

*Folk Magic and Folk Games* ·  
The Occult Power of  
Play

|   |   |   |   |   |
|---|---|---|---|---|
| S | A | E | O | R |
| A | R | E | T | O |
| T | E | S | E | T |
| O | T | E | R | A |
| R | O | T | A | S |

An earlier and shorter version of this talk was given at the *Dark Economies* Conference at Falmouth in Summer 2022, with the theme of Crones.

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- Thanks to Ruth Heholt for the opportunity to give that talk, upon which this one is based.
- (By the way: there's a new *Dark Economies* conference this summer, with the theme Sex, Sensation, and Scandal
- <https://darkeconomies.co.uk/sex-scandal-and-sensation/>)



## MODULE LEADER & SENIOR LECTURER: DR. JEFF HOWARD

-

Dr. Jeff Howard is a scholar of occulture and esotericism and a Senior Lecturer in Games at Falmouth University in Cornwall, where he specializes in the occult and games. He has presented on games and the occult at a variety of international conferences, including Berlin Occulture, Trans-States, and ESSWE9. He translates theory into practice as a core team member of Apocalypse Studios, where he consults on worldbuilding and systems design. He is also the creator of “Howard’s Law of Occult Design,” published in 100 Principles of Game Design. I work at the intersection of the Sabbatic current of Andrew Chumbley and the Typhonian/LHP currents of Kenneth Grant (but am not a member of the Cultus Sabbati or the OTO).



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Jeff Howard

# GAME MAGIC

A GAME DESIGNERS GUIDE TO CONSTRUCTING MAGIC SYSTEMS



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# QUESTS

Design, Theory, and History in Games and Narratives



Jeff Howard

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# 100 PRINCIPLES OF GAME DESIGN

WENDY DESPAIN

- KEYVAN ACOSTA
- LIZ CANACARI-ROSE
- MICHAEL DENEN
- ZACH HILLER
- JEFF HOWARD
- CHRISTINA KADINGER
- CHRIS KEELING
- CASEY KUCZE
- NICOLE LAZZARO
- TOM LONG
- MICHAEL LUCAS
- DAVE MARK
- DOUGLAS OBERNDORF
- PATRICIA PIER
- MICHAEL PLYNN
- BRIAN STABLE

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ARCONA



# Core Team Member: Apocalypse Studios, Inc.

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**DEADHAUS  
SONATA**





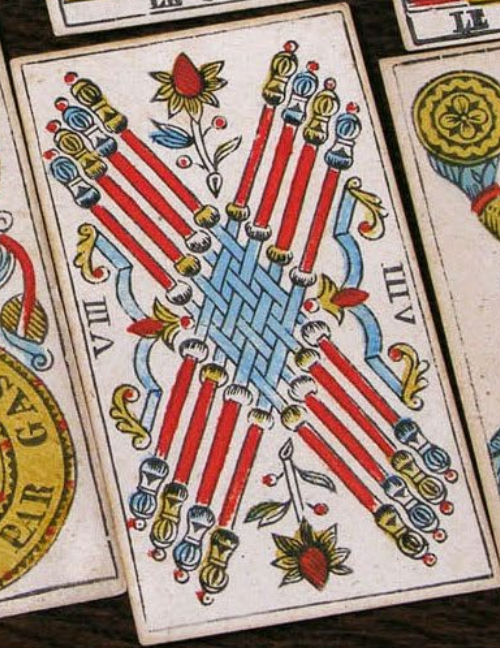
# Games & Magic



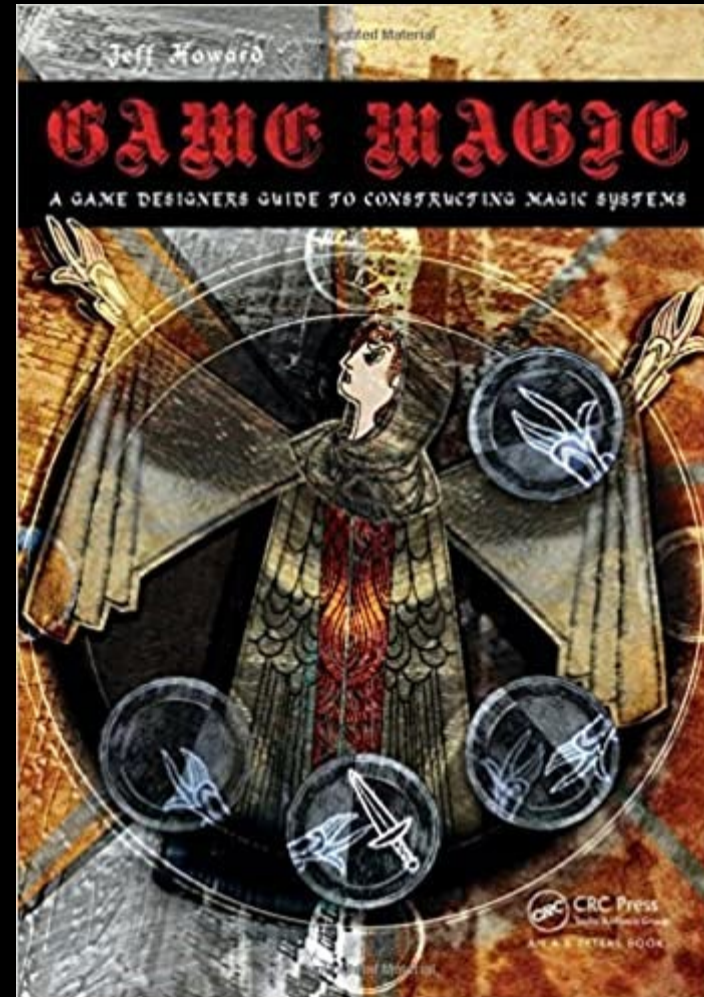
















### Eternal Darkness

simalcram@hotmail.com

#### Rune Chart

  
Chattur'gha

  
Ulyaoth

  
Xella'toth

  
Mantarak

  
Bankarok  
(Protect)

  
Tier  
(Summon)

  
Narokath  
(Absorb)

  
Nekleth  
(Dispel)

  
Antorbok  
(Project)

  
Magormor  
(Item)

  
Redgemor  
(Area)

  
Aretak  
(Creature)

