

# Six Color Metamorphosis



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Methuselah



## TRANSFORM

The power to turn one thing into another is the most potent of all a wizard's abilities when viewed from without. Indeed, most of a wizard's abilities are superficially some kind of subset of transformational magic. Healing seems to transform illness to health, injury to wholeness. Summoning seems to transform the air itself into new types of beings and curses seem an inversion of healing – transforming wholeness to harm. But this is a superficial reading that no wizard versed in the magic will agree to. Transform, they will say, is a matter of persuasion. The transforming wizard regards the humors in an object, all the potentials & aspects that these fundamental forces manifest as forms & they persuade those tempers to become altered, to shift toward a different substance. No other magic is as visibly potent, but no other magic is so practically demanding because objects & bodies will resist change & will, with some inner anima, some intrinsic force, wish to return to a shape that it understands.



Understanding is a deeply significant aspect of the magic of transformations. Wizards must regard all things as accumulations of forces given form by their innate natures – and that innate natures are outside of physicality – they are a spiritual, metaphysical property. Anything has the potential to be anything else – this is axiomatic in the eyes of a wizard – so the question becomes why is anything what it is? The answer to this question seems to be *natures* and it's an understanding of these natures that a wizard may exploit by persuading a subject to change or switch its nature if only temporarily.



As with all magic, the wizard's own mentality shapes the magic's behavior.

**A Neutral Wizard**, has the most circumspect view of these matters. All things are a thing- but there's no intrinsic value to one thing over another. They are all, after all, things. Neutral wizards of the schools of Transformation are notoriously materialistic – almost in an alienating degree – as they tend to regard people as only objects, curiously animated. (Neutral wizards increase the base size of material transformed by 1 cubic foot)

**A Lawful Wizard** is significantly conflicted by the magic of transformations. Everything is in its proper shape already, else there would be no sense to the universe! Fortunately, irrespective of the universe's law – the wizard always regards themselves as willfully capable of demanding change – thus a Lawful wizard is overwhelming in force but still bound to the force of stasis. (Lawful wizards may study things intensively – giving them -1 to the spell level for changing objects they have studied for more than an hour – represented by a d20 INT check – on a successful check they can reduce the level of a transform spell by 1).

**A Chaotic Wizard** is well served by transformations – seeing all things in flux





and chaos, reckless abandon & pure force of will as the only forces at work in the universe – they distinguish themselves by having a force of will more potent than that of their subjects. A chaotic wizard is caught up in observing natures & will likely confuse observers by addressing the souls & intentions of inanimate objects – regarding them as little different than people. To a chaotic wizard schooled in transformations the universe is a vast city filled with an infinity of personalities & identities – some of which are simple things such as a stone or a breeze, others of which are only slightly more complex – such as a wizard or friend. (Chaotic Wizards reduce the spell level of transformations by 1,)

**A Good Wizard** is one who is caught up concepts of salvation, of compassion & concern for others. Good wizards will use the magic of transformation for sustenance & aid far more than they will for inflicting harm or even providing protection. (Good wizards have the level of any transformation reduced by 1 if they are transforming material into food, water, air or shelter – any of the necessities of life – although they can't gain this benefit if they're transforming living things to do so e.g.: turning a person into food is not what good wizards do).

**An Evil Wizard** has little regard for anyone save themselves. Such wizards tend to see transformative magic as a means of enhancing their own physiology & improving their own fortunes at the expense of others. Specifically, they are inclined to use this magic to alter their appearance & physiology – sometimes in truly horrific ways. An evil wizard may sprout horns, or turn other people into articles of clothing or even weapons that they use to attack the 'weapon's' friends. (Evil Wizards have the cost of transforming living creatures into objects reduced by 1 – so long as the object is used by the wizard exclusively).

Transformations have the potential to kill. Transforming the air inside of someone's mouth to poison, or someone's flesh into razors is all part of the transformation magic's potential. However – using it to inflict harm in this way is a bit less functional than purely offensive magic like Curses. When you use transformation in an offensive capacity the saving throw against this magic has more than one step. The target of the magic is entitled to the initial saving throw vs. spells to overcome the effect – and they are allowed a second saving throw vs. Death to avoid the harm the effect might cause. For instance- if you use transformation magic to turn someone's blood into lead – they are granted the initial save vs. spells – presuming they fail that save they are then allowed another, separate save vs. Death. If that second save is successful – You have turned a part of their blood into lead – but they have survived this situation due to resilience. In all cases where the Spell save fails but the Death save succeeds the target's HP are reduced by ½ of whatever their current total is. If both saves fail, then the target certainly dies.

This also means that transforming people physiologically in a not altogether offensive capacity – e.g.: transforming a dwarf into an elf – provokes two such saves. This matters most when attempts to make such changes are permanent – since transformation alone may result in the death of the subject. For permanent modifications of this type – deeper ritual magic incorporating Cures & other helpful magics must be incorporated.



**Transform:** The fullest expression of the aesthetic and material needs of a wizard, the Transformation seed grants the ability to completely change one object into another for a brief period of time. Transformation effects can modify any given substance into another, so long as sufficient force is applied.

- ★ Base score – 3 cubic feet of material is transformed
- ★ Duration - Seconds
  - ❖ +3 for transforming organic to inorganic
  - ❖ +2 for transforming inorganic to organic
  - ❖ +4 for transforming living to nonliving
  - ❖ +5 for transforming nonliving to living
  - ❖ +1 for every 3 cubic feet of material
  - ❖ -1 to change only material states / temperature
  - ❖ -1 to change less than 1 cubic feet of material
  - ❖ -1 to change magically reactive or prepared reagents
  - ❖ +2 to make the resultant transformation changeable on the fly
  - ❖ +1 – Minutes Duration
  - ❖ +2 – Hours Duration
  - ❖ +3 – Days Duration
  - ❖ +4 – Weeks Duration
  - ❖ +5 – Months Duration
  - ❖ +6 – Years Duration
  - ❖ +15 – Permanently change anything into anything else

**Notes** – Transformations, when created in your spellbook *must* designate the original object & the resultant object. For instance – the spell can turn a human into an orc – or a sword into butter. The spell requires at least that much specificity. Increasing the broadness of the category e.g.: from human to person (including Elves, Dwarves, Halflings, Orcs & Goblins) would increase the spell by one level. Thus a level 1 spell for changing a human into an orc for 1 second would be a level 3 spell for turning any person into any other kind of person. Your Referee may judge that a spell that only affects a specific person – e.g.: you - may have a lower level as a result.

Spells that affect the material state of matter are generally subject to the physics of your Referee's setting, i.e.: don't expect to have access to the periodic table if your Referee is use the 4 classical hermetic elements.

## **Sample Transformation Spellbook – The Lodge of Six Colors**

The lodge of Six Colors is an esoteric order of metaphysicians who attempt to bring a meticulous order & experimental tenacity to the realm of magic – a power notoriously impregnable to rigorous scrutiny. Given that magic is created of will & luck & quirks of dimensional variability (as a best guess), the lodge has had only a few modest successes. In particular they have sought to meld the essential, or elemental concepts of alchemy with the highly personal & deeply idiosyncratic practice of magic.

This, they have accomplished through careful study of what they call the Six Colors – the 6 elemental forces that harmonize to create matter. Study on this subject has become a kind of mania among the

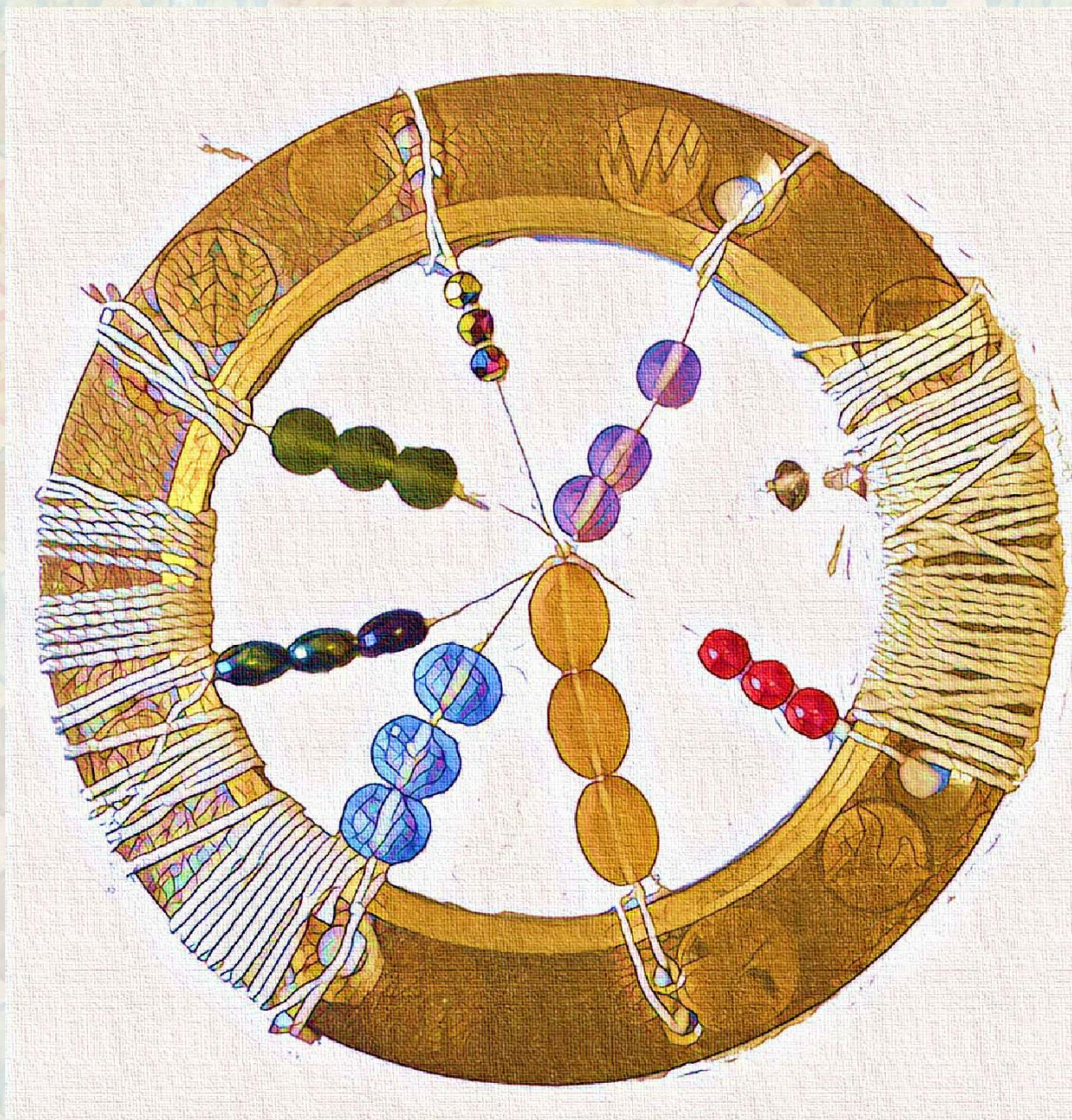


lodge's members & they are known far and wide for their member's manic enthusiasm & dangerous disregard for any type of experimental moderation.

