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*
* It is the author's belief that the disappearance of *
* so many of those of the older generations also *
* contributed to the disappearance of certain aspects *
* of the Guild so sorely missed today. *
*
* With the loss or hibernation of key wizards of the *
* Age of Discovery, little formal research took place *
* in this Age or in any since, a significant loss to *
* the understanding of the Guild as a whole. *
*
* Furthermore, those of the older generation are *
* responsible for passing down a sense of history, *
* culture and guild spirit down to the succeeding *
* generations. *
*
* With the lack of this influence from this point on, *
* the Guild has become a worse place for it. The *
* spirit of co-operation and the soul of the Guild has *
* diminished to become the mere loose association that *
* exists among wizards today. *
*
* The end of this rather forgettable Age was sparked *
* by another discworld wide phenomenon affecting all *
* inhabitants. *
*
* Whatever the cause, and there are many theories, *
* this was the most significant change affecting *
* wizards since the great cataclysms nearly two *
* centuries before. *
*
* The effects of this phenomenon were far reaching, *
* and represent the beginning of the Modern Era. *
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* 10. INTRODUCTION *
*
* In the first volume, we took a look at the different *
* Ages of Wizardry and the events that occurred *
* therein. *
*
* In this second volume to the Ages of Wizardry, we *
* discuss the different generations that have arisen, *
* have a look at some of the noted wizards through the *
* Ages, and have a brief discussion on the topics of *
* research and the pursuit of power. *
*
* The generations referred to have been selected on *
* the basis of the Ages in which we were born. *
* Naturally, as with all generalisations, the *
* characteristics identified will not apply to all *
* of those said to be in each generation, however, we *
* have chosen to ignore that minor detail for the *
* purpose of simplification. *
*
* while the author is certain that there are others *
* who have made significant contributions over the *
* Ages, those included in this work are those that *
* spring to the aged mind of the author. *
*
* Finally, the work will take a look at the life and *
* times of the author. You can feel free to skip this *
* chapter should you wish, however, it may give you a *
* further insight into the perspective from which *
* the Ages of Wizardry were viewed and written. *
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* These are those wizards who lived through the entire *
* or majority of the Golden Era, and, at the time of *
* the three great cataclysms, had developed such power *
* and skill that even afterwards, their skills *
* remained at a level which few since have matched. *
*
* Many of this generation disappeared following the *
* cataclysms, and others went into hibernation. Even *
* of those who remain, in general, their skill and *
* power today is relatively unchanged from immediately *
* after the cataclysm all those centuries ago. *
*
* This is due to many of those preferring to stew and *
* become ever more bitter over the years, hidden in *
* the shadows and in dark caves, thinking of those *
* glory days of old. Also, in the times since, it is *
* very difficult to continue to improve on skills when *
* starting from such a high base. *
*
* Wizards of this generation tend to be rarely seen, *
* and if they are, tend not to have much involvement *
* in modern times. *
*
* The remaining Elders not of this classification are *
* those that were born late in the Golden Era, or had *
* a different focus than those focused only on power. *
*
* They differ from those other Elders in that they *
* had either not reached or not sought the power which *
* was the right of those True Golden Era Wizards. *
*
* These are the wizards of the Silver Generation. *
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* There are those who have followed in the path of the *
* New Power Generation just before them, and still *
* others that have continued on the traditions of the *
* Discoverers and Silvers before them, and yet others *
* that have attempted to re-create the Guild unity of *
* earlier times. *
*
* The extent to which they continue in these *
* endeavours remains to be seen, and we can but hope *
* that they will add their contribution to the Ages in *
* the fullness of time. *
*
* The Recent Modern wizards are the youth of the *
* Guild, only having been born in recent times. Little *
* can be said about this generation at this point in *
* time, with these wizards not yet having established *
* an identity for themselves. *
*
* Perhaps because of this, with the exception of a *
* few who have managed to distinguish themselves, to *
* those of the older generations, these recent wizards *
* appear much like the legendary 'interchangeable *
* hobbits', with nothing bar an oft forgettable name *
* as the difference between them. *
*
* Nonetheless, or so the author is told, modern *
* wizards remain the future of the Guild, with the *
* potential to accomplish their own great deeds. In *
* the opinion of the author though, those wizards *
* have quite some way to go before being deserving *
* of recognition of true heirs to the tradition and *
* greatness of the Guild's past. Time will tell. *
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*      12.      NOTED WIZARDS OF THE AGES
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* This chapter records some of those wizards of the
* Ages or generations that the author considers made
* contributions of note, or particularly typified the
* Age or generation.
*
* The author apologises to any of those he may have
* overlooked due to encroaching senility.
*
*
* Generation:          The Elders
* Classification:     True Golden Era Wizards
* Born:               Dawn of Wizardry, Golden Era
* Noted Wizards:
* - Survivors:       Avon, Braindeed, Ecthelion,
*                   Falkentyne, Ranma.
*
* - Lost/Sleeping:   Arcane, Belcar, Blackheart,
*                   Candlewhiff, Castar, Ellaron,
*                   Fortesque, Nif, Talen.
*
*
* Generation:          The Elders
* Classification:     The Silvers
* Born:               Golden Era
* Noted Wizards:
* - Survivors:       Sekiri
*
* - Lost/Sleeping:   Bremen, Dionysus, Erin,
*                   Grendel, Griffin, Noda.
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