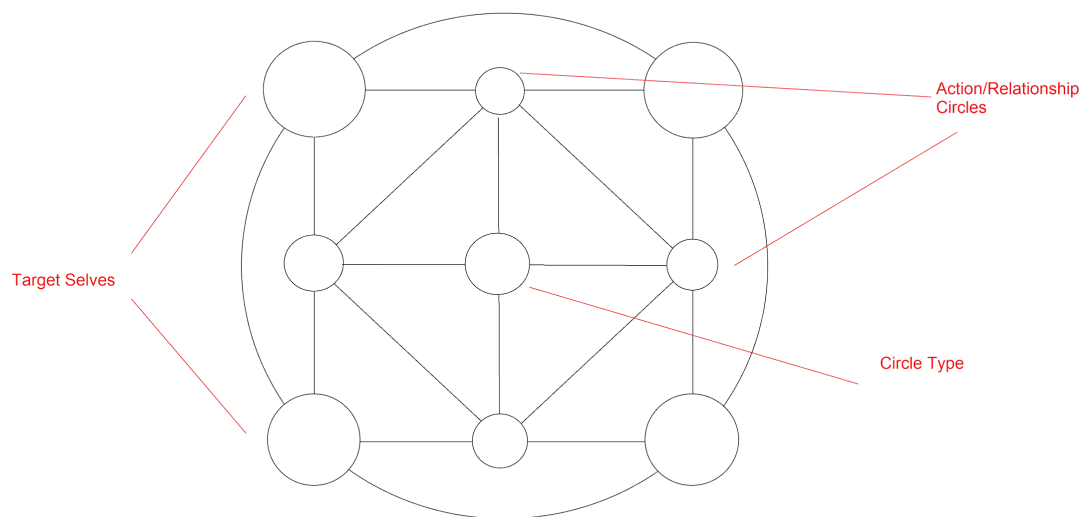


Today we will discuss composite circles and how they are used in warding circles.

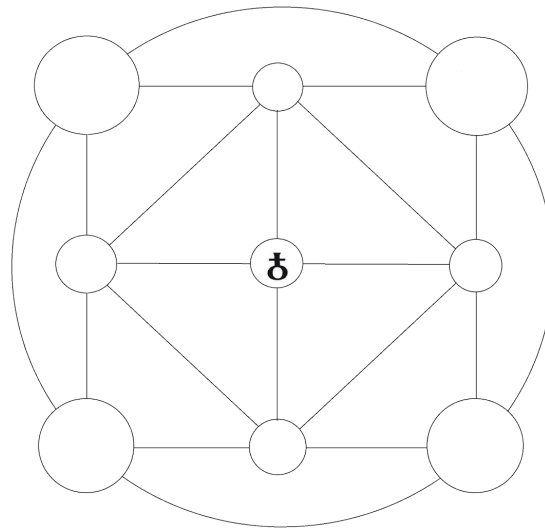
Previously we'd been working on circles that describe a target self. This is important, however it should be made clear that to do use any powerful circles, including portal circles, we must use several of these circles in conjunction.

Here's an example that will heal three allies in the effect:

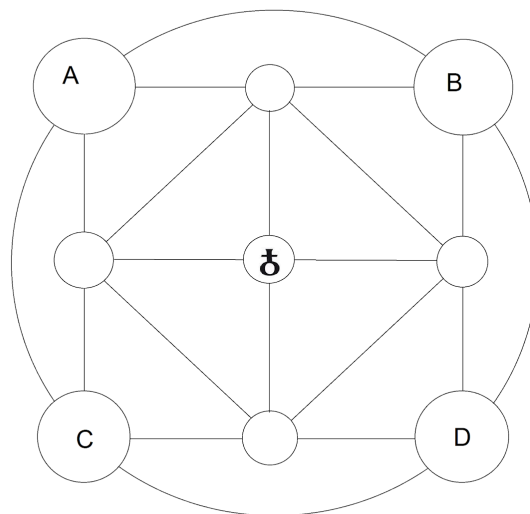


This is the basic structure of a full, compound circle. The four “Target Self” are full circles that describe a full self. The relationship circles and the circle for the “Circle Type” are often a single glyph, however there are some variants that are more complicated. These variations are rare and often simply there to increase the aesthetic of the circle.

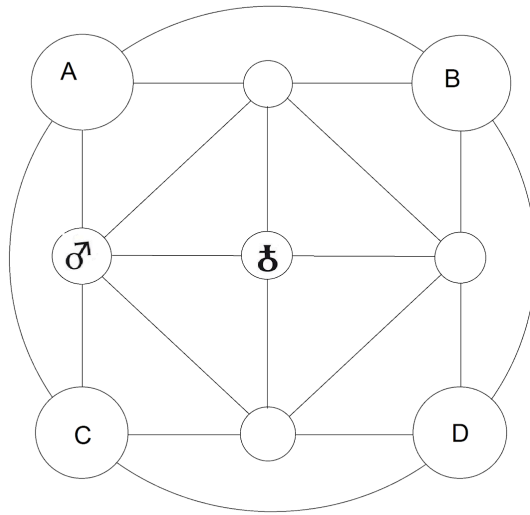
For a healing circle we start with the Circle Type. As we learned last class, the guardian rune is used to indicate healing



Then we have fill the four outermost “Target Selves” with circles describing the user and the three targets of the circle. I will fill them in with letters A-D for now.