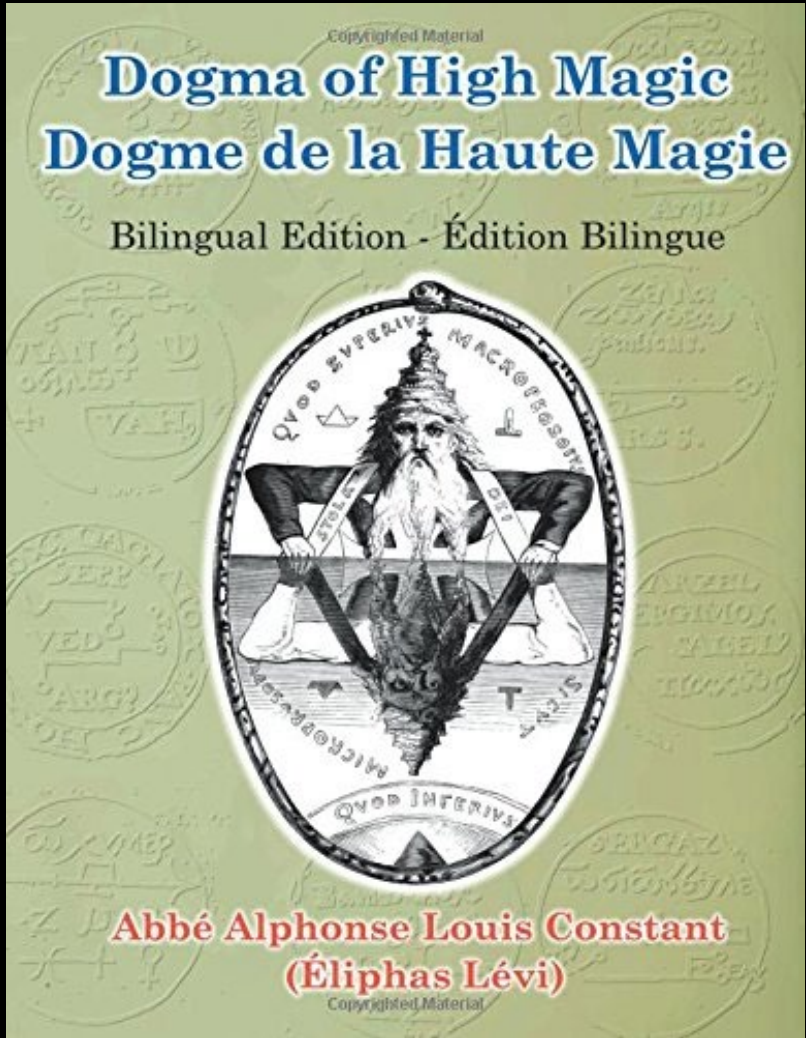
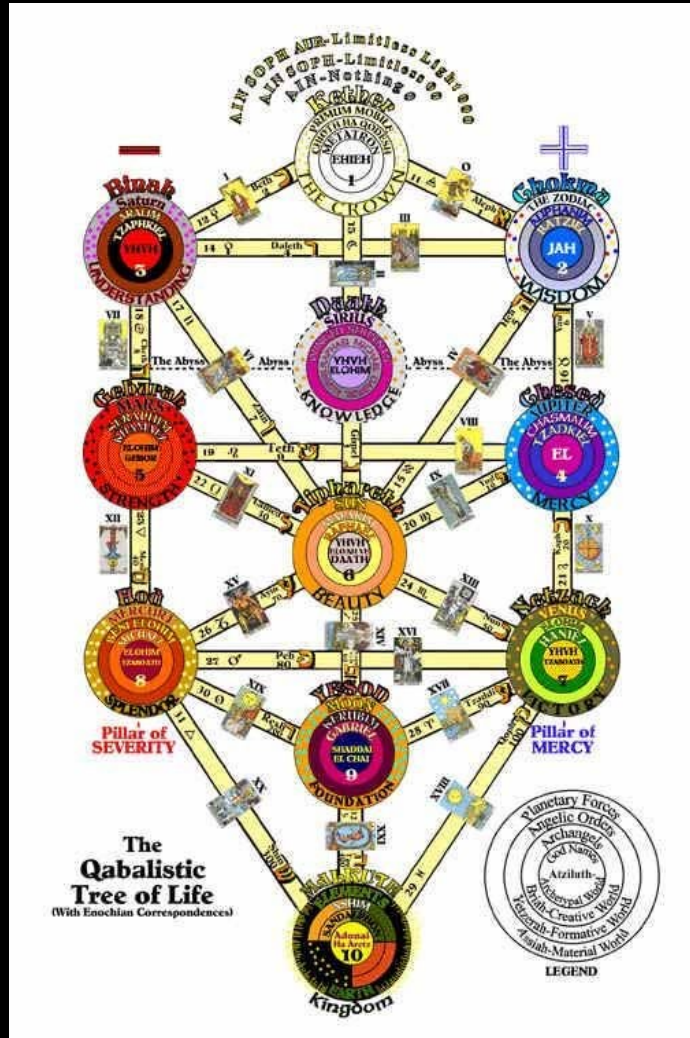
  
Santak  
(Self)

  
Pargon  
(Power)

#### Spells List

1. Enchant Item = Project + Item
2. Recovery = Absorb + Self
3. Reveal Invisible = Absorb + Area
4. Damage Field = Protect + Area
5. Dispel Magic = Dispel + Area
6. Summon Trapper = Summon + Creature (3)
7. Shield = Protect + Self
8. Summon Zombie = Summon + Creature (5)
9. Magic Attack = Project + Area
10. Summon Horror = Summon + Creature (7)
11. Magic Pool = Summon + Area
12. Bind Creature = Protect + Creature

Ceremonial  
Magick







*Traditional Witchcraft - A Cornish Book of Ways*

***A Charm Bag for Protection from Curses, Evil Spirits and Ill Luck***

Upon the paper charm, mark one side as follows:



Mark the reverse as follows:



Fold this and place it inside the opening of the bag. Add one pinch of Witch Powder and two very small lodestones, one to attract good fortune and one to repel bad luck and evil spirits. Sew the bag closed using red thread.



TRADITIONAL  
WITCHCRAFT  
*A Cornish Book of Ways*



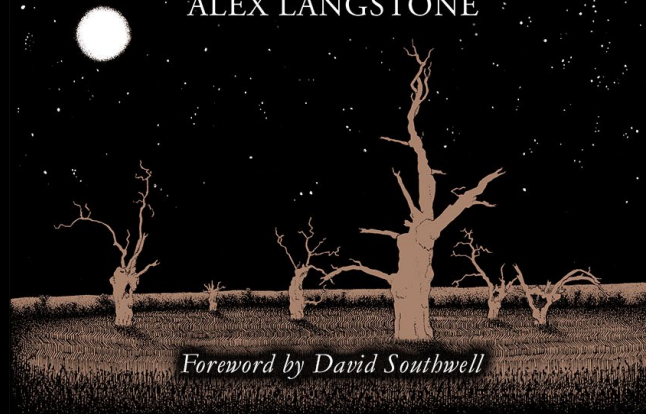
Gemma Gary

*The*  
**Liminal shore**

*Witchcraft, Mystery & Folklore of the Essex Coast*



ALEX LANGSTONE



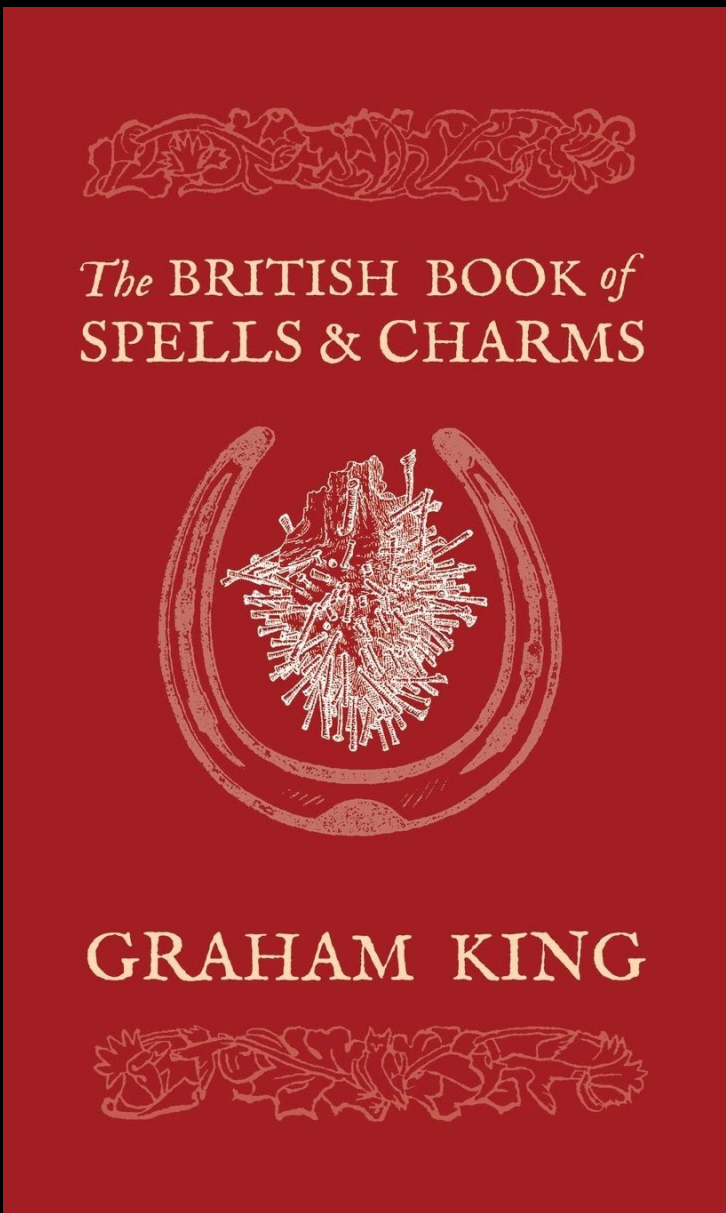
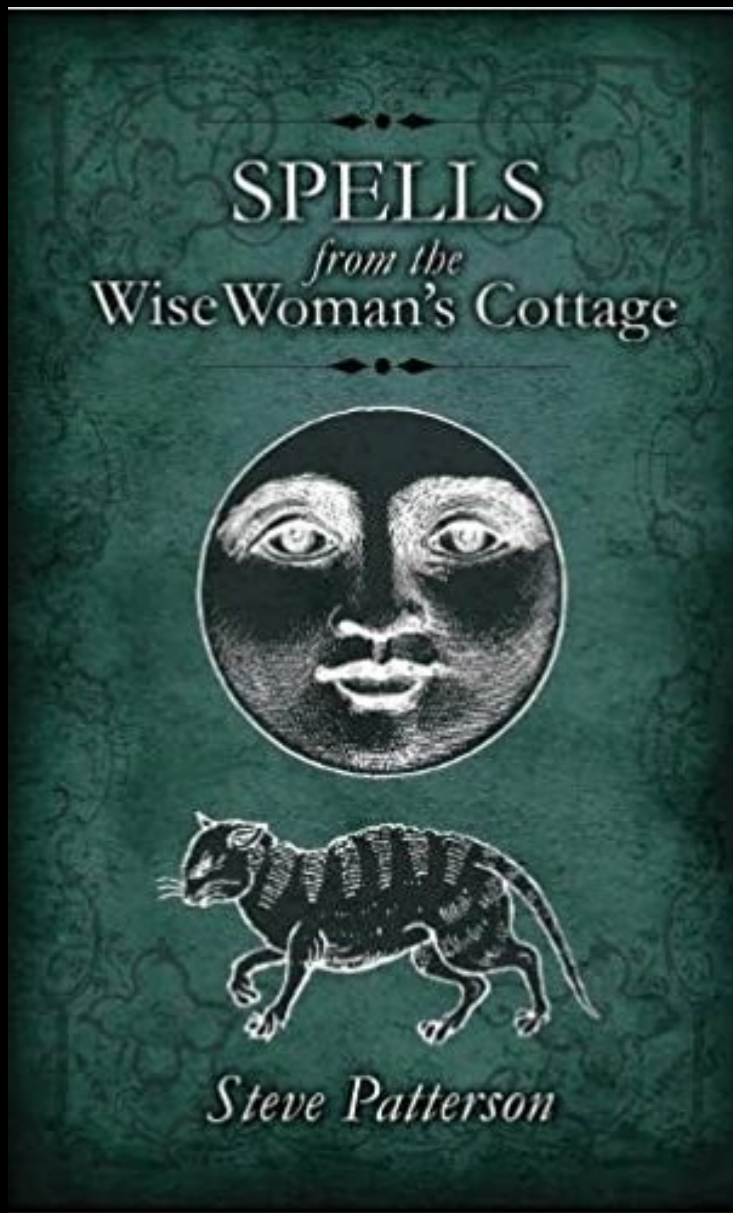
*Foreword by David Southwell*