They are also known for their varied & numerous grades of abacus – elemental counters that they use in their transformations. These tools focus the efforts of the Lodge's metaphysicians and none of their spells can actually be cast without them.

Conversely – the abacus grants a strange benefit in that it allows the Lodge's wizards to change their spells on the fly – choosing one or another elemental substance in place of that recorded in their spellbooks.

***Players who wish to use the spells presented here & who have at least one elemental abacus gane the following benefit*** – You can choose when casting the spell, presuming you have one of the 6 required abacuses, change the substance that the spell would turn something into the matter for which you have a proper abacus. You can't cast any of these spells without an abacus, however.





**Material Alteration Phase 1:** The metaphysician alters a quantity of material so that it becomes another material entirely. This is the first transformation that the Lodge practices, and the performance of this spell is a significant component of their higher studies – it is performed as a basic initiation for novices among their guild. The spell changes 6 cubic feet of air into another inorganic material – both the air & the target material are necessarily fairly pure as differentiated substance in the original air will not be transformed. Lodge members view this as a benefit – a way of possibly purifying a large quantity of material for further work. In its basic form.

**Level:** 1                      **Duration:** 1 Day                      **Casting Time** – 1 Hour

**Effects:** At the end of the casting a quantity of air occupying 6 cubic feet of volume is transformed into another, inorganic material. Impurities in the material may be exposed – e.g.: If you turn a quantity of air into water – dust motes or even animals in the air be immersed in the water. The basic version of this spell is turning air into water, but with the proper abacus a Six Color Lodge metaphysician can turn air into any other nonliving material for the day. Note – materials transformed in this way count as being magically reactive reagents.

**Material Alteration Phase 2:** Here the metaphysician begins to stretch out & master their discipline. The second phase of material operation allows the caster to modify matter on the fly – with a substantial quickness. The spell changes 6 cubic feet of water into an altered state of itself – it might boil or freeze or become mist. This magic is performed by lodge members as a test of reflex & intelligence. It is often used by them to quickly transmute boiling water into ice before they can be scalded during a ritual.

**Level:** 2                      **Duration:** 2 Seconds                      **Casting Time** – 1 Turn

**Effects:** When the spell is cast 6 cubic feet of water – in any state is instantly changed into a variation on itself for two seconds. The water changes shape & state according to the wizard's intention -but it doesn't change into something completely different. If you use material you have prepared using Phase 1 – the duration becomes 2 minutes. This spell requires recitations to cast.

**Material Alteration Phase 3:** Having mastered the basic forms the lodge metaphysician now begins to practically apply their techniques – the phase 3 alteration is for abruptly and overtly altering matter in a spectacular display. This spell transmutes a quantity of metal into something else instantaneously.

**Level:** 3                      **Duration:** 3 Minutes                      **Casting Time** – 1 Round

**Effects:** Any metal object, the volume of which, is less than 6 cubic feet is transformed into one of the 6 inorganic essential elements at the end of a round in which this spell is cast. The 6 elements are Heat, Light, Cold, Darkness, Earth, Metal, Water or Air. Any variant of these is possible – for instance – air could encompass pure fresh breezes or a noxious poison vapor. This spell is commonly used in battle to disarm enemies.

**Material Alteration Phase 4:** Granting life to the unliving is the capstone achievement of the lodge's metaphysicians. The highest degree of initiation is achieved by the lodge's members only once they have accomplished the unthinkable. Members of the lodge create objects of magically reactive materials which they form into suitable shapes. A prepared vessel, usually a statue is made by lodge practitioners for the 4th Phase change – which grants these objects life & even rudimentary consciousness.



**Level: 4**

**Duration: 4 Hours    Casting Time – 1 Hour**

**Effects:** A stone or ceramic object that occupies no more than 3 cubic feet of space is turned into a living homunculus. The creature retains its shape & its physical makeup – but it does have some altered characteristics to coincide with its living state. For instance, it may crave food or need water. At the end of the spell the creature becomes inert once again.

**Material Alteration Phase 5:** Sophisticated mastery of the initial techniques of the lodge's training are intended to temper the wizard's ambition. Lodge members are drawn together in no small part to leash the unimaginable power that their discipline entails. Wizards with untamed transformational magic a threat to all of existence & the inner circles of the lodge are hidden & clandestine group that seeks out other wizards who lack discipline to either bring them to the lodge or defeat them utterly.

**Level: 5**

**Duration: 5 Days    Casting Time – 1 Round**

**Effects:** This spell targets a person. If they fail a saving throw vs. Spells the subject of this spell is turned into a nonliving object for the spell's duration. The magic isn't able to disincorporate a person's soul & so even if they are turned into water and thrown into the sea – at the end of the duration they will resume their existence, although they may have drifted away from where the spell was cast. Lodge wizards use this magic to imprison dangerous mages – commonly in the form of a fire. Their lodges commonly have many furnaces in the lower levels which the initiates must stoke – unaware of the fire's true nature.

**Experimental Alteration First Attempt:** Lodge members are expected to create their own rites & spells only after they've proven to be temperate & patient. The Lodge's highest initiates are tasked with researching new techniques for achieving higher levels of initiation – unfortunately, once untethered the lodge members' insights turn them toward madness. It is common for highly initiated members of the lodge to become unhinged & overcome with the possibilities presented them – only to be put into check by their own membership.

**Level: 5**

**Duration: 5 Years    Casting Time – 1 Hour**

**Effects:** This experiment was performed only once by the Lodge Initiate Seltor Fire over Light. Their whereabouts remain unknown. The spell allows the caster to turn a person into another person entirely for the duration of the spell. This new person may be a member of any species & has characteristics & appearance ruled by the wizard who casts this spell. Characters subject to this spell who fail their saves may be tasked with creating a new character as they are transformed for the duration of the spell.



The Waveform Cosmos – From the Geometer Brenner Water-over-Wind's address to the Essentialists of the Lodge of Six Colors – YK 2036

We know or at least say and believe the Six Forces. But the question remains – if everything is composed of forces how does anything have substance? It was by the incomparable work of Marcus Fire-over-Light (7<sup>th</sup> Century YK) that first grasped the unity of opposites – but not until the great work of Hugo Stone-under-Dark (12<sup>th</sup> century YK) and his tudents Johan and Mercar Light-above-Light that the forces were shown to be only forces and thus lacking substance – since all the forces may operate in Void – the definitive absence of matter. Often we are asked- and often for the wrong reasons – What is Substance? There are those of course who have attempted to subvert our mathematics to say that Nothing at all exists. But this is a misconception. Energy – that is Forces (not Energie – the force) all are transmitted in waves. Hold a string and make it move regularly – it gains heights and nadirs- the forces are just so. The apogee of Energie for instance is perfect heat, the nadir is perfect cold. We speculate as to absolute values – that is – a theoretical absolute perfect apogee and nadir – but in fact these are unreachable – the High and Low Infinities as described by Ramen Water-above-Wind (11<sup>th</sup> century YK). The forces that we experience are near the middle of the waves' Lengths and that was how it came to be understood that the forces are given substance. How does the wave progress in direction? If energy is a wave originating in an unreachable original infinity – and travels in a direction – it must reach a point – even if it never reaches its final destination – that place being another infinity. Nevertheless there is 'Place'. Hugo Stone-under-Dark saw that and understood what we call the Media – the pseudo-material through which the waves travel. But later still Hugo's students showed that the Media is likewise composed of Forces! The heights and Depths of the forces are all sequential – meaning they travel through a media – but that media is themselves. Here the understanding of the Wave metaphor takes on another image. A wave is a portion of a line – but as the circle is a section of a sphere- the waves are sections of a hemispheric solid – the media is the varieties of overlapping forces transmitted through this shape. That is upon the innumerable waves of the Force of Air that we breathe- which are shallow ponderous waves – we are 19 steps from the median. But it has been discovered in this generation of Geometers that everything we experience is in fact on the 19<sup>th</sup> step from the median – whether it is a positive point or a negative!

