

# THE MATERIA OMNA

A treatise on the nature of the Materia Omna  
and those who can perceive and shape it  
in the region of the Inner Sea,



# THE MATERIA OMNA

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*Being a collection of histories and knowledge collected from  
the lands around the Inner Sea, pertaining to the world  
of Elyden and, in particular, the lands of  
Llachatul and Sammaea.*

CONTAINING ABRIDGED MATERIAL  
FROM THE FIVE VOLUMES OF THE  
ENCYCLOPAEDIA ELYDEN  
AND OTHER SOURCES

COMPILED and REVISED  
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In the YEAR 4006 of the REIGN of MALICHAR

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# THE MATERIA OMNA

Both mutable and inflexible, the Materia Omna is the font from which all else is created. All that exists owes its origin, no matter how distant, to the Materia Omna. Indeed one can say that we are all beings of the Materia Omna - and that would not be false. A dead body returns nutrients to the earth and scavengers eat its body. Those scavengers are themselves eaten and so on in the so-called circle of life. This circle is actually a far grander idea that encompasses Elyden and all other planets, galaxies and universes. A decayed planet returns its constituent parts to the universe and over time those elements might be used in the creation of other planets or as tools of shaping.

What follows is a treatise on the nature of the Materia Omna, those who shape it and the myriad forms those acts of shaping are manifested.

## THE MYTHOLOGIA ELYDEN

To better understand the relationship between the Materia Omna and the material realm and its shapers one must delve into the text that is the Mythologia Elyden. Once taken as scripture, there exists now much controversy around the writings of the world's creation and the fall of the Demiurges, with many scholars now believing them to be apocryphal or parabolic stories told by ancient mortals to explain the world's creation. This is not to detract from the works of the Demiurges in shaping the primordial world, but does cast doubt on their role in creating Elyden, other planets, satellites and other stellar objects as well as the birth of the Materia Omna, which is still unknown outside what is written in the Mythologia Elyden.

Regardless, the tale has its uses in explaining the fundamentals of shaping and millennia of belief regarding the birth of the Materia Omna and how it came to be used by mortals to perform acts of shaping.

All versions of the Mythologia Elyden state that the Materia Omna was once a single primal element, the so-called Sea of Chaos - the pool of constituent elements from which Elyden was created. The birth of

the primal god from this matter caused the primal element to divide into two - the Firmament above and the Atramenta below. It is possible that this part of the story is apocryphal as there is little evidence or way of learning whether or not the Firmament and the Atramenta were indeed once a single element.

The primal god created the Two-and-Twenty Demiurges, who were beings naturally gifted with the ability to shape the Materia Omna into physical form. From it they created the cosmic spheres (which include Elyden, amongst other planets), the continents and oceans upon Elyden's surface, and her forests and wildlife, and less tangible things like weather, magnetism, electricity and all other so-called laws of physics and nature. Such things are possible and governable by the fundamental nature of the Materia Omna.

The Demiurges disseminated the secrets of the Materia Omna amongst their children, though it was Duruthilhotep and Rachanael who taught mortals the full extent of the Firmament and the Atramenta, respectively. Like any mentor-mentee relationship, the extent of what was taught depended on the philosophies of the Demiurges, leading to some aspects of shaping being relegated or excised entirely from the mortal repertoire.

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# THE NULLAMBIT, THE BLACK FOUNTAIN AND THE TRUE MENISCUS

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The Materia Omnia is not a constant force across Elyden. It permeates the void between worlds as a whole, similar to the Sea of Shadow of the Mythologia Elyden though an interesting phenomenon occurs in the upper atmosphere of Elyden that forces the Firmament and Atramenta to separate and manifest across Elyden through the two antipodal fonts known as the Black Fountain and the True Meniscus, respectively. Once the Firmament and Atramenta have crossed through the fonts into Elyden they mingle once again, becoming the Materia Omnia that shapers are familiar with, though they never coalesce in the same way that the true Materia Omnia is in the void between worlds. It is unknown if the Black Fountain and the True Meniscus are natural phenomena or if they were created by the Demiurges or if similar phenomena exist on other planets. Whatever their origin it's believed that without the two fonts the Materia Omnia would not permeate the atmosphere, robbing shapers of the ability to manipulate.

The farthestmost circumference around Elyden between the Black Fountain and the True Meniscus is known as the nullambit: the part of Elyden where the Materia Omnia is at it's weakest. Cultures positioned along the nullambit have little tradition with Shaping.

Shaping is affected by distance from the fonts and the Nullambit. So an Atramentist closer to the Black Fountain finds shaping easier than near the True Meniscus, though it is more difficult along the line of the Nullambit. The opposite is true of Firmamentists. This corroborates the above theory that the Materia Omnia can only penetrate Elyden's atmosphere through the two respective fonts, making it weakest in the area of the Nullambit between them, where it is least 'dense' and therefore more difficult to manipulate.

In addition to the above exist phenomena known as arcane tempers, which are to the Materia Omnia what climate is to weather - long term trends in the Materia Omnia affecting particular regions making certain spheres of shaping easier or more difficult or just more potent or weaker overall.

There also exist Atramental and Firmamental tides, which are two unrelated phenomena originating from the Black Fountain and the True Meniscus, respectively. Like arcane tempers they cause their respective shapers to wax and wane in strength. To many these effects are random though there are those who study them over long spans of time, looking for patterns and clues as to future trends in such tides.

## ATRAMENTISM AND FIRMAMENTISM

There are no two forces in Elyden that are as opposed and dichotomous as the Atramenta and the Firmament - the so-called Shadow and the Helix. Throughout history cultures have appropriated one whilst reviling or persecuting practitioners of the other, and even in those cultures where the two exist in unison people consider them as two distinct elements - two sides of one element. The truth is far more subtle.

Both elements exist within the Materia Omnia, as separate entities, though they are very difficult to distinguish from one another. Certain scientific processes are able to isolate the one from the other,

though in their native form they are akin to oil and water in a constantly churning sea - indistinguishable from one another, yet still distinct elements. Despite this fundamental isolation the one cannot exist without the other and the one influences and affects the other in many intrinsic ways that we do not fully understand.

So how has the world come to regard the two as such distinct elements? Two reasons - cultural appropriation and prejudice; and the position of the Black Fountain and the True Meniscus. Simply put: shaping the Atramenta is easier in the near hemisphere (close to the Black Fountain) than it is in the far hemisphere, where the Firmament holds sway. This generic divide between Firmamentism and

Atramentism in different hemispheres is what likely gave rise to such prejudices and cultural mores that many assume to be part of the way shaping works, despite the truth.

