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1 NATURE
2 TECH
3 MAGIC

A BRIEF VISUAL GUIDE

TO THE ETERNAL FUTURE
OF THE ULTIMATE WORLD HERITAGE SITE:



1. NATURE
ENERGY TYPE

- We find NATURE to be beautiful for some reason.
- NATURE is neat. It's cool to have a picture of yourself standing on top of mountains.
- NATURE came way before TECH.
- The worlds of NATURE and MAGIC collide more often than you'd think.
- NATURE is the way it is. Is it the way it's supposed to be?
- NATURE is dying.



- Fungi/spores



- Babies



- Snakes

- People
- Creatures
- Dogs
- Time
- Birth
- Breath
- Death
- Plants/seeds
- Food
- Fire
- Weather
- Gravity
- The Sun
- Light
- Sounds
- Muscles
- Hair
- Grandmas
- Smells
- Sounds
- Minerals
- The Planet
- Pooping
- Other Things



How can we unlock the secrets of NATURE?



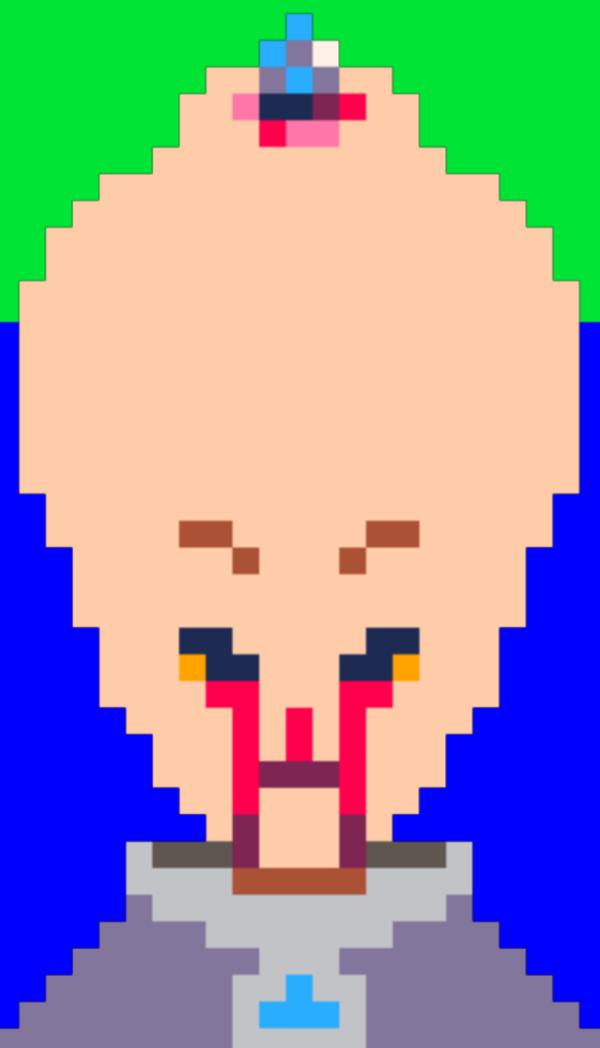
And where do we go when we die?



lmao such foolish queries



:)



You have naturity, but it
is *maturity* which you lack.
You are like little babies.

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2. TECH ENERGY TYPE

As time moves forward, humans have looked for increasingly efficient ways to build stuff, do work, avoid work, kill each other, fall in love, go places, and get connected. Why?

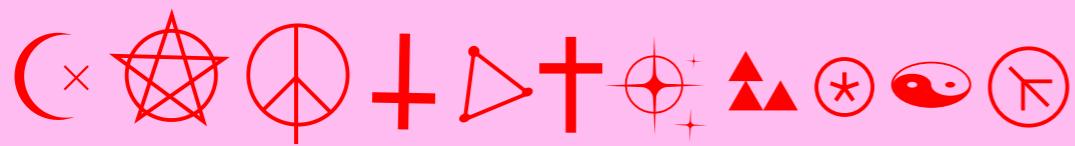
We keep building on top of our old stuff. Tech has no ceiling so nobody knows when it will stop. People will never be satisfied, so this will continue as long as we exist. This is known as The Law of More.