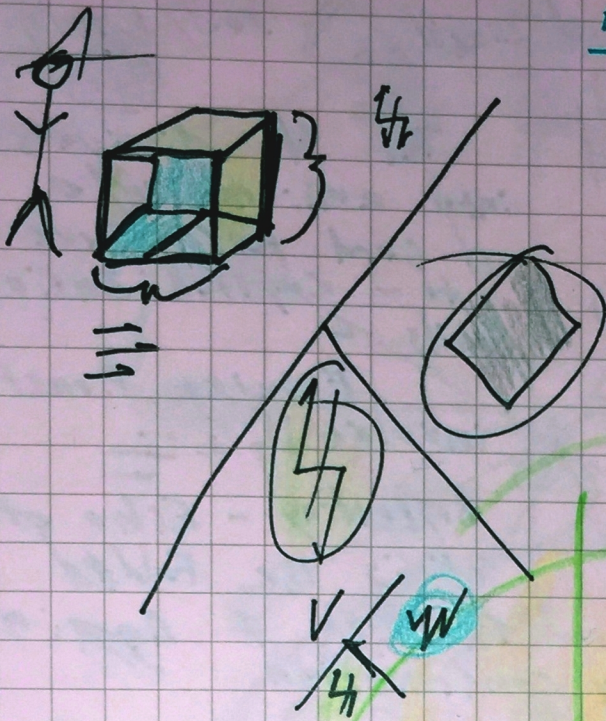
Materially there is a correspondence – we exist at what I have described as the "Period" upon all waves and so it seems that in the instantaneous "Moment" of wave-correspondence there is a material expression of a force. The seconds of time that we experience are the various "moments" of each wave simultaneously existing upon the 19<sup>th</sup> "period"! So time is in fact absolute.

It has been shown by the tireless work of many Geometers that there are an infinity of other corresponding Periods which cause different Moments of simultaneity upon all the waves. It is expected that each of the Periods is another entire existence which are by their varied construction unrecognizable to our own. I won't speak for the Essentialists but I know that they have contended that that among these existences there must be the capacity for transit of portions of forces – which is held to be the source of the Essential Spirits. Because it is known that the Essential Spirits exist an explanation is required for their existence – nevertheless the Essentialists and Geometers have not agreed upon this point.



# Phase 1

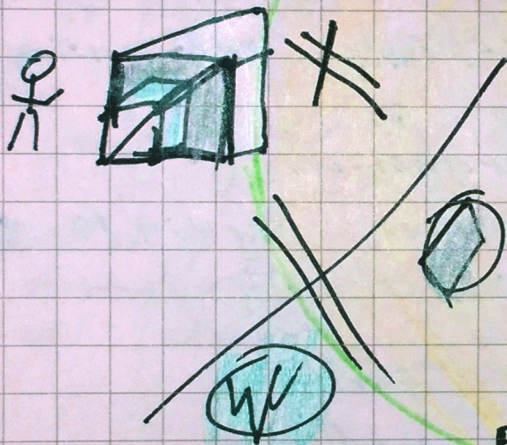
Wind/Air/Aether ~~X~~ Snow/Ice



Fold through  
meta mechanism  
invoke  
Melt-Through

to seep  
into upper  
harmonics  
back-cycle

The fold cools  
+ Hardens- the Melt cond

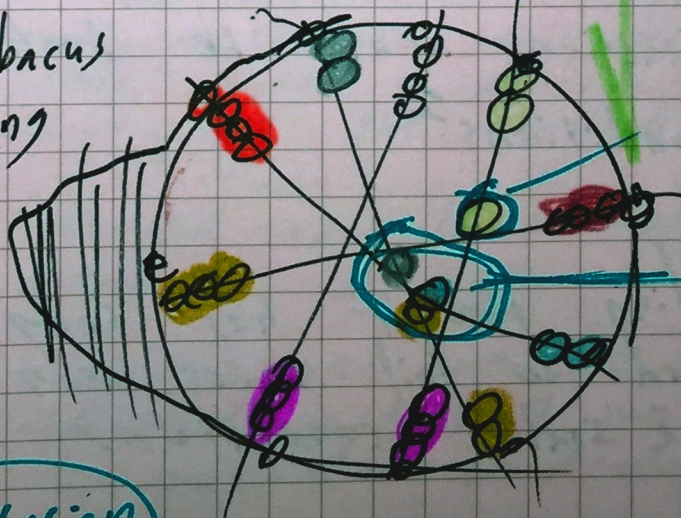


The Malformation  
remains unstable

there is no  
sympathetic substance  
to seed the  
new form

Evaporation seems the  
immediate result.

#3 Abacus  
Using  
Indicated  
Form



The catalyst  
Melts-Through  
This reaction  
is  
inherently  
unstable

Recitation  
WAA-SNI



Phase 2

4

Enzyming Reactions involve  $4\frac{1}{2}$   $\equiv$

Responding - Echo of  
W is the Folded  
Through & Again

by condensation

Semi-stable replication  
results in  
impregnation of  
terrestrial medium

with activated

preparations for further  
operations are here established

Reaction can be broken  
in field conditions<sup>2</sup>

K Folding through has been observed so far based upon extreme field conditions



#1  
Abacus

Phase 2 cont.



This balance is crucial to the reaction & must be balanced in reflection of field states

This cold is stabilized by the 1<sup>st</sup> operation  
 Forgoing operation 1 is possible but cascading failures are anticipated when out of tolerance



Harmonize reactions with sympathetic sound

FFFEME  
 FFFEME

1 - Field conditions are noticeably unstable - cool soil & heavy rains together have a deleterious effect on the reaction

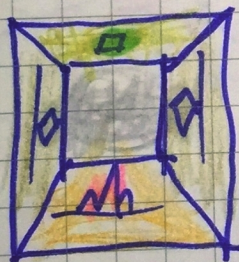
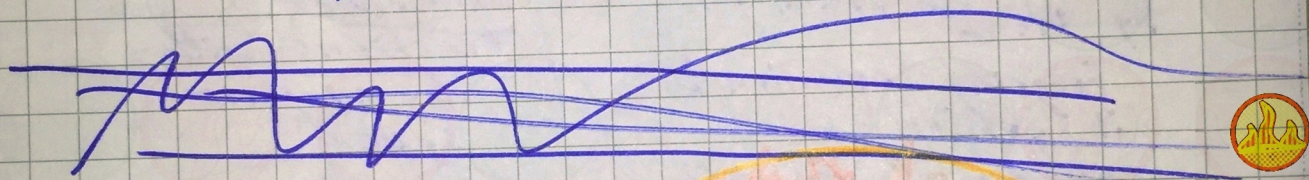
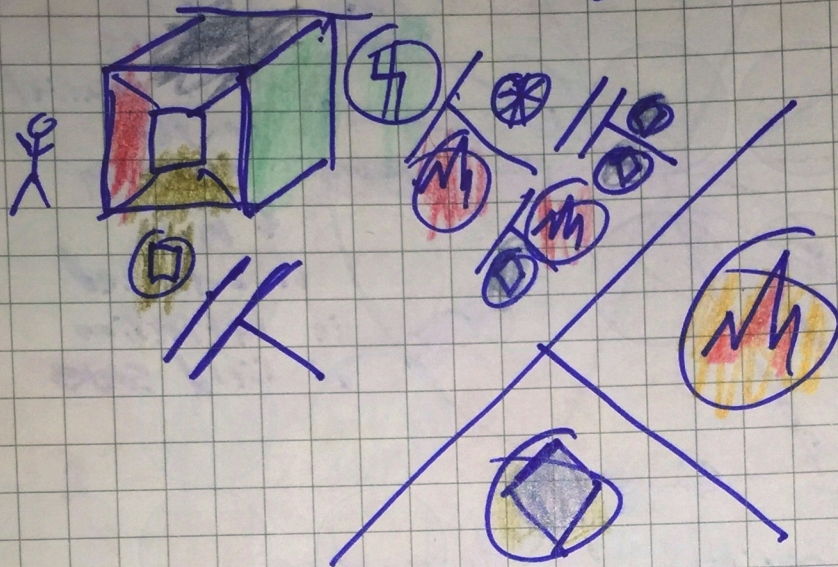
2 - Provided optimal saturation within the  $\equiv + \text{Ⓢ}$

The preparation can be abandoned & Phase 3 can be engaged immediately

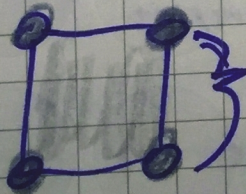


# Phase 3

Uplift  $\textcircled{NH}$  from  $\textcircled{D}$   
through folds into  
sustained reaction ~~at~~ 3rd sequence  
stable form.



- Four legged structure  
becomes through  
the process' extended duration  
plumes from the ground  
generate stochastic modes that  
requires Training  $\textcircled{1}$  - within parameters  
anticipated results are crystallized into  
coherent patterns

