

Cosmic Center of Spiritual Light
HALLOWEEN MYSTERY GAME EVENT
Saturday, October 29, 2016 – 7:00 pm

Calling all mystics, sorcerers, wizards, witches and more. The world is in turmoil, on the brink of disaster. There's only one thing that can save the planet — an ancient sacred potion ceremony. Bring your magical powers, follow the clues, find the magic elixirs and save mankind!
Join us for a unique themed mystery game event!

For Muggle-Borns: We'll come together, eat, play a Mystery Game, and dance the night away. Guests come in costume as a "good" mystic (sorcerer, wizard, fairy, elf, witch, etc. This event is different than a costume party in that the guests come IN CHARACTER and stay in character throughout the Mystery Game.

So, if you come as a Dumbledore-type character you would talk, walk and interact with others AS Dumbledore. If you come as a Glenda the Good Witch-type character, you would talk, walk and interact with others AS your character. Game participants will break into Teams, follow clues, find sacred elixirs, create a magic potion, and save mankind!

THINGS TO HELP YOU CHOOSE AND DEVELOP YOUR CHARACTER

It's time to let your inner child out to play! Part of the fun of the evening is pretending. Remember how easily you "pretended" as a child? It's still in you, and you have permission to let it out!

I've put together some information to help you choose and develop your character. Of course, you can find everything imaginable on the internet. In the meantime, here are some things to get you started ...

STEP 1 – REGISTER TO PLAY THE MYSTERY GAME BY EMAIL:
KatieMcDill@aim.com; **BY PHONE: 941-780-1758.**

STEP 2 - CHOOSING YOUR CHARACTER: Ideas for Mystic characters: Sorcerer/Sorceress, Wizards, Witches/Warlocks, Fairies, Elves, Merfolk, Psychics, Mediums, Shamans, etc. Once you select one, search/Google it on the internet to find information and photos. (See some descriptions of these mystics below.)

You can create your character straight from a folklore story, TV show, or a movie. There's so much to choose from like *Harry Potter* and all the good wizards in that series. Other movies to consider are *The Hobbit*, *Lord of the Rings*, *Avatar*, *Wizard of Oz*, *Bewitched*, and *Nanny McPhee*. And don't forget Tinker Bell and her fairy friends.

The best character you can be is YOU! What would/will you be in your full power?! Which are the realms, powers, mystics are you drawn to? Are you drawn to the angelic realm? To nature elves, fairies, divas? To mediumship, divination? To the healing realms, shamanism? Or are you drawn to working with energies through wizardry and sorcery?

STEP 3 - COSTUME: Once you have your character chosen (like a wizard), your next step is to put together a costume. Your costume can be as simple or as elaborate as you wish. With your character in mind, look in your closet and think of how some of your clothes can be adapted. It's amazing what you can do with belts, hats and scarves. Check your local thrift stores. It's a great source for clothes that can be used for your character. Also, check out descriptions and photos of your type of character on the internet.

Robe – Robes for wizards, sorcerers, witches, etc. come in many styles and designs. They often are interwoven with the magic of the four realms.

Hat – The power-focusing conical shape is the most popular hat style. A wizard's hat channels magic. Can be decorated with signs, symbols and arcane markings.

Staff: A Staff can be a gnarled head-high stick or a finely polished cane. It acts as a portal to Nature's magic, a means of channeling magic to its proper realm. A wise wizard or sorcerer/sorceress knows how much of the real magic to channel, and how much to keep in the staff. A reservoir of power can be used for trans-dimensional travels, instant spells, and protection.

Wand: A wand is shorter than a staff, usually smoothly finished. It's used for channeling energy. A wise wizard or sorcerer/sorceress knows how much of the real magic to channel. It's also an excellent stirring rod for concoctions.

STEP 4 - DEVELOPING YOUR CHARACTER: Here's the really fun part – pretending! To stay IN CHARACTER during the event, think about some things to talk about with other “characters.”

For instance, a name; where you're from; what's your village like; what are your powers; what's your mode of transportation (walk, fly, etc.); do you have a family; how do you assist humans; and some experiences you've had. Use a story line straight from a book or movie if you like. Let your imagination soar! Be absurd! It's time to play!!

STEP 5 - ADDING ACCESSORIES: Accessories can help define your character. Such as a Wizard and his wand, a Fairy and magic dust, a sorcerer and his staff, etc. Following are ideas for your accessories.

