

Stories of Illithia

The Crystal Rose



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Inspired by the Beautiful Castle
“Neuschwanstein” in Bavaria, Germany

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Chapter 1

Song of the Stars

Butterflies in all colours of the rainbow flutter past Rose Castle's magic book library windows, as the warm morning summer sunlight shines through the colourful stained-glass depiction of Lady Illithia - an Arch Angel sleeping near the world of Illithia's Crystal Core.

Next to the window, the Human Orb Wizard Rez sits in a very comfortable chair looking through one of the many magic books talking about the Flow of Magic itself - the source of all magic. In the oak trees outside, red robins sing their beautiful songs. Rez, lost in thought, turns around and looks at the depiction of Lady Illithia. Whose real appearance is unknown. She is usually depicted as a Human or Elf, with large white spread-out wings.

“Who are these beings that live forever? With magic so powerful, that simply being on a world transforms dead crystal & rock worlds into worlds of fairytale beauty brimming with magical life,” Rez asks himself, then turns to look at the magic book again lying on the oak-wooden table in front of him. He leans back crossing his arms, while looking intently at a book page describing the Flow of Magic, and its known magic ranks. It reads:

“... The Flow of Magic is the source of all things, of all beings. Everything & everyone is born from it, and someday will return to it again. Its magic flows through all of us, and can be observed by simply looking within ourselves. It appears as a blue glowing river made out of threads of light. These magic flow threads contain all knowledge in our universe, and can be read by those born to Scribe Magic.

And just as the Flow of Magic flows itself into forms & experiences such as you & I ... We, the Wizards & Witches of Illithia, are able to transform the pure magic flowing through

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each of us into the forms & experiences we desire. By channelling our magic flow through magical structures representing our desires, we can create *any* form or experience we want. As long as it's part of the magic type we are born to, and our magic rank is high enough.

Our magic rank represents the depth of our conscious connection to the Flow of Magic itself. The greater our connection, the greater the flow of magic flowing through each of us. And the more powerful the magic that is available to us.

To dedicate oneself to achieving ever greater conscious connection with the Flow of Magic, is known as walking The Path of the Wizard, or Witch. ...”

“Someday will return to it again, huh,” Rez says while looking at the depiction of Lady Illithia. “Are these beings exempt from the laws of our existence? And what does their existence even mean?” Rez looks at the book page next to it, with the known magic ranks. It reads:

The known Magic Ranks of the Flow of Magic

High Ethereal	Arch Angel or “Old One”
Mid Ethereal	High Angel
Low Ethereal	Young Angel

High Rose Quartz	12% Magic Flow Instant Casting
Mid Rose Quartz	11% Magic Flow Instant Casting
Low Rose Quartz	10% Magic Flow Instant Casting
High Emerald	1,2% Magic Flow Instant Casting

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Mid Emerald	1,1% Magic Flow Instant Casting
Low Emerald	1% Magic Flow Instant Casting
High Rose Gold	0,12% Magic Flow 1 Second Charge
Mid Rose Gold	0,11% Magic Flow 1 Second Charge
Low Rose Gold	0,1% Magic Flow 1 Second Charge
High Silver	0,012% Magic Flow 4 Seconds Charge
Mid Silver	0,011% Magic Flow 4 Seconds Charge
Low Silver	0,01% Magic Flow 4 Seconds Charge
High Copper	0,0012% Magic Flow 10 Seconds Charge
Mid Copper	0,0011% Magic Flow 10 Seconds Charge
Low Copper	0,001% Magic Flow 10 Seconds Charge
Stone	Passive Magic Only No Active Magic

Rez looks at the dividing line between Rose Quartz, the magic rank of the most powerful Wizards & Witches in Illithia, and Ethereal, the magic rank of the Angels. “The dividing line

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between mortal & immortal, huh.” ... “Can it be broken?” Rez says, while glancing at the colourful stained-glass depiction of Lady Illithia.

Lady Illithia is High Ethereal magic rank. The very highest magic rank known. Scribes have also learned that her magic flow connection is at an insane 96%. Which makes her without a doubt capable of destroying the entire world, if she so chooses. Beyond that, is only the Flow of Magic itself. Whose magical power is infinite.

“Creating life, and taking life as it sees fit.” ... “What is its goal?” ... “Does it even have a goal?” Rez thinks to himself, wondering about the Flow of Magic.

Rez is High Rose Quartz magic rank, and nearing the known limits of mortal magical power. He is one of only a handful of known Rose Quartz magic rank Wizards & Witches in Illithia. Another member of the known Rose Quartzes will come to visit Rose Castle today, in the afternoon. His dear friend Luna, a Human Rune Witch. He’s looking forward to it.

The Rose Quartzes of Illithia, are each legendary Wizards & Witches. And there is not a single Witch or Wizard in Illithia, who does not know their names. At this time, there are 4 known living Rose Quartzes. From the highest magic rank down, these are:

Rez	187 Years Old Human Orb Wizard High Rose Quartz
Ariel	1113 Years Old Forest Elf & Nature Witch Mid Rose Quartz
Blaze	425 Years Old Forest Elf & Fire Wizard Low Rose Quartz

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Luna 186 Years Old
 Human Rune Witch
 Low Rose Quartz

Rez is generally seen as a fluke of evolution. Something that only happened once, and will likely never happen again. He has 3 magic types - Orb Magic, Lightning Magic & Healing Magic. And has a mix of 2 very different types of magic eyes - Rare "Lightning Spear" Lightning Magic eyes, along with the mysterious "Eyes of Truth."

