

# Anchoring



*This ritual will anchor one participant to Shady Springs and one participant to Sleepy Valley, so that at the end of game, those participants will end up safely in those worlds. Once an individual is anchored to a place, they may not be anchored again, unless both the Dreamer and the Shadow are switching their anchored locations in the same ritual.*

This ritual requires 4 participants.

This ritual requires use of 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant as the **Leader**. One participant will be the **Reflector**. A third participant (the one to be anchored to Shady Springs) will be the **Shadow**. The final participant (to be anchored to Sleepy Valley) will be the **Dreamer**.
- (2) The participants stand in a circle, Dreamer then Reflector then Shadow then Leader.
- (3) The Reflector will hold the Magic Mirror and the Leader will hold the flashlight.
- (4) The Leader says, "Today we forge connections between worlds".
- (5) Simultaneously:
  - (a) The Dreamer says, "I dream of Sleepy Valley."
  - (b) The Shadow says, "My light is in Shady Springs".
- (6) The Reflector raises the mirror high as they can.
- (7) The Leader turns on the flashlight, pointing it at the mirror. The Leader and the Reflector adjust so that the light hits the floor after bouncing off the mirror up high.
- (8) The Dreamer and the Shadow cross between the Shiner and the Leader. The Light should hit the Dreamer but the Shadow should remain in shadow.
- (9) The Leader says, "Your fates are sealed."

If this ritual is completed, the player anchored to Shady Springs should put a blue sticker on their nametag, and the player anchored to Sleepy Valley should put a yellow sticker on their nametag. These stickers represent an obvious aura associated with the place they are anchored to.