



Wizardology



The Secrets of Merlin





A WARNING

Wizardology is not a subject to be pursued with. Heed the example of Dr. Faustus, who made an ill-advised pact with a rather nasty spirit. He got everything he wanted but had to pay for it with his soul.

A Wizard's Test

To fully test the real of new apprentices I usually set them a difficult task such as relocating a mountain or balancing two tails tip to tip. It is remarkable how easily this makes most of them falter. Herewith, therefore, a test: In CHAPTER X, you will find a list of the Thirteen Magical Treasures of the Island of Breston. You must find every one, hidden among the images in this book. They are each marked with my special symbol M.

CHAPTER I: THE WORK OF A WIZARD.

In an age of alchemists and astrologers, fortune-tellers and quacks, the apprentice who would learn the *magi* which has been practised by wizards since time immemorial needs some very sound advice.

THE BEST ADVICE I CAN give you is discouragement. Magic is difficult and dangerous, and meddling in it almost always leads to disaster. But modern apprentices are not easily used to dissuasion. They have developed the habit of not listening to advice. So if you are unshakable in your desire to learn wizardology, my other advice will be in the form of guidance. In the absence of a real wizard of flesh and blood then this book will offer you the assistance, encouragement—and frequent castigation—you would receive at my hands were I standing before you as your master.

To call my familiar Happier,
flap your wings, beat three times like an owl,
and think of happiness.



The evolution of a wizard—a mystery in itself.

Who Can Be a Wizard?

While it can be useful to be of mixed fairy-human blood, like myself, anyone can become a wizard. All that is needed is a commitment to follow these simple rules: to live like a hermit; to work like a plough-horse; and to give up all worldly pleasures in order to further the good of nature and human-kind.

The Great Work

As masters of the secret knowledge of faeries, elves and a whole host of other spirits invisible to human sight, the wizard holds a position of power which must be used only for good. It is considered a defect of manners if a person is ever aware of their wizardly efforts on his behalf.

Despite years of discouragement by his wise master, the simple-looking lad on the far left did at last manage to become a venerable wizard.



GOOD SPIRITS

A wizard works with the assistance of good faeries, elves and other spirits. He must beware of any dealings with wicked imps or sprites. For these wayward beings delight in causing may in the way of mischief than simply curdling the milk, scaring the chickens or turning the butter sour.



MAGIC & SCIENCE

Magic is not one of the Natural Sciences. Wizards do not seek to perform repeatable experiments. Alchemists, astronomers, natural philosophers and geographers who consider their work to be on a par with that of wizards are sadly mistaken.



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Revealed & Concealed

Fig. 1. An Oak Wand

Fig. 2. A Elm Wand

Fig. 3. A Willow Wand

WANDS

Oak is useful for spells involving continuity, yew for healing and hazard for destruction. Elm wood helps in living about reconciliations, while the wand of the yew lends itself perfectly to matters of the heart.

MAKING A WAND

Depending on the type of magic you wish to work, seek out a suitable tree on the night of the New Moon. Politely ask the tree—and its owner—for permission to cut a branch.

Fig. 1. Cut a straight branch



Fig. 2. Remove twigs and leaves



Fig. 3. Whittle into a wand shape



An athame, or wizard's knife, must be used to cut the wand, which may be finished with appropriate crystals, stones or the wizard's name in symbols.

CHAPTER IV: A WIZARD'S ROBES & TOOLS

Without a wand to direct our wizardly work we are like a conductor without a baton, and the sublime *arts* of our magical practice dissolves into a shocking cacophony of unruly *doh-mies*.

THE APPRENTICE MUST realise that a wand is a precision tool. It must be carefully constructed from the kind of wood associated with the spell to be performed and may also need the addition of a gemstone, feather or other element. A similar rule applies to a wizard's robes, which must be of the correct colour. For example, and robes are associated with spells used to chase careless apprentices, as are the metal known as iron, the planet Mars, and a stout rod or staff of birch.

