

Fading Lights - Book

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This book is a treatise written by Hippocratarcoppih, a scholar of medicine on the world of Specuceps. It contains secrets of medicine most powerful. Advanced healing techniques, understanding of physiology at a more intuitive level than anything available in either of the Connected Worlds. With this book, you could heal all but the worst illness. You could live a long time, too, but not forever - the body has limits.

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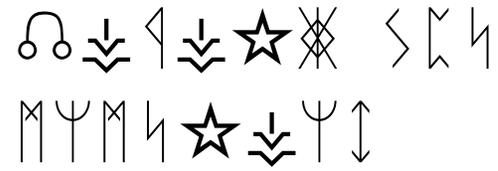


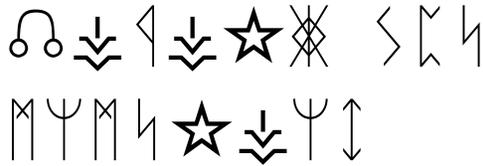


This book is a manual for disaster preparedness and recovery. The world of Specuceps has been through a lot - volcanic eruptions, ice ages, global warming, and more. The reader of this book, if they put years into its study, could learn the magicks necessary to keep a world from disaster - or to survive it if necessary.

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This book contains a lot of ramblings about the Philosopher's Stone, and the below ritual.

Rite of Eternal Life



This ritual will funnel magic from the shards into the life spirit of the Target of the ritual. They will live forever, or at least until someone cuts them up with a sword or destroys the dimension in which they exist; however, when they get old they will take root and assume a treelike form (that will still let them speak and manipulate objects, but not move around).

This ritual requires three participants.

This ritual requires 2 Mirror Shards (consumed), 2 ritual flashlights, and the Magic Mirror.

- (1) Designate one participant as the **Target** who will receive the benefits of the ritual. One participant will be the **Shiner**. The remaining participant will be the **Reflector**.
- (2) The Reflector will hold the Magic Mirror, the Shiner will hold the flashlights and the Mirror Shards. The Reflector and the Shiner should stand apart.

- (3) All three participants say, in unison, "Life is too short."
- (4) The Shiner turns on their flashlights and shine them on the mirror. They say "But we can change that". Then the Shiner tints each flashlight with a mirror shard. The lights should be pointed at slightly different angles.
- (5) The Reflector points the Mirror such that both lights hit a wall. The Shiner and the Reflector should adjust their positions if necessary.
- (6) The Target walks slowly from the Reflector to the Shiner, blocking out more and more of the light until it is all blocked. They say "I am refreshed."
- (7) The Shiner turns off their flashlights and smashes¹ the Shards of the Former Mirror under their feet, rendering the ritual complete.

If this ritual is completed, notify a GM when you can.

¹ Consumed shards may still be used in the end-of-game vote.

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This book contains a series of rants against the government of Specuceps, complaining about their harsh regulations on Forbidden Magicks. You can decipher one ritual, but you think it would take a lot longer to understand any of the more complicated rituals in the book.

Shedding of Leaves



This ritual will temporarily reverse the process of taking root. A Speculoid who sheds their leaves will resume their unrooted form for six hours, allowing them to move around. This is Mirror Magick of the Forbidden Tomes, and as such it is against the Code of the Library. Be careful who sees you doing this ritual.

This ritual requires 3 participants if the game is 7 characters or fewer, or 4 if there are 8+ characters. One participant must not be a Speculoid.

This ritual requires 2 Mirror Shards (consumed), 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant as the **Dreamer** who will receive the benefits of the ritual. One participant will be the **Shiner**. The third participant will be the **Reflector**, who may not be a speculoid. If there is a fourth, they will be the **Shader**, otherwise the Shader's duties fall to the Shiner.

- (2) The Reflector will hold the Magic Mirror, the Shiner will hold the flashlight, and the Shader will hold the Mirror Shards. The participants should stand in a line, Reflector then Shader then Shiner then Dreamer.
- (3) All participants say, in unison, "Autumn has come."
- (4) The Shiner turns on their flashlight and shines it on the mirror. They should crouch or move out of the way, so that the light can bounce off of the mirror and hit the Dreamer.
- (5) The Reflector points the Mirror such that the light hits the Dreamer, saying "Autumn reaches even here, for you, Dreamer."
- (6) The Shader moves the shards back and forth across the beam, first very slowly and eventually very rapidly. When they are moving quickly enough to slightly blur, they explode².
- (7) When the Shards of the Old Mirror explode, the ritual is complete. The Shiner should turn off the light.

If this ritual is completed, notify a GM when you can. The Dreamer enters a dreamlike state briefly while they transform back into their unrooted form.

² Consumed shards may still be used in the end-of-game vote.

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450 years ago, Senior Librarian Siris made a breakthrough in Speculoid world-manipulation magic that would allow them to split a world into two mirrored parallel worlds, make a change to each, and observe their development. They chose to use this technique in a practical experiment grander than any attempted before. They split World 4529A into two mirrored worlds, giving one world the Power of Shadows and one the Divination of Dreams. They remained an observer from a library realm constructed for this purpose.

