

ARTIFACTS

FOR THOSE WHO REMAIN



GUIDE BOOKLET

In your hands you hold an [Artifact] , an object of mystery left by persons or entities unknown. How, Where, and Why you found it are of little consequence, what matters is you have no means by which to divine its original use or intention. There are four faces, and each face contains a glyph. How you use it is entirely up to you. Keep it in your pocket as a good luck charm, a ward against evil, a reminder to stay grounded; Put it in a safe space only to be taken out and admired on occasion; Or perhaps find some new meaning for it with its curious glyphs, their positions, and orientations.

This guide booklet is to aid those who wish to create a ritual with their Artifact. Within are suggestions only, a means to guide and assist, and not direct.

Assigning Meaning

There are many ways to assign meaning to a glyph, when developing your own ritual you may make it as complex or as simple as you wish.

A base meaning would simply be giving the glyph a meaning that feels true to you. The simplest artifact has the same symbol on all four faces but the different positions and orientations it may take in your ritual can add new meaning to the glyph.

If you are stuck on assigning meaning to your glyphs the following are some suggested meanings to get you started.



The Mirror

Mirror symbolism is almost as old as humanity. Before the invention of silvered glass, polished stone, metal, and still bodies of water were used to create reflections for both practical and religious purpose. A Mirror can represent both truth and deception, the truth in that it shows what is before it, and deception in that it flips the image. Mirrors reflect light and have been used in rituals to reveal the divine. Up until recently they were symbols of wealth and considered unlucky if one was broken. They can be seen as symbols of vanity or reflection and introspection.



The Candle

Candles hold a certain mystique from their modest origins as a simple way to produce light to objects of the occult. Candles can represent illumination and enlightenment as they extended the usable hours of the day into the night. Prior to gas lamps and well lit cities, the world at night was dark indeed, oil lamps were for the rich and not until the candle came along was there a form of home illumination available for the masses beyond the fire of a hearth. A lit candle can represent light, warmth and vitality where a snuffed candle can represent death and misfortune.

The Cauldron



The Cauldron can be a symbol of power, new things stirring, creation, comfort, and malice. The cauldron and its counter parts were ubiquitous in ancient and medieval homes.

Essentially a large cookpot it was a symbol of nourishment and domestic comfort. Its origins as a symbol of power and malice come from this origin as well. The difference between a spell and soup may only be its ingredients and its intent.

Cracked Cauldron



A Cracked Cauldron may seem to only be a symbol of misfortune as it essentially takes the symbolism of the cauldron and says it is broken. But what is a broken source of comfort, nourishment and creation for some may be a broken spell, curse, or a release from power for others.

The Chalice



The chalice is a frequent symbol in many religions as its symbolism is a fairly universal idea born from the earliest sacred ideas of a vessel that could contain liquid. Water, Wine, Mead, etc, the Chalice holds something purified and safe, to sacred, to drink. The benefits of these liquids and their ability to cleanse became associated with the chalice itself and legends of chalices that purified their contents and could heal came to being. The chalice could also be seen as a source of betrayal as a poisoned drink has been the downfall of many.



Pouring Chalice

Expanding upon the symbolism of the Chalice, the Pouring Chalice is a symbol often associated with sharing. It denotes the offering of drink to others, shared blessings of wealth and good fortune. It could also be read as the loss of such things as its contents are spilled and lost.

Dagger



The dagger in modern times is mostly associated with betrayal, danger, loss, and violence but also up until recent history the dagger or knife was a practical tool, the guardian of the traveler. When swords and other larger weapons were limited to certain classes, the dagger was the personal defensive item of choice a practical symbol of resilience and survival.

There can be a religious aspect to the dagger as an implement of sacrifice. This meaning too can be both positive and negative, a dagger can cut away or sacrifice those parts of you that cause you harm as much as it can cut away those things which are needed.

The Crown



Heavy is the head that wears the crown. The crown as a symbol can stand for sovereignty, will, power, glory, and immortality but it can also bear the weight of responsibility, the burden of justice, and represent the frailty of such power. The crown can be a beacon or it can be a shackle.