A wand is a precise tool, while a staff is a 'jack-of-all-trades'.



A Wizard in his Power

Dressed in magnificent robes, and equipped with a staff or wand, the wizard may easily demonstrate his arcane mastery to any whining apprentices who doubt him.

Fairy Flag



Handle with care

A Fairy Flag

This scrap of material is all that remains of an enchanted banner my fairy father gifted my mother before he returned to his own folk. Like the famous fairy flag of the Macleod clan that is kept in their stronghold of Dunvegan, it has the power to bestow three wishes upon its owner. Two of these wishes have been used up. You must be very careful what you wish for with the third, as it is likely that the flag's magical potency remains strong. Are you prepared for your wish to come true?



THE ATHAME

This is a wizard's knife or sabre. Its uses in spellcraft are numerous, including the wand-fashioning spell that reads:

I shall not cut for self alone,
I shall not cut to bleed or harm,
I cut so that my wand may live,
The power's thine, not mine to give.

A Wizard's Wardrobe

We are not creatures of fashion but dress according to the customs and usages of their own countries.



Western Wizard

Western wizards wear simple tunics and woollen cloaks. Some have a curious weakness for conical hats.



Arabian Sage

Arabian sages use their proximity to the Silk Road to full advantage, and dress in a range of showy fabrics.



Lapp Shaman

Lapp shamans dress in traditional costumes of reindeer hide which are often trimmed with white fur.



HEADWEAR FOR WIZARDS FROM THE FOUR CORNERS OF THE GLOBE

♦ Pointy. Twirly. Furry. Curly ♦

M. Hatter Esq. Milliner, London, England



SEPIER'S GOLEM
This Animating spell will protect your workshop. Form a mixture of clay. Place in on month a paper with the name "BETHNATH" written upon it, then tap it three times with a mystic wand, crying:

With this name is shall you be,
Alive to guard it or all you see.
With this charm I thee endow:
The power to protect me now.



THE ANIFORMUM
The Aniformum causes you to adopt the guise of any beast you choose. Take care to perform it aright: you would seem foolish indeed parading through the public streets looking normal, yet cowering like a rabbit. To cast it mix honeydew with a pint of dolphin's milk. Drink the mixture, close your eyes, will the spell to work, and say:

BESTIA ANIMO.
My human shape shall go.
BESTIO BESTIETTA.
Be shall be for the better.
BESTIO ANIFORMUM.
I'll turn into a . . .

(At the end call out the name.)

CHAPTER V : SPELLCRAFT.

It is of the utmost importance to remember that the *spells* within these pages must be kept secret. *Magic* that is bashed about has a habit of losing its power.

Spells that are not secret may be turned against you. Silence must ever be your watchword.

SPELLCRAFT IS THE BASIS for all magical endeavour. Spells can be used on their own, or else to charge items such as wands, amulets and potions. But the apprentice must always remember that spells are highly dangerous. The words must be repeated exactly: the magical symbols must be drawn with complete accuracy. On several occasions I have had to rescue feeble-minded apprentices who did not realise that if a spell can go wrong it will go wrong, because even the good faeries and elves who help us desert being made to do our spells. All have a mischievous streak.



The magical forces which lie at our command are no more mysterious to the Master Wizard than those natural forces which compel the trees to grow, the rain to fall, or the earth to turn on its axis.

—Gildas Magnus, *Ari Magica*, 1505

Spells



How to Cast them

Prisoner's Circle:
This spell protects you from all magical attacks, as long as you do not step outside of a circle you cast around you with ash. See the four names Glabbe, Larfor, Jarpe, and Prantor glowing around the circle, imagining each one as a powerful spirit who will protect you.

Glabbe and Jarpe at East and West,
Their protection is the best.
Larfor, Prantor, South and North,
Their protection caller forth.
In the circle I have said,
I am safe from sun and all.

ATHIEHOKA! ATHIEFINA!
ATHIEHOKA! LAYORLASH!