*of*  
**CHALK & FLINT**  
*A Way of Norfolk Magic*



VAL THOMAS





“to marry the earthly pragmatism of Need with the sidereal aspiration of the Mystic” Chumbley in *Azoëtia*

- “In this present recension of the Path a Transcendental Sorcery is expounded, a means of practice whereby the humble, yet potent, techniques of spell-craft - the 'hagstone, knotted cord and witch-bottle' charms of time immemorial - are used to marry the earthly pragmatism of Need with the sidereal aspiration of the Mystic” (vii).



“hagstone, knotted cord  
and witch-bottle”

“to marry the earthly  
pragmatism of Need with the  
sidereal aspiration of the  
Mystic” collapses the  
distinction between  
“operative” and “ritual”  
witchcraft as popularized by  
Margaret Murray in *The  
Witch-Cult in Western Europe*  
(11-12)



# Because folk magic is a current, **tracing its influence** allows us to **tap into its energy**

- SANSKRIT: KALAS
- FLOW OF WATER & ELECTRICITY
- THIS CURRENT MANIFESTS THROUGH **INFLUENCE** IN THE ORIGINAL MEANING OF **INFLUX**
- LHP SOURCE MATERIAL AND IDEAS ENERGIZE THE GAME DESIGNERS WHO USE THEM
- UNDERSTANDING INFLUENCE CAN HELP US TO PICK UP THE CURRENT





# *Folk magic is a current of energy*

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A *kalas* in the way  
alluded to by  
Kenneth Grant  
when he discusses  
the Left Hand Path

But more in the  
manner of water  
than electricity





# Cunning Woman (Tammy Blee)









# The CUNNING MAN'S HANDBOOK



THE PRACTICE OF ENGLISH FOLK MAGIC  
1550 - 1900

**JIM BAKER**  
FOREWORD BY DAVID RANKINE



# Cartomancy

## in Folk Witchcraft

Playing Cards and Marseille Tarot  
in Divination, Magic, and Lore



Roger J. Horne

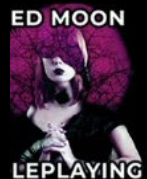
Expanded Second Edition



# SOLENN VALE

A FOLK HORROR  
ROLEPLAYING GAME

THE ATLAS MINES



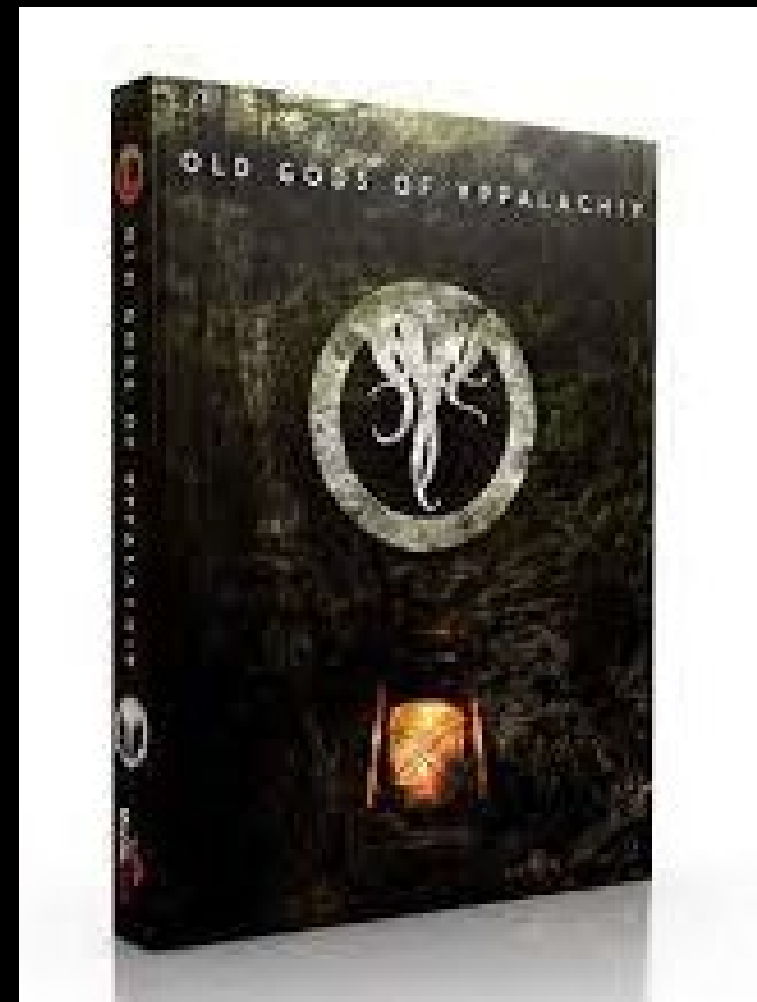
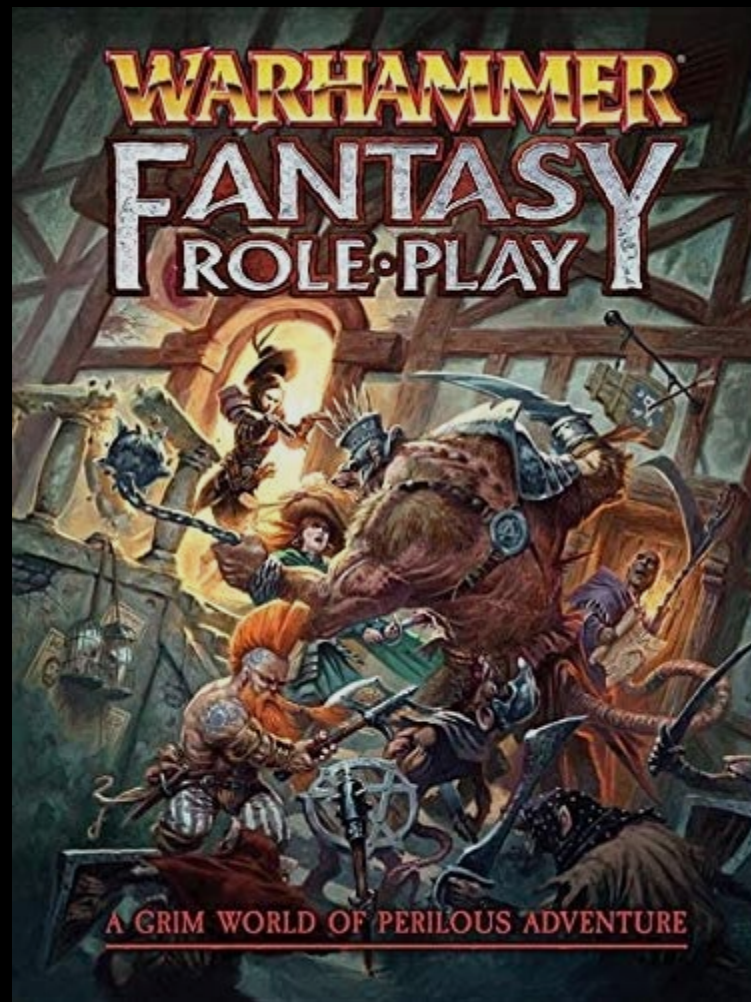
WELCOME,  
FAMILY.

