



Substantiation of Dreams

This is a ritual of Dream Magic. It allows the participants to verify that someone does not plan to break a promise.

This ritual requires 3 participants. The Leader must have been to Sleepy Valley, and each person may only lead this ritual once.

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (who has been to Sleepy Valley) as the **Leader**. One participant will be the **Reflector**. A third participant will be the **Dreamer**.
- (2) The Reflector will hold the Magic Mirror, the Leader will hold the flashlight.
- (3) The Dreamer lies down¹ and closes their eyes, dreaming of their plans for the future.
- (4) The Leader says, "We seek to substantiate a pledge."
- (5) The Reflector says, "We see will see your promise in your dreams."
- (6) The Leader turns on the flashlight and points it at the Magic Mirror. The Reflector points the light at the Dreamer.
- (7) The Leader says, "tell us your dreams." and the Dreamer speaks a promise.
- (8) The Reflector says "we see your dreams".
- (9) The Leader turns off the light. The Reflector learns if the Dreamer intends to break their promise.

¹ If you're comfortable with it. Sitting down is an okay replacement.



Renewal of the Library

This ritual will renew the Library and the portals that bind it to the worlds of Sleepy Valley and Shady Springs. It must be performed every 5 years, preferably not at the very last minute, or the Library will cease to exist. It seems like this ritual would reduce the impact of the Hungry Void.

This ritual requires 4 participants, at least one of whom is a Librarian.

This ritual requires 2 Stones of Renewal, one from each of the two worlds (consumed).

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (a Librarian) as the **Leader**. One participant will be the **Shiner**. A third participant will be the **Renewer**. The final participant will be the **Reflector**.
- (2) The Reflector will hold the Magic Mirror, the Shiner will hold the flashlight, and the Renewer will hold the Stones of Renewal. The participants should stand in a line, Shiner then Renewer then Reflector then Leader.
- (3) The Leader says, "We wish to preserve this place."
- (4) The Renewer says, "We have traveled to the ends of the worlds to this end."
- (5) The Reflector says, "We have gathered here to this end." and lowers the Mirror to the ground.
- (6) The Shiner says, "And may the light shine on." and turns on the flashlight, pointing it at the mirror. The Shiner and the Reflector adjust so that the light hits the leader after bouncing off the mirror near/on ground.
- (7) The Renewer says "Let the Power of Renewal reach this place." and drops each stone through the light, one by one. The Shadow rises through the Leader, representing renewal.
- (8) All participants say in unison, "May the Library live on."

If this ritual is completed, notify a GM immediately.



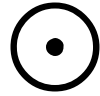
Revelation of Shadows

This is a ritual of Shadow Magic. It will allow for the detection of an object's location, using the metaphysical shadow it casts upon the worlds. This works even if the object is not in the Library.

This ritual requires 3 participants. The Leader must have been to Shady Springs, and each person may only lead this ritual once.

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (who has been to Shady Springs) as the **Leader**. One participant will be the **Reflector**. A third participant will be the **Shadow**.
- (2) The Reflector will hold the Magic Mirror, the Leader will hold the flashlight, and the Shadow will hold in their mind the image of the object whose shadow is being located.
- (3) The Leader says, "We seek a shadow lost: it is cast by [fill in the thing you're seeking]."
- (4) The others say, "We cast our shadows wide."
- (5) The Leader turns on the flashlight and points it at the Magic Mirror.
- (6) The Reflector turns the mirror slowly from one side of the room to the other. At the same time, the Shadow follows the path of the light, casting a shadow across the room.
- (7) When the light has gone halfway around the room, the Leader walks to the other side of the shadow, and (6) is repeated so that a shadow has been cast around the entire room.
- (8) The Leader says, "May the shadow we cast here be reflected where everything is."
- (9) The Leader turns off the flashlight. The Reflector becomes aware of the location of the missing object.



Mirror Portal

This ritual will create a temporary portal from the library to Specuceps. At the end of game, any players who are not anchored to a world and who have the ability to walk may walk through the portal to Specuceps. This does not affect the fate of the library. It may make it possible to draw the attention of the Hungry Void towards Specuceps, however.

This ritual requires half the characters in game, rounded up, including at least one Speculoid.
This ritual requires $(n - 2)$ Mirror Shards (consumed), where n is the number of players in game.
This ritual requires use of 1 ritual flashlight and of the Magic Mirror.

- (1) Designate one participant as the **Leader** and one participant as the **Reflector**. The remaining participants will be **Shadows**.
- (2) The Reflector will hold the Magic Mirror, the Leader will hold the flashlight, and the Shadows will hold the Mirror Shards.
- (3) The Leader says "From Specuceps came this interconnected world, and to Specuceps it will return."
- (4) The Shadows line up from the desired location of the portal to the mirror, standing in single file.
- (5) The Leader turns on their flashlight and shines it on the mirror. They say "The light will reach Specuceps once again"
- (6) The Reflector points the Mirror such that the light is blocked from the portal location by the line of Shadows.
- (7) One by one, the Shadows stand aside, allowing the light closer to the portal location, and placing their shards in the beam to color it. As each Shadow steps aside, they say "I will not block the light on Specuceps"
- (8) When the last Shadow has stepped aside, the now-multicolored light will reach the desired wall place for the portal.
- (9) The Leader says "To Specuceps we shine." and all other participants echo "To Specuceps we shine."
- (10) The Leader turns off the flashlight and the Shadows smash¹ their shards.

If this ritual is completed, notify a GM immediately.

¹ These shards are no longer useful for rituals, but they can still be used for the end-of-game vote.



Renewal of the Library

This ritual will renew the Library and the portals that bind it to the worlds of Sleepy Valley and Shady Springs. It must be performed every 5 years, preferably not at the very last minute, or the Library will cease to exist. It seems like this ritual would reduce the impact of the Hungry Void.

This ritual requires 4 participants, at least one of whom is a Librarian.

This ritual requires 2 Stones of Renewal, one from each of the two worlds (consumed).

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (a Librarian) as the **Leader**. One participant will be the **Shiner**. A third participant will be the **Renewer**. The final participant will be the **Reflector**.
- (2) The Reflector will hold the Magic Mirror, the Shiner will hold the flashlight, and the Renewer will hold the Stones of Renewal. The participants should stand in a line, Shiner then Renewer then Reflector then Leader.
- (3) The Leader says, "We wish to preserve this place."
- (4) The Renewer says, "We have traveled to the ends of the worlds to this end."
- (5) The Reflector says, "We have gathered here to this end." and lowers the Mirror to the ground.
- (6) The Shiner says, "And may the light shine on." and turns on the flashlight, pointing it at the mirror. The Shiner and the Reflector adjust so that the light hits the leader after bouncing off the mirror near/on ground.
- (7) The Renewer says "Let the Power of Renewal reach this place." and drops each stone through the light, one by one. The Shadow rises through the Leader, representing renewal.
- (8) All participants say in unison, "May the Library live on."

If this ritual is completed, notify a GM immediately.