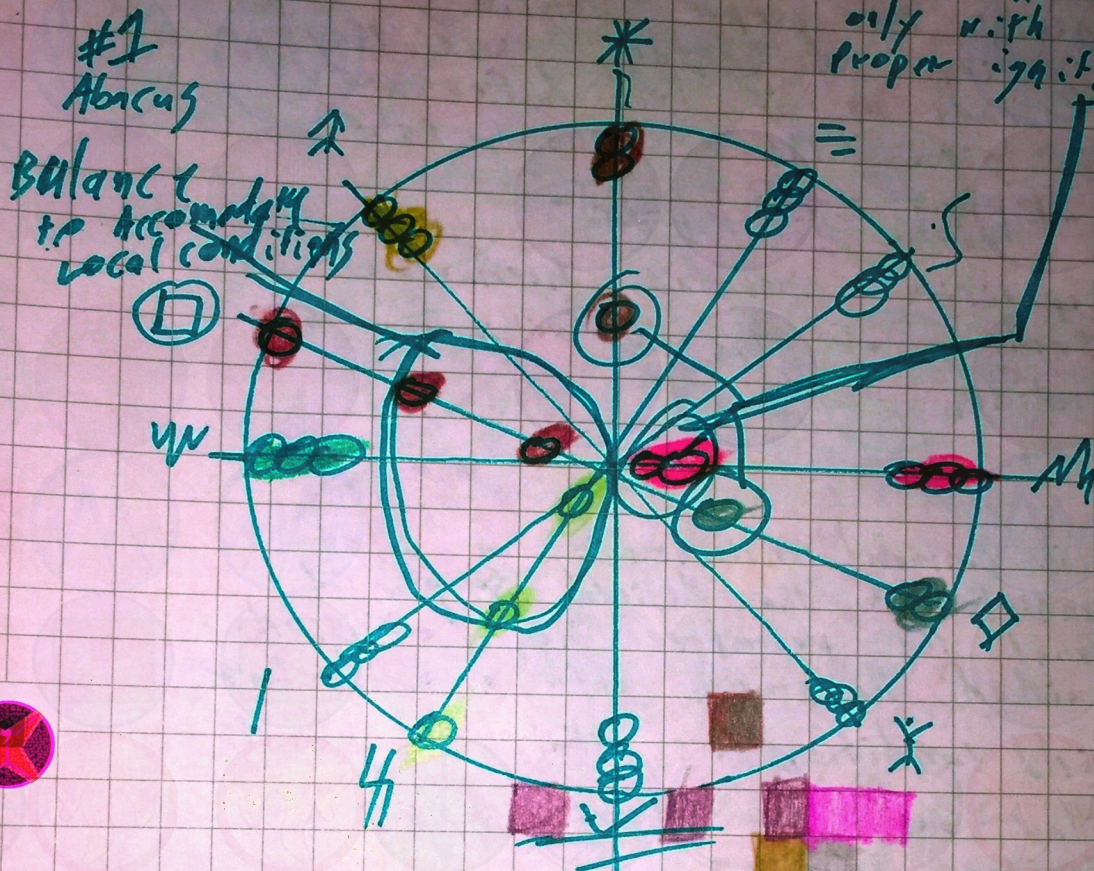


Bonds of the result  
are strict -  
anticipate 2nd & 3rd  
responses & unforeseen seeding  
in field conditions  $\textcircled{2}$

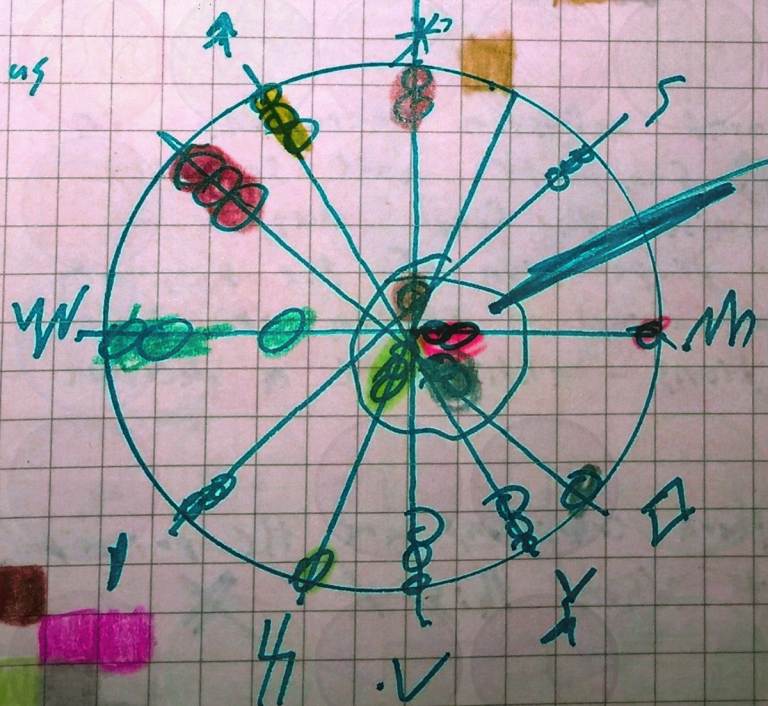


Phase 3 cont

The principal result  
is predicated on the  
balance which occurs  
only with the  
proper ignition



#3 Abacus



This  
reaction  
ignites  
the larger  
cascade  
- if  
ignites  
given  
proper  
balance ⑤



## Phase 3 cont.

Murmurs hold & execute the reaction  
given that proper catalytic  
ignition has begun - nurse the  
cascade as it folds forward  
by giving the resonant echo  
- FFIL - ERS D G -

Repetition nurtures harmonious  
Seeding of the  $\odot$  within the  $\odot$   
medium.

1 - in controlled environments a pilot  
quantity of the desired  $\odot$  planted  
around the prompter has effectively  
guided the growth into a mold-form.  
Field conditions are likely to quickly  
billow out of shape w/o  
constant tending

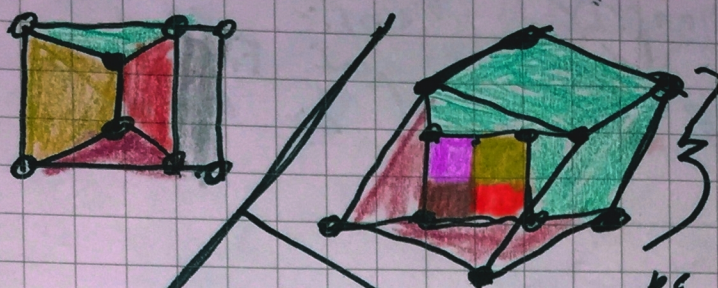
2 - Frequent unforeseen intrusions in  
the  $\odot$  substrate have seriously  
compromised the final output -  
proper preparation of the substrate  
is not always an option in field  
conditions - anticipate a decline  
in //

3 - Atmospheric conditions are the principal  
culprit when this  $\times$   $\times$



Steel/Iron/Bronze  
Tree/wood/bark/leaf

Phase 4



The forward  
fold of  $\equiv$  into  
 $\square$  is exceedingly  
precise - this  
effort cannot  
be shifted due the

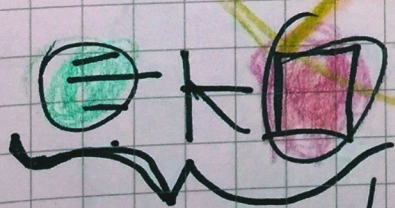
$\star$  collapses on  
itself creating  $\parallel \uparrow$   
Without final operation  
being available



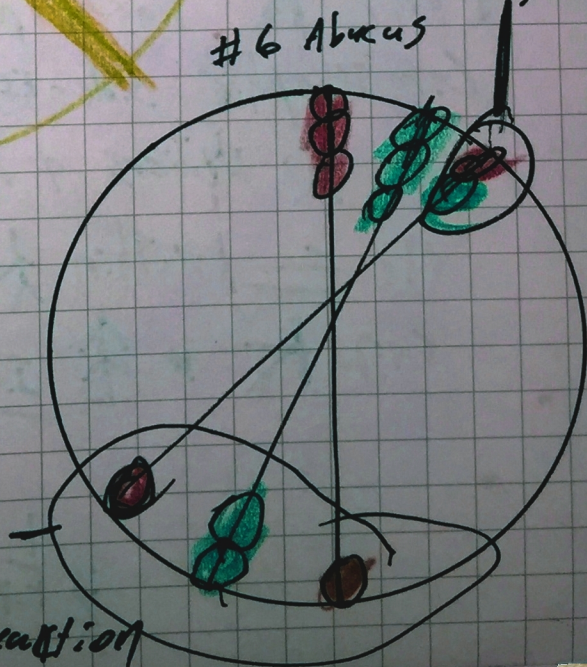
The Form without its innate  
function is essential - but -  
maintaining through the  $\times$  is  
the principal complication in the  
function

This  
modification  
cases the  $\star$   
but has to  
be kept  $\times$

#6 Abacus



The principal  
element of the  
operation.



This keeps the  
seed function of the  
 $\nabla$  from breaking the reaction



51 4 cont.

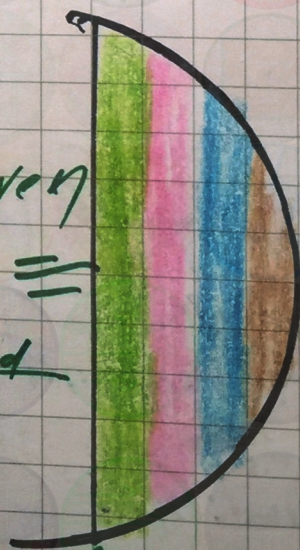
This form is innately chaotic as it is governed by  $\nabla$  sources of Force that cannot be mitigated by normal measures

Even laboratory conditions cannot mitigate  $\nabla$  influence

The prescribed solution to this problem is to engender the stochastic branching endemic to  $\uparrow$  such that  $\textcircled{K}$  has unpredictable but controlled results

This  $K$  has potentially catastrophic side-effects given that  $\uparrow$  utilizes & metabolizes  $\equiv$  the  $\equiv$  within  $\uparrow$  augmented can  $K$  to  $\uparrow$  In-situ

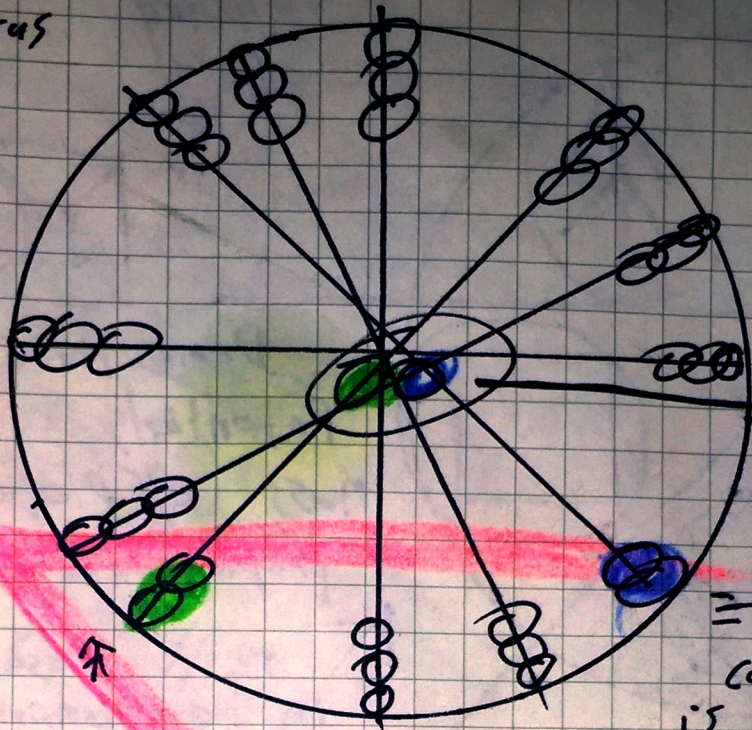
proportional volumes of the resultant consequence is exceedingly dangerous