OLD GODS OF APPALACHIA  
ROLEPLAYING GAME

ON KICKSTARTER APRIL 12TH THROUGH MAY 6TH



# Case Studies







Outlaw, Scribe, Zealot



HEDGE CRAFT APPRENTICE



HEDGE MASTER



HEDGE WISE



TABLE 5-1:  
LORE OF HEDGE CRAFT SPELL LISTS

| Cunning Man          | Craftsman                | Hedge Walker             |
|----------------------|--------------------------|--------------------------|
| <i>Fellstave</i>     | <i>Dagger of the Art</i> | <i>Fellstave</i>         |
| <i>Halétha's Joy</i> | <i>Fellstave</i>         | <i>Halétha's Joy</i>     |
| <i>Invigorate</i>    | <i>Halétha's Joy</i>     | <i>Hedge Walk</i>        |
| <i>Lovelock</i>      | <i>Lovelock</i>          | <i>Lovelock</i>          |
| <i>Nostrum</i>       | <i>Nepenthe</i>          | <i>Myrkride</i>          |
| <i>Sightstep</i>     | <i>Nostrum</i>           | <i>Nostrum</i>           |
| <i>Silvertide</i>    | <i>Protection Pouch</i>  | <i>Part the Branches</i> |
| <i>Wyrd Ward</i>     | <i>Purify</i>            | <i>The Ousting</i>       |

## PART THE BRANCHES

**Casting Number:** 8

**Casting Time:** Full action

**Duration:** 1 hour/Magic

**Range:** You

**Ingredient:** The ash of a hawthorn branch that has been burnt at noon (+1)

**Description:** You chant your spell, and the branches of the hedge part before you. You can now see into the spirit world. What this means is largely left up to the GM, but, at a minimum, the following are now visible: invisible creatures, spirits, ethereal creatures, and Daemons.

## HEDGE WALK

**Casting Number:** 24

**Casting Time:** 3 full action

**Duration:** 1 hour/Magic

**Range:** You

**Ingredient:** A bone that has been buried beneath a hedgerow for 1 month (+3)

**Description:** Steadying your physical form, you cast your spell and send your spirit into the Hedge. Your spirit appears within 2 yards (1 square) of your body. You are completely invisible and silent to anyone on the physical plane. You are still constrained by physical boundaries, but are immune to all forms of non-magical damage, even though the objects will strike you (they will just not hurt). You may not interact with any object in the physical plane as your spirit form simply slips off it. The following entities are now visible to you, and can be interacted with: invisible creatures, spirits, ethereal creatures, and daemons. Your body is left behind when you cast *hedge walk*, and counts as helpless. The spell will end if you touch your body.



---

# H·E·D·G·E W·I·T·C·H

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**A GUIDE TO SOLITARY  
WITCHCRAFT**

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I am about  
to break this  
rule

Do Not  
tell me about  
your character



Configure


George Pickingill Human Man  
 Name Species Gender

 Peasants Hedge Witch Hedge Master  
 Class Career Group Career


Brass 3 33 5'7" Weight White  
 Status Age Height Weight Hair Colour

Blue Distinguishing Mark Star Sign  
 Eye Colour Distinguishing Mark Star Sign

| Main      | Skills | Talents | Combat | Effects | Magic | Trappings | Notes |       |    |       |
|-----------|--------|---------|--------|---------|-------|-----------|-------|-------|----|-------|
|           | WS     | BS      | S      | T ✓     | I ✓   | Ag        | Dex ✓ | Int ✓ | WP | Fel ✓ |
| Initial   | 27     | 34      | 29     | 28      | 31    | 29        | 31    | 35    | 44 | 31    |
| Advances  | 0      | 0       | 0      | 23      | 20    | 0         | 20    | 35    | 0  | 20    |
| Modifiers | 0      | 0       | 0      | 0       | 0     | -10       | 0     | 0     | 0  | 0     |
| Current   | 27     | 34      | 29     | 51      | 51    | 19        | 51    | 70    | 44 | 51    |

|          |       |        |         |   |            |   |  |
|----------|-------|--------|---------|---|------------|---|--|
| 3        | 6 yds | 12 yds | Fortune | 5 | Resolve    | 3 | Wounds  |
| Movement | Walk  | Run    | Fate    | 5 | Resilience | 3 | 16 / 16  |

|                 |            |            |    |       |      |       |      |
|-----------------|------------|------------|----|-------|------|-------|------|
| Critical Wounds | Corruption | Experience |    |       |      |       |      |
| 0 / 5           | 8 / 9      | Current    | 12 | Spent | 8797 | Total | 8809 |

| Career   | Current                          | Complete                         | Level | +  |
|--|----------------------------------|----------------------------------|-------|--|
|  Hedge Apprentice | <input type="radio"/>            | <input checked="" type="radio"/> | 1     | <br> |
|  Hedge Witch      | <input type="radio"/>            | <input checked="" type="radio"/> | 2     | <br> |
|  Hedge Master     | <input checked="" type="radio"/> | <input type="radio"/>            | 3     | <br> |

George Pickingill
⚙️ 👤 ✕

Configure

|                           |                  |               |
|---------------------------|------------------|---------------|
| George Pickingill<br>Name | Human<br>Species | Man<br>Gender |
|---------------------------|------------------|---------------|



|            |                     |              |           |             |
|------------|---------------------|--------------|-----------|-------------|
| Peasants   | Hedge Witch         | Hedge Master |           |             |
| Class      |                     | Career Group | Career    |             |
| Brass 3    | 33                  | 5'7"         | Weight    | White       |
| Status     | Age                 | Height       | Weight    | Hair Colour |
| Blue       | Distinguishing Mark |              | Star Sign |             |
| Eye Colour | Distinguishing Mark |              | Star Sign |             |

|      |        |         |        |         |       |           |       |
|------|--------|---------|--------|---------|-------|-----------|-------|
| Main | Skills | Talents | Combat | Effects | Magic | Trappings | Notes |
|------|--------|---------|--------|---------|-------|-----------|-------|

|   |                       |                      |    |   |                                     |  |
|---|-----------------------|----------------------|----|---|-------------------------------------|--|
|    | Bolt (Hedgecraft)     | Dragonfly win... ▾   | 3  | 0 | <input checked="" type="checkbox"/> | <br>     |
|    | Cleanslate            | Clean Spring ... ▾   | -1 | 0 | <input type="checkbox"/>            | <br>     |
|    | Fellstave (Target)    | Whittled wood... ▾   | 17 | 0 | <input type="checkbox"/>            | <br>     |
|    | Geistbane             | Geistbane herb... ▾  | -1 | 0 | <input type="checkbox"/>            | <br>     |
|    | Godspakt              | Godspakt offer... ▾  | -1 | 0 | <input type="checkbox"/>            | <br>     |
|    | Mirkride              | Bone buried un... ▾  | -1 | 0 | <input checked="" type="checkbox"/> | <br>     |
|    | Onerion               | Onerion herbs ... ▾  | -1 | 0 | <input type="checkbox"/>            | <br>     |
|    | Part the Branches     | Hawthorne bra... ▾   | -1 | 0 | <input checked="" type="checkbox"/> | <br>     |
|    | Protective Charm      | Small pouch (18) ▾   | -1 | 0 | <input type="checkbox"/>            | <br>     |
|   | Teleport (Hedgecraft) | Mouse heart pl... ▾  | 4  | 0 | <input checked="" type="checkbox"/> | <br>   |
|  | The Ousting           | Spherical stone... ▾ | 15 | 0 | <input type="checkbox"/>            | <br> |






