

Tome of Arcane Lore

Written for St. Wolfgang's
Vampire Hunters! by Anna Klein

www.nzlarps.org/stwolfgang/

Introduction

Dear Witch, Warlock, Sorcerer, Magician or other practitioner of the forbidden arts,

You did not come by this tome by accident, for its numbers are few, and very precious. It was given to you by a teacher who will have, if he is responsible, impressed upon you well the same warnings I am about to commit to paper here.

You know why our arts are forbidden. It deals with powers that humans were not necessarily meant to have deals with. And whilst the powers may indeed be benevolent towards us, there are those that actively prosecute the users of our craft. For this reason, we are secret, and our arts hidden, for if the Church had but the chance, they would wipe all our knowledge off earth, either by burning it (and us) or by sending it over the waterfalls at the edge of the world into the great void.

But you will have heard these warnings before, and seen our fellows tortured and killed for their knowledge, the knowledge contained in this book, about to be imparted to you, the student. This tome covers the basics of arcane magic, the rituals and tools needed to harness astral powers in order to accomplish certain tasks. Provided here are the sixteen most common spells, nine at level one and seven at level 2. Spells of a greater level are too rare, too difficult to inscribe here, and must be found from others sources.

Peruse this tome carefully, gather your components, learn the words, and go forth to make magic. May you and your precious knowledge stay safe from the eyes of those who would destroy us.

Yours in fellowship,

The Monk's Hood Clerk

Frequently Asked Questions

Can I use my own spells instead of the ones provided here?

No. By popular request, the magic system has been changed to standardized spells in order to reduce confusion over what spell is being cast.

Do I have to use the spell components? It's really difficult that way.

Yes. Nobody said the art of harnessing arcane powers to induce magical effects was going to be easy.

Do I have to memorise the spells?

No, feel free to have them on scrolls or even to carry a copy of this tome. But remember, the printed word is excellent evidence that you dabble in the mystic arts, and there are those that would use it against it you.

Do I have to obey the spell effects of NPCs if they don't have the correct spell components?

Yes. Remember, you have only person to outfit, and that's yourself. NPCs have very limited resources go between a lot of people, so we may not necessarily have the right ingredients on hand for the spells when an impromptu necromancer needs to turn up. Please suspend your disbelief, and move past it.

Why aren't Pious Powers covered in this book?

Because Pious Powers aren't spells, they are prayers, and as such, they are driven by firm faith rather than a controlled act of magic.

How do I make a spell packet?

Very easily. You take a large square of fabric, probably at least 15cm by 15cm, and place a golf-ball sized lump of rice, flour, lentils, oatmeal or bird seed into the middle. Pull the edges together to make a little pouch, tie it up, and you have a spell packet. It should be no bigger and no more solid than a hacky sack.

Level One Spells

*You must be familiar with **Magical Ritual Lore** before you are able to cast any arcane lore spells. Before you are allowed to learn a second level spell, you must learn three first level spells. If you wish to learn a second Level 2 spell, you must learn a further three first level spells.*

Unlock

This spell allows you to magically lock or unlock things that can be locked or unlocked. To cast this spell, you must take a key (any key) and magician's putty and mould the putty around the key, as you recite the following incantation:

*With arcane craft I create a key
Made not of steel but energy
Locksmith's craft with mine I mock
As my replica key it now (un)locks*

Speak with Dead

This spell allows you to force a corpse to answer two questions truthfully. To cast this spell, you must hold a small quantity of rosemary in your left hand, and a small quantity of thyme in your right hand, and recite the following incantation:

*When corpse has cooled
And soul has fled
From beyond the abyss
I call thee back
You cannot lie
And shall not rest
Till your answers
To me confessed*

A corpse may only have this spell cast on them once.

Sleep

To cast this spell, you must have no more than a **dozen spell packets** in a single hand (and only a single hand) and your other hand must hold a handful of **chamomile**. You must recite the following incantation:

*Mighty Morpheus, Lord of Sleep,
Imbue me with powers of slumber deep!
Seeds of drowsiness from my hand to leap,
Fields of dreams for you to reap.*

Upon finishing the incantation, scatter the spell packets. Any living thing that the spell packet touches falls asleep for the count of 100. Once the spell packets hit the ground, they no longer carry magical charge. Your spell packets are reusable.