The Key



Due largely to its relation to locks, the Key can be a symbol of many meanings. A key can liberate physically, emotionally, and intellectually. A key can lead to mysteries, initiations, and the forbidden. A key can be a symbol of success or a reward for talent, to be trusted with the keys to a building or rewarded the keys of a city are tangible and prestigious awards.

The Ring



Rings today are primarily used to represent promises, usually in relationships, eternity, and bonding but they can also have other practical meanings as well. Rings were once a way to denote ones wealth and class. To show membership to an organization which could grant one special privileges and protection.

Rings were a practical way to carry travel and emergency funds as precious metal rings could be sold or exchanged at most places one might find themselves. The magic of rings is still observed in popular fiction and myth.



The Sword

The sword can represent many things, power, courage, authority, strength. It was a symbol of status to wield one but the weapon of the guardian could just as easily be the blade of a tyrant or thief.

The Wheel



The wheel can represent the sun, wisdom, journey, eternity and progress. The wheel can take you where you need to go, or represent the endless cycle of things. The wheel can also represent fate, luck, or a gamble. The wheel can spin threads, and turn with the seasons.

Assigning Meaning to Glyphs Position/Orientation

This is an optional addition to assigning meaning to your glyphs and may not make sense to use with all Artifact Types and Rituals.

Orientation and ***Position*** make the most sense when casting the Artifact similar to a dice. Mono and Dyad Artifacts that are cast as part of their ritual can have meaning assigned to the ***position*** the glyph is in on the Artifact and the way the glyph is ***oriented*** in relation to the caster.

In the case of Tetra Artifacts where all 4 faces are different glyphs *position* of the glyph on the face doesn't change, using only its *orientation* may make sense.

Orientation

Reading the orientation of a glyph is the most common way for a glyphs meaning to change. The most simple Orientation is **Epitome** and **Inversion**.

Epitome: the glyph is oriented “right side up” in relation to the caster. Epitome would most commonly be considered the base meaning you've assigned to the glyph.

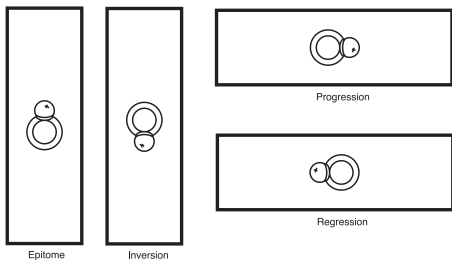
Inversion: the glyph is oriented “upside down” in relation to the caster and its meaning is taken typically as the opposite of its base or Epitome meaning.

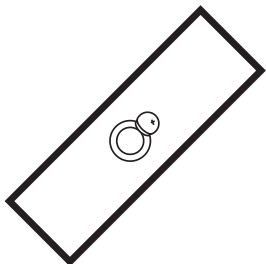
A more complex reading might take into account if the glyph is tilted more to the right or left, which could be read as **progression** and **regression** of the glyphs meaning in addition to **epitome** and **inversion**.

Progression: the glyph is oriented with the “top” pointing towards the right. This could be read as “moving towards” the meaning of the glyph.

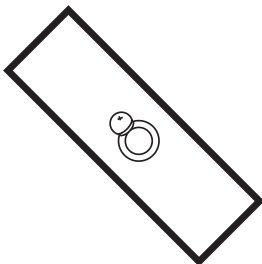
Regression: the glyph is oriented with the “top” pointing towards the left. This could be read as “moving away” from the meaning of the glyph.

Progression and **Regression** can then also be combined with **Epitome** and **Inversion** with Progression “moving toward” either the Epitome or Inversion meaning and Regression “moving away” from these meanings. Below and on the next page is a diagram showing some examples of how a cast Artifact might fall and what orientation it might be considered.

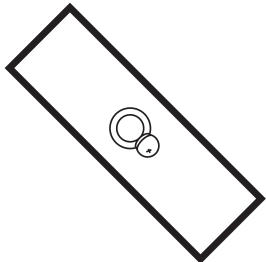




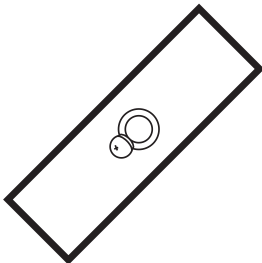
Epitome Progression



Epitome Regression



Inversion Progression



Inversion Regression

Position

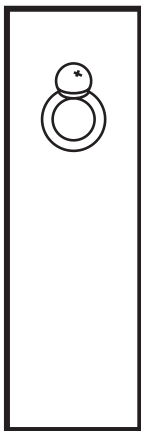
If you have a Tetra-Artifact, Position won't really make sense, while the glyphs may be positioned differently on the Artifact it is primarily for aesthetic value.