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isolde.deviantart.com

# In-character fiction about George


Dreaming



## Dreaming




Biography/Background


August 30, 2023

 **GameMagicArcana** OP 08/30/2023 8:52 AM

George is spending more and more time dreaming. He used to be slightly narcoleptic, drifting off at random odd intervals. These days, he still naps a lot, but his sleeping seems more purposeful and intentional. He's also been carving a box in his spare time while travelling. It's an ordinary box, about 8 by 8 inches, fashioned out of slabs of dark, rough oak. It looks vaguely octagonal in shape, and George has somewhat crudely inscribed or burned what the mages in the party would recognize as the sigils of the eight winds of magic. At night, after George lays out his bedroll, but before he goes to sleep, you can seem him placing objects in the box: black feathers, roses, and what look like other odd talismanic fetishes (though it's hard to tell for sure at the edges of the dim firelight). He mutters words before sleeping: "eight are the gateways to the Garden of Morr, and eight are the hedgeways to the realm of dreams." Each morning, just after waking, he scribbles furiously in his notebook. Sometimes he squints and whispers puzzled phrases, such as "what does it mean, Old Shuck?" Old Shuck, his sprained back still in a makeshift splint, growls a little but furrows his brow as if he is thinking, too...

(edited)

 4  3 

✓ Following 





*mundus  
imaginabilis*

*or the imaginary  
and the imaginal*

*henry corbin*



# THIS IS WHAT YOU HAVE COME FOR



Welcome, Family, to the *Old Gods of Appalachia Roleplaying Game*.

*Old Gods of Appalachia* is a roleplaying game of the Green, the Dark, and things even more ancient, in which player characters protect what's important and try to know the unknowable. It is set in the Alternate Appalachia of the *Old Gods of Appalachia* podcast, a captivating eldritch horror anthology created by Steve Shell and Cam Collins, and the winner of the 2021 Discover Pods Best Overall Podcast and Best Audio Drama or Fiction Podcast awards.



*You breathe and they breathe.*

*And through them, beneath them, all  
around them and therefore you, something  
else emerges. From all the tales you were  
told, all the books you've read, and all the ones  
who said "Don't go," you expected darkness.*

*And she is light.*



*Dazzled, your mind says mother. Dazzled, your mind says beloved. Your mind says run and retreat and no.*

*This is what you have come for. She is who you have come for.*

*She lifts her blinding head, one eye black and deep as a coal mine, and she says, "Ask."*

*What do you do, family?*

**THIS IS WHAT YOU  
HAVE COME FOR**



**GM:** What do you do, family?

**Stella (An Inquisitive Healer who Speaks in Tongues):** I reach into my bag and pull out the offering that we made. My hands are shaking and I can't see, but I hold it up and start reciting the passage that we memorized, I'm trying to get everyone else to join me, so she'll take our offering. I'm trained in social interactions and I'm using my ability Deal with the Devils to be even more persuasive. It gives me a free level of Effort.

**GM:** So you're decreasing the difficulty by two, and I'll give you an asset on the offering, for a total of three. Make a roll to see if you succeed.

**Stella:** I rolled a 12.

**GM:** You feel a pressure under your skin, a fierce roiling of energy that brings your hair to stand, and makes your eyes feel like all the moisture has been cried from them. One heartbeat and you're standing there in the burning light holding the offering and the next, it's gone from your hands, taken. You think this means it's been accepted, but she says nothing, merely watches. And waits.

What do the rest of you all do?

# CYPHERS

## GRANNY'S NOTEBOOK

**Level:** 1d6 + 3

**Form:** A small book filled with  
handwritten medicinal remedies

**Effect:** After spending ten minutes  
reading the book, the user eases all  
healing tasks for the next day and  
gains a free 1-action Recovery roll (can  
be used at any time).

## OLD GODS OF APPALACHIA

### PLAYER CHARACTER CONCEPTS

Here are a few examples of the kinds of characters you can build in the game, shown with some of their unique abilities (called gifts), skills, stats, and backgrounds.

Linda Kay Wheeler (she/her) is  
a Creative Healer who Spins Yarns

#### GIFTS

Blessed Assurance  
Ballad of the Bones  
Folk Magic  
Harmonize  
Murder Ballad

#### EQUIPMENT

Pawpaw's guitar  
Singing bowl





# *Old Gods gives us Haints as well as Crones*

- The dead as messengers
- In so doing, the game places itself firmly in the aspect of folk magic and traditional witchcraft with its emphasis on spirit contact.

## FEARS NO HAINTS

You're no stranger to death, but death isn't where your focus or strengths truly lie. Instead, you look to those who've long crossed that threshold—the spirits, the haints, the ghosts, and those who have no name or form—for they hold great secrets and great power. You've found that treating them with respect goes a long way, and when that doesn't work, well, there's no harm in a tiny sprinkle of deception or intimidation added to the mix.

**Connection:** Choose one of the following.

1. Pick one other PC. You saved them from a spirit attack, and they owe you their life.
2. Pick one other PC. You have known that character for a while, and they helped you gain control of your focus-related abilities.
3. Pick one other PC. You accidentally learned something they were trying to keep a secret.
4. Pick one other PC. This character has a habit that annoys you, but you're otherwise quite impressed with their abilities.

**GM Intrusions:** Some people don't trust those who deal with spirits. The dead sometimes don't want to get involved.

**Tier 1: Question the Spirits (2 Intellect points).** You call a spirit to you and petition it to answer a few questions (usually no more than three before the spirit fades).

First, you must summon a spirit. If it's a spirit of the dead, you must have personally known the creature, have an object that was owned by the creature, or touch the physical remains of the creature. For other spirits, you must know the spirit's full name or have a great deal of an element (such as fire or earth) that the spirit is associated with.

The GM determines what the spirit might know, based on the knowledge it possessed in life. Action to initiate.

**Tier 2: Spirit Accomplice.** A level 3 spirit accompanies you and follows your instructions. The spirit must remain within immediate range—if it moves farther away, it fades at the end of your following turn and can't return for a day. You and the GM must work out the details of your spirit accomplice, and you'll probably make rolls for it when it takes actions. The spirit accomplice acts on your turn, can move a short distance each round, and exists partially out of phase (allowing it to move through walls, though it makes a poor porter). The spirit takes up residence in an object you designate, and it manifests as either an invisible presence or a ghostly shade. Your spirit accomplice is specialized in one knowledge skill the GM determines.

The spirit is normally insubstantial, but if you use an action and spend 3 Intellect points, it accretes enough substance to affect the world around it. As a level 3 creature with substance, it has a target number of 9 and 9 health. It doesn't attack creatures, but while substantial, it can use its action to serve as an asset for any one attack you make on your turn.

While corporeal, the spirit can't move through objects or fly. A spirit remains corporeal for up to ten minutes at a time, but fades back to being insubstantial if not actively engaged. If your spirit accomplice is destroyed, it reforms in 1d6 days, or you can attract a new spirit in 2d6 days. Enabler.

**Tier 3: Ability Choice.** Choose either



## SAGE MAGIC

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You might consider your magic to be God-given, nature-given, completely learned, completely innate, some combination of those, or something else entirely. Whatever your character believes is how their magic should work. They may not even call it “magic,” and that’s perfectly fine.

Most Sage abilities require at least one free hand to be used, and many also require words to be spoken, sung, written in the air, or signed. Depending on the ability and the character, they might use Bible verses, poems, or ancient sayings, or they might create something new for each situation.

