

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 Shaders 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.