Confuse

This spell makes its subject lose their train of thought. They forget what they were talking about and become distracted for about five minutes. To cast this spell, you must scatter a small handful of lentils, followed by a small handful of rice at your intended target, then recite the following incantation:

*Shift and stir, move and muddle
Your mind is like a dirty puddle
No thought in order, your clarity's mine
Confusion grips you for a time*

Charm

This spell is excellent for making friends. When cast, the subject regards the caster as a close friend or ally until the subject is convinced otherwise by a third party. To cast, you must scatter a pinch of cinnamon, then a pinch of sugar at the target, then recite the following incantation:

*Once my foe, now my friend
Allies till illusion ends
In agreement, extend no harm
Charisma and magic weave my charm*

Warp

This spell allows the caster to warp stone or wood long enough to allow a single person passage through. To cast, lightly anoint the surface to be warped with vinegar, then cooking oil and recite the following incantation:

*What once was made unpassable
Barring way for both foot and cart
By powers arcane, I thus command
You ancient stones now to part*

Upon the completion of the task, please wipe the vinegar and oil off the surface. If you fail to complete this vital last part, very bad things will happen to you.

Find the Path

If lost, this spell will reveal a direct path to the desired location. To cast, you must hold a dowsing pendulum in your right hand, and a ball of string in your left hand. Then, recite the following incantation:

*Labyrinthine ways bar my path
I've lost my way to destined hearth
As Ariadne's gift now unwinds
Help me now my way to find*

(Please note: This spell requires a Game Master to cast)

*T*alk with *A*nimals

This spell allows the caster to commune with an animal to obtain information. To cast, you must eat a carrot and scatter a handful of oatmeal in front of the animal. Then, recite the following incantation:

*Beasts of the world, and wings that fly
Silent eyes all, in earth and sky
Gift of language, I give to thee
Speak to me temporarily*

(Please note: This spell requires a Game Master to cast)

*S*arth *S*trength

This spell makes the caster's strength to be greatly increased for the count of 100. To cast, you must hold the stone rune of Thuriasz in your right hand, while you scatter a pinch of chilli powder before you.



The rune of Thuriasz

Then, the incantation:

*Mighty legends of eras past
I intone thy names and magic cast
Atlas, he who bears the world
Hercules, of whom all have heard
Strength I call from stones below
My strength shall treble, wax and grow.*

Level Two Spells

Blind

This spell allows you to blind a single target. To cast, you must hold in your right hand a clay replica of the human eye, and in your left hand, a black handkerchief. Recite the following incantation but be wary, your target must remain in your line sight of as you cast!

*Midnight's darkness is all you find
Up is down and front is hind
Inkiest blackness plagues your mind
Like Oedipus of old, your eyes are blind*

(Please note: Upon completion of the spell, please inform your target they are blinded. This information is entirely out of character. When casting in combat against a foe, yell "Blind" and the name/vague description of the foe you are casting against i.e. "Vampire Tigger, blind!" or "Tall Viking in the red tunic, blind!" This call is entirely out of character)

Stone Skin

The target's skin turns to stone for the duration of one combat. It may be cast when there are no visible opponents, but after all visible opponents are vanquished, your stone skin disappears. The stone skin gives you protection to the value of a chainmail shirt with limb cover (i.e. 3 armour points)

To cast, wrap a leather band around the left hand of the target, and paint the rune of Uruz onto their skin, at any point. The leather band must stay wrapped onto the left hand of the target and the symbol must stay painted on in order for the spell to work.