Ariel is the daughter of Illithia's very first Rose Quartz, who died a millennium ago. She is known as the greatest tracker in the world. And has Nature Magic & Legendary "Eden" Nature Magic eyes.

Blaze is a pyromaniac. A former city guard, who turned into a legendary mercenary. He has Fire Magic & Legendary "Blaze" Fire Magic eyes.

Luna is Rez's childhood friend, and bearer of the Angelic greatsword "Segmentum." She has Rune Magic & Legendary "Greater Rune" Rune Magic eyes.

In Illithia's long history there have been other Rose Quartzes, though only a few. As for the Snow Elves, they've had only 1 Rose Quartz in the past. And as for Illithia's Vampires... Well, their first Rose Quartz has yet to appear.

"I need some tea," Rez says out loud. He holds up his left hand, and a purple orb appears above it. "A lovely hot liquorice tea for me, please." The purple orb flashes once, then vanishes.

Rez looks at the impressive collection of magic books, story books & magic scrolls throughout Rose Castle's magic book library. "I love books," he says with a satisfied smile.

The purple orb appears again. This time, a nice cup of hot tea floating in the air next to it. Slowly floating down onto the oak-wooden table. Right next to a decorated flower vase with a lovely

pink rose in it, plucked straight from Rose Castle's courtyard. "Thanks," Rez says aimed at the purple orb. It vanishes. He picks up his cup of hot liquorice tea, closes his eyes, then gently smells it. "Hmm... Perfect as always," he says softly.

After taking a small sip, he puts his legs on the table, and relaxes with his eyes closed. "I wish I could create a *real*/Servant Orb," he says to himself. "Why was I born with *these* magic eyes, instead of Orb Magic eyes? And why is there no-one else with these magic eyes?"

Rez looks into a large decorative standing mirror on the opposite side of the library. The double Rose Quartz wings in each of his now-activated magic eyes staring back at him. Appearing as the majestic spread-out wings of a bird in flight, directly connected to each other. With nothing in between.

His normal eyes are a mix of gentle reds & pinks. He has rose blond spiky hair pointing backwards, a rose blond goatee beard, beige skin, and a celestial turned-up nose. He has a shallow scar from a sword on the right side of his neck, that cannot be healed. He has a strong muscular body, but still built for high speeds. And wears brown leather light armour, with forest green-coloured trousers & hooded shirt beneath it. And also wears iron arm plates, no gloves, and brown leather shoes. He is also obsessed with magic in general, and highly dedicated to walking "The Path of the Wizard."

"Now where did I put that magic book? ... Hmm," Rez says, while looking around the magic book library. He holds out his left hand, "Signal." A translucent orb appears, then bursts. Creating a barely visible sphere expanding outward in all directions. As soon as the sphere touches the magic book about magic eyes, it disappears. And a new sphere bursts from the magic book, expanding outward towards Rez.

"Ah, there it is." Rez gets up, then walks to the book and picks it up. "My favourite book," he says with a smile. He then sits down in his comfy chair again, and holds up his left hand. The purple orb appears again. "Same, please." A new cup of hot liquorice

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tea arrives, as the empty one vanishes. Rez takes a deep breath, then opens the magic book with an excited smile. It reads:

“... Every Witch & Wizard in Illithia will be born to a single magic type. And belonging to each magic type is a pair of magic eyes, existing in 3 different rarities – Common, Rare & Legendary. On average, 9 out of 10 will be born with the Common variety, 1 out of 10 with the Rare variety, and 1 out of 100 with the Legendary variety. Those born with Common magic eyes have eyes with only 1 active mode, Rare has 2 active modes & Legendary has 3 active modes. Each mode increasing in power with rarity.

When a Witch or Wizard grows in magic rank, the power of their magic eyes grows along with them. Unlike magic spells, which never change on their own.

Magic eyes do not require charging before use. And always activate instantly, regardless of magic rank. Though all of them will have a cooldown at some point during their use. Which can vary greatly for every pair of magic eyes, and their abilities.

These are the known magic eyes in the world of Illithia, in order of evolution. The latest magic eyes to appear in Wizards & Witches around the world, will be at the very top. And the earliest known magic eyes will be at the very bottom. Wild Magic & Free Magic excluded, of course. ...”

Rez turns the magic book page, and then reads:

The known Magic Eyes of Illithia

1. Spirit Magic

C	Spirit Contract	Create a contract with a single spirit, allowing summoning.
R	Light Form	Change into a spirit-like form

L	Dominion	of themselves, an actual spirit or magical creature. Can also phase through solid objects. Spirit army. Call upon all light & dark spirits within range, to fight at your side. The effect on Praefortis is, as of yet, unknown.
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Special note: Two centuries ago, a Wizard was born with magic eyes never seen before, or since. They are called the “Eyes of Truth,” and appear in the form of double spread-out wings in each of the activated magic eyes. And seemingly, do not belong to any of the known magic types. Though its closest relation would most likely be Lightning Magic. As the Wizard who bears these magic eyes has an astonishing 4 active modes available to him. Two of which, are of unknown origin. But the other 2, are active modes of Lightning Magic eyes.

The 2 active modes of unknown origin are:

Truth	Reveal hidden information. Also allows deep dive into someone else’s thoughts, feelings & memories.
Extract	Forcibly rip information out of someone’s mind. Leaving them braindead, and killing them instantly.

2. Portal Magic

C	Twin Portals	Left hand creates a crème portal. Right hand creates a rouge portal.
R	Guillotine	Cut off body parts.
L	Oblivion	Unstable Void Gate. Pulls targets into The Void.

3. Teleportation Magic

C	Blink	Short-range instant Teleportation.
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