Despite nomenclature, most shapers make use of the *Materia Omna* as a whole, making little distinction between either element. Though such shapers who grow up in, say, a region where Atramentism is rampant may refer to themselves as Atramentists and never know that they're using the full *Materia Omna* to power their shaping. Likewise, an uneducated shaper who lives in a region where the Firmament is culturally prevalent might actually be using the Atramenta to fuel his shaping, thinking it's the Firmament, as he doesn't know any better. Unless called out by another shaper with more knowledge, that shaper could live his whole life thinking he's a Firmamentist without ever learning the difference. This is due to the fact that all shapers see the overlay differently so there is no unifying descriptor for it.

Many shapers never fulfil their true potential because they were either born on the wrong hemisphere, or worse, they have an innate talent for either the Firmament or Atramenta and were trained in use of the opposing element due to cultural prejudices.

## THE ECONOMIES OF SHAPING

Though common belief has it that shapers are akin to gods in power, the truth is sadly not as bombastic.

The act of shaping is not without its costs, both physical and mental, and limitations. Most obvious is the training and dedication that goes into learning the art. Many shapers claim that they can spend their lives researching, meditating and practicing and not be anywhere near unlocking their full potential. In many cultures the drive to perfection sees shapers move away from the distractions of civilisation to live solitary lives, akin to monastic monks or ascetics. This sacrifice is too much for many would-be shapers who forsake a life of pure shaping, preferring to live as dilettantes within their societies instead.

Though that is the most obvious sacrifice, there are other costs that are more subtle to those who do not see the spectrum of the *Materia Omna*. The act of shaping is not only stressful and exhausting but a great strain on the minds of shapers. The process of attuning one's sight to be able to view the Integument is tiring and can leave inexperienced shapers weak or nauseated. The act of shaping itself is similar, though far more taxing on body and mind. The actual cost is ambiguous and is unique to each shaper and the individual act being attempted, though in general a shaper performing a particular act will learn to gauge the cost over time and unless there are any

impediments (the shaper is sick or otherwise of a different state of mind or body to the norm, he is under particular stress, or is in an area where the *Materia Omna* is weak) this 'cost' will not change over repeated acts of shaping the same power. So over time shapers learn to gauge the cost of individual abilities.

The energy-drain inherent in shaping means that active shapers tend to eat a lot more than is the norm, just to fuel their acts. The image of the overeating yet stick-thin shaper has become a common stereotype within communities where shaping is common. Scholars have learnt that certain foods tend to aid the replenishing of strength better than others, a finding that matches up with classical records proving that ancient mortals already knew this. Such foods include legumes, sweet potatoes, Kara root, and especially citrus. In cultures where shaping is a common part of society such foods tend to be reserved primarily for use by shapers. Manaberries (a citrus with deep red flesh akin to an orange) are the most efficient restorative by weight and fetch high prices, making them the chosen food amongst the richest shapers.

Nose-, ear- and eye-bleeds are relatively common side-effects of shaping, particularly amongst less-accomplished shapers or those trying to achieve particularly potent results. Fatigue and loss of strength and energy are common side-effects of the shaping process, with energy spent on the process of manipulating the *Materia Omna*. Headaches, nausea and fainting are common with respectively greater acts of shaping. Less commonly, shapers can fall into comas or even die. This is usually the result of a shaper trying to achieve particularly grandiose effects or incompetence on part of the shaper.

Interestingly, in some cases shapers have physically injured themselves whilst trying to perform certain acts. This is not unexpected - as detailed above, a shaper overexerting himself trying to act beyond his means, or within an area where the *Materia Omna* is weak. These injuries are often localised in parts of the body that are associated with the act being attempted. As an example - a shaper overexerts himself trying to strengthen his arm and not only does the act not work, he also sprains that arm. This might seem obvious to the casual observer, but to those who understand the nature of shaping (the arm plays no role in the act of shaping) it is a curious effect possibly explained by the power of thought.

Some forms of shaping can have detrimental effects on health. The most famous example is Atramentism - with most people imagining shapers with decrepit and mutated bodies shaping the Atramenta. Though fanciful, there is a kernel of truth in the stereotype. Some forms of shaping draw on certain aspects of the *Materia Omna* that have

detrimental effects on mortal bodies. This is also true of some shapers who might shape beyond their means, weakening their bodies to the point that they're more susceptible to the harmful effects of the Materia Omnia.

The Materia Omnia is a largely inert substance, meaning that it has no harmful effects on non-shaping mortals (the negative effects of exposure to the Atramenta and the Firmament are something else entirely). Those who are sensitive to its presence (generally shapers, though those who can perceive the Integument but not shape also fall in this category) are also sensitive to its effects, making them susceptible to harm. This harm can take many forms, though is most easily described by the word diffusion. The Materia Omnia gives of a subtle diffusion - an aura, so-to speak, of the fundamental properties of creation and change that it embodies. This diffusion is so faint that it does not interfere with mortals. Though shapers, due to their sensitivity to the Materia Omnia, attract this diffusion. Amongst most shapers it is of little consequence, though amongst those who shape frequently or who live long lives of shaping, this diffusion can manifest in slight to severe ways, often linked with their chosen sphere. Those who constantly manipulate their bodies might find their bodies slowly altered. Those who use their abilities to communicate

telepathically might find themselves subconsciously or unwillingly picking up on other people's thoughts.

Such manifestations of diffusion are most pronounced amongst those whose spheres include sciamachy and photomachy - Atramentism and Firmamentism, respectively - though not exclusively. Atramentists often display dark circles under their eyes, hair loss, rotten teeth, blackened fingers, sloughing skin or may even develop aepathy or similar symptoms. Firmamentist might display whitening of the eyes, skin and/or hair, hardening of nails and hair, and severe calcification of the skin, as well as desiccation of the body. These symptoms differ from shaper to shaper and are likely tied to the particular acts of shaping that are performed. Also, much like aepathy, some shapers may be more prone to the effects of diffusion than others.

It's also been postulated that prolonged shaping over decades can weaken the body or act as a form of drug, causing the body to require more and more acts of shaping to maintain a normal level of functioning. The above inhibitors to shaping are known as the Currency of Shaping amongst shapers. They prevent shapers from abusing or wasting their powers and act as a deterrent to those who seek to act beyond their means - shaper powers or abilities they are untrained in or too inexperienced to attempt. The risks of failure are generally too great to attempt on a whim.