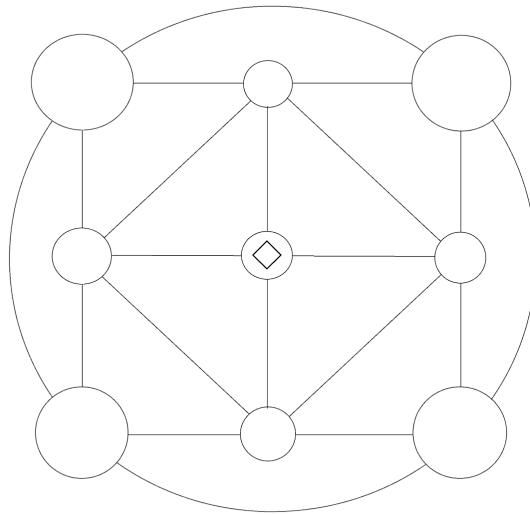


The last four circles describe the relationship between the various target selves. For instance, if A and C see each other as comrades in arms, we would put the warrior here.

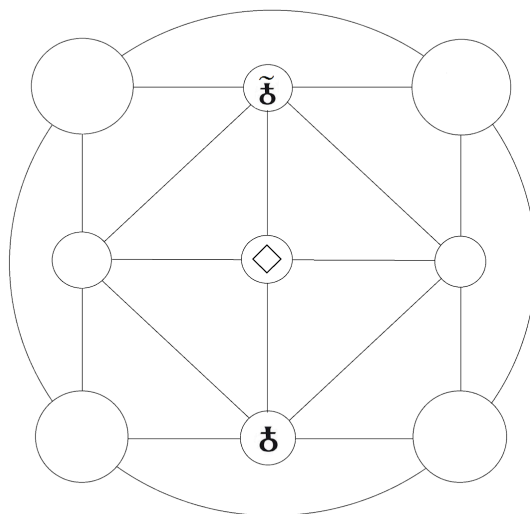


All relationship circles must be filled in for the circle to work. Do note that for each target added, the amount of time required for the user to rest increases exponentially. For instance, as we learned last class, you must wait two minutes after healing someone to use another circle. If you were healing two people with the same circle, you would wait two to the power of two (four minutes). If you were healing four people, you would wait two to the power of four (sixteen minutes). Very Important: **If you try and cast a circle whose cooldown time exceeds one hour and six minutes, the circle will fail and you will fade yourself.** This rule can vary for individuals but often only by a two to three minutes and never more than five minutes.

Now warding circles operate a bit differently. Let's start with the basics again. The symbol for Warding is The Fool. So we begin with what we see below.



The following relationship runes are always filled in for a warding circle:



This indicates that the top two Target Selves are what the warding rune will ward against and the bottom two runes are what the warding rune will protect. The other two relationship circles are there to describe the warded selves relationship with the selves being warded against and visa versa. Often one of the bottom “Warded” selves is dedicated to the user of the circle and the other(s) are dedicated to the others warded by the rune.

To use a warding circle, you place it around the area you wish to ward (the circle must be large enough to encompass the entire area).

There are also more complicated strategies that require “Key runes” in order to bypass the circle’s wards, please ask me after class or even during in order to get more details on how that works.

Questions?

Mike sits, takes notes, spends a lot of time thinking during the explanation of warding, and looks generally excited but kind of bewildered

Charlotte comes in with a notebook and coffee cup in hand. She finds a seat near the front and sits, beginning to take notes.

Darren sits down next to Mike, and starts sketching the circle designs.

Mike squints for a second then raises his hand

Langston points at Mike. “Go ahead.”

“the tick mark at the top of the warding circle, I’m guessing that’s to change what that rune does? Could that work on other runes too? Like add it to a simple circle that’s meant to pin something normally so you can use it to unpin someone?”

Langston points to the top most relationship circle. It has a symbol of a guardian and a ‘~’ over it. “Do you mean this?”

Ryan runs into class late and sits down next to Charlotte, writing like crazy.

“yeah. I mean, it just seems like since the rune is usually used to protect, and adding the tick mark makes it into “protect against”, does it do something similar with other runes”

Langston nods. “It turns the rune into a ‘shadow rune’. We went over these in class four. It is sometimes easier to describe an identity by what it’s trying not to be rather than what it is trying to be. So by adding this line over the top of the rune, it communicates that rune is the opposite, or “shadow” of what it usually is. In this case, it means we want to ward and exclude these target selves, rather than protect and include.”