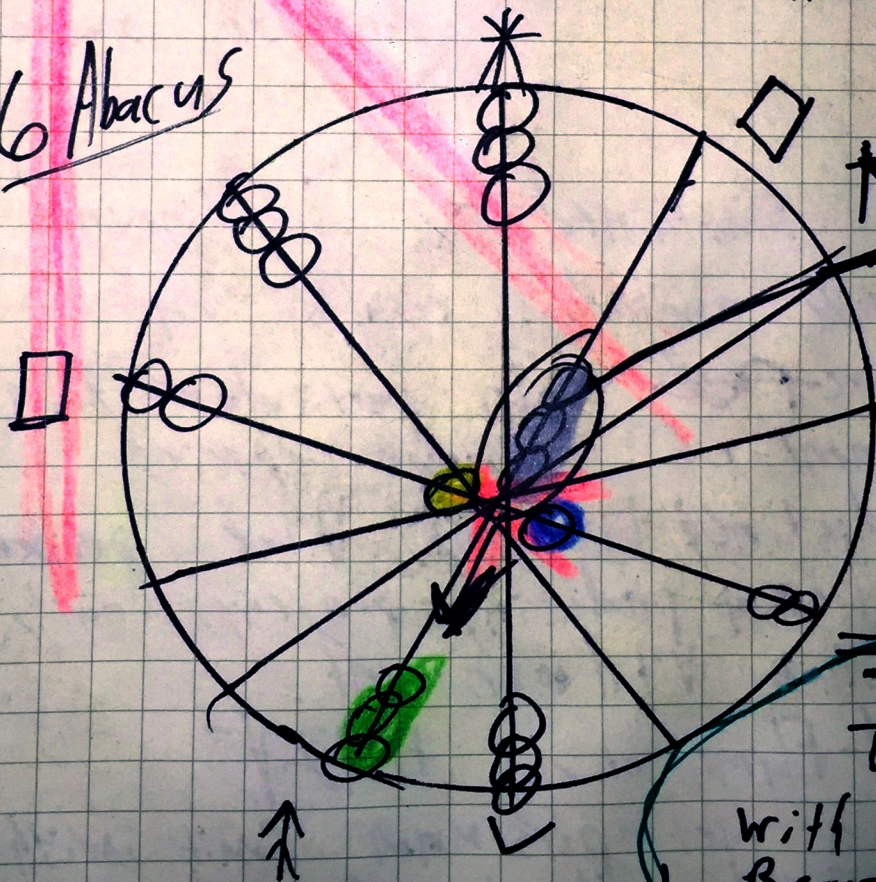
# Phase 4 Cont.

## #1 Abacus



The simple switch is a difficult maneuver so sufficient concentration is essential here

## #6 Abacus

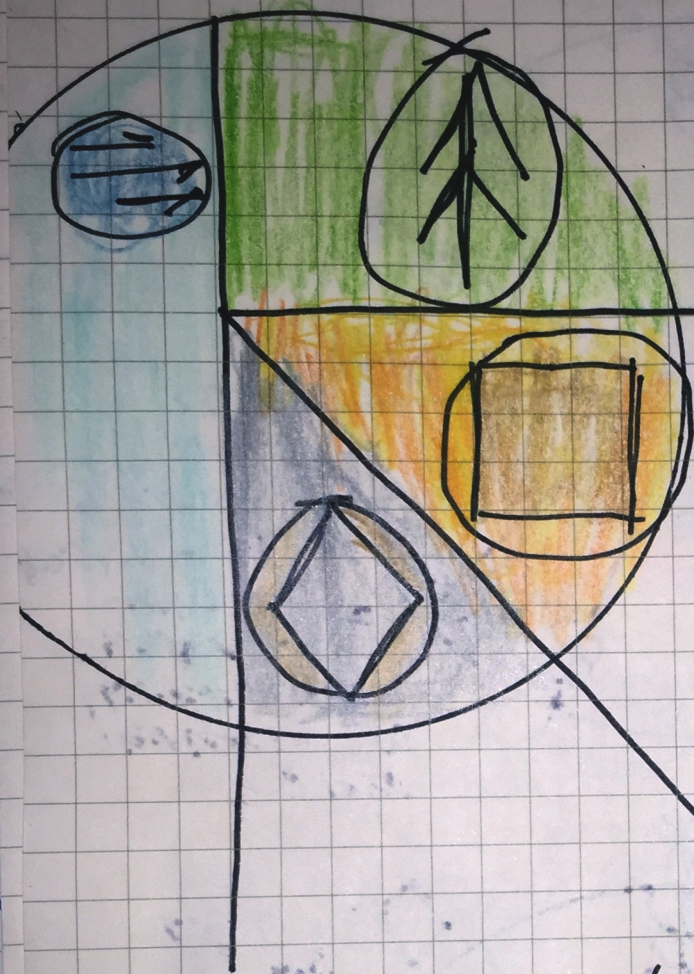


This is one of the few uses for the #6

This switch is a catastrophic transition with kinetic response  
\* Serious kick!



Phase 4 cont.



Standard  
spiral  
forms  
in



Demonstrate  
Potentials in  
mass explosion  
proportional

$K$  to result  
in a continuous  
reaction that  
can be sustained.



The Sustained  $K$  is known  
to provide anomalous results in

Future ~~work~~ - In particular the  
development of unknown species  
with distinct life ~~and~~ Vital properties  
entailing & producing progeny, fruit,  
& sustain Vital investment.

Steel-Flame et. al.: PP 12.1/3

report a tart persimmon fruit with  
gas-infused seeds that floated in  
air after de-casing.





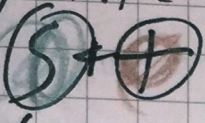


# Phase 5 cont

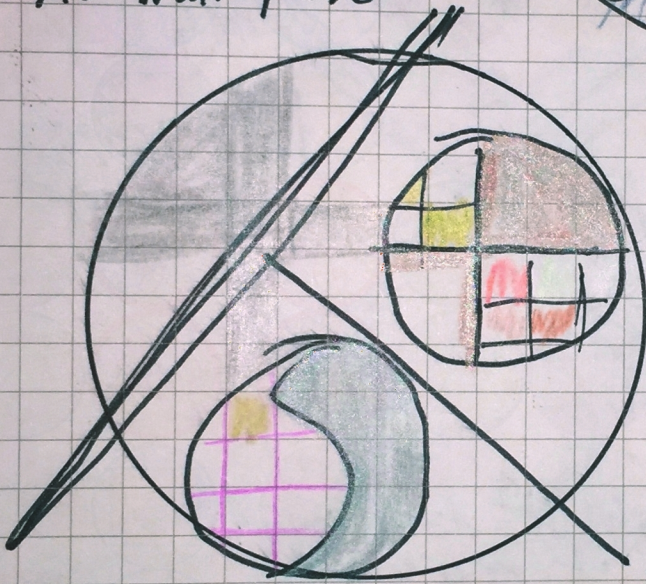
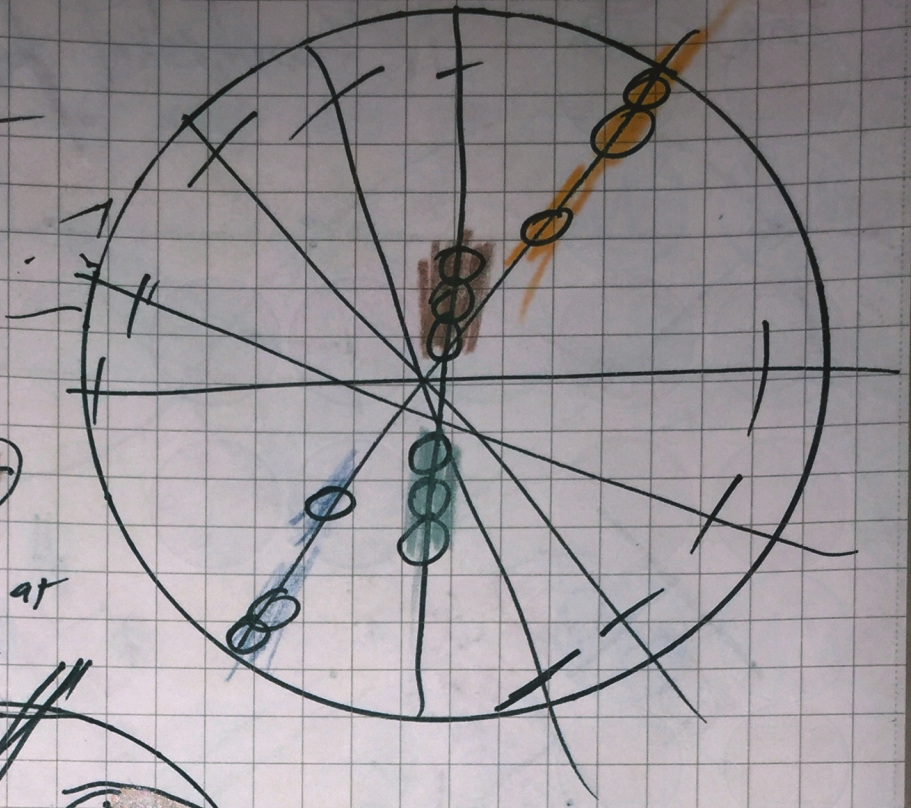
#3 Marcus