Animating Spells:

Of the four main classes of spell, Animating spells, which cause objects and people to move in a desired fashion, are the easiest. They are often accompanied by an incantation, for example to a door: only let someone pass if they thrice whisper, "Open Sesame".

Transforming Spells:

Transforming spells make one thing appear to be another, or disappear from sight altogether. The *Aniformum*, where a wizard takes on the shape of a bird, serpent or beast, is one variety of transforming spell. Typically transforming spells may be undone in a very simple manner, for example, with a kiss.

Healing Spells:

Healing spells are useful, but drain a lot of energy from the caster. Some have an apparently miraculous effect, others seem to work naturally. Until you become a master wizard I recommend that you always visit a doctor or physician should you become ill.

Affecting Spells:

These spells cause people to change how they think or feel, for example, to fall in love with someone. As a rule, they are forbidden. They can also be used to cause spirits and animals to communicate with you. As with all spells, they will go wrong if they can, so you must be on your guard at all times.



FORBIDDEN SPELLS

The cunning apprentice who has read this book may find interesting ways of using his wizardological powers to take revenge on people he feels have attacked or wronged him. You must remember that spells to change your enemies into mice, or to make them dance upon the highway until they drop are forbidden, and for very much in the providence of dark magic.



KEE'S LOCATOR

The Kee's Locator Spell is a simple way of calling upon a cat or bird to show you the way to something you have lost. Use your hands to gesture towards the creature. Cry:

What you lost shall now be found,
In the air or on the ground.
SUBITO RAPIDO RAPIDLY VITE!
Fly or swim or crawl on feet.

Defensive Magic

I do not teach magic that is harmful, but dark wizards are not so particular. Therefore I advise that you learn and practise *Victrine's Circle* in case you ever feel you are under magical attack.

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GOOD LUCK!

Now that you are a wizard, you will wish to associate with other wizards in order to learn from them, and to teach them what you know. Most are easy to identify by their mysterious looks and their usually style of dress. However, if you are in any doubt, there is an old charm based on a magic square that only works for genuine wizards. You can use a picture of this charm above. Write it on a piece of paper, and give it to the wizard you wish to test. If they are true, good luck will befall them that very same day. But beware! One early example of this charm was found under layers of ash and lava in the city of Pompeii, evidently in the house of a non-wizard.

The Cipher

The *Sigillum Mysterium* contains an ancient code. The apprentice who truly desires to become a great wizard must now discover the final secrets of Wizardology by searching through its pages for the symbols shown on the outer circle of the *Sigillum*—there are three for each chapter. Read them left to right across the page and translate them using the letters on the inner circle. If you are clever and wise enough, one final secret of the art of wizardology will be revealed.

CONCLUSION, OR THE MYSTERY OF WIZARDOLOGY.

Revealed & Concealed.

The humble apprentice who is now become a Master Wizard must take up his wand and vow that he shall never rest until the great work is done.

THE GREAT WORK is indeed great. And whether you are reading this during the reign of Queen Elizabeth, or of another Elizabeth hundreds of years from now, the principles of wizardology remain—in continually wider our knowledge and better our skills as wizards in order to do the greatest good of which we are capable. To this noble end I have one last mystery to reveal. A tool that is concealed yet which, for the wise, should not be too difficult to find. A tool which offers deep and profound wizardological guidance from Harpica, my most faithful familiar.

Keep this book secret; only pass it on to a true friend.

As I will, so mote it be!

Merlin

I sense that the final secret of Wizardology Merlin speaks of must certainly lie here, near the end of this book, for that would be the most fitting. Not can be seen, there is a leaf of paper that seems as though it can be lifted. My assistant Kelly is loathe to do this in case he should release some spirit unaware. If I may, I would ask that you would do me the one small office of lifting it to let me know what lies beneath.

- Dr. D.

Spirits of the earth and air
My magic's almost done.
Yet see the ones who read this here,
Their magic's just begun.

