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Opening extract from

The Wizardology Handbook: A Course for Apprentices

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Lesson IX :

WIZARDS' CODES

As *wizardology* must be kept secret, so *wizards* have devised various secret *means* of *communication.*



Foolish Dr. Faustus made a pact with Mephistopheles. Read the words around his magic circle using the Sigillum Mysteriorum.

OF COURSE, MOST WIZARDS are more than happy to use simpler forms of communication over distances than codes, which can be easily broken. But, for wizards who wish to communicate not only through space but also through time, codes have become a very important part of their magical repertoire and are a very serious subject of study. The apprentice will be rewarded if he pays attention to how some traditional codes are formed, and how he may create his own.

Substitution Cyphers :

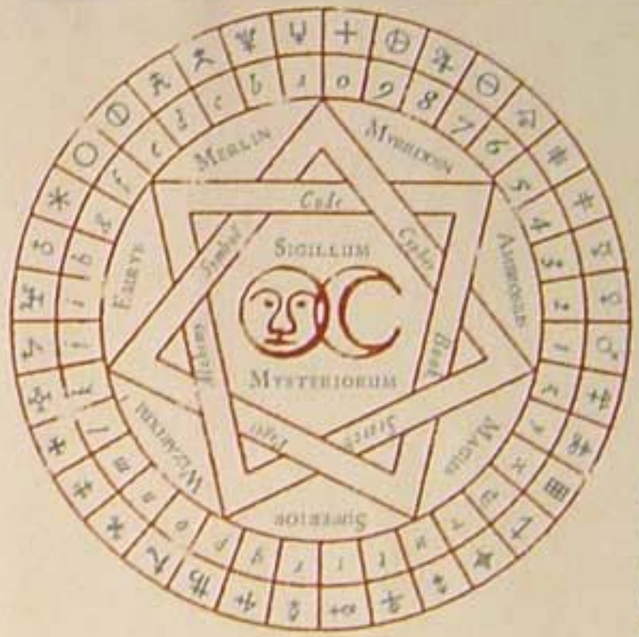
The simplest form of code is known as the substitution cypher. In this code, other letters or symbols are substituted for the letters of the alphabet, so that an A may become a B, for example, a B a C and so forth. Ep Zpv Voefstuboe? The Sigillum Mysteriorum shown on the next page is another example of this type of code.

Other Codes :

Codes obviously demand extreme secrecy. Codes can either be made from the first letters of each word Or by Demonstrating skill in Emphasising certain letters in a sentence Simply by placing them in capitals. Other codes use numbers to identify letters in a paragraph such as this one. If fish delights you: 1, 6, 15, 44, 65, 100, 173, 179, 180.

Codes Used for Making Predictions :

Some wizards, such as the notorious Nostradamus, seem to delight in making all sorts of dire predictions about future events. Sometimes these predictions are written in code. The parchment on the next page was supposedly found among the effects of the Elizabethan magus Dr. Dee and refers to an event that is to happen in 1896.



Left: the Sigillum Mysteriorum. Once wizards throughout Europe earnestly sought a book entitled the Liber Mysteriorum, said to be full of spells for communicating over great distances. When it was finally located, it was actually found to contain a number of codes for the use of spies.

WIZARD WORK : The apprentice should practise making codes by devising one based on a chapter from a book owned by both him and a friend. Identify the letters by numbers e.g. 1 is the first letter, 2 the second etc. Unless they know the book, no one can decipher the code. Make sure that both use exactly the same version of the book. In this paragraph: 12, 14, 17, 30, 35, 37, 76, 78, 131, 150, 151, 160.

Lesson XI:

Harpier's Lore: PLANT MAGIC

Most things written about plant *magic* are *nonsense*.

The *apprentice* is advised to study this *topic* for himself.

IT IS A LITTLE-KNOWN FACT that four of the most commonly used magical plants each have a relation to one of the seasons, and so also to one of the four spirits, Gladde, Jaypes, Larfor and Pranxtor. As such, they can be used in magic relating to these spirits, who may be attracted to areas where these plants bloom in profusion. Interestingly, the time that a plant is in bloom does not necessarily relate to the season with which it is associated.

Working with Magical Plants:

The apprentice will no doubt be able to construct their own spells according to the instructions on page 64. Remember, spells should not involve eating any of the plants, as this tends to destroy rather than augment their magical force. Many plants can be used in magic. The way to determine their magical properties is detailed opposite.



Eye of Newt, *or the Daisy, is magically linked with Air, Jaypes and Autumn. Plants collected on Midsummer's Day may be used in spells involving divination. To call Jaypes, wear a bangle made from a chain of* Eye of Newt *flowers.*



Adder's Fork, *or Adder's Tongue, is associated with Earth, Larfor and Winter. To call Larfor, merely stand near one of these plants, holding a piece of clay or clod of earth in each gloved hand.*



Tongue of Dog, *or Hound's Tongue, is associated with Water, Gladde and Spring. Dip flowers of this plant into water to call Gladde.*



Toe of Frog, *or the Buttercup, is associated with Fire, Pranxtor and Summer. Take a handful of flowers and cast them into the air on a sunny day in order to call Pranxtor.*

Magical Properties of Plants:

The first thing to remember when studying any wild plant is that it may be forbidden to pick it if it is endangered or if it belongs to someone else. You must also avoid poisonous plants at all costs. Use the following method to determine its magical properties. Dry the flower or leaves of a plant, and crumble them into a powder. Place the powder in a dish near a source of running water. Leave it overnight. Take three drops of the water and sprinkle them near your bed. If the plant has magical properties then these should become clear to you in a dream that night. You should particularly try to pay attention to which element or planet the plant is associated with.

KNOWING SPELL

Take one fresh Eye of Newt, think of a question that can be answered "yes" or "no" e.g. "Will I go west?" Then say the following rhyme.

Eye of Newt with your power
You shall be my guiding flower.
Eye of Newt, tell me sure
What the future has in store.

Next, pluck the petals from the flower as you repeat the two possibilities e.g. "I will go west" (pluck one petal), "I won't go west" (pluck one petal). The result of the spell is given by the last thing you say when there are no more petals left.

WIZARD WORK: The apprentice should find a book about the local wild flowers and plants in his area. He should go on a field trip to identify as many as he can. He should make sure any plants he studies are not poisonous before touching them.