Reset  
all to

Resting state  
but



keep ✓✱ at  
the Near phase

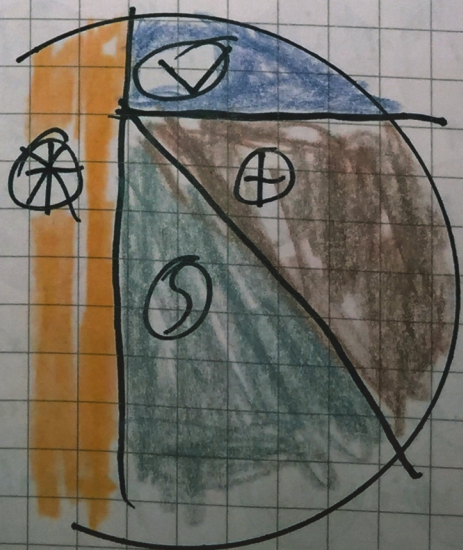


The ten basic  
modes are stabilized  
through the distant  
reach - prism  
into



For fine manipulation  
grasping each operation  
sequentially

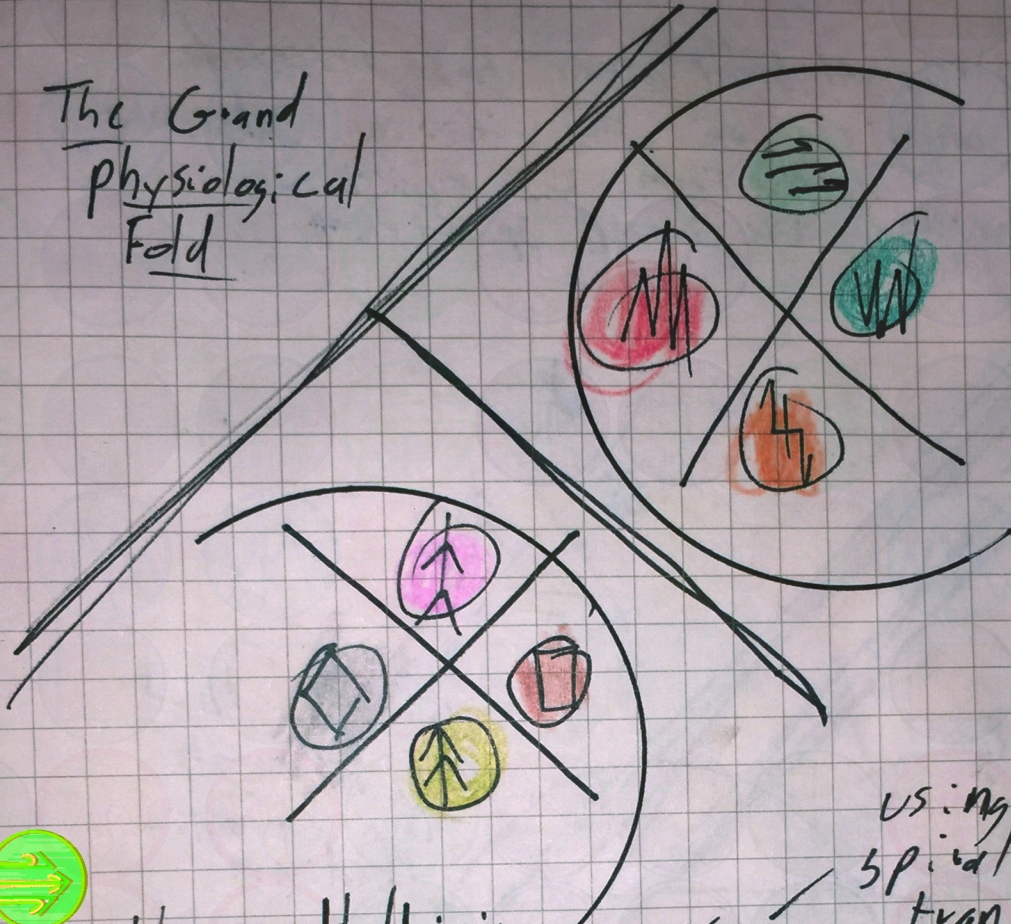
The protean  
operand is triggered  
via ✱✓ sequencing  
This ✱ is participated  
visually through  
the chronic medium.





# Phase 5 cont. - Initiator Stable cascade

The Grand  
physiological  
Fold



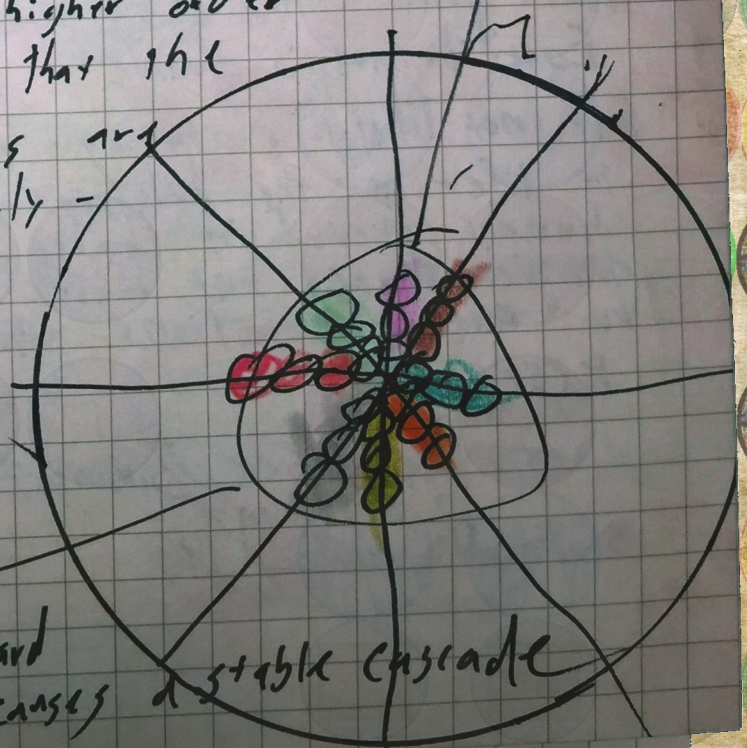
Using Helbig's process  
Ignite the mass transposition

using the  
spiral pattern  
transit of  
the representations

This is a higher order  
fusion requiring that the  
8 strong Temperaments  
switched polarity -

#2  
Abacus

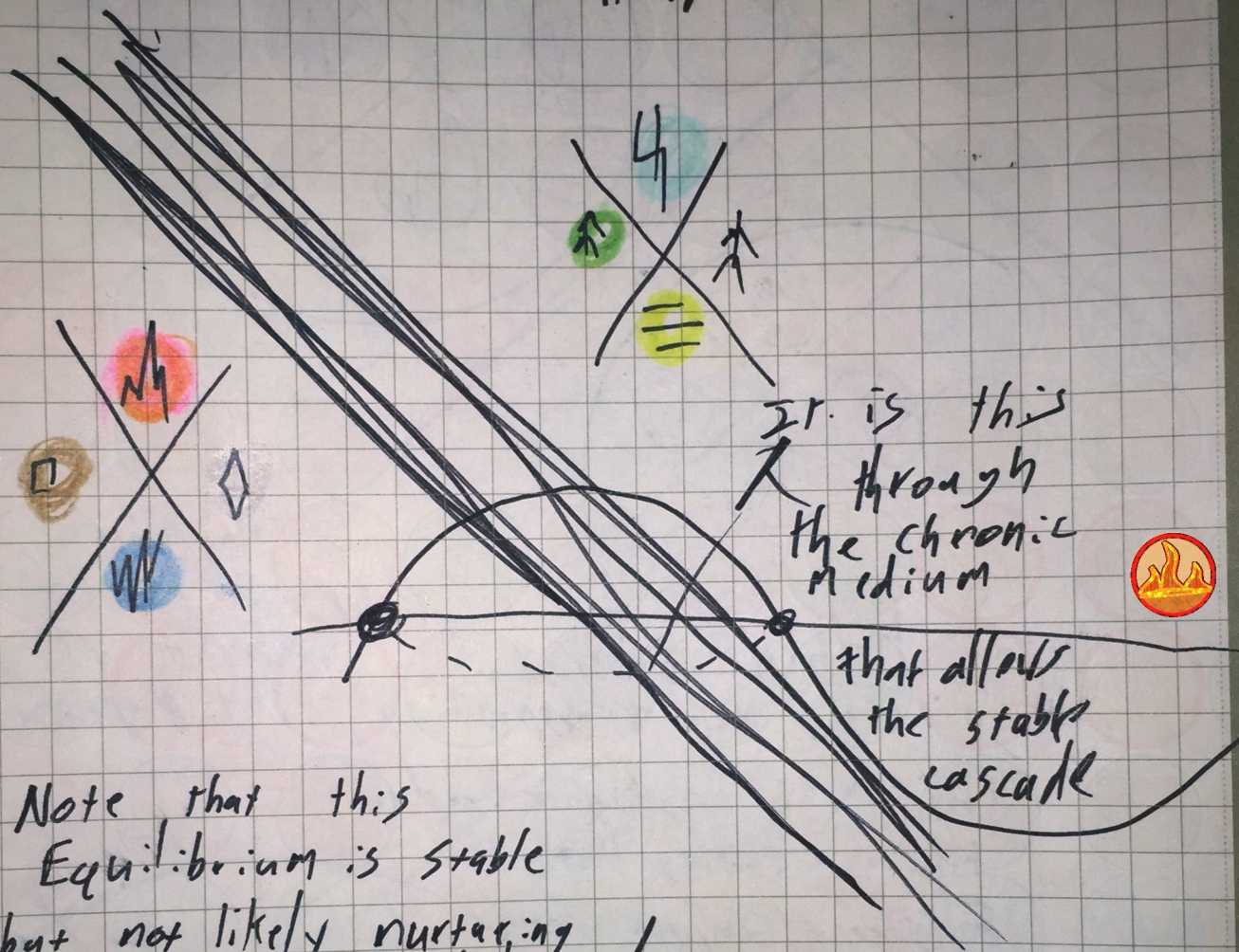
The Forward  
momentum is  
channelled outward  
& the procession causes a stable cascade