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# SHAPING

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In its most simple form shaping is the ability to perceive and manipulate the Materia Omnia (or in some cases specifically the firmament and the Atramenta) to achieve various effects, some can only perceive the Materia Omnia and not shape it. Most have the potential to see and shape but simply lack the training to do so. A rare few are born without the senses to perceive or manipulate the Materia Omnia. There few are called nulls. It is difficult to categorise shaping for two reasons - it is an invisible and undetectable force to those who aren't trained and it is unique to each shaper. Different shapers manifest different 'abilities' and see the Materia Omnia differently, making it very difficult to categorise use and across the world.

Shapers and those sensitive to the Materia Omnia can actually see the Materia Omnia. This is most commonly interpreted as an alternate reality that is superimposed over our own world, sometimes called the integument. This appears differently to all shapers, though is most sometimes described as a prismatic film that covers the material realm. Even the ability to view the integument can be considered a supranatural power - through the integument shapers (and those who can see the integument) can view the world as it truly is: an individual who, through shaping, has warped light to appear invisible is visible in the integument; they can see in the dark by looking at the integument; and so-on. Shapers alone can exert a mental force on the integument to move or otherwise manipulate it, resulting in supranatural effects - shaping.

Imagine a box on a table. Both table and box are represented in the Materia Omnia through the integument that cannot be perceived or influenced by non-shapers. Shapers can see this later and some, depending on their sphere, can manipulate or shape it. A shaper whose sphere of influence extends to that box can manipulate the film that surrounds it, and can possibly move it or warp it or influence it in some way.

As mentioned above, shapers each possess unique abilities. Some can influence rock and stone. Others plants. Others flesh and blood. Others can communicate telepathically. Others can manifest light. Some can influence the weather or control fire. The myriad of options are, despite many attempts at the contrary and the chagrin of scholars of the Materia Omnia, uncategorizable.

Many shapers are relatively weak and can only influence one specific sphere (control insects, manipulate metal, or affect gravity). Others might have a wider range, though might be weaker overall. Some might only have rudimentary abilities (lack of training or personal limitations) that cannot be improved upon.

A rarer group of shapers can tap into the Materia Omnia itself (the raw constituents of the integument) and siphon 'ingredients' from which they can shape crude objects. There also exist other forms of mysticism that are unrelated to the Materia Omnia though are often categorised with them by those who do not understand the intricacies.

## TRAINING AND THE ACT OF SHAPING

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The process of shaping is difficult to explain to those who cannot see the integument. The act itself is purely mental, requiring intense concentration and effort on part of the shaper. That might be surprising to some, who imagine shapers waving their hands and chanting incantations whilst shaping. Popularised by fiction and legends, such impressions are largely false.

The first step to shaping is attunement - levelling one's emotions to better concentrate on the act itself. Once attuned, a shaper can focus, allowing him to view the integument. This commonly results in the shapers' eyes clouding over, either becoming totally

white or black, or rarely red. Though this colour is commonly thought to be linked to the Firmament or the Atramenta, this is not true and a physical reaction to the act of focus.

Practice and experience can allow a shaper to achieve these two steps in moments, though distractions can make the process difficult. These two steps are what most novice shapers spend most of their time practicing and training to achieve, much to their frustration. Through attunement some shapers are able to achieve a state of trance, in which they can meditate and withstand certain levels of pain or temperature, as well as other external stimuli.



Once focussed and the shaper can see the integument, he can begin shaping. This is a matter of concentration and visualisation, and little else. Some people use hand gestures or rituals to help them concentrate and visualise the act. There are certain sects and schools of thought that proscribe other methods to aid in shaping - drug use, dancing, singing. Certain drugs can provide physical benefits to shaping, though most other methods do not aid the process, though they might provide psychological benefits that the shaper relies on to shape.

In its simplest form the act of shaping sees the shaper visualising the result and concentration on the act, thinking about the act of manipulating the integument to achieve the desired result. This is the most difficult part of training for most new shapers and is where the chaff of inept dilettantes is separated from those rare few with a natural disposition for shaping.

A common training method that makes use of this part of shaping involves a teacher laying out various fabricated spheres - normally under an inch wide - before the trainee. Each sphere is made from different materials and substances - glass, stone, mud, metal, wood, flesh, etc. The trainee is then asked to attune and focus and concentrate on lifting the spheres. The idea behind the exercise is to reveal any potential spheres that the shaper might possess. If a shaper has a natural talent with, say, shaping metal, it should be easier for him to move the metal sphere. Future training might make use of metal objects to play to the shapers talents, or the teacher might eschew metal to strengthen his shaping within other spheres (possible if the shaper is training for a particular group or organisation that specialises in a certain sphere).

Some acts of shaping can be performed by groups of shapers, and are referred to as choirs. Such choirs need to be similarly attuned - groups of shapers who have trained together under the same school of thought find the act of forming a choir far easier than shapers who have had disparate training. The benefits of a choir, when successfully performed and maintained are manifold - they can decrease the time required to shape, and can make a difficult act proportionately easier to accomplish. Normally a choir is led by an accomplished shaper, often the teacher or elder amongst a group of like-minded shapers, and all other shapers participating are aiding him. Technarcane engines can accomplish effects similar to choirs by amplifying the *Materia Omnia* and the integument through artificial means, though often at the cost of having shapers interred within them.

Like any vocation, or skill, a shaper has access to certain tools which can aid in the act of shaping. Such tools can help a shaper refine the art within a particular sphere or might reinforce a weakness in a particular sphere.

Most common such tool, and prevalent in various cultures, is the focus - a talisman or fetish that a shaper carries. Each focus is unique to its shaper and they are as much fashion statements to many shapers as they are tools of shaping. The true purpose of a focus is to aid the shapers' acts within a particular sphere - either strengthening his chosen sphere or less commonly aiding a weak sphere. The focus is made from a material that's sensitive to the *Materia Omnia* (specifically a specific sphere), making it easy for the shaper to affect. By concentrating on the focus the focus itself can aid in the act of shaping. It is not advised for shapers to become over-reliant on the focus as it might negatively affect shaping when it is removed. To many shapers it becomes a status symbol, used only in times of need when a shaper believes an act of shaping requires a bit of a push.

Many shapers also wear trinkets and baubles either on necklaces or bracelets or along belts on their person. These are small items that the shaper finds easy to shaper control or manipulate, and can be used in a variety of situations if need be, or are just there as familiar objects. Throughout the course of their careers many shapers form bonds with certain items. These might be particularly easy for them to manipulate or might shine uncharacteristically bright for them in the integument and become familiar items that bring comfort, though which are of little use outside the ease with which the shaper can manipulate them. Common with the empire for a shaper to keep the first sphere he ever shaped. These are either incorporated into the shaper's focus or kept as a memento.

