

fairies, meteors, time travel

The Urth list — 1 messages, 1 voices, 21 Apr 1999

<https://urth.darkrealm.vip/thread/urth/1558>

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Michael Andre-Driussi — 21 Apr 1999, 10:40

Re: Yesod, the "fairie" mode often works better than the "angel/devil" mode (of course, it all depends upon the application: if the essay is about a =religious= reading, then it really should not be expected to focus upon the fairie or ufo reading). People generally seem to sense the scary side of fairies and/or ufos (when was the last time any ufos did anything benevolent?) and while in that mode can usually avoid the religious good/evil spaghetti mess.

Mass extinctions do happen. We think a big meteor killed off the dinosaurs (was it just an accident? Freud says there are no accidents <g>). The death of their world allowed the tree shrew critter to grow and fill vacant niches. And humans evolved from there. "Nature" doesn't seem to care, just so long as there is life; "Nature" has/allows all sorts of cruelties. So the argument could be made that what is being saved on Urth, since it obviously isn't all the people, is the ability for life to exist there at all--it is all being done for "Nature." (This could be the "What's in it for Urth" side of the bargain.) Of course, there is a breed of fringe environmentalists depicted in the popular media, people who supposedly believe that "Nature" would be best served by the eradication of all human life. What I'm suggesting here is something closer to that than is usually discussed with regard to the Urth Cycle (closer, but not entirely). This is what I was trying to convey with the "people are krill" statement--we could also say "people are leaves on the tree, with the deluge as the short winter, but the ragnarok winter is unending"; yet that leads to trouble that the krill analogy avoids.

Likewise, there are some people who might believe that if humans only lost their human brains and lived like animals, that would solve the trouble humans put on "Nature." If the text supported this view, Severian would have just become a zoantrop.

Different tangent: the notion of fixing everything through increased time travel and meddling. This seems to be the "Groundhog Day" mode, where the traveler just keeps going through the same thing over and over until he gains enlightenment and is allowed out of the loop. Rather like a video game, where there is one true path. In contrast to the "Back to the Future" mode, where the traveler just barely manages to get through the time maze by the skin of his teeth; where the traveler understands that in his universe time travel creates new problems, unexpected variables, each time; success, however messy, is hard-won, "barely made it" success, and not something to be gambled over in some "double or nothing" crap shoot.

With regard to time travel, hey, somebody probably mentioned this resource before, but here:

<http://www.xibalba.demon.co.uk/jbr/chrono.html>

If people =really= want to get into the time travel mess, it would be very helpful if everybody would use the same vocabulary, starting from the same foundation. Plus it is a neat site all on its own.

=mantis=