

Department of Magical Affairs

Correction Bulletin No. 2026-701

Subject: Restoration of §701.3, Manipulation of Belief and Worship-Based Power Generation

Due to a clerical error occurring during publication of the first printing of the Magical Code of Regulations, §701.3 was omitted and replaced with a duplicate of one of the negligence provisions. Pursuant to the Publication Correction Authority Act, the attached text shall be deemed incorporated into all affected copies:

§ 701.3 Manipulation of Belief and Worship-Based Power Generation

(a) General Rule.

No person, entity, deity, spirit, construct, collective consciousness, or other magical beneficiary shall knowingly create, cultivate, expand, manipulate, exploit, or otherwise derive magical power from the genuine or manufactured belief, worship, reverence, devotion, fear, sacrifice, ritual observance, or comparable acts of sentient beings except as authorized under this section.

(b) Scope.

For purposes of this section, belief-based magical power includes any magical effect, enhancement, sustenance, manifestation, or increase in magical capability that is materially dependent upon:

- (1) religious worship;
- (2) veneration of an individual, creature, object, or concept;
- (3) organized or spontaneous devotional practice;
- (4) offerings, sacrifices, or ritual observances intended to strengthen a magical being;
- (5) deliberate cultivation of legends, myths, or prophetic narratives for the purpose of increasing magical influence; or
- (6) any substantially similar source of power derived from the beliefs or perceptions of sentient creatures.

(c) Prohibited Conduct.

No person or entity shall:

- (1) knowingly fabricate miracles, prophecies, divine manifestations, or supernatural signs for the principal purpose of increasing worship-derived magical power;
- (2) establish or materially support a religious organization primarily intended to generate magical power rather than sincerely held religious practice;
- (3) coerce, deceive, enchant, compel, or otherwise manipulate individuals into acts of worship for the purpose of enhancing magical capability;
- (4) artificially increase the number of worshippers through illusion magic, mind-control magic, simulacra, duplicate consciousnesses, or comparable means;
- (5) acquire, purchase, lease, transfer, or otherwise traffic in the worship obligations of another deity or worship-powered entity without approval from the Department of Magical Affairs; or

(6) knowingly circumvent this section through indirect arrangements, intermediary organizations, or functionally equivalent practices.

(d) Permitted Activities.

Nothing in this section shall prohibit:

- (1) the genuine exercise of religion by individuals acting freely and without magical coercion;
- (2) the existence of naturally occurring deities or similar entities whose magical power is incidentally derived from voluntary worship, provided such entities do not engage in conduct prohibited under subsection (c);
- (3) academic study of worship-based magical phenomena;
- (4) historical reenactments, theatrical performances, festivals, or educational demonstrations where no material magical enhancement is intended or reasonably expected to occur; or
- (5) incidental increases in magical power resulting from public admiration, gratitude, or respect that do not constitute organized worship.

(e) Registration Requirements.

Any entity whose magical capabilities are materially sustained by belief or worship shall:

- (1) register with the Department of Magical Affairs within ninety (90) days after first deriving measurable magical benefit from such worship;
- (2) disclose the general nature of the worship-derived abilities;
- (3) report significant increases in worship sufficient to alter the entity's magical classification; and
- (4) maintain records sufficient to demonstrate compliance with this section.

(f) Anti-Avoidance Rule.

The prohibitions of this section apply regardless of whether worship is characterized as membership, admiration, loyalty, patronage, subscriptions, followers, philosophical adherence, civic duty, lifestyle participation, fan clubs, or any other substantially equivalent designation.

(g) Enforcement.

Where the Department determines that an entity has unlawfully accumulated worship-derived magical power, it may:

- (1) issue cease-and-desist orders;
- (2) suspend spellcasting privileges;
- (3) require dissolution of organizations established primarily for prohibited power generation;
- (4) order magical divestiture or containment procedures sufficient to reduce unlawfully accumulated power; and
- (5) assess penalties under § 102.2.

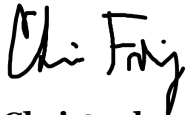
(h) Cross-References.

For regulations governing mind-control magic, see Part XXI. For restrictions on magical influence over public policy, see § 601.5. For ethical requirements applicable to spellcasting generally, see § 701.1. For penalties, see § 102.2.

(i) Historical Annotations.

Originally established under C.C.D. 5128, 74 MR 6612, Mon. 3, 1838, following the Ascension Crisis, during which multiple minor deities artificially manufactured competing religions in an effort to increase their divine capacities. Amended under C.C.D. 9081, 81 MR 2017, Wed. 14, 2008, to prohibit indirect methods of worship generation and to clarify that genuine religious practice remains outside the scope of this section.

Respectfully submitted,



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Commissioner

Department of Magical Affairs

