

Summon! Some! Sequels!

Hey, you! Yes, I mean you there, wizard who just finished reading such a good book that you didn't want it to end. Or maybe the credits of a really great movie just finished rolling, or are still rolling, and you simply have to ask, *what now?* Or, hey, maybe instead you've just beaten the final boss of a truly incredible video game. Just because magic is an ancient and storied tradition doesn't mean that all of its users have to be trapped in the past, we're in the modern age after all, there's no need to deliberately deprive yourself of modern conveniences unless you're working on a ritual of some sort that requires it. (If that's the case, then that's fair. More power—and best of luck—to you.)

This particular ritual, mages of all stripes will be delighted to know, requires nothing of the sort. It's quite simple, in theory—and in practice!

However, before we begin, there is one thing I need to make rather abundantly clear: read *ALL* the instructions before you begin. Yes, I mean all of them. I'd like to think that I'm not too dry of a writer, so I'll do my best to keep things interesting, but even if my writing skills entirely fail me, please just humor me and keep on reading. This ritual has certain side effects if done improperly that may make an unfortunate caster wish very much that they had never begun the ritual at all, and I'd rather my dear readers find that out from reading about them and not from experience.

(Note: If you *do* carry out this ritual without reading all of the instructions first, and do so improperly, I am not liable for if it doesn't work out the way it intended. That's on you. *Read the instructions*, and *read them well*. I know it's "hip" and "cool" and, dare I even say it, "trendy" to simply skim detailed instructions as little as you possibly can and figure out the rest by trial and error, but *this will not go well for you if you do*. Don't come crying to me if you ignored my warnings, or you'll find your tears just as ignored as my attempts to prevent such a thing from occurring at all.)

First things first! Ingredients. This *will* vary significantly depending on what sort of sequel you're attempting to summon, but let's start with the things that will be the same regardless of medium.

-Your favorite ritual chalk. Color and grade have not affected the ritual negatively in my experience, but if there is a particular color you prefer that never hurts, and if having a higher grade makes you feel better about your casting, then far be it from my place to tell you not to use it.

-Candles. Always a must for rituals like these; that said, they're mostly there for aesthetic, so if you live somewhere that doesn't allow open flame I have had a fairly high success rate with electric candles as well. Again, feel free to use your favorite colors/grades, anything particularly associated with the original work you're hoping to summon a sequel to—say, if there is a particular color prominently associated with the main character, or your favorite character—can only help.

-A (physical!!) copy of whatever it is you want to summon a sequel to. An eBook will only work if that is the *only* thing on whatever device you read eBooks on, and in testing it tended to run the risk of summoning a "sequel" to the device instead—not necessarily unwelcome, but also there are other ways to procure new devices that don't run the risk of you being arrested for misuse of magic. Likewise, if you desire a sequel to a video game, you *must* have a physical copy of that game. (Putting the program onto a USB drive or a DVD should work, though be warned I haven't tested that and I am not responsible if it doesn't work.)

From here, matters vary drastically depending on what sort of a sequel you're looking for. Do you want a sequel to...

...a book? Get some paper (the kind—printer paper, spellpaper, origami paper—doesn't matter so long as there is no writing on it prior to the beginning of the ritual) and some ink (literally any kind works).

...a video game? Spare controllers for the console the game is played on (or spare keyboards/computer mice if you are a habitual PC gamer) and batteries. The kind *mostly* doesn't matter, but avoid lithium batteries. You're better off not knowing what those did in testing.

...a movie? Makeup, cheap disposable cameras, batteries. (Again, *avoid lithium batteries*. They know what they did.)

For anything that I haven't listed here, use your own judgment—you want ritual materials that are at least loosely associated with the medium that you want the sequel to be in, but it's crucial that they can't have any extraneous information on them or it will have... side effects. *You don't want those side effects*. Unless, of course, you want the sequel to your favorite book to inexplicably have the main character go off on a tangent about the grocery list you'd forgotten about writing. I test these things out so that you don't have to; don't let my extensive testing be in vain.

So. You've got your materials sorted, you've read *all* the instructions in advance—seriously, I *mean it*—and you're ready to start setting things up. As with all rituals, you draw the circle first. It does not have to be a perfect circle, but it needs to at least look more like a circle than an oval. (I swear, I've seen some ritual circles that make me wonder if they just don't teach young mages how to draw them like they used to.)

Place the candles at equivalent intervals around the circle. Leave enough space between them that items can be placed between them without any risk of said items catching fire, and *for the love of all the gods old and new*, be *careful* with the candles if you're using paper in the ritual. The candles are mostly there for aesthetic anyway. We're mages, not (usually) arsonists, and open flame near paper is a massive fire hazard.

(And yes, putting it out wouldn't be *that* hard, but doing so with magical means will force you to start over the ritual at best. Mundane means might be okay, might not be—results were inconclusive, and refilling my fire extinguisher has gotten ridiculously expensive, so I regrettably wasn't able to test that anywhere near as much as I had hoped to.)

Once the candles are (safely!!!) placed, you're going to want to space your more specific ritual materials between them. If you're summoning a book, alternate between your paper and your ink, for instance. The more evenly you can do this, the better, but I'd rather you compromise on how even the circle is than on safety. Last of all, place the original book/movie/video game/etc in the center. (This step is easier with a levitation spell, so as to avoid disturbing the outer parts of the circle.)

Then, and only then, begin to walk around the circle. Recite something connected to the original work under your breath as you do—a particularly poignant monologue, for instance—and focus, very intently, on your love and appreciation for the work. This step is *crucial*; the ritual will have no effect at all if you do not have a positive emotional attachment to the original work. Focus on what you love about it, not on the things that you think the creator could have done better.

Continue this, repeating your recitation and your circle around the ritual circle, until there is a bright flash from the center of it. Casting time may vary; it seems to be shorter if the caster is deeply attached to the original work, but a successful ritual has never taken me more than an hour.

That flash will either herald the appearance of the sequel itself—or, if the author creating that sequel has cast too many/strong of enchantments protecting it from rituals such as these, it will herald the appearance of a release date scorched into the center of the circle. Specificity of the release date varies depending on the materials you have put into the ritual; I have seen as vague as "NEXT YEAR" and as specific as the very hour of release.

Unfortunately, I can't guarantee summoned sequels—there are too many mages being hired to protect from exactly this sort of thing now. But where my ritual differs from the others commonly available is that it will guarantee you *something*.

(However, be warned: if you are not focused enough on what you loved about the original work, you could all too easily get a *terrible* sequel. No one wants that, you least of all.)