

The rituals

You must choose three or more rituals you want to focus on, and consider how to expand or integrate them into your play.

Everybody in the group is responsible for supporting the rituals and help making them become cool and scary.

- The child must never be left alone. If it is alone, horrible things might happen. But maybe it is not always possible to be there. Perhaps you have to be gone, just for a minute or two. Then what? How can you ritualize the surveillance?
- The child has to be moved according to some kind of schedule. If not, the Dark Man will find out where it is and go for it. But it is so easy to forget, when you are tired and exhausted.
- As long as you actively watch the child, the Dark Man cannot reach for it. As long as you look at it, it will be protected. But it is impossible to sit there all the time, looking. How will you fix it?
- At least once a day, something unpleasant has to be done to or with the child. This is to keep it safe, protected or hidden from the dark figure. It HAS to be done, but the baby is struggling and crying. As the story develops, so the intensity and perhaps the frequency have to increase, to keep working.
- The Black Man lives in silences. He steals the breath from your mouth. Keep your focus on breathing. Is it changing? Is it stopping?
- To be able to count to a certain number might protect the child. Counting magic is strong. But it can be difficult to complete a full counting, verse or chant.
- Protect openings like windows by sprinkling salt or putting iron there. One could also make spirit traps or chimes and hang them as protection. They can be made from common household items such as hair soaked in spittle. Bloody lids from cans. Feathers from a torn pillow. Parts of children's toys.
- The Black Man moves in shadows and pools of darkness. Everything must be illuminated at all times. There can be no dark corners.
- The Black Man can enter through the tiniest crack. Therefore everything has to be sealed hermetically, as soon as the sun has set. Disaster looms, if anybody is found to be open or accessible. Anything.