In regions where technarcana is common there exist many orthoses and augmentations that can enhance a shaper. Indeed these can be taken to extremes with the shaper being entombed within the mechanism, and forming little more than a part of a greater machine, cursed to half-life that cannot exist without the machine. These are extreme (if not uncommon) examples common within many governmental and church departments of the Korachani empire, Almagesti republic and the Parthisan republic and can hardly be classed as personal enhancements. More personal examples include technarcane breastplates or limb or head orthoses that can either form part of the body (grated permanently into place) or used as equipment to enhance certain aspects of shaping. Long-term use of such equipment can be debilitating to both body and mind and they are either used on slaves who have no

## FOCI AND OTHER SHAPING AIDES

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choice in the matter, or as a last-resort by independent shapers who know full well the costs.

Drug use is common amongst many shapers and certain drugs can be considered an aide to shaping. Some foods and drugs can strengthen a shaper's constitution, making him able to withstand acts that might otherwise make him pass out. Others can steady his mind, making it easier to concentrate or visualise the integument. There is some proof that certain hallucinogenics can aid in manipulating the integument (though their effect on the shapers judgement and special coordination is another matter). Many regions have certain foods, drinks and drugs that are used historically.

## THE LIMITATIONS OF SHAPING

In addition to the above costs, shaping has its limitations - both external (what the *Materia Omnia* itself is capable of achieving) and internal (the limitations of individual shapers - physical limit, doubt, training) as well as 'rules' that cannot be bypassed. This is an important lesson for many aspiring shapers, who believe that they will become omnipotent beings. The truth is sobering indeed.

The true limitations of shaping are few though sacrosanct and are inexorably tied with similar laws of science. Below are the most common limitations or laws of shaping, which most trained shapers learn at a young age:

- **Immutability of Death:** The most well-known limitation (and by default the one most claimed to have been overcome by charlatans and demagogues) is death. We still do not know what life is and what it is that grants us sentience and sapience, though we know as a fact the threshold of death cannot be reversed. Though life can be prolonged through various means (including shaping and technarcana) it cannot be forestalled indefinitely. A body can be revived soon after death, though this is only possible within minutes and even then the risk of permanent damage is likely, the longer time passes the more likely the chance of brain damage. This is due to the spirit leaving the body, once the link between the spirit and the body is severed, there is no restoring it.

Shaping can impart a semblance of life into corpses but this is artificial and not regarded as restoring life to the dead. Note that life can be taken in a manner that kills someone, but (as per the law of the Immutability of Energy and Mass, below) that life-force must go somewhere.

Other effects involving the spirit can be achieved with shaping, most notably the *lhaus* art-form of *klados*, where the spirit of a recently-dead subject is

removed from its birth-body and imparted into an artificial construct (*iterant*) that is specially-constructed to receive it. The body can then be maintained indefinitely. The process is not without its costs - as every time a spirit is thusly removed from a vessel (either the birth-body or an *iterant*) a layer of its individuality is removed. Repeated transfers in this way can leave the spirit monotonous, shorn of what characteristics once defined it.

- **Immutability of Energy and Mass:** the name shaping was not chosen lightly. Shaping implies manipulation of existing elements into new forms - like the way a potter shapes raw clay into a bowl - and this is the truest fact of shaping. The act of shaping cannot create energy, it merely displaces it from place to place and shaping cannot change the shape and form of an object in a way that also changes its mass. A shaper who causes a log to burn is converting the stored energy of the wood into heat and radiation, leaving the wood as ash, clearly a change in its mass - because energy was transferred from the wood to the integument. Even those who appear to conjure objects from nothing are only taking the constituent parts of the integument in the area and restructuring it into a new form. A shaper cannot conjure ice out of thin air, though he might if the air is suitably humid and he can lower the temperature enough, though he can turn water or steam into ice, or separate water from mud and turn the water into ice. He cannot make ice burn if ice cannot naturally be made to burn. Shapers still work within the laws of nature
- **Immutability of Space and Time:** those with access to the otherworld can seem to make time flow faster or slower through their link with the otherworld, though they cannot make it stop entirely or reverse it. Time is an abstract element, perceived to flow by mortals, though that is just an illusion, possibly as a coping mechanism for the body against third-dimensional stimuli. A shaper cannot stop that which doesn't exist. Similarly a shaper cannot physically travel into the past or future (though he can see past and future events via the otherworld, where time acts differently to how it does in the material.
- **The Artist's Law:** It is close to impossible to create detail or art through shaping (though that is not to say that some individuals might consider such objects as art nonetheless). A shaper might manipulate a block of marble into a vague humanoid shape, though he will have difficulty creating a perfect sculpture. He can try and, depending on his prowess, might make a convincing humanoid figure, though it will never be a perfect humanoid reproduction. Similarly, fleshweavers can alter their

appearance though it's unlikely that they can convincingly mimic a specific individual - more likely that they will create a grotesque mask. A fitting disguise though not mimicry.

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# SPHERES AND TYPES OF SHAPING

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It has been said that there are as many spheres of shaping as there are shapers. In many ways this is true - no two shapers share the exact same powers - though observing shapers at work does reveal that there are certain indicators and patterns which have given rise to the idea of spheres. Some parts of the Materia Omnia are easier to manipulate than others, meaning that some types of shaping are more common than others, giving rise to the idea of spheres. Though many shapers swear by spheres, the word itself is an abstract term intended to give structure to a system that mortals have decided requires categorisation. The truth, as is so-often the case, is far more subtle.

In its simplest form a sphere is a label given to certain shapers who share similar abilities. The manipulation of metal can be regarded as a sphere, even if individual shapers do not share the exact affinities and abilities. The sphere of magnetism might have overlaps with the sphere of metal, though it also has many unique traits. Spheres are merely a means to identify and categorise shapers and are not a universally accepted truth. Spheres might be different from region to region, or might not exist in certain cultures, with different descriptors used instead. Despite this, many spheres are common-enough that they are recognised in some form within different cultures. Less common forms of shaping might be more prevalent in certain cultures where such abilities are espoused. It has even been postulated that factors such as diet and ancestry might influence which spheres a shaper is more attuned with.

Some shapers might have an aptitude for altering their bodies, where others might have a knack for reading the thoughts of others or communicating with the otherworld. Different aspects of the world appear differently in the integument and some shapers have an affinity for shaping certain parts of it. For instance the part of the integument concerning plants appears a certain way in the Materia Omnia. A shaper with an affinity for plants might find its texture appealing or easier to manipulate, explaining the affinity.