**Healer (podcast examples: Granny Underwood)**

- A Mystical Sage who Cures What Ails Ya

**NONFICTION**

*Appalachian Curiosities*, Laura Wright

*Backwoods Witchcraft: Conjure & Folk Magic from Appalachia*, Jake Richards and Starr Casas

*Black Coal Miners in American, 1780-1980*, Ronald Lewis

“Black Folk Medicine in Southern Appalachia,” Steve Crowder, <https://dc.etsu.edu/etd/149> (Electronic Theses and Dissertations)

*Doctoring the Devil: Notebooks of an Appalachian Conjure Man*, Jake Richards

*Folkloric American Witchcraft and the Multicultural Experience: A Crucible at the Crossroads*, Via Hedera

*Growing Up Creeker: Class and Gender in Rural Appalachia*, Linda DeRosier

*Haunted Hills: Ghosts and Legends of Highlands and Cashiers, North Carolina*, Stephanie Burt Williams

*Ozark Folk Magic: Plants, Prayers & Healing*, Brandon Weston

*Ozark Magic and Folklore*, Vance Randolph

*Roots, Branches & Spirits: The Folkways & Witchery of Appalachia*, H. Byron Ballard

*The Walker Sisters: Spirited Women of the Smokies*, Bonnie Trentham Myers

*What You Are Getting Wrong about Appalachia*, Elizabeth Catte

*Wild Witchcraft: Folk Herbalism, Garden Magic, and Foraging for Spells, Rituals, and Remedies*, Rebecca Beyer

*Women of the Smokies*, Courtney Lix

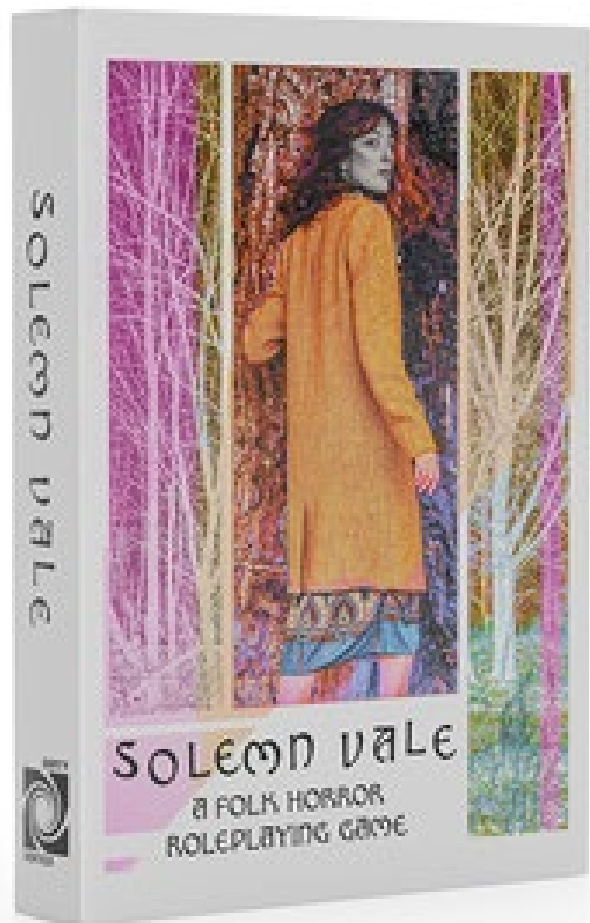
**Magic User (podcast examples: any of the Walker Sisters)**

- A Mystical Sage who Possesses the Gift
- An Uncanny Sage who Serves the Green



# Weaving & Whirling: The Ludic Work of the Cunning Men, Crones, & Spirits





<https://dirtyvortex.net/>



9/9/20, 8:31 AM

Hey, could I borrow your occult expertise for a moment?

Marvelous, thanks! I'm looking for a word that basically means "magic item" but that doesn't have the colonialist connotations of "tulpa" or "fetish". I thought about "amulet" but that comes across as a little too high-fantasy for my tastes.

"Charm" often has the meaning of "magic item" in various folk magic traditions. "Charm" can also mean "verbal incantation," with the idea that folk magic items often consist of powerful letters or words written down and carried as a talisman.

# The Wyrd Abacus







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# Wyrd Abacus = Weaving Fate as Game Mechanic



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**Wyrd Pool:** There are two types of Wyrd pool: the characters' and the scene's. The scene's Wyrd pool consists of several Wyrd points the players can draw upon to enhance their challenge rolls or introduce other effects. When a character takes a point from the scene pool, it adds to their personal Wyrd pool. This pool is used to determine the number of dice in any Wyrd roll the character must make, increasing the chances they will be caught up in the Wyrd's fickle power.

Hush, little baby, don't you cry,  
Mummies gonna sing you a lullaby





|  |  |
|--|--|
| <p><b>SWEAR JAR</b></p> <p>Pressure 4, Wits 4</p> <p>— 2 —</p> <p><i>She taps the faded label on the jar. "We'll have none of your townie bad manners here," she says firmly.</i></p> <p>— 2 —</p> <p><b>MIND YOUR LANGUAGE:</b><br/>While this stage rule is in play, the first time in a scene that a character swears, the character with the lowest Wyrd takes 1 point of Mind or Soul damage.</p> <p>♠ 10</p> | <p><b>OMINOUS COUNTRY SAYINGS</b></p> <p>Foreboding 5, Invocation 5, Logic 5</p> <p>— 2 —</p> <p><i>"The raven always takes the pigeon's liver?" What did the farmer mean by that?</i></p> <p>— 2 —</p> <p><b>WORRYING UTTERANCES:</b><br/>The first time a denizen utters an ominous country saying each scene, roll Wyrd.</p> <p>♣ Q</p> |
|--|--|



# Wyrd Abacus tracked by cards

D6 SET: WRYD BLACK

\$15

DIRTY VORTEX



D6 SET: WRYD PINK

\$15

DIRTY VORTEX





*Man,  
Play  
and  
Games*

*Translated by  
Meyer Barash*

- 
- Caillois' four types of games:
- 1) Agon (Conflict)
  - 2) Alea (Chance)
  - 3) Mimesis (Imitation or Make-Believe)
  - 4) **Ilinx (Vertigo)**

linox = vertigo game (literally whirlpool)









