

Crafting Magic 2.0

blogs.ed.ac.uk/craftingmagic
<https://gitlab.com/fetidom/crafting-magic-2-0>



Playing Cards

Each card links to a web page using a QR Code.

Each page contain a mixture of research prompts.

Each prompt conflicts with the other prompts.

These disparate voices are parameters that suggest how players might enact their card in relation to other characters their cult.

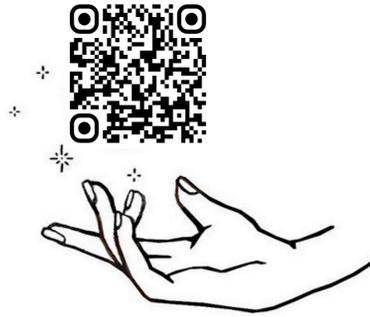
Magic Circle



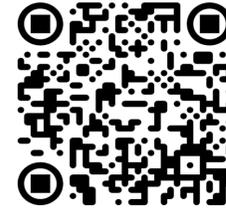
Each Cult must remain in their 3x3m Magic Circle while Crafting Magic.

Each Cult must ensure that they are sensitive to their cultic milieu.

Magic can only be performed in the designated 3x3m Magic Circle.



The Thickening



The aim of Crafting Magic is to create a magic effect, successfully perform the effect, and, finally, to produce a Grimoire that encodes the crafted magic in such a way that others may successfully perform the effect.

Working in two cults, players craft forms of 'everyday magic', their origin myths, their technologies of enchantment and the sensory atmospheres (cultic milieu) in which to practise them.

To craft magic, we must work outside of our fields and remain open to engaging with known knowns, known unknowns and unknown unknowns.

Along the way, we will learn about a wide array of theories and practices of magic.

Crafting Magic mainly operates within the realm of the 'everyday', but flirts with theories and examples of ritual, transcendental, skeptical, capitalist and secular magics.

Transcendental storytelling relinquishes some authorial control to magical actants. Leaving some things to chance is an important component of crafting magic. Remember that objects, such as playing cards, can make choices so we don't have to. Allow the magic to choose us.

Characters

what sort of 'characters' make magic.

Crafting Magic is a collective means of augmenting reality through interactive storytelling.

To forge a cultic milieu, all players must become their fictional character - role-playing their dramatis personae all times during the workshop.

Each player is selected by a character when they choose a card from the Character Deck.

Players interpret the conflicting voices when creating, narrating and performing the attributes of their Character.

Players stay in Character from this point in the workshop.

Methods

different approaches used when making magic.

"As for the magician, he can either directly influence objects, individuals, and human society or invoke the presence of powerful invisible beings, demons, and heroes from whom he hopes to profit. In order to do so he must gather knowledge of the nets and bait that he must put out in order to gain the desired result." (Couliano, 1987: 88)

Methods are ways of crafting magic.

Methods might be conjuring techniques, efficacious rites, rituals; or combinations thereof.

The two cards used as illustrations here (Formulae and Kayfabe) present two very different approaches to Method.

Tools

different techne deployed when making magic.

"Objects and things in the form of game props are central to the success of LARP and key to its potential for metaphysical speculation. Props provide the objects on which ludic mechanics operate, they contribute to the production of a shared narrative, and help transform the space in which the game takes place, specifically, its demarcation from the world of the everyday." (Buckley, 2020: 364)

Each Tool has its own backstories; object biographies that make it more, or less, suitable for particular forms of crafted magic.

When conducting Tool research, it's vital to understand, and speculate upon, what 'life experiences' Tools may have had.

Characters should be able to narrate how these experiences might make their Tool ritually efficacious.

Effects

how personae, method and tools assemble to produce action.

"magic, adj. : magical. Native speakers of English don't have nearly as much trouble using these words appropriately as lexicographers have classifying the sense adequately. Both may mean either (1) "of, relating to, or involving mystical powers that allow impossible things to be accomplished," or (2) "of, relating to, or involving the performance of tricks for entertainment, esp. by sleight of hand." (Garner, 2016)

From the perspective of the audience / the faithful, an effect is a tangible outcome.

A witness to magic must believe the effect has taken place. e.g. With respect to Garner, 2016:

- (1) A Ritualist's magic leads to cure.
- (2) A Conjuror pulls a rabbit from a hat.

