

Your third eye

Forget about everything with regards to your bedroom in right now.

You are now 10 degrees smaller than your original size and you now inhabit 3 bodies of random characters in your room.

Jesus, an anime wife. A worn out sticker.

They live in respective parts of (think of <u>ROOM NAME</u>) like heaven, or Asgard or something.

Relative to <u>rising sun in the east</u>, and the <u>setting sun of the west</u>- identify where Sun energy enters your room. Have your favorite character, (or the one that sorely needs it) get the best part of the sunshine. Describe how they make a home from "furniture" and things that bathe in it. After allowing five minutes of fresh air in, leave a dish of water that soaks in sun energy.

Relative to <u>where doors enter and exit the room</u>, draw a line to where "humans" typically flow in your room. That's a river now, a channel of chi and where the second character lives. Perceive with your third eye where the energy swells, let this character build a marsh, a mangrove or a small shop where they harness the power of flow/movement/giants in ROOM. Reorganize objects in room as necessary.

Relative to <u>where the human head is oriented, typically in sleep.</u> This is where the last character resides. East-west is the best direction, google it, you may mess around with room bed for the sake of third character.

They will be assigned to demons under your bed AND/ OR recalibrating your astral projector under your bed. Locate 3-7 stones or other objects that you would use as a control panel while repositioning 'buttons' under your bed. If your bed has no space - have this character (hopefully the most sacred of the three) build a fort to guard your dreaming.

Describe in idle points of the day what the 3 characters would do to the space. What do they think of the human that sleeps here? I hope you made some benevolent dwarves?

After vividly describing what magic they've done, use the water prepared by the first character and sprinkle towards the four directions. Then to each room corner. Then to each door and window.

This is now, definitely not your room.

A micro-world re-architecting game By Maria Mison

https://mariabumby.itch.io/ https://www.patreon.com/mariamison

Dedicated to Sword Dreams https://temporalhiccup.itch.io/ & Jeffrey White

Compass from <u>RawPixel.com</u> Built for World Building Jam

That would be a Feng shui bagua if I could find one that's royalty free. If you play this with dowsing rods, I will have mad respect for you. We never need to stay in the spaces we've been in. I hope this moves something inside of you.

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