Though the general impression of shapers is of specialists who focus on one sphere, most shapers use more than one sphere, usually with linked or similar abilities. Some are lucky in that they have an affinity for many spheres (jack-of-all-trades), though they might never become accomplished in all of them. A rare few possess an affinity for most spheres and have the talent to shape the Materia Omnia with expertise. Such users are very dangerous individuals and tend to appear in history books as tyrants and terrorists.

Below is a list of the most common forms of shaping, in no particular order:

- **Atramentism (Sciamachy):** interacting with the Atramenta - darkness, shadows, cold, ice, electricity, and unnatural transmutation. Some have mastery over all of the above where some are experts in only a particular aspect of the Atramenta - so a shaper might have no power over darkness or cold, though could be an expert with electricity.
- **Firmamentism (Photomachy):** interacting with the Firmament - light, brightness, heat, fire, magnetism and petrification. Some have mastery over all of the above where some are experts in only a particular aspect of the Firmamentism - so a shaper might have no power over light or heat, though could be an expert with magnetism.
- **Body Shaping:** altering the body - increasing muscle mass, thickening skin, lengthening nails into claws or teeth into fangs, healing, making eyes able to see in the dark. The ability to heal (stitch wounds, neutralise poisons and diseases) also falls within this sphere though is often regarded as its own sphere by many.
- **Animism (evocation):** contacting spirits or/and the otherworld - summoning spirits from the otherworld to the material realm or asking them for information that the timeless realm may impart. Seeing and speaking with 'ghosts'. The act of summoning a spirit is difficult and once summoned the spirit is not under the control of the shaper, but can potentially be a formidable ally. Some consider the act of summoning a spirit an unethical choice, as it is uncertain how the act of summoning affects the spirit, particularly if it is the spirit of a mortal as yet unborn. Accomplished evokers can leave their corporeal body and travel to the otherworld.

- **Creation:** one of the more difficult spheres, creation is the form of shaping most closely related to the acts performed by the Demiurges. Such shapers can siphon the fundamental ingredients of the *Materia Omnia* from which they can shape matter. This is very exhausting and objects created this way are crude and do not last for long before they begin to dissipate. Accomplished shapers can shape works of art in this way that last decades or even centuries.
- **Kairomachy:** manipulation of the weather - predicting the weather, changing it, making it more extreme. Glamorised by the Korachani opera *Earearach* where a shaper creates a storm and calls lightning to those who have scorned him. Possibly one of the more useful spheres in relation to agriculture. Kairomachy can be used to avert disasters of the natural world (monsoons, hurricanes, storms etc.).
- **Telekinesis:** a relatively common sphere and one with a myriad of different applications and effects. Many children first discovering their link with the *Materia Omnia* may experience random acts of telekinesis without them knowing. At its most fundamental, telekinesis allows a shaper to move things without touching them, but he can slow a bullet, levitate, fly, push others, fall slowly, deflect arrows etc.
- **Elementalism:** many shapers discover at an early age they have an affinity towards a form of 'element' or 'energy' (both of which are romantic terms with little tangible meaning). These include, but are not exclusive to, elements such as fire, electricity, sand, water, ice, earth, wind, metal, dust, and wood. Some can be extremely powerful and in some cases abilities may overlap (a shaper who can manipulate fire and heat can create ice by removing heat from water for instance). Some schools of mysticism have spent millennia trying to categorise elements and include them in symbolic diagrams, often with 22 elements, each with allied and opposing forces.
- **Planeswalking:** a specific sphere and a difficult one to master, planeswalking allows a shaper to travel in some form to a different plane. Most common is astrally projecting into the otherworld (the physical body stays behind and the spirit travels to the otherworld), though dreamwalking and physical travel to the otherworld have been purported. Shapers use their ability to move between worlds to make their bodies incorporeal or appear out of focus or sync in the real world.
- **Cognisance:** pre and postcognition. Seeing the past and future. Some shapers can enter a room and see past or future events there. Others need to touch an object to pick up past and future 'memories' from the integument there. Others can enter a trance to glean visions of either past or future. Some are constantly assaulted by multiple possible futures, making the present a nightmare that is difficult to overcome. The talents of such shapers have been prized throughout history though their promises are false as often as they are true and many charlatans have taken advantage of the trust people place in prophets.
- **Clairsentience:** clairsaudience, clairvoyance etc. such shapers can sense at a distance, either seeing, hearing, feeling or smelling extant events. Like telepathy, two such shapers can form a link with each other, aiding communication at a distance. The sphere of clairsentience has been harnessed by technarcane engines to create telecommunicators - in the heart of such technarcane engines is a shaper whose abilities power it.
- **Telepathy:** the ability to communicate with others using thoughts. Such shapers can speak with others at a distance, or can plant thoughts, or influence thoughts or sometimes just receive communications from other telepaths. At its worst telepathy is mind-control. At its best it destroys the barrier of language, disability and distance. Some shapers can transplant their thoughts into the body of another, effectively possessing another's body, leaving their own body inert. Most telepaths can only communicate with a select group of beings - mortals, or beasts or more limiting specifics, for instance. Others can only do certain things such as plant images or steal memories or send messages. Few are those who can successfully manipulate the full spectrum of the sphere of telepathy and those who can are rightly feared.
- **Life/Death:** some shapers have an intrinsic ability to give or take life or life-force. This is a cherished ability, though it is rarely without cost. Normally the act of restoring life-force has a commensurate cost - either the shaper becomes rapidly weakened or exhausted or must leech life from the surrounding land to pay for the life-force given. Similarly, life taken from an enemy must be 'stored' somewhere - so it's either imparted to the surrounding area (causing plants and insects to thrive for a certain time and distance) or absorbed by the shaper in some way. In a rare few the effects can be constant and subconscious - plants spring to life in the shapers wake, leaving him constantly sickened and weak. Such shapers are prized by the technarcane industries and end up in the core of healing engines. Shapers with this sphere can rarely kill outright and the can never grant life to those who have been dead for a certain amount of time.
- **Floramachy:** much like elementalists, some shapers can control plants - causing them to grow exponentially, move or produce abundant fruit over

time (a difficult and exhausting process). The opposite is also true, and entire crops can be withered. Shapers in rural areas with abilities to control and influence plants are prized and well-respected individuals.

