence of a person, thing, or situation. Often this relates to consciousness, and a Mageus's talent might range from being intuitive about others or might go as far as an ability to read minds.