TECH beats NATURE.
But MAGIC beats TECH.



In 2023,
the secrets of NATURE
are finally unlocked with TECH.
The discoveries are devastating and irreversible.

COMMON MAGICAL SYMBOLS



3. MAGIC
ENERGY TYPE

- MAGIC is that which we do not understand and probably never will.
- MAGIC is the oldest of the three forces, as it was around even before NATURE.
- Most grown-ups ignore MAGIC, as they are frustrated by its mystery.
- Some grown-ups dedicate their lives to teaching MAGIC.
- Is MAGIC good? Is MAGIC evil? The answer is a resounding yes.
- MAGIC beats TECH, but NATURE beats MAGIC.



- Religion & Cults
- Dragons
- Ritual Sacrifice
- Lizards
- Sheep & Goats
- Hell & Heaven
- Chimeras
- Vitamins
- Folklore & Myth
- UFOs
- Angels & Demons
- Talking Skeletons
- Wizardry
- The Moon



Religious clothing, bowed heads, closed eyes, and interlocked hands—all are potent conductors of *Magic* energy.



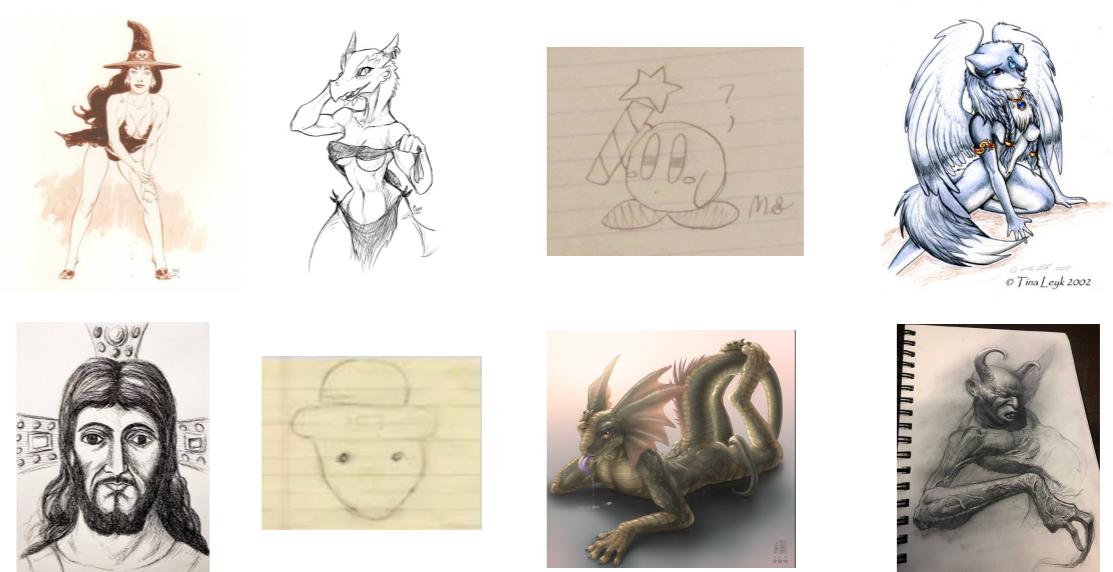
Wizardry is often denoted by a pointy blue hat adorned with cosmic iconography.



Religious ceremonies are one of our largest sources of *Magic*.

