

The Magician's Niece
by Eric Anderson
A44
(as Anderson Int'l?)

ask Brian abt magic
- elemental summoning = affinity + thought
attacks / spells = thought + action + words
incantations = words + thought
wards = action + thought

ask Brian abt words - touch eyes, "aural green" (is there a word nearby?)
cross fingers, "skin 2 iron" (a defensive ward)
- more listed in favorites, and words in general directory
attacks - eg Summon large force - "flame 2 sword", hold sword

X right hand {PDA, down clock}
turn on PDA. read pls. i4 {left out D) intro}

X dresser (check, magic bag)

X brass coat rack. K clock, take it. wear it. (hood down)

W [Hw] both N, broken W, put into; stair D. e. go to Magie's Hall

→ [Magie's Hall] new: on sleeping person, concentrate on person, close eyes, put fingers on forehead,
route "her 2 mind" to get input.
Change via fingers on your forehead, approach, recite "hel her". (magic)
open door. re. [Blood, TBC]