For Mono and Dyad Artifacts the glyphs position on the face in comparison to the other faces with the same glyph can additional meaning to the reading.

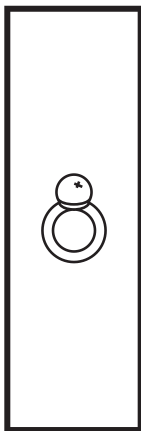
Generally there is enough room on each Artifact to allow for what we can think of as either two or three positions the glyph can inhabit on its face. In a two position reading glyphs in the upper portion of the face (when viewed right side up) may be considered ascending or rising where glyphs in the lower portion of the face could be considered descending or setting. In a three position reading you might follow the same for upper and lower positioned glyphs but a centrally located glyph could be considered "at rest."

You may use these positions to add whatever meanings you wish but generally one can think of it as the "intensity" of the meaning of the glyph. Ascending would be the meaning of the glyph amplified, descending would be a watered down or quelled version of the base meaning. At rest can be thought of

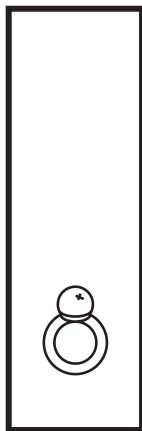
as the default intensity. Below are some examples of how a glyphs position appears on an Artifact and how its Position may be read.



Acending



At Rest



Decending

You can also combine this position with orientation to assign all sorts of meaning to a relatively small wood object. These are just suggestions and what the glyphs meaning is depending on its orientation and/or position is entirely up to you!

Sample Rituals

The following are sample rituals to give you a few ideas to start developing your own. Just as the symbols are a suggestion, these two are meant only to guide, not direct.

Ritual of Comfort/Focus/Centering:

Find a safe environment where you are ok feeling present. Take out your [Artifact]. Notice its texture, its smooth surface, its hard edges, feel its weight in your hand. Depending on your environment you may roll the [Artifact] upon a surface or simply rotate it in your hand.

Notice the glyph which faces you. Think about it in abstract terms and try to find something in the environment that shares a similar property to the item depicted by the glyph. It could be something metal, something shiny, something that holds liquid, or even just a container. Something that has an edge, or is heavy, or curvy. Whatever the glyph displays just try to visually notice something which shares a similar concept, shape, or property with it.

When you have found something, notice its properties

that may be different or make it unique from the glyph. When you have done this rotate or roll the [Artifact] again and repeat the process.

If you have a Mono-Artifact this may be a more difficult ritual to practice but each glyph has many properties or concepts that can be tied to it and you can try and notice something different each time. You may also use the glyphs position or orientation to determine what kind of object to seek: Something upside down, something high, something low, something at mid-height etc.

The ritual is complete when you begin to feel more grounded, more present, a part of your environment, tethered to reality. You don't need to be fully present or completely grounded, mind you, for this to be successful. The goal is to be in a better state than you were when you started.

Ritual of Perspective/Decision Making:

One of the original ideas I had when coming up with the concept of [Artifacts] for Those Who Remain, was for a method to consult someone no longer present. Not in a ritual of

consulting the dead sort of way but conjuring them from memory and using the randomized nature of casting an [Artifact] to simulate their opinion.

When he was alive I would often consult my dog Toshiro and being a dog his input would usually be something like showing affection, sighing, or maybe even barking back (a rejection) and it would help me think about why he would react the way to the question posed. A way to get outside perspective. I missed that (and everything else about him) after he passed, so the idea of a divination object started to form. Toshiro was/is a sword and so the first glyph came to mind.

You don't need to take this idea wholesale and make your ritual about contacting someone who's gone ahead, it could also be an inner voice, your childhood self, your future self, a fictional character you admire etc. All you need is to ask a question, cast your [Artifact] and either take the result as is, or imagine the result as an answer by the entity you imagine.