## 5<sup>13</sup> Phase Cont.

The resultant stable array has reversed  
all qualities of the initial substance  
— This Form has equilibrium  
within the normal spectrum



Note that this  
Equilibrium is stable  
but not likely nurturing  
to life — as the balanced  
humors prevail in their  
native state but have  
no native functions when  
reversed

— But see Zimmuz  
pp 972:996



## Phase 5 cont

- A curiosity of this whole operation is observable in the Suspension-Helix held between

where the  $N^{\text{th}}$  nodes  
harmonic  
Lens

Interestingly  
This discontinuity

on the lenticular  
prism remains in

The Final  
Construction

Visible to scrutiny  
even following

The complex

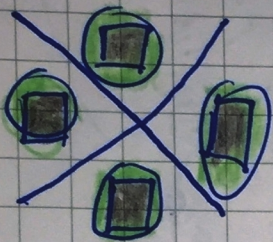
Recapitulation  
of the

Initial  
Substance

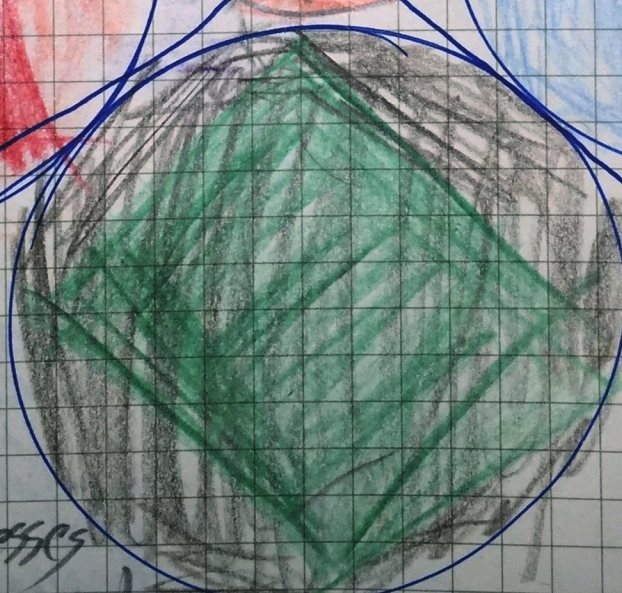
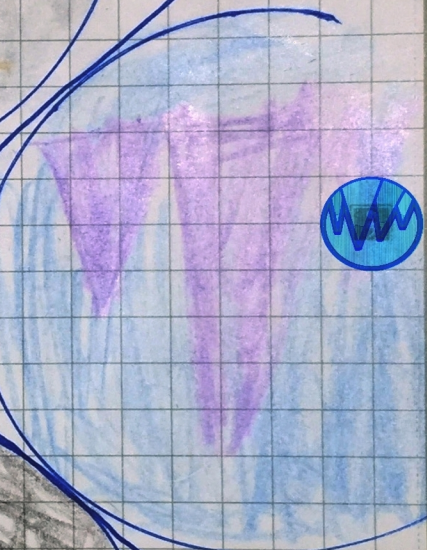
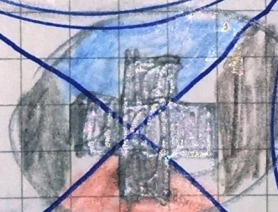
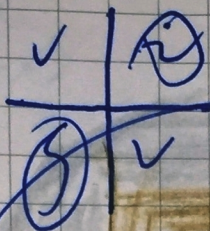
This occurrence  
always appears  
to leave this  
discontinuity that is  
reflected by anomalous  
temperature &  
increased relative  
hardness



Post Phase  
Elaborations



Modification of  
the normal  
phase into  
a complementary  
reversal-  
creation

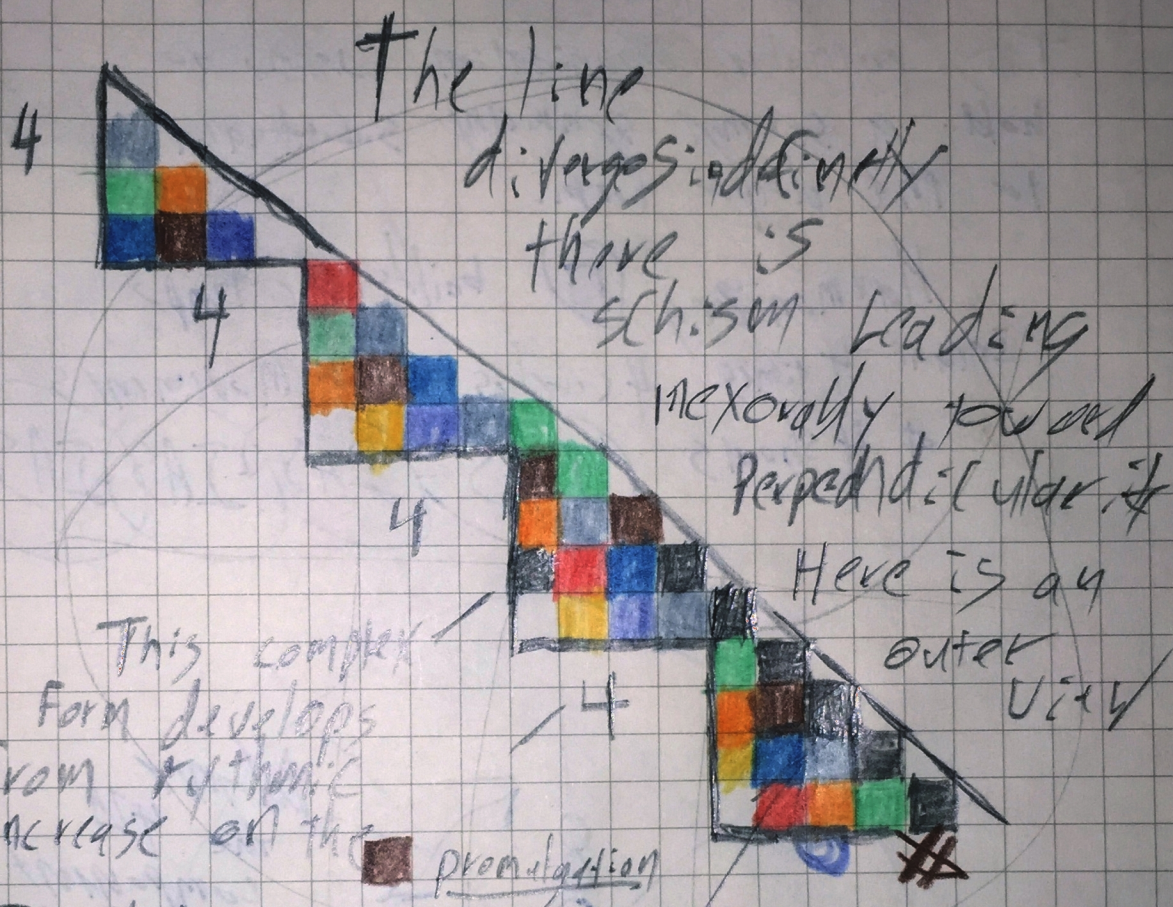


Magnification  
of altered  
internal processes  
becomes regressive/  
Elaborated



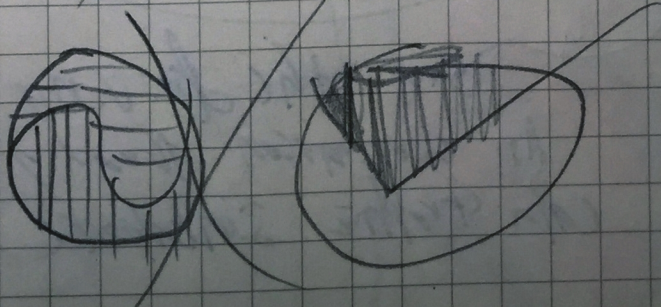
# Personal Researches

Indicating complex interactions  
In higher aspected Formations

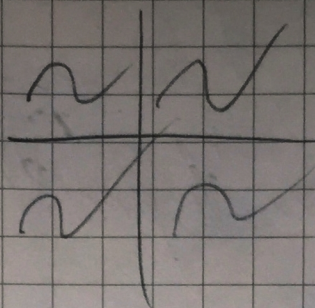


It shakes the  
Structure - Breaking the bound  
& see the cascade!


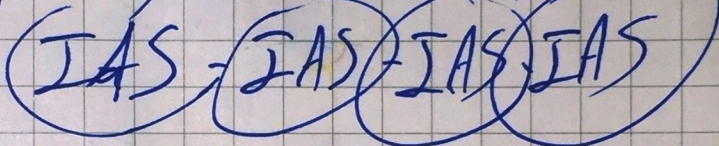
This progress  
Doesn't cease - it is the first  
edge of this construct.