- Wands, Sticks, Walking sticks
- Charms (sometimes exchanged as currency between the realms)
- Mystical ornaments
- Jewelry, Amulets
- Feathers, Crystals, Flowers, Nature Items
- Libation vessel (for elixirs, potions and mystical mood enhancing brews)
- Pouches/Satchels (to carry herbs and powders, a book of incantations, a personal diary, maps, a chunk of cheese and loaf of bread)

As mentioned above, searching the internet will give you loads of information. For example, here are some things I found to describe various mystic characters.

Sorcerer, Sorceress – Sorcery is the ultimate manipulation of magical energies that assesses the true source of magic itself. (Sorcerers use staves in beginning) The power of our own pure thought, trapped within our supposedly physical brain, accessing the pure thought foundation of

reality which is actually the one original eternal God's mind. (Refer to Movies: Sorcerer's Apprentice, Nanny McPhee)

Wizards – Wizards are known for their magical laboratories, potions and practice of alchemy and the manipulation of magic energies and exploitation of science. They cast more complicated and powerful spells than witches. Wizard spells call upon both gods and goddesses. Advanced Wizardry relies less on spells and is about accessing the power within or imbuing one's self with permanent power free of any magical source. In order to focus magical energies Wizards must rely on a wizard's wand. When a Wizard no longer requires a wand they are considered a Sorcerer. (Refer to Books and Movies: All Harry Potter movies with Dumbledore, Harry Potter, Hermione, Ron Weasley, etc.)

Witches – Warlocks (can be male or female) - call upon deities, Goddesses, from which they derive some or all of their power from in the form of spells, incantations, rituals, divination, summoning, charms and potions. White witches occasionally call on Angels. Also practice healing arts, herbology, alternate remedies. Usually members of covens. (Refer to Books, Movies and TV show: *Bewitched*, Movie: *Wizard of Oz*)

Fairies – Realm of Air: supply the sparkle of a star, the glint of a moonbeam, the flight of a comet.

Also about Fairies: Wings, while common in Victorian and later artwork of fairies, are very rare in the folklore; even very small fairies flew with magic, sometimes flying on ragwort stems or the backs of birds.^[10] Nowadays, fairies are often depicted with ordinary insect wings or butterfly wings. In some folklore, fairies have green eyes. Some depictions of fairies either have them wearing some sort of footwear and other depictions of fairies are always barefoot.

Another belief is that the fairies were an intelligent species, distinct from humans and angels.^[35] In alchemy in particular they were regarded as elementals, such as gnomes and sylphs, as described by Paracelsus.^[36] This is uncommon in folklore, but accounts describing the fairies as "spirits of the air" have been found.^[37] The belief in their angelic nature was common in Theosophist circles.

L. Gardner likened fairies to butterflies, but whose function was to provide an essential link between the energy of the sun and plants in order to stimulate growth. "That growth of a plant which we regard as the customary and inevitable result of associating the three factors of sun, seed, and soil would never take place if the fairy builders were absent."^[97] He described them as having "...no clean-cut shape normally, and one can only describe them as small, hazy, and somewhat luminous clouds of colour with a brighter spark-like nucleus."^[97]

Elves – Realm of Earth: The softness of a moss-covered glen, the freshness of a spring breeze, the solitude and majesty of the forest primeval are provided by elves from this realm.

Also about Elves: In the film series *Lord of the Rings* (2001-2003), all of the elves (including Wood Elves) were portrayed as fair, graceful, and wise beings with supernatural abilities like enhanced eyesight. While they facially resemble humans, they transcend beauty, with much longer and finer hair and an apparent inner glow. They also have pointed ears and no facial hair.

Along with *Book of Lost Tales*, Douglas Anderson shows that in *The Hobbit*, Tolkien again includes both the more serious 'medieval' type of elves, such as Elrond and the Wood-elf king, and frivolous elves, such as those at Rivendell. (Refer to Books and Movies: *The Hobbit*, all *Lord of the Rings*)

Merfolk – Realm of Water: the rhythmic flow of a mountain stream, the soothing swirls of a bubbling spring, the endless energy of the blue-green sea are brought by the merfolk of this realm.

Dwarfs – Realm of Fire: The infinite depths of a gemstone, the power and brilliance of a flame, and the intrigue and logic of subterranean caverns are supplied by dwarfs of this realm.

Also about dwarfs: A small humanoid that dwells in mountains and in the earth, and is variously associated with wisdom, smithing, mining, and crafting.

Everyone welcome! You don't have to play the Mystery Game;
but if you wish to play the game, please **RSVP to Katie McDill**

KatieMcDill@aim.com, 941-780-1758.

Details at ccosl.com \$15 donation.

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