Over time, the worlds diverged in minor, but telling ways. Secret societies built upon these magics chose different themes and different methodologies. The former world's practitioners developed a rigid moral code founded in their religion and fought mages who would not abide by this code. The latter world's mages banded together to fight monsters born from the inhabitant's nightmares. In both worlds, magic played an important role but remained largely hidden, operating without the knowledge of most of the worlds' inhabitants.

There were other differences as well. Population centers developed differently, leading to towns in slightly different locations with slightly different names. Technologies were invented in different orders and gained different levels of popularity. This led in turn to climate and environmental differences between the worlds. Most of these changes can be

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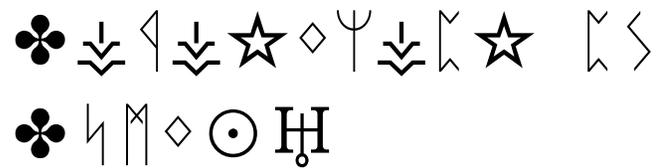
traced clearly to the actions or influence of practitioners of magic, but the causality can be quite intricate, radiating chaotically from seemingly minor actions.

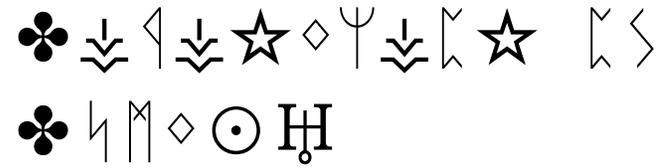
Unfortunately, after 325 years, the isolation of the two parallel worlds was compromised, tainting any comparison data gathered after this point.

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This is a tome about the Divination of Dreams, the magic that works in the world of Sleepy Valley. Through study of this tome, one could learn to control and learn from Dreams as well as they could by studying under a Dream Mage, and maybe even better. A Dream Mage with this book might have a better chance of protecting their charge.

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This book goes into great detail about the Mirror Majicks of a place called Specuceps. While basic techniques focus on light, reflection, mirrors, and colors, more advanced spells and rituals involve communication, transmutation, duplication, and transportation. The final chapter is almost impenetrable but seems to address rituals for creating, manipulating, observing, and connecting to other worlds. None of the rituals are clear enough to be easily carried out without further study, but it seems that someone with time for study and the right aptitude and resources could do an amazing variety of powerful feats using the principles outlined in this tome.

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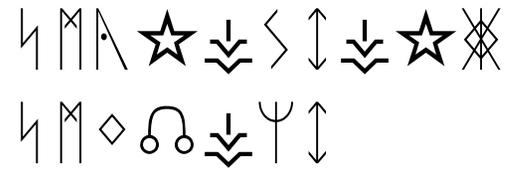
125 years ago, a Speculoid rebel sabotaged the Grand Experiment using forbidden Mirror Magick techniques. They twisted the mirror gateway that should have connected an observation realm to Specuceps to instead connect the two parallel mirrored worlds being observed. Furthermore, they worked with the Order of the Shadowy Text to encourage one world to gather armies and invade the other, marching from Shady Springs through the mirror portal into Sleepy Valley. The humans in and around Sleepy Valley were completely unaware and could mount little resistance, and many were killed.

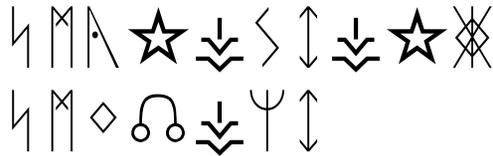
However, powerful mage named Niha believed there had to be a solution. Using the Divination of Dreams, she learned the secret knowledge of the Speculoid rebel. This taught her about the Stones of Renewal in the Lake at the End of the World. With this knowledge and these stones, she and her followers was able to turn the rebel's own forbidden techniques inside out, closing the connection between worlds almost completely and shattering the mirror gateway. This disconnected the observation realm from Specuceps entirely. Cut off from their commanders and supply lines and with their every move predicted using magic, the remaining invaders in and around Sleepy Valley were easily disarmed. Some were killed or put into military prisons; others escaped and settled in the local area. The secret society Niha founded, the Maintainers of the Sanctity of the Stones, remained active in the area to ensure

that such a portal between worlds would never again be reopened. They worked to keep knowledge of magic and of the nature of the invasion a secret so that no ambitious fool would be tempted to reconnect the worlds, which they felt could only invite disaster.

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This book discusses metaphysics and the nature of reality. You find within its pages a ritual.

Reunifying Reality



This ritual will bring the worlds of Sleepy Valley and Shady Springs together into one world. Travel between the worlds will be possible through mundane means and as simple as travelling between different places within one world. This will not affect the fate of the Library itself. This will potentially allow the Hungry Void to be pushed into the space vacated by one of the worlds.

This ritual requires half the characters in game, rounded up, including at least one from Shady Springs and at least one from Sleepy Valley. However, more people may participate. This ritual requires $(n - 2)$ Mirror Shards (consumed), where n is the number of players in game.