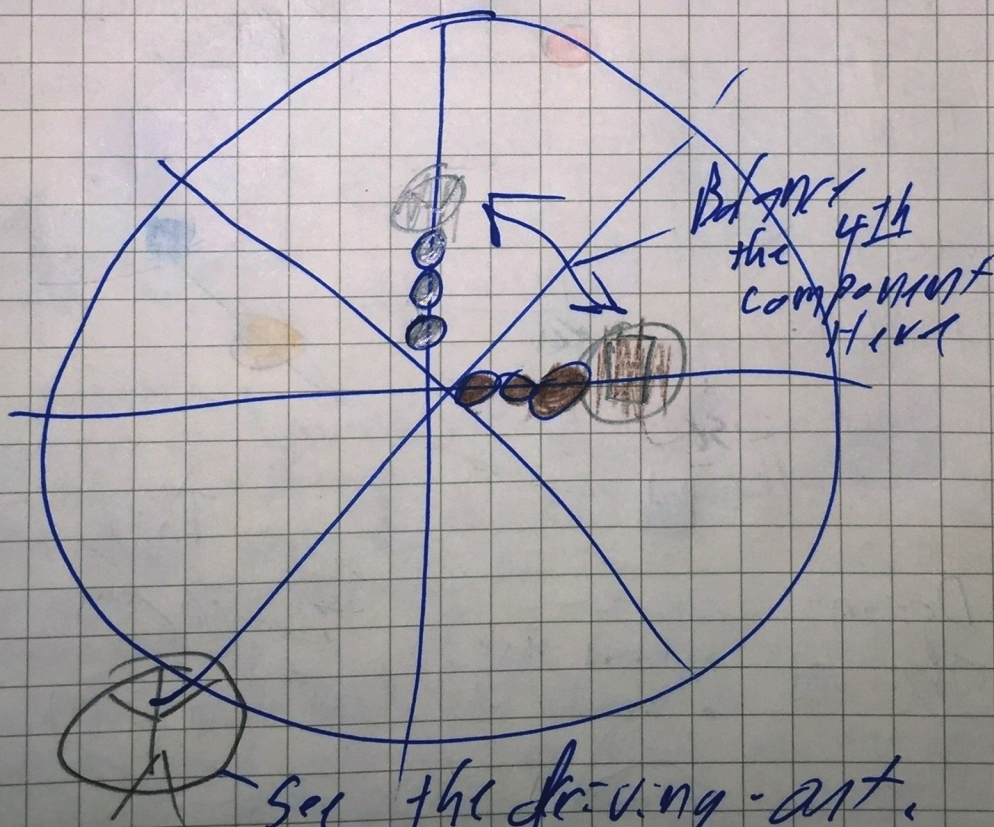






This particular organization seems to hold a strange symmetry subordinate to the deeper form.

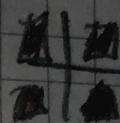
Harmonizing  builds the tempo  
 in 4 times 4 circles & 4 movements  
 & 4 shouts 



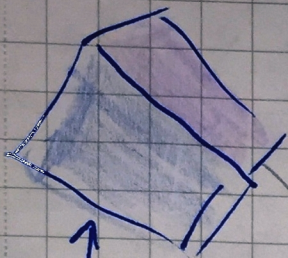
See the driving-art.  
 An elimination through a  
 catastrophic imbalance



This organization - The  
Basis of the transform  
rests on this pattern



Here, see the  
cascade disrupt  
the pattern fail

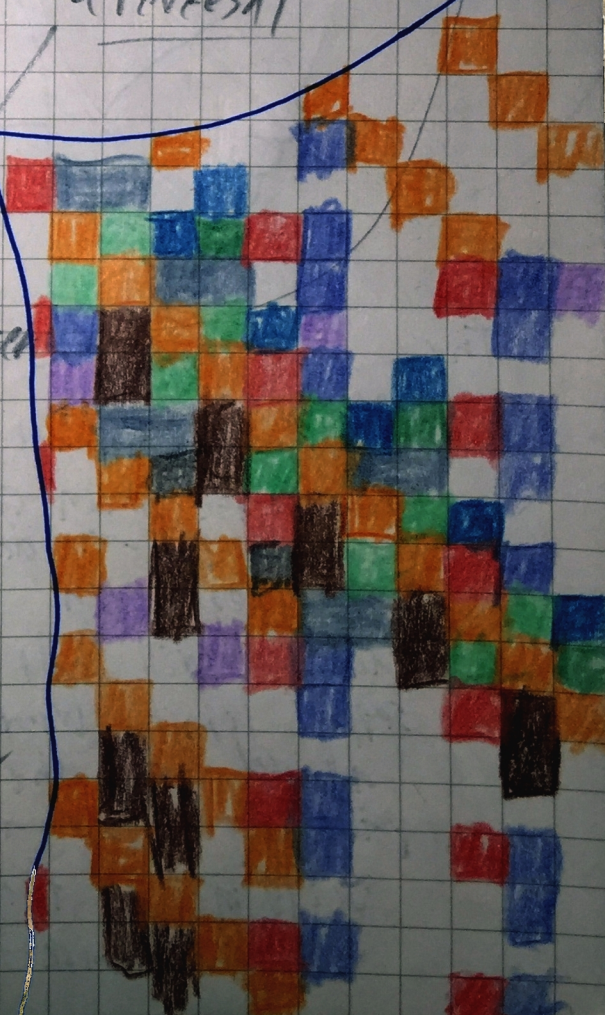


The breaking  
edge cannot  
contain the  
structure -  
it expands  
indefinitely



Disorientation  
of pattern  
causes this  
uncanny result  
a reversal

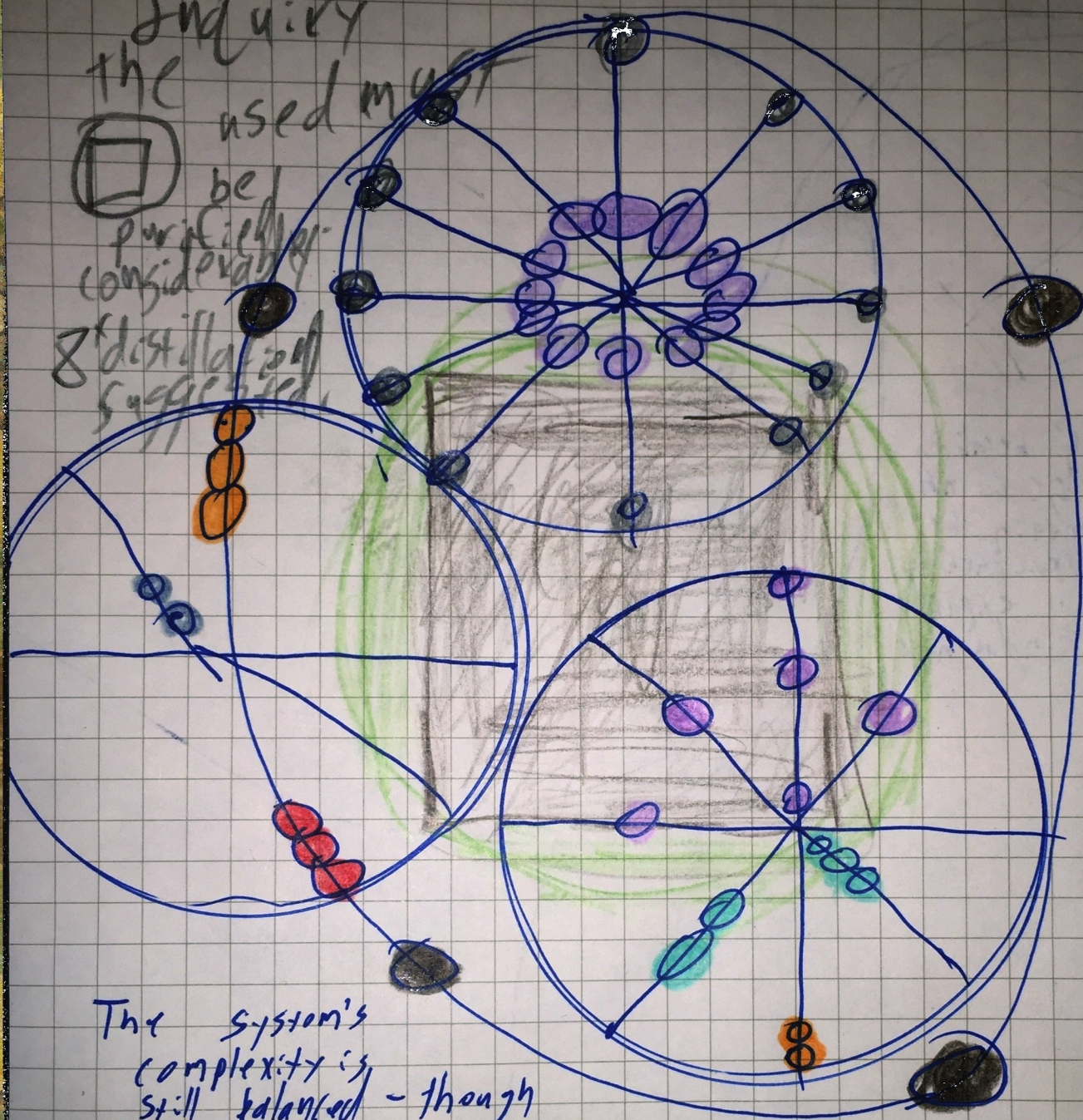
The reversal  
creates precursors  
cascades  
that begin  
the echoing  
re-creation of  
the material  
Matrix  
In turn this  
evokes the larger  
explosion of  
Indivisible  
Forms





Having made the  
Inquiry  
the used must

be  
purified  
considerably  
8 distillation  
suggested



The system's  
complexity is  
still balanced - though  
the change skein can  
encompass  $n$  - the deduction is  
presupposing a  $\times$  &  $\Delta$  break - as this  
reaction will halt the change at a  
settled limit, whereas the break in  $=$   
allowed into the development would  
potentially allow an indefinite cascade  
within a theoretical medium containing  
no substance - though impossible (?)