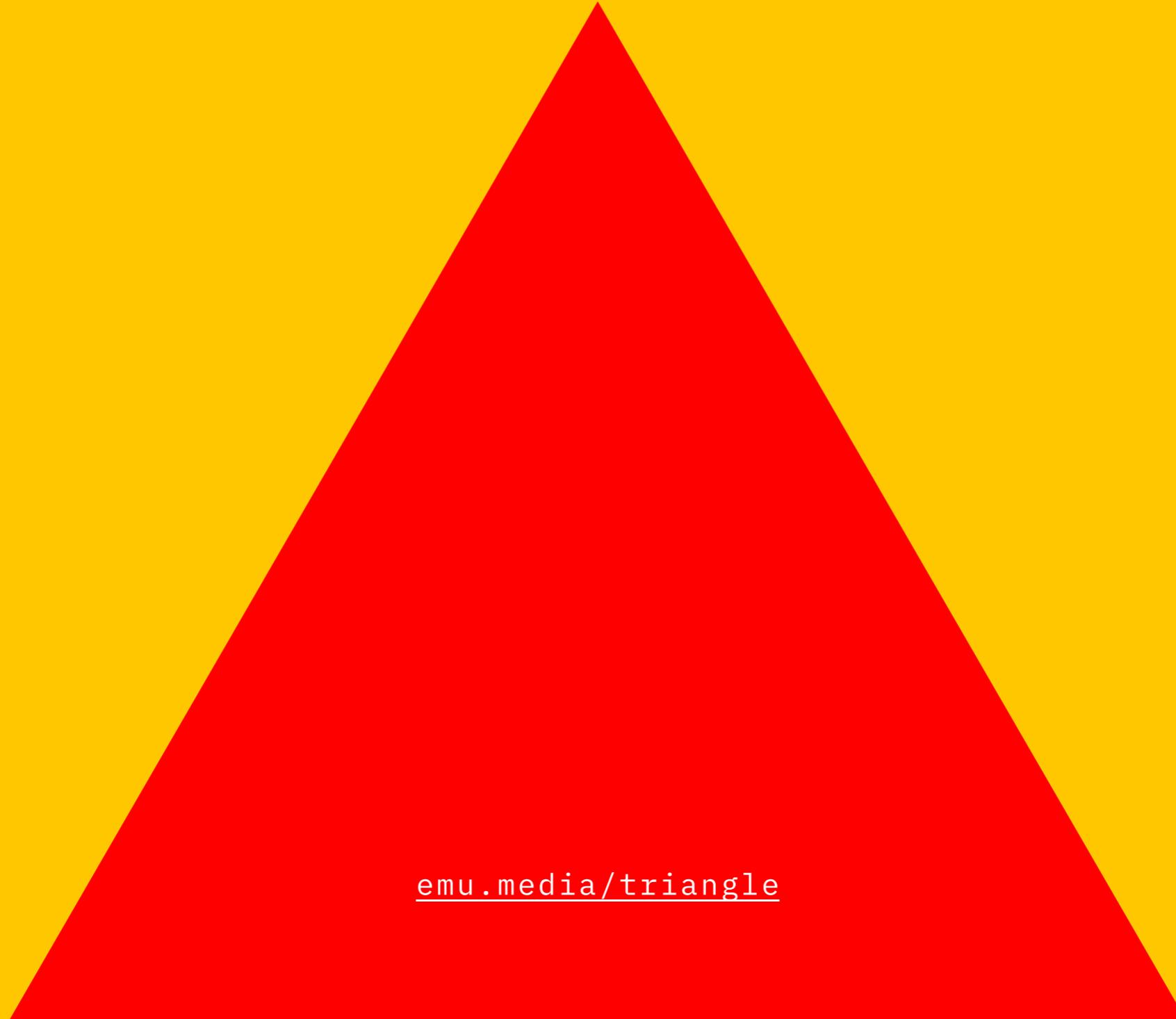


Magic beings and objects can only be seen by the pure of heart...



... so we rely on the *Seer's* renditions of magical beings and artifacts to know what they look like.

EVERYTHING HANGS IN THE BALANCE



emu.media/triangle