The run of Uruz

Then, recite the following incantation:

*Granite, basalt, flint and slate
Guard me from my enemy's hate
By water that flows and fires that raze,
Evoke the powers of Medusa's gaze
Limb by limb, sinew and bone,
My skin is thus changed to stone.*

*D*ream

This spell allows you to send a dream to someone of whom you have a personal item. You must provide all the props and people for this dream. To cast, all the people who are to enter the dream must each eat a small square of cheese. Second, all people who are to enter the dream, must hold in their left hand a mushroom. Third, all the people who are to enter the dream must keep contact with their right hand to the personal item of the person whose dreams they are entering. The following chant must be recited ten times, then beware, you will have entered the dream:

*From item to owner follow the thread
Forge a pathway to the dreamscapes tread
To slip through defenses, barriers, shields
And traverse their distant dreaming fields
Whence I shall plant these sights and words
He otherwise would not have heard*

(Please note: This spell requires a Game Master to cast)

Entangle

This spell allows you to obstruct an enemy. To cast, recite the following incantation:

*Inanimate ropes I do send forth
Drawing power from south and north
To make them move and writhe and wriggle
Engulf my victim, make them struggle*

Upon the completion of the incantation, throw a bundle of five different ropes each at least 1m in length at the foot your target, and hold your live snake in your left hand. Your opponent will then become entangled for the count of 100.

Neutralize Poison

To cast this spell, you must infuse a packet of tea with holy water as you recite the following incantation:

*Cleanse this body auspiciously
Imbue with cleanly harmony
Invest with healing energy
Thus cleanse this body auspiciously*

The target must then take three tips of the infusion, then pour the rest on earth as a libation..

Shape Change

This spell allows the caster to change his own form to an illusory one. Your size will not change. To cast, you must bring the physical representation of what look you wish to assume, and four sultanas. Consume exactly four sultanas and recite the following incantation:

*Adder's teeth and eye of newt
Powers arcane beyond refute
Aid me now to shed my guise
Engulf my soul in magical lies
From shape I own to shape imposed
By ancient powers I metamorphose*

(Please note: You must bring phys-reps of any shape you wish to assume. For example, if you wish to turn into a wolf, you must bring a really realistic wolf costume. Please be creative in thinking of how to use this spell)

Blight Crops

This spell will allow the caster to wither an acre of land. To cast, you must take a plate of earth, sow it with dried corn, then sow with salt. Recite the following incantation as you walk amidst the area you wish to blight..

*Green and tall, living and bright
Now wither, crumble, wilt and die
With dreaded plague's nasty bite
I curse these plants with vicious blight*

This spell typically takes half an hour to cast. Casting time may include quiet meditation in the land you wish to blight.

Level Three Spells

Spells of the third level, or any higher, if such things exist, are hand crafted by extremely skilled magicians. Typically, they involve a central item of power around which the ritual is based. To learn a third level spell, you must seek out an advanced practitioner of magic and win his favour. He may, in exchange for some task or other, bestow you with a spell of his own, or perhaps even help you in the devising of your own spell. It is also possible, with aid, to reconstruct a spell from the notes of deceased magicians. Magicians will not help you in acquiring high level spells unless you are adept in three of the second level spells.

These, of course, are general guidelines. The ways of magic are mysterious, and the ways of magicians even more so.

Appendix

Quick Start Guide to Spell Components

Blight Crops – Salt, dried corn, plate of earth

Blind – A clay eye, black handkerchief

Charm – Cinnamon, sugar

Confuse – Rice, lentils

Dream – small square of cheese, a mushroom (per person in dream)

Earth Strength – Chilli peppers, a stone rune of Thuriasz

Entangle – Ropes, a live snake (snake is only live in character, plastic phys-rep preferred for snake, though actual, non-poisonous snake is acceptable as long as it is well looked after)

Find the Path – a ball of string, dowsing pendulum

Neutralize Poison – Holy water infused with tea (i.e. a cup of tea)

Shape Change – phys-rep for shape being assumed, four sultanas

Sleep – spell packets, chamomile

Speak With Dead – Thyme, Rosemary

Stone Skin – Tattoo pen (i.e. facepaint), leather strap

Talk with Animals – A carrot, oatmeal

Warp – Vinegar, cooking oil

Unlock – A key, magician's putty (i.e. Play-Doh, Blue tack)