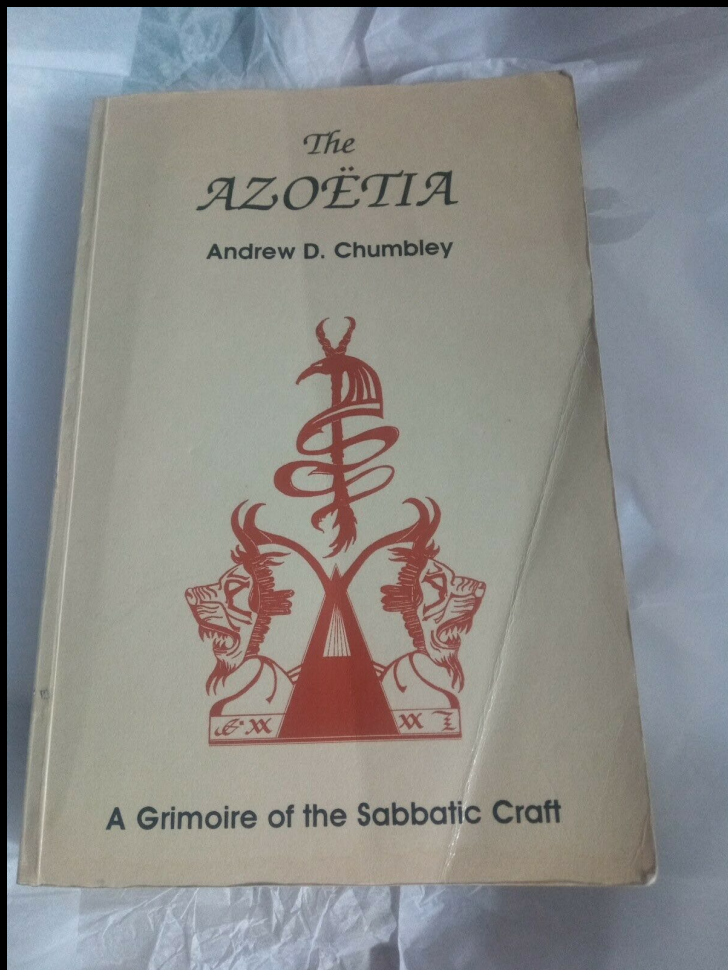




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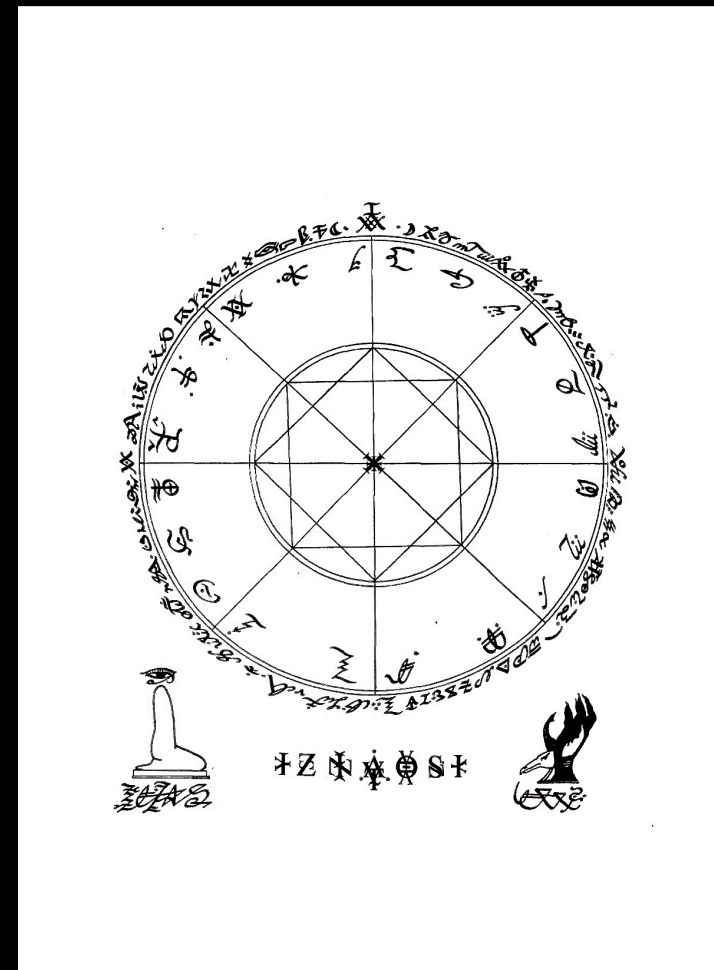
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QUTUB defines the focus of the Magical Current. Its form reflects the Design; a web of inter-connection through which the Current manifests; an evocatory poem of 72 verses articulates the transmutative process of the Crooked Path; 11 talismanic illustrations combine to express the teleamata of the Way; a commentary demonstrates in microcosm the macrocosmic pattern of the Design; the Rite of the Opposer reveals the Gateway to the Path of the flesh!

There is a stream of initiatic power which flows through the Body of the Gnosis, moulding the Image of the Adept, casting the shadow-form of the Great Opposer – here its Path is traced . . . from the Yatukih Sorcery of Ancient Persia, through the Yezidic Cult of Shaitan and the widdersahins dance of the Sufi, to its present-day recension within the arcana of the Sabbatic Tradition.





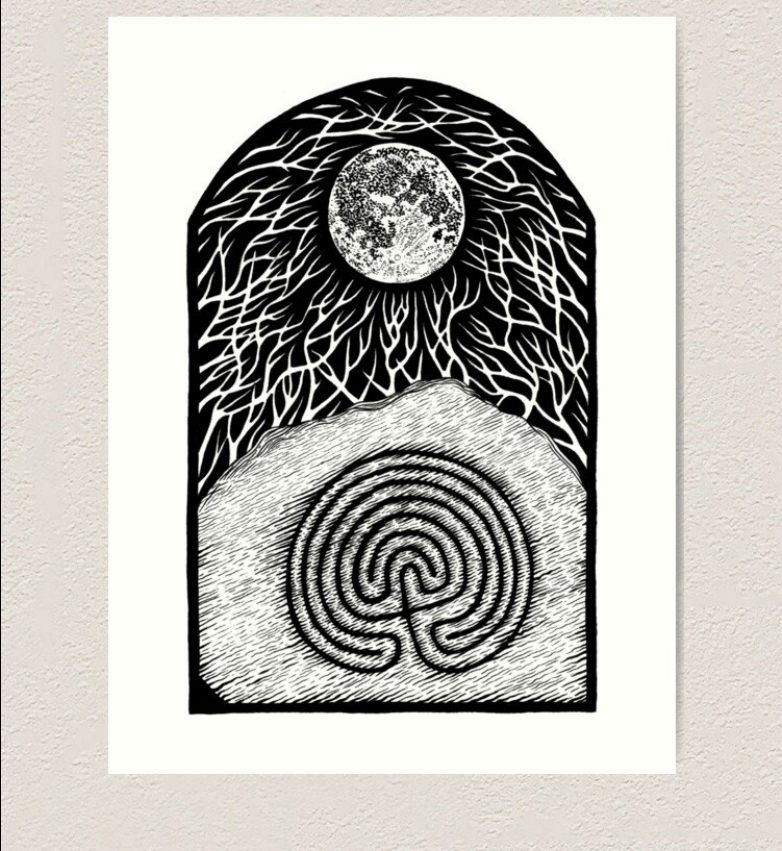






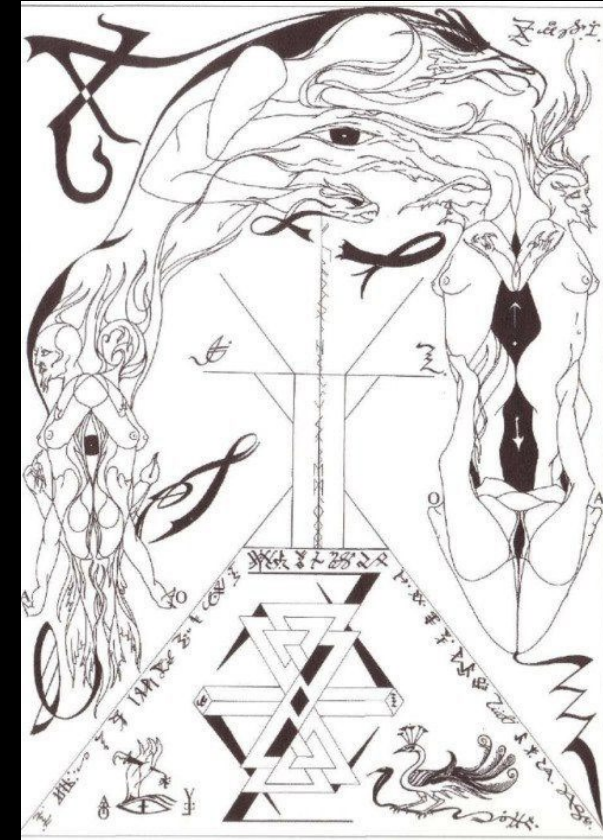








# Traditional Witchcraft = vertigo games for spirit contact



# Party vertigo games for contacting the Other Side



## DANGEROUS GAMES TO PLAY IN THE DARK



A Guide to Summoning Spirits, Divining the  
Future, and Invoking the Supernatural

BY LUCIA PETERS







Arcana

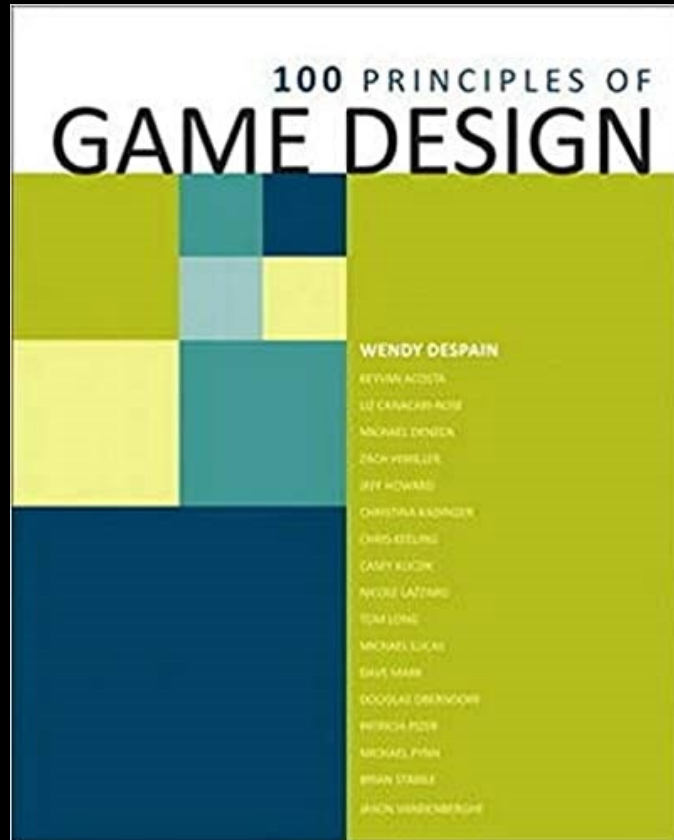






# The Occult Power of Play

# Howard's Law of Occult Game Design



Howard's Law of Occult Game Design (or just The Law of Occult Game Design or Howard's Law) can be expressed as a formula: "Secret Significance  $\propto$  Seeming Innocence  $\times$  Completeness." Translated into everyday speech, this equation means that the power of secret significance appears simple, cheerful, even carefree. Completeness means that players can experience the game naively as a conventional platformer, shooter, or other standard game genre without being aware of any thematic depth. Sudden knowledge of the game's depths transforms players' experiences. The Law of Occult Game Design is often connected to a sense of the esoteric, of occult significance in both the connotation of dark magic and the original definition of occult: hidden.



