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BELBOZ AT 200: *Is Retirement in his Future?*

SPECIAL BOOK EXCERPT
*"Spells and the
Single Sorcerer"*

The Power of Positive
Conjuring: *Learning with
Gusto!*

Coming Next Month:
Should Enchanters in
Glass Mazes Throw Spells?



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HALL OF THE GUILD OF ENCHANTERS

VILLAGE OF ACCARDI-BY-THE-SEA

LAND OF FROBOZZ

BELBOZ

Gone
Frozzing
Belboz



They came to Antharia from all corners of the kingdom: Gurth and Mithicus, the Frigid River Valley, Borphee, even the Gray Mountains. They packed the restaurants, and for the first time in 150 years the Rusty Knife in West Anthar ran out of seaserpent fillet. They completely filled the Zilton Hotel, and in three days spent an estimated Zm20,000 on marble trinkets, Bella Quease souvenirs, Flathead Stadium tickets, and Spenseweed shakes. Yet despite the success of the tourist trade, the pageantry, and the beautiful weather, the 115th Convention of Enchanters and Sorcerers (CES) was an unqualified disaster.

Why? "There's too much showing-off, too much one-upmanship between the chapters, and no cooperation," said Barbel of Gurth, a Guildmaster and elder member of the Circle of Enchanters. "We're here to share and exchange our advancements in thaumaturgy, and to try to solve our common problems, not to compete against each other in some sort of free-for-all. Frankly, I'm disgusted." And so are we.

Conventioneers at CES seemed totally unwilling to discuss, much less

resolve, the problems facing the Guild of Enchanters. The chronic glut of Enchanters in and around Thriff, the crippling shortage of Enchanters in the Gray Mountains, the grumblings of some junior Sorcerers about "leadership stagnation," the spiraling costs of an Enchanter's education, the pros and cons of regulating magic potion distribution... all these issues and more could have benefited from an open dialog among the chapters. Instead, the assembled Enchanters, whose reputation for sobriety and consideration is generally well-deserved, indulged shamelessly on Phlog and Tonics, and made an overall nuisance of themselves.

"This is great!" said one apprentice from the Gurth City chapter, after he had happily cast the ZOOKA spell ("turn eggs into overripe cabbage") just as the Thriff chapter sat down to breakfast. Moments later, someone (probably from the Thriff chapter) cast the STEGAW spell ("turn eggs into ripe guano") at the Gurth City chapter breakfast, whose members thereafter were unable to keep anything down.

Such pranks may seem harmless, but they do little to improve commu-

nication between the chapters. They can also get out of hand. During the opening ceremonies on the first evening of CES, for instance, an Enchanter from Aragain cast the FILFRE spell ("display gratuitous fireworks") inside Convention Hall; literally dozens of other Enchanters subsequently cast FILFRE inside the hall, each trying to outdo the other. Not surprisingly, the old wooden hall caught fire. Just as someone would cast the GONDAR spell ("extinguish fire"), someone else would claim a "better" or "improved" GONDAR spell and restart the fire to display their talents. This went on for nearly an hour before order was called, and the hall suffered much damage.

The Guild of Enchanters has successfully regulated itself for hundreds of years. It helped bring stability to the land following the turbulence of the Great Underground Empire's collapse, and today underwrites many fine philanthropic foundations. How ironic and disappointing, then, that it can't turn its wisdom and wonder unto itself, and behave in a more professional and responsible manner, to address its serious problems and ensure a healthier future for us all.



LETTERS TO THE EDITOR

To the editor:

In your otherwