

Divination Magic: What is Information?

Jasyn Jones

Information is specific knowledge pertaining to nearly anything. How high a tree is, how many objects are in a pile, what happened at a particular location at a particular time, what an orange smells like- all of these are examples of information.

Information is gathered when a Living being perceives its surroundings. Information, then, has an intimate relationship with Living beings. Indeed, without the Living to gather and record information, information would cease to exist. One of the prime uses of divination magic is to aid Living creatures in gathering information.

Information that could be gathered, but hasn't been yet is *implicit* information. The Living can see a tree and judge its height; the height of the tree is a piece of information. The height of a tree that has never been measured is *implicit* information, the height of a tree that has been measured is *explicit* information.

Explicit information has been gathered- it is known by a being. Explicit information can become implicit again, if all who one knew it have forgotten or died and no records survive (see "record", below).

Magically speaking, information is immaterial. It has no independent existence, it can only exist as part of something else (its "context").

For implicit information, its context is that thing the information pertains to. The height of a tree might be implicit information, it's context would be the tree itself. In the case of explicit information, the context is called a record.

A record provides the context that supports the existence of explicit information. (In fact, another definition of implicit information is "information not contained in any record.") A record is any physical or intangible object that contains explicit information.

Examples of records include memories, paintings, magnetic charges on the surface of a tape, carvings, letters, pulses of light, sound waves, movies, etc. All of these records store information in different ways, but they all store information.

Information is not, strictly speaking, an object: it isn't a valid target for most spells. Information cannot be apported, altered, or conjured. The best these magic types can do is to manipulate records- apport them, alter them,

conjure them, and so forth. In this manner, they can affect information indirectly.

Divination magic, alone of the four magics, can directly affect information (explicit or implicit), acquiring it and communicating it to the caster, sending it from the caster somewhere else, or any one of a number of other things.

In fact, divination magic and information are so intimately entwined, that divination magic couldn't exist without information. In a very real sense, it is the magic of information.

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