# Ancient Magic Runic System

Runes are code of the universe which represent different laws and actions, their origin has many theories, but the truth is that its unknow to all still living sentient beings. The true runic system of universe is multidimensional one as the universe itself is also multidimensional (without the inclusion of 1d, based on known knowledge), but for each dimension we can find that the runic system of said dimension can affect the lower ones, and higher ones if the laws permit it. (Example (highly simplified one): In 3d you can throw ball on planet, and it will go straight into space if there is no atmosphere but if you do so in 4d space where 4th dimension represents time then said ball won’t go straight but will be affected by gravity and gradually fall to ground of the planet).

Runic system used on ‘living’ worlds(worlds that have accumulated enough mental energy to become somewhat sentient and can affect its population to some degree(creating simplified magic system, supporting evolution direction by subtly mentally affecting some species and etc.) to strengthen them or weaken them) is not necessarily the ‘True’ one, as the worlds ‘alive’ and are creating simplified version for its inhabitants which they then ‘translate’ into the ‘True’(or in other words Universal) one, but so called ‘translation’ isn’t without its drawbacks, mainly in wasted mana, its power and also its unfunctionally outside its worlds influence. Every higher type of magic in fact is using Runes, as the magical models, are getting too complicated to be created using Magic shaping method (Method where one is using the laws of universe and is shaping mana according to them to get desired effect).

Runes in ck3 are categorised based on their complexity (their intricate workings and their dimensionality, some are 2d, other 3d, or even higher), energy requirement, and usage (Attack, Defence, Support).

As Runes are representing the code of universe, even thou they don’t have any effects if they aren’t made by mana there are many problems in storing knowledge about them, because of their exponentially increasing complexity with each dimension it gets harder to store about them any data and also every rune has specific densities of mana in each part which is also causing another problems in stating in books how to make them.

Even storing ‘2d’ runes isn’t as simple as it might seem, as it might even take one an entire book just to store basic knowledge about such rune, and one only imagine how hard it is to store the higher dimensional ones. Thankfully ancient wizards solved such problems long ago, even thou most of their knowledge is lost we can still find some of such methods in ancient text and ruin. One such method developed by Egyptian Magus few thousand years ago is creation of statue, of model from highly magical malleable metal (the higher the better as it makes possible to create the most accurate replica) and in each corner and joint add highly magic resistant material, this method is one of the simplest one and practical one, but the main drawback is that its only limited to the 3D and 2D type of runes.