

Life, but not as we know it

A working title for a game, or perhaps just a story, on a present day discovery of magic. First of all I want to flesh out some of the background of how it all works before going into detail on [plot](#) etc.

General Premise

[Magic](#) is possible but is largely unknown to people (i.e. the setting is recognisable as the current real world with only a couple of minor changes that could in fact be feasibly true with only a minor suspension of disbelief).

In the past there has been a wider use of some of the forms of [magic](#) but these being based on confidence and belief (by both the caster and the target) it has declined with the advance of science providing rational explanations for many phenomena.

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