This ritual requires one Stone of Renewal (consumed) from the Lake at the End of the World.

This ritual requires use of 2 ritual flashlights and of the Magic Mirror.

- (1) Designate one participant as the **Leader** and two participants as **Shiners**. The remaining participants will be **Shaders**.³
- (2) The Leader will hold the Magic Mirror, the Shiners will hold the flashlights, and the Shaders will hold the Mirror Shards.
- (3) The Leader says “Today we wish to rejoin the worlds from which we originate, that were separated long ago.”
- (4) The Shiners turn on their flashlights and shine them on the mirror. They say in unison “We wish to rejoin the worlds”.
- (5) The Leader points the Mirror such that both lights are visible on the ceiling, as separate areas of light.
- (6) One by one, the Shaders pass all the mirror shards in front of the flashlights. When each Shader passes their last shard, they say “I wish to rejoin the worlds”.
- (7) The Leader drops the stone across the light.
- (8) The Shiners turn off their flashlights.
- (9) The Shaders smash the Shards of the Former Mirror under their feet, to signify the rejoining of the worlds.⁴
- (10) The Leader says “And so the worlds shall be rejoined”.

If this ritual is completed, notify a GM immediately.

³ In a 3 person ritual, one person will be both Shiners, and the third person will be the Shader.

⁴ Consumed shards may still be used in the end-of-game vote.

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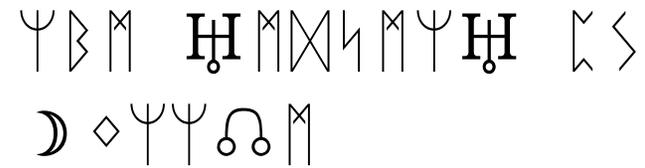
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This book contains a series of predictions about the future in the worlds of Shady Springs and Sleepy Valley. Most of them aren't particularly interesting, but they're rather peculiar - the statistics of the National Rugby League tournament for the next twenty years in the world of Shady Springs. The weather for each day for the next 5 years in Sleepy Valley. The next 2 presidents in Shady Springs. The Reddit posts which will receive the most upvotes in the next year in Sleepy Valley. Later in the book they get more interesting - the next 5 species to be discovered, some not-yet-invented inventions, when war will next break out between the States of Shady Springs's country. Looks like they were created by a Diviner of Dreams, but they must have been pretty powerful to learn such far-in-the-future things.

Υ Β Μ ΗΙ Μ Χ Η Μ Υ ΗΙ Λ Σ
☾ ◊ Υ Υ Ω Μ



This book details advanced military weaponry far beyond what is known to man: bombs of glass and death that can obliterate entire towns, monstrous warriors of fire and blood, funguses that would grow unstoppably and emit poisonous spores, guns that can kill unerringly from beyond the horizon. With time and resources, someone could use the knowledge here to build an unstoppable army that could devastate whomever they wished and sow destruction in their wake.

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This book is all about the balance of power between worlds. It warns against concentrating too much magic in one world or another - apparently historically this has led to tragedy and bloodshed in the overpowered world. The masterwork of this author is a ritual to channel magic from one world to another. It is below.

Magic Transfer



This ritual will adjust the levels of magic power in the Connected Worlds, increasing one world's power and decreasing the other's by a corresponding amount.

This ritual requires half the characters in game, rounded up, including at least one from Shady Springs and one from Sleepy Valley.

This ritual requires $(n - 2)$ Mirror Shards (consumed), where n is the number of players in game.

This ritual requires use of 2 ritual flashlights and of the Magic Mirror.

- (1) Designate one participant as the **Leader** and two participants (one of whom is from Shady Springs, and one of whom is from Sleepy Valley) as **Shiners**. The remaining participants will be **Shaders**.⁵

⁵ If necessary, Shiners may also act as Shaders if there are fewer than 4 participants. They needn't move in step 6.

- (2) The Leader will hold the Magic Mirror, the Shiners will hold the flashlights, and the Shaders will hold the Mirror Shards. The Leader and the Shiners should stand in a triangle.
- (3) The Leader says "The balance of power in the worlds is wrong."
- (4) The Shiners turn on their flashlights and shine them on the mirror. They say in unison "We wish to rectify the balance".
- (5) The Leader points the Mirror such that each light hits the opposite Shiner. The Shiners and the Leader should adjust their positions if necessary.
- (6) One by one, the Shaders pass all the mirror shards in front of the flashlight whose holder is from the world that will be reduced in power. They each move their shards through the dual beam of light from the source Shiner to the receiver Shiner. When each Shader finishes their path, they say "With this shard, magic moves".
- (7) The Shiners turn off their flashlights.
- (8) The Shaders smash⁶ the Shards of the Former Mirror under their feet, rendering the transfer complete.
- (9) The Leader says "And so the balance is shifted".

If this ritual is completed, notify a GM immediately.

⁶ Consumed shards may still be used in the end-of-game vote.