

A Wizard and a Wizard and a Wizard and a Wizard

a stand-alone story created **Nalle Windahl** (a.k.a Son of Sound) as extra material for the novel *Last White Witch* that can be found on www.sonofsound.se.

Enjoy!

/Nalle

This is a story about A Wizard and a Wizard and a Wizard and a Wizard. And then of course there is me. But this story is not so much about me, even if I am a part of it, but let's come to that later, and take everything from the beginning.

This is a story of A Wizard and a Wizard and a Wizard and a Wizard. And then of course there is me. But this story is not so much about me, even if I am... it feels like I am repeating myself, sorry! Let's try again and take it from the beginning, and the *real* beginning this time!

First there was nothing. And with nothing I mean nothing. There was no dark, no light, no matter, no antimatter, no people no nothing, or rather, yes nothing. Only nothing. Well, never mind. Nothing is a pretty big thing to grasp, so we'll just leave it there for a while, the nothingness.

Let's just say that everything started with something. Which is the opposite to the nothing that was before. The something everything started with is kind of unknown, which is odd, because we know of the nothing that was before the something that later became everything.

I feel I am not making much sense, not even to myself, and that says a lot, because I am supposed to know everything about the nothing, the something and the everything. Which I don't. I know almost everything there is to know about everything, and I know a great deal about nothing, but almost nothing about something.

And here I go again, rambling on all about myself, nothing, something and everything, when I promised I would focus on the story about a Wizard and a Wizard and a Wizard and a Wizard.

After the something there was everything, and with everything I mean everything. Dark, light, matter and antimatter of all kind, life, death, afterlife, afterdeath, coffee and tea, land and water, air and... well you get the picture.

And in the middle of everything there was a Wizard and a Wizard and a Wizard and a Wizard. As you have probably figured out, there are four Wizards, but they kind of don't like it when they are mentioned like that, together as a big lump of Wizards.

Now, what's so special about a Wizard and a Wizard and a Wizard and a Wizard you might wonder? Well, a Wizard can do all kinds of cool stuff with magic, but to be honest, that is not what is so special about them.

You see, in the everything that came from the something, there is a balance, there is always two opposite things. There are a you and a me. There are dark and light. Big huge planets, and in between them a lot of empty space.

But when it comes to a Wizard and a Wizard and a Wizard and a Wizard, there are no opposite. It's just them. Doing what they do, making magic of the balance, in the balance and by the balance. They can disrupt the balance, they can restore the

balance, but they can never take away the balance. And the balance will always balance itself eventually.

I tried to think of time as the opposite of a Wizard and a Wizard and a Wizard and a Wizard. Because time can also make stuff with the balance. But unlike a Wizard and a Wizard and a Wizard and a Wizard, time does not affect the balance consciously, which, in the opposite end, a Wizard and a Wizard and a Wizard and a Wizard does. But then again, time is not the opposite of a Wizard and a Wizard and a Wizard and a Wizard, because they are conscious beings, that make active decisions. Time is more like a big calm river that makes sure that the balance will be restored eventually, regardless of what a Wizard and a Wizard and a Wizard and a Wizard does.

And then, there is me... I'm not like you. You are a somebody, I am a nobody. I am the opposite of you. You do stuff, I observe stuff. If you would say that I am an observer, that would make me a somebody, and it is only you, your family and friends and all other people you can see, that are a somebody. I am a nobody, so you can not see me, but I can see you. This is what makes me a nobody.

Ok now, back to the story, where was I?

The first thing you need to understand about a Wizard and a Wizard and a Wizard and a Wizard is that they are nothing alike. One is completely different from the other, and even so, they are very alike. They are all created as Wizards and they all have the same powers, but in the name of balance, a strong side with one is a weak side of the other. They all have their different profiles, and like you and me, they like to do what they are good at, and don't like to do what they are less good at, and definitely does not like what they have to do.

The areas that they can work with and combine, and equally have strength and weaknesses in are:

- *Light (with the opposite; absence of light)
- *Life (with the opposite; death)
- *Matter (with the opposite; antimatter)
- *Flow (with the opposite; obstacle)
- *Movement (with the opposite; stationary)
- *Direction (with the opposite; opposite direction)
- *Opacity (with the opposite; visibility)
- *Softness (with the opposite; hardness)
- *Smoothness (also with the opposite; hardness)
- *Weight (with no opposite)
- *Dimension (also with no opposite)
- *Opposite (with the opposite: same)

You probably will not understand the above things, or the relation between them or their opposites, but then again, you are not a Wizard like a Wizard and a Wizard and a Wizard and a Wizard. Should you understand it without being a Wizard like a Wizard and a Wizard and a Wizard and a Wizard, then you truly are something extraordinary, or very crazy. Most likely the latter, but that is nothing you should be ashamed of, on the contrary, the most sane thing is to admit to a certain level of insanity. Paradox you might say, not even close I say. But then again, I follow a Wizard and a Wizard and a Wizard and a Wizard. You don't.