# Kerdroya: Cornish mythology meets Pokémon GO

05 May 2021



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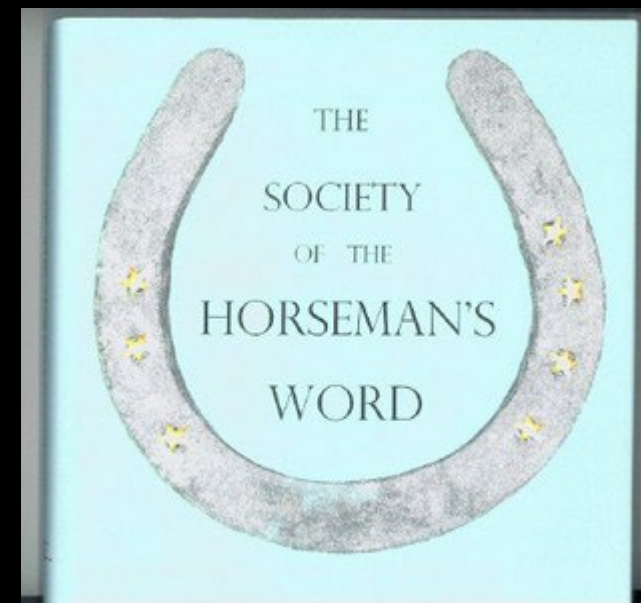
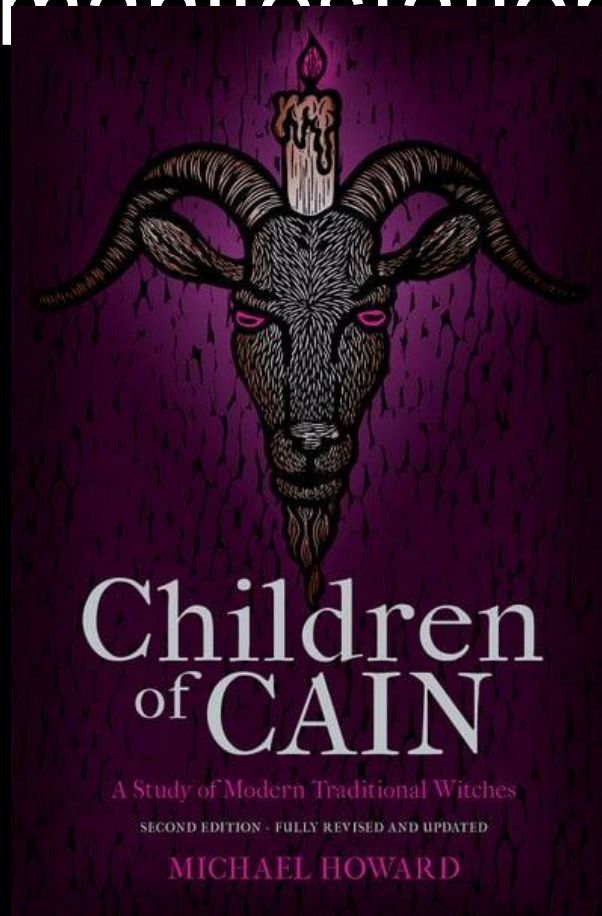
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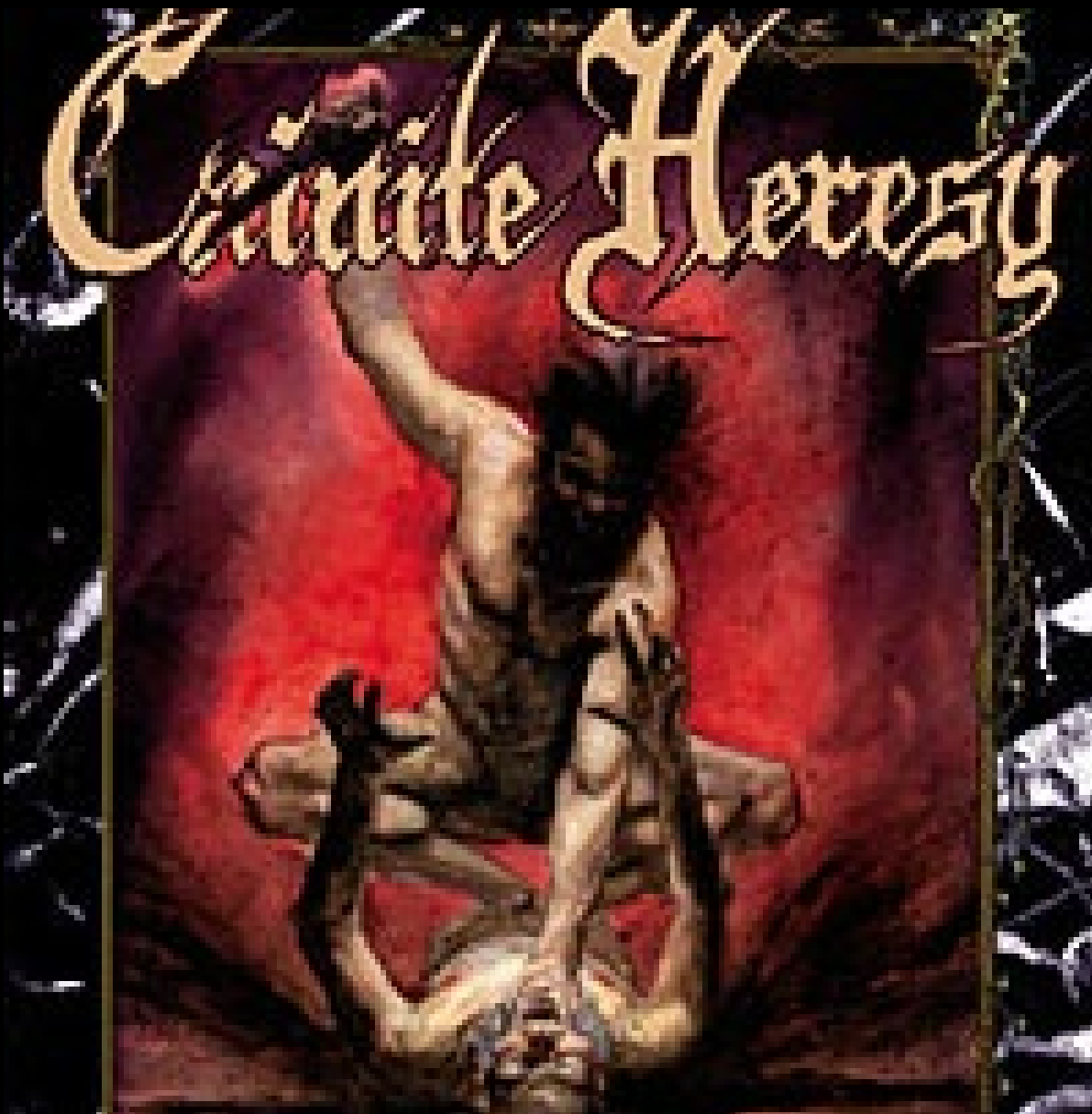


RESTRICTED

# Traditional Witchcraft Aspires toward Gnosis, of which the wisdom of the goddess generally and the **Crones** specifically are a manifestation



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Seeking a power  
that runs from a  
current (and  
against it)

- *One: Grimoire of the Golden Toad* (Andrew Chumbley 12)



Upon the Night of the Full Moon the bones must be taken to a stream of clear flowing water. Where the Moon's face is reflected into the water, there the bones must be cast down to spin and whirl in the current. If the rite has been performed correctly and with strong intent, it is said that a single bone - the Talisman of the Toadman - will move upstream, screeching aloud as it moves against the current. This is the bone that must be seized and claimed as the Token of Entrance to the Mystery. But lo, as the



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