- **Space:** warping space - shortening or lengthening distances, and areas. Such shapers are amongst the most esoteric and tend to keep to themselves as so few people understand them and their methods. Indeed the ability to warp space is barely understood, even by the most accomplished scholars of the *Materia Omnia*.
- **Temporamachy:** very rare is the ability to manipulate time - seemingly speed up or slow down its passing to select individuals, or stop its passing altogether. Some claim to have broken the barrier of time to move fully forwards or backwards, though there is little evidence to support such wild claims. Were it true it's likely that such shapers are the most powerful beings in Elyden.

Seeing the above it is easy to see that there is much overlap between spheres. As detailed previously, not all similar effects are achieved through the same methods, though this is not always the case - sometimes two different spheres may indeed share similar traits: an Atramentist might be able to manipulate cold, creating ice in climates that would otherwise not allow it. Similarly he can remove cold from the ambient, causing ice to melt in climates that should not allow it. A Firmamentist could manipulate heat to melt ice. Through the use of different spheres two shapers were able to achieve the same results. This is a matter of some competition amongst many shapers, each of which believes his method and sphere is superior to those of all others.

The above list is not comprehensive and is only intended to give an idea of some of the most well-known and/or common acts of shaping that have been recorded. Other more whimsical or 'silly' effects have been recorded (changing the colour of an object, for instance, being a relatively common one).

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## CULTURE AND SHAPING

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In many ways, to be a shaper is to be a pariah, even amongst your own people. Rarely are shapers regarded to the same degree as those with mundane vocations. In some cultures slaves may be treated with a higher esteem than shapers of the ostracized element. In general though the attitude many people have towards shapers is of ignorant awe, fear, or wonder. Education on shaping is rarely common or disseminated readily or reliably enough for people to understand the way it works and as such there exists a great deal of superstition (often encouraged or indeed perpetuated by the shaping community) towards shaping and shapers.

Attitudes differ from region to region, of course, but it is the norm for shapers to exist as a caste or class apart from others. In some places they may be sought out at a young age and tested for aptitude, with those showing potential trained in regional gymnasia for a future life in the military, government or relevant industries. Those with a predilection for particular spheres might be dissuaded from becoming shapers or might be rounded up and killed or lobotomised in the interest of national security. More tolerant regions might enforce licensing with heavy restrictions on use.

Some regions value certain use above others so promote shapers of particular spheres, to the point where even those with a broken understanding of the desired sphere become conscripted into relevant industries (mining, smelting, fleshweaving etc.) with other, even prodigiously talented shapers discouraged from shaping in other spheres, forcing them into exile or to abandon their sphere altogether.

Most modern nations employ ministries and departments specifically to oversee the registration, licensing and control of those with shaping abilities. Of course enforcement is difficult - many with latent shaping powers do not know the fact until they manifest, sometimes explosively and many who know their powers do not register. If they keep a low profile they might go their whole lives without being discovered. Again, attitudes to shapers differ from region to region.

Concentrating around the region of the Inner Sea, the Korachani empire is a bureaucratic region with hundreds of specific government offices, of which there are many departments dedicated to those who manipulate the *Materia Omnia*. Shapers and technologists were the backbone on which its industries were built, though nowadays most shapers take the form of technarcansists who maintain the engines and machines responsible for its industries, or fleshweavers who oversee the clone manufactories. Pure shapers are generally relegated to antiquated branches of the church of the machine and government langues, with more urbane regions seeing most shapers as historians and scholars rather than practitioners. The underbelly of large cities has a healthy occultist culture, though such shapers are largely untrained, practicing on instinct and superstition, feeding local customs and beliefs, and are charlatans as often as not. Korachan has several ministries regarding the use of particular spheres of the *Atramenta*. In general Firmamentism is distrusted, though legally there is little distinction between it and Atramentism, though in truth cultural and especially church views tend to discriminate heavily against Firmamentists so many of them operate as Atramentists or try to hide their abilities. In more rural areas shaping tends to be regarded a bit more seriously, with shapers often holding positions of power within the region's governing body or the church in the area.

In Parthis shaping tends to be seen mostly in the flesh crafting industries, though in general shapers are respected individuals. Though laws on regulation and licensing are not as harsh as in the empire, people are proud to be shapers and there are less illegalities, in general.

The amount of energy that shaping consumes means that shapers must eat a lot to restore their strength. This means that shaping is not commonly seen amongst the lower-classes, or at least individuals who do not have the means to feed their arcane habit. Of course it's still possible to shape on a normal diet, but acts lose strength and shapers tend to get exhausted quicker than they might with a healthier larger diet.

Shaping goes by different names in different regions, some of which are flattering, others of which are derogatory. In the Korachani empire.

## THE MIND OF THE SHAPER

There is a degree of egotism that is associated with the act of shaping. The ability to shape the fundamental forces of the world's creation does not come without a fair amount of arrogance. Some might argue this is unjustified - shaping is a vocation that can be learnt by anyone with enough time and dedication, so there should be little elitism associated with it. Though in practice it is rarely so simple.

In truth the training a shaper goes through should teach him patience and a sense of humbleness. Many schools of thought, particularly those in the east, do just this, promoting an ascetic lifestyle to keep the shaper grounded. It is more complex in the west, where shaping is a more institutionalised affair - the gymnasia and Atramental colleges of both the High- and Low-empires advocate the might of the shaper, instilling a sense of hubris amongst students. This is part of imperial culture, where it is taught that the great Korachani empire was built on the work of shapers and technarcenists, and that its borders are kept safe by their hard work and diligence (alongside the Church of the Machine, which makes great use of shapers). Even though most shapers now take the form of technologists and technarcenists who maintain the great engines and war machines of the empire, their work is still seen as essential in maintaining the empire's infrastructure. And the technarcenists and shapers know this.

Elsewhere, shapers have traditionally held places of power - either in government, the military or religion - and this has an effect on cultural views on shapers who are incorrectly seen as superior to non-shapers, and most people accept this.

Shapers are likely to be loners or they may at least appear aloof to non-shapers who cannot understand the way shapers view and experience the world. Similarly many shapers may find it difficult to relate to non-shapers and naturally congregate amongst themselves, strengthening the dissolution between themselves and non-shapers. This is as often intentional as it is not, depending on the attitudes of individual shapers towards mortals.

In general shapers look upon non-shapers and feel pity for the unrealised potential that lies within them. Some see this inequity and move on with their lives, though others fixate on it, either letting it drive them to altruism, becoming mentors and teachers, or egotism, giving them the impression that they are indeed better than the non-shapers. In stable regions with well-enforced laws these shapers tend to hide in

cities or move to rural areas where it is easier for them to shape without constraint. In less stable regions they can become warlords or tyrants, or usurpers of thrones.