“Ok. Sorry about the repeat.” Flips back and forth through his notebook for a little bit

Charlotte cautiously raises her hand.

Langston points to Charlotte. “Yes?”

“Is it possible for these circles to hold any power here in the Hylean world? I know that they have significant effects in the KNOT, but what about on our actual plane of existence. We know that through meditation that *odd* and mysterious occurrences can happen here, without being in the KNOT, so can the same go for different types of circles?” She almost sounds uncertain if that this is a good question.

Langston: “They lose a lot of power outside the KNOT. I think some wards can repel, but very weakly and not nearly as well as inside the KNOT. The rest of the effects are limited to the psychological”

“But it’s not impossible? Especially since there seems to be very *little* that harms or affects wights on this plane.”

Langston exhales through his nose. “I wouldn’t rely on it. It’s very inconsistent and probably won’t stop wights a great deal. It might slow them down for a few seconds, maybe a minute.”

Ryan asks, “If you make the ward against dangerous KNOT creatures, would your friends be able to pass back and forth over it? Would it disturb the ward at all?”

Langston: “You would have to make the ward descriptions very specific. This often means you either leave out one of your friends from protection, or forget to include some kind of KNOT creature. It’s why the “key” form of warding is sometimes preferred.”

Charlotte raises her hand again.

Langston nods at Charlotte. “Go ahead.”

“This may be a silly question, but these are just additions to the base circle we have already created, correct? I just want to make sure I am following the instruction correctly”

Langston: “Yes. These are larger circles made up of several base circles. In the image above, the circles labeled A-D are complete circles describing an individual that we’ve studied before.”

“Okay, I just wanted to make sure that I was following along correctly.” She says and sits back and writes down more notes.

Ryan pipes up again. “Is there any reason you are using the secondary rune of The Protector?”

Langston: “It was the glyph set I was working with when making the circles for this class. No particular reason other than that.”

Ryan nods. "So in a keyed ward system, I assume that the circle itself would include something indicating a certain rune, and then anyone holding said rune would be able to pass through?"

Langston: "That is a subset of what is possible. It is possible to make an entire circle that targets a self the key. Or even a whole warding circle."

"Could you take a ward and turn it inward, keeping someone in?" Ryan muses.

Langston hesitates. "Yes, you could trap someone in the KNOT. It's a little more complicated than turning it inward. Who are you planning to trap in the KNOT?"

Ryan chuckles, "None of us, obvi. I'm talking about when it becomes important to stop a Wight but still be able to get out. Or maybe use a trapped shade to experiment on. I could think of lots of uses for this, not just R&D."

"That's pretty fucked up, dude." Darren says, raising an eyebrow at Ryan. "That last part, I mean. Can we not get into that kind of stuff here?"

Ryan turns in his seat. "Can we perhaps make an environment where we can try to communicate with them rather than just kill them? Or is that all you want to do to KNOT creatures that don't give you things?"

"Give me a minute, I gotta spit out all those words you put in my mouth."

"Likewise. Let Langston answer and you can chat about ethics after." Ryan says, slowly. He breathes deeply and turns back in his seat.

Langston raises his hands. "Please. Let's keep this academic. It is possible to contain creatures. However, warding circles are complex enough that most attempts to keep creatures long term have ended in their escape after a week or two. They wear out, the nature of circle changes, going in and out of warding circles can muddle their impacts. You can theoretically trap a KNOT creature for a few days safely though."

"Thanks Langston. I'm done."

Darren raises his hand. "Does this allow for a sort of healing zone as well? Protection is the one you have as an example, but for things like healing, or even a sort of... I dunno, for lack of a better term, a turret, point from which you can affect multiple entities with knockbacks or immobilization, can these circles serve that purpose?"

Langston: "The only circle with a persistent effect longer than a few seconds is the warding circle. We haven't been able to create a circle that creates a zone for any other kind of circle".

Charlotte raises her hand.

Langston: "Yes, Charlotte?"

"What's the largest portal ever made?" She sighs "Is there a size limit to which a portal can be created?"

Langston: "In a way. Once you get past a few tens of meters, it becomes more effort to maintain and support the circle. I don't know of the largest portal ever, but I'd be surprised if it was larger than a couple city blocks in size."

Charlotte raises her eyebrow. "So effectively, we could *trap* a couple city blocks worth of KNOT entities? But it would take a lot of effort to maintain? Again, tough, but not impossible?"

Langston: "Correct. One of the problems with traps is that the creator must be inside the center of the circle when the trap goes up. One of the reasons trap circles are so hard.

Darren: "But perfect for starting Lacuna 2016's summer rage in the cage."

Langston: "I think I'm going to end the class here. I will see you all next week." Langston cleans up and leaves.

Charlotte collects her things and leaves, Ryan following after.