Another thing you should be aware about is time and aging. A Wizard does not see time as the rest of us, but they do age. Time and space to a Wizard is like bus stops to us. It's simply a point and place where they can get on or get off the bus. So traveling from one point in time from a certain place, to the next point in time and the next place, is like taking the bus one bus stop ahead, or back. But for you and me it would mean a great distance through the vast empty space between planets and stars, a journey that would take a lot longer than your entire lifespan. For a Wizard it's just a blink of an eye. This is why a Wizard's age is measured through deeds. And the size does not matter, the size rarely matters, it is what it does, how they use it that matters. As an example. A Wizard could create an ice cream out of thin air. Chocolate flavored for the sake of it. That counts as a deed. Not a great one, but it is still a deed. Compared to creating life on a planet for example. That is another deed. A real great deed. But the two deeds are equally on the deed scale. Making the Wizard "age" or mature or however you want to put it. They are unaffected by time itself.

An example of this would be like one of them did. Arriving at one world, not liking what he saw and purged almost the whole population but for a pair of each species on the planet by creating a big flood. Only to at another time, by your chronology earlier, arrive at the same world and find it uninhabited and filling it with life. The paradox in this is that he destroyed and restarted the thing he had created *before* he created it, in the beginning, by your chronology. But that is not true from a Wizard's point of view, only yours.

But it still raises the question, how can a Wizard destroy and recreate something that has not yet been created?

I will not go into that, since I still assume you are not a Wizard.

But, the entire reason for starting to tell this story in the first place, was to share this particular Wizard's third and last (to my knowledge) visit to the world he created after he destroyed it and recreated it again. The first time he visited this particular world was to recreate it, and to do so, he created two little life forms and gave them the power to create life, within that world. To fulfill what he was about to create and to do a better job

than he did the second time. Well, anyway, his third visit was to see how the two little life forms had been doing and see if they had the need for any additional help. They didn't. They were fully engaged in their task and did not even know he was there. The only person who noticed the presence of the Wizard was a life created by the two little life forms. And by that person our Wizard was called the Grand Wizard. A name that later grew on our Wizard, and he started to demand that a Wizard and a Wizard and a Wizard started to call him that too. Which of course did not happen, since a Wizard and a Wizard and a Wizard did not feel any less worthy of such a title. And that event was the starting point of the isolation of a Wizard and a Wizard and a Wizard and a Wizard. They simply could not stand to be in each others proximity.

The meeting of the created life form in that world is important for two other reasons. For one, that meeting sparked a new direction for some individuals in that world, who also started to call themselves Wizards, and followers of the Grand Wizard.

The second is the event that sparked the life form to follow in the footsteps of the Wizard, which was the creation of a tiny world, within that world. The Wizard occupied a small house, built by rocks, a very small house in fact, not measuring more than twice the length of the created life form in any direction. In this small room, the Wizard created a big space, covering at least twenty, if not fifty times the area that the floor of the room itself did, without expanding the outer walls of the house. Secondly he created a river of modified life essence, that slowly floated and covering the entire new area. Above it he created a new groundlayer, but the river of life essence was visible beneath it. He also created tiny life, people, animals and little trees and other growing things. And through it all, you could still see the river of life essence. All life within that room was depending on the river, and should either be separated from the other, neither would survive.

In the creation process, the created life form was paying great attention to later develop some magical skills by themselves.

The second is also a great reason to events that followed many ages later.

As I've already told you, Wizards do not age the way you do. But as I described earlier, they age as well in a way. Now, the Wizard we've been talking about has always been trying to create greater things than he has been created previously, which often leads to the realisation of even the craziest of ideas.

This is his last, well, to be honest, his latest, but could very possibly be his last. He created The Minute House. And since he entered it to complete it, nobody has seen or heard from him.

First he created the house, a magnificent house. Then he stretched it over time, making it visible only one minute at the dawn of each age. Then he created four floors within the house, but from the outside, it only looks like there is one floor. On each floor there are twentyfive doors, except for the entry floor which has the main entrance door (who is

also the only door in and out of the house). This gives a total of 101 doors in the house. To these doors, he created 202 rooms, rooms that are always in a state of flux, both in time and space (but that is something you are not aware of when you are inside a room). Should you open a door, any room can appear behind it (except if you take the main entrance door from the outside, then obviously that door leads into the house itself). Now, it was the Wizards intention that the entrance door would be excluded from the room changing, but he forgot to include that in the spell (who unfortunately prohibits using any kind of magic within the house) so when you exit any door, it might be in the main hallway as if you would enter the house itself. And it also has the backside that if you are trying to walk out of the house through the main door from within, there is a great chance that you will walk into one of the rooms instead, which makes it kind of hard to leave the house. In fact, no one has ever been seen leaving the house. Since the rooms are in a state of flux both in time and space, when you exit the room you are currently in, you can end up anywhere within the house, and also anywhere in time, in the house. This also adds to the difficulty of leaving the house. Should you be standing in front of the main entrance door, and you are fortunate enough that no room will occupy the space behind the door when you open it, there is also the time factor. Should you open the door in any other time frame than during the one minute at the dawn of each age, there will be nothing at all behind the door. And to be honest, I do not know what will happen if you choose to exit anyway.

Of course there is a lot more to tell you about a Wizard and a Wizard and a Wizard and a Wizard, but that are different stories all together, and they will have to wait for another time and another place, so maybe you will hear them, or maybe not. Your future will reveal that to you. The only thing that is certain is that if there is another story to be told about a Wizard and a Wizard and a Wizard and a Wizard, it will be me who tells it, since no one else has the knowledge of how to follow them or the responsibility to document everything they do. That is the lonely task of nobody. And nobody alone can complete it.