## SHAPING AND TECHNARCANA

In many places shaping itself is considered an antiquated vocation and is regarded culturally as backwards, with those practicing it regarded as silly druids and shamen. Elsewhere the level of technology has advanced to the point that many effects that were once only achievable through dedicated use of shaping are now achievable through technarcana - a melding of shaping and technology that has characterised the modern age in regions such as Korachan, Almagest, Parthis, Venthir, Sarastro, Porphyr and Saragos, amongst others.

Many effects that are time-consuming or difficult to achieve through shaping may be replicated through the application of technarcana, though shapers may be required to feed *Materia Omnia* into the engine. In many cases the technarcane engine is built around an entombed shaper - an unfortunate individual, possibly a shaper slave, whose entire purpose exists to power the engine, with no chance of freedom or a life outside its walls. Many such shapers are often amputated and grafted to the engines, with pistons pumping nutrients, chemicals and umbra into their bodies to make them more sensitive to the integument.

Elsewhere, farther from the Inner Sea, technarcana is an emerging science and is either in its infancy and too expensive to be mainstream, or distrusted by cultures that still place pure shaping on a pedestal. This is similar to the way technology has spread from the Inner Sea to lands to the west south and east of it. The spread was slower to the east than elsewhere due to the silting of the Strait of Nárthel, which has prevented sea trade leaving the Inner Sea.

Around the Inner Sea technarcana is used in many industries, and has replaced many jobs that traditionally would have been fulfilled by shapers. This has had two major effects - the study of true shaping has been replaced by vocational colleges whose intent is to train technarcenists and overseers of the technarcane engines and manufactories; this has had a roll-on effect causing many who might otherwise have discovered their abilities to ignore them and never fulfil their potential.

In general the number of shapers is far less than it was a millennia past (this is taking into account technarcenists

as well as pure shapers). Most shapers in the cities are occultists and untrained and unlicensed individuals who are a danger to themselves and others. The remainder are mostly technarcaneists who specialise in the maintenance and creation of technarcane engines. Least numerous are true shapers, who nevertheless fulfil roles in manufactories and various industries, with the remainder being used in government and religious offices, where shaping is only one facet of their vocation and not necessarily their defining feature.

## THE WANE OF SHAPING

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Though the art of shaping is slowly being replaced by technarcana and pure technology, bringing power and change to those without the ability to shape, there is has also been a steady documented waning in the strength of the Materia Omna over past centuries.

It is possible that this is a long-term aspect of the arcane tempers or a temporary waning of the Materia Omna, though many scholars believe it is a marker (amongst others) of the ending of this, the Fifth Age

of Mortal Life. The Sundering of the Korachani empire in two, the waning of natural resources, the reappearance of soul pearls, emergence of Demiurge cults - all these things and more are indicators of a fundamental flux in the Materia Omna.

This waning of the Materia Omna has resulted in an inability of some to fulfil their shaping potential, leading to less people adopting the mantle of shaper overall. Others strong enough to become shapers are perhaps unable to shape to the extent that they might otherwise be able to. This is akin to a shaper trying to act closer to the Nullambit.

It is unknown what the full extent of this phenomenon is, though shapers and scientists are studying the effects to better understand it.

## SMALL TITLE

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Text.

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## OTHER FORMS OF MYSTICISM

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Though the Material Omna is a major force in the world, there exist other forces at play that can be utilised by ‘shapers’. Though not shapers in the technical sense (that they can see and manipulate the Materia Omna), when working they are indistinguishable from shapers and are generally considered as a part of the shaping vocation.

Most common of these forms of mysticism is oneiromachy, more commonly known as dream-magic. Dream magic is a particularly esoteric form of mysticism that has at its source the sleeping demiurges rather than the Materia Omna, and is considered by some as an unnatural form of shaping in that it relies on an abnormal phenomenon (the manifested dreams and thoughts of ‘dead’ Demiurges in languor) to function.

The Demiurges are potent beings and even in languor or ‘death’ their bodies and thoughts can warp the land around them in ways that are still largely inexplicable to scholars. Most common of these effects are the so-called dreamlands that surround the bodies of Demiurges and some scions. The land itself is warped, and otherworldly, corrupted and grotesque, a meld of flesh and earth, tree and sentience. Strange beings roam these lands, conjured by the nightmares and bitterness of the Demiurges. Farther still the dreams and thoughts of the Demiurges affect the dreams and thoughts of mortals - granting them hellish visions and whisperings.

Other than oneiromachy we find blood-magic, a primal and ancient form of mysticism that exists wholly independently from both the Materia Omna and the dream network of the Demiurges.

Below is a list of the most common forms of alternate forms of mysticism, in no particular order:

- **Lunachy:** Elyden’s two moons are known to exert a psychological influence upon mortals, depending on their phase. The Blood Moon Arakhamé can induce rage and paranoia, whereas the Ivory Moon Siella can have a soporific effect. Lunarchs are rare mystics can identify and wield these powers, amongst others. Originating from the teachings of the Demiurges Neith and Kharani, lunachy is a form of mysticism that allows those who are sensitive to it to utilise a form of energy released by the moons. The strength of this energy is dependent on the phase of the respective moon - full moons provide more power than new moons.

Lunarchs can use this energy to manipulate the emotions of susceptible mortals, calming or enraging them. They can be seen at work in lunatic asylums, where they calm the inmates or might be part of some culture’s military structures where they coax forces into a frenzy before battle. Some can calm the emotions of rabid animals or do the opposite.

- **Oneiromachy:** the Demiurge’s innate power of shaping is often expressed through the manifestations of their dreams and nightmares, even whilst in languor. The land around them warps in a grotesque echo of their twisted dreams, and these areas are populated by equally eerie and

monstrous creatures, which can sometimes wander beyond the dreamscapes into unaffected territories. Over the centuries this effect has become more pronounced, spreading beyond the lands where they are said to be buried (indeed in some cases this effect has revealed the long-forgotten resting places of some Demiurges), becoming well-known in certain regions.

In their state of languor the Demiurges thoughts sometimes retread ancient memories that have become fragmented and bitter over time. Some mortals can pick up on these whisperings as well as the dreams of other mortals. Some are driven insane by the constant barrage of words though others are able to control them and channel them. Over time many gain the ability to manipulate these dreams and thoughts, planting thoughts into the dreams of others or even communicate with them in their sleep.

