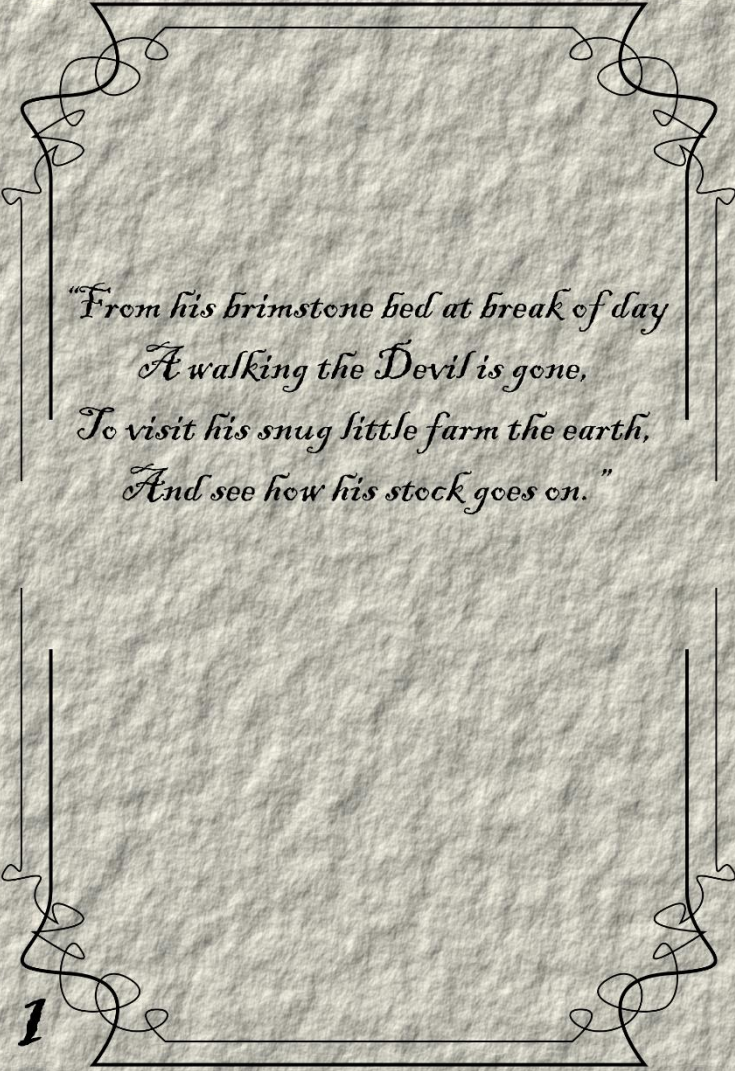


Wizardry 101





*"From his brimstone bed at break of day
A walking the Devil is gone,
To visit his snug little farm the earth,
And see how his stock goes on."*

FAQ

Who am I?

Who am I, that is the question that everyone keeps asking themselves. In any other occasion I might ask you to observe awareness, thoughts, moods, reactions, feelings. To watch awareness itself and how it changes. To ask yourself how do these things work. But in this case I will just tell you that you are a hat.

A hat?

Yes, a hat. But not any common hat worn by peasants, not even a crown worn by kings. You are the highest and finest kind of hat. A magic talking wizard's hat.

What? Can I talk?

You just did it.

Oh yeah, true... But who am I, really?

You are asking for the purpose of your life, aren't you? Well, your purpose is in my pages. Look at them and try to help your peer wizard friend whose head is attached to you.

Wait, you are a book. Can you talk too?

Of course. I am the Necronomicon. Who you think you are talking to?


Good luck. You will need it.

Necrocook

New, young magician, welcome to a new weekly instalment of Necrocook, the first and unique recipe-blog of the Underworld. Today we are going to learn how to brew one of the most important potions that every worthwhile alchemist should learn. Is it the elixir of eternal youth? Far from it. Maybe the philosophical stone? Cold, very cold. Of course, we refer to the Potion of Hangoverishlessness, for those nights that went far too far.

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Ingredients



If you have followed the instructions until now, congratulations! Only one ingredient is missing to get rid of that annoying headache. But, pay attention, as a mistake will be fatal. You remember what you drank? Good! Cause you will need to know it now.

