

Zephyr by Seth Race video DOWNLOAD

Introducing Zephyr...

A revolutionized PK concept that allows you to be a jedi, give you control over elements, or use it to seemingly call forth a ghost for an opener to any haunted routine.

Effects Included:

PK Senses - With this concept you can have someone feel what another person has felt without ever touching them. (NO LOOPS)

Ouija Ball - Seemingly have a spirit move a ball to show where, what, or who they are Haunting.

Hot Hands - A borrowed flame lit under the palm does not burn your hand, or even a spectator's hand. Even as you carry on a conversation.

Force Push - Cause bottles, money, playing cards, pens and other borrowed items to fall over or even move across a surface.

And MORE!!

Multiple variations and methods included.

Suited for stage, parlor, street, close-up, and impromptu magic!

No thread

No wire

No magnets

No sticky stuff

No elastics

No ITR