The powerful few have the ability to manipulate the lands and creatures created by the Demiurge’s dreaming. Some chose to nullify the natural perversions whilst others propagate them as tools for power.

Many scholars speculate that the act of oneiromachy is far more dangerous than true shaping, as oneiromachers risk revealing themselves to the demiurges.

- **Blood magic:** a primal and ancient form of mysticism that exists independently from the Materia Omna, its roots are thought to lie in the teachings of the Demiurge Kharani and was disseminated by his children, the keratin, millennia

past. The blood of mortals is imbued with faint traces of the primal god's essence, and blood mages are able to manipulate this essence to achieve various effects, generally affecting the body. Blood magic uses blood as a fuel – the more blood used the more powerful the effect. Blood mages can let their own blood to fuel their abilities, though bloodletting in the form of ritual sacrifice is used in certain cases for far more powerful results.

In keratin society it is considered blasphemous to use the blood of the unwilling, though religious and cultural indoctrination mean that willing sacrifices are high in number. Despite this, its use is archaic and most commonly found within tribal cultures and is almost extinct in civilised society, though may exist in revived mystery cults. Keratin society retains the use of blood magic though they are so few in number that it remains a rare form of magic, and one that is difficult to master and with costs far greater than normal shaping.

- **Danthra:** If shaping uses power from without, then danthra uses power from within. It is a *giganri* form of mysticism, and as such is little-understood by those outside their homeland in Gnoth. Those who practice danthra believe that mortals were born through the actions of the Demiurges and that those actions left a mark on those first mortals and subsequent generations, a mark that can be felt to this day. Were it not for this mark mortals would not be able to shape. It is an unintended gift, but one with many overarching consequences.

Shaping is the most common and crude of these consequences. More subtle and far more difficult to master is the art of danthra – a state of self-control unknown outside of Gnoth. Through it are danthrists able to resist the effects of shaping, demiurge dreamscapes and taint by either Atramenta or Firmamentism. Masters of the art are said to have even mastered hunger, thirst, environmental effects, disease, ageing and even death.

- **Scionic abilities:** the offspring of the Demiurges, scions inherited some of their primogenitors raw shaping abilities. This is not shaping as the mortal races know it but a more instinctive and primal form, more self-assured and arrogant. Of course not all Demiurges shared the same talents with shaping, and their specialities were passed on to their children, who in most cases became even more specialised. It is unknown for how many generations these innate abilities can be passed down and at what point a scion's descendants' shaping is normal shaping rather than a manifestation of its forebear's abilities.
- **Racial abilities:** many otherborn and halfbloods possess certain abilities which to the uneducated eye might appear similar to shaping, but which in truth are often unrelated. Generally otherborn and halfblood abilities are linked with the otherworld, though in some cases its might just be a case of certain houses showing predilections for certain spheres.

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# GLOSSARY

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**Act:** 'act of shaping' the process of manipulating the Materia Omnia to achieve a desired result.

**Aepathy:** genetic Atramental disease, with sufferers highly sensitive to the effects of the Atramenta, leaving them with broken bodies. Sufferers rarely live beyond their teens and those who do are crippled of body and mind, sporting grotesque deformities and mental diseases. Some might be adept shapers, even without training.

**Animism:** a sphere of shaping involving contacting spirits and the otherworld.

**Art, the:** aggrandising way of referring to shaping, usually by other shapers

**Atramenta:** the Shadow. One half of the Materia Omnia, the other being the Firmament.

**Atramentism:** a sphere of shaping. The act of shaping the Atramenta.

**Attune:** the process of concentrating and relaxing to be able to view the integument.

**Black Fountain, the:** the font of the Atramenta in Elyden, in the continent of Sammaea.

**Blood Magic:** an ancient form of mysticism that does not utilise the Materia Omnia.

**Clairsentience:** a sphere of shaping allowing the shaper to see, taste or otherwise employ sense at a distance.

**Cognisance:** a sphere of shaping allowing a shaper to sense or see past or future events through various means.

**Currency of Shaping:** the costs and limitations of shaping.

**Diffusion:** an emanation of the Materia Omnia that is felt by those who are sensitive to it, making them more likely to contract ailments of the Firmament or the Atramenta.

**Elementalism:** a sphere of shaping allowing the shaper to control and shape a particular element or substance.

**Evocation:** see animism.

**Firmament:** the helix. One half of the Materia Omnia, the other being the Atramenta.

**Firmamentism:** a sphere of shaping. The act of shaping the firmament.

**Focus:** once attuned a shaper is said to have achieved focus. Alternatively, an object the shaper uses a focus for his shaping, making the act easier.

**Haematomachy:** see blood magic.

**Integument:** the Materia Omnia as viewed by those with the sight. It appears as an overlay above the

material plane, the details of which differ from shaper to shaper.

**Kairomachy:** a sphere of shaping allowing the shaper control over the weather and other climatological effects.

**Lunachy:** moon magic.

**Lunarch:** those who wield the power of the moon and can practice lunachy.

**Manipulate:** the act of shaping the integument.

**Materia Omnia:** the matter of creation that is used by shapers to achieve their effects.

**Moon Magic:** see lunachy.

**Nullambit:** circumference around Elyden, forming the most distant part between the antipodes of the Black Fountain and the True Meniscus

**Oneiromachy:** a sphere of mysticism involving dreams and the effects of languid Demiurges.

**Otherworld, the:** the timeless home of spirits, where the otherborn are gestated and are born.

**Otherborn:** the reincarnated spirits of the dead, who after gestating in the otherworld are returned to the material realm.

**Photomachy:** a sphere of shaping involving the Firmament and Firmamentism.

**Sciamachy:** a sphere of shaping involving the Atramenta and Atramentism.

**Shaper:** one who can see the integument and who can manipulate it.

**Shaping:** the act of manipulating the integument

**Sight, the:** those who can see the Materia Omnia and the integument through various means.

**Spirit:** the essence of life that imbues mortal bodies and which after death migrates to the otherworld.

**Technarcana:** a meld of technology and shaping through which various effects normally restricted to shapers can be achieved.

**Technarcnist:** one who is responsible for crafting, maintaining or operating technarcana. A shaper with technarcane skills.

**Telekinesis:** a sphere of shaping a shaper to move items without touching them.

**Telepathy:** a sphere of shaping allowing a shaper to contact, read, or manipulate the thoughts of others.

**Temporamachy:** a sphere of shaping allowing a shaper to manipulate the illusion of time.

**True Meniscus, the:** the font of the Firmament in Elyden, in the continent of Meniscea.

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