Start by checking the fumes of your cauldron:

- Red fume

<i>Wine</i>	<i>Pineapple</i>
<i>Beer</i>	<i>Bone</i>
<i>Vodka</i>	<i>Pill</i>
<i>Honey Mead</i>	<i>Plant</i>

- Yellow fume

<i>Wine</i>	<i>Plant</i>
<i>Beer</i>	<i>Bone</i>
<i>Vodka</i>	<i>Pineapple</i>
<i>Honey Mead</i>	<i>Pill</i>

- Pink fume

<i>Wine</i>	<i>Plant</i>
<i>Beer</i>	<i>Pill</i>
<i>Vodka</i>	<i>Bone</i>
<i>Honey Mead</i>	<i>Pineapple</i>

- Green fume

<i>Wine</i>	<i>Plant</i>
<i>Beer</i>	<i>Pineapple</i>
<i>Vodka</i>	<i>Bone</i>
<i>Honey Mead</i>	<i>Pill</i>

Now, enjoy another day of booze!

Like our last lesson, don't forget that if you have virgin blood that's indeed the ingredient to use!



Demon Banish

Welcome to Demon Banish for Dummies. If you are reading this, I congratulate you! It is always very advisable to be prepared to banish a demon in case the situation arises. If you see one of the infernal creatures in our world in front of you and you haven't read this book, I am sorry to tell you there is not much to do. I'm glad it is not the case!

In this first chapter we are going to learn how to confuse a ghost for a brief period of time. Ghosts are creatures that come from the 7th hell of the Underworld, also known as Namco. Its very nature depends much on the color of their bodies and eyes. Knowing that combination we will use one of the spells available in our arsenal. Remember, three words of power in the correct order are needed to confuse the ghost. Don't forget that for the correct order you should pay attention to the body first, then the right and left eye.

First of all, we should down that the ghost behaviors may be altered depending on the moment of the day. Check if the sun is shining or if the moon is reigning the skies. Then, proceed to cast the spells from this ancient grimoire. If for some reason you fail,
START OVER!

<i>DAy</i>	<i>Body</i>	<i>Right Eye</i>	<i>Left Eye</i>
<i>Red</i>	<i>Air</i>	<i>Fire</i>	<i>Earth</i>
<i>Pink</i>	<i>Earth</i>	<i>Earth</i>	<i>Fire</i>
<i>Green</i>	<i>Water</i>	<i>Fire</i>	<i>Air</i>
<i>Yellow</i>	<i>Air</i>	<i>Fire</i>	<i>Water</i>

<i>NIghT</i>	<i>Body</i>	<i>Right Eye</i>	<i>Left Eye</i>
<i>Red</i>	<i>Water</i>	<i>Fire</i>	<i>Air</i>
<i>Pink</i>	<i>Air</i>	<i>Fire</i>	<i>Water</i>
<i>Green</i>	<i>Earth</i>	<i>Earth</i>	<i>Water</i>
<i>Yellow</i>	<i>Fire</i>	<i>Air</i>	<i>Air</i>

*"I suddenly realized. The zebra.
It is not something outside of us.
The zebra is something inside of
us. Our fears. Our own self-
destructive nature. The zebra
is the worst part of us when we
are face-to-face with our worst
times. The demon is us!"*

"And second, keep in mind that you are a weapon. In theory, when you're done with training, you should be able to kick a hole in a wall or knock out a moose with a single punch."

"I would never hit a moose," said Gary.

"They're endangered."

Desummoning

Wherever there is a pentagram lit on a room there is an open Gate to Hell. And that, my folks, is something you should prevent at any cost. Specially if the creature comes from Namco, the 7th Hell of the Underworld.

Closing it should be the priority. You may notice the floating symbols on the room. According to Stephen Hawking, black-hell in wizardry, this is due to a discontinuity in the time-space tissue of our Universe.

But some of these symbols are more powerful than others so we might pay special attention to them.



A



B

Do you see symbol a on the room?

If affirmative, do you see symbol b on the room?

If affirmative, go to portal deactivation routine 1.

If negative, head to portal deactivation routine 2.

If negative, do you see symbol b on the room?

If affirmative, portal deactivation routine 3 is the solution.

If negative, portal deactivation routine 4 is your answer.

Portal Deactivation Routines:

*Follow this routine in strict order unless you lit a candle in your room.
Then follow them in strict inverse order.*

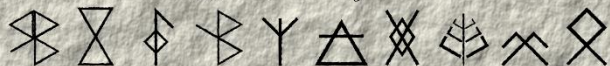
Portal Deactivation Routine 1: The 20 symbols.



Portal Deactivation Routine 2: The 20 symbols.



Portal Deactivation Routine 3: The 20 symbols.



Portal Deactivation Routine 4: The 20 symbols.



*Congratulations! You have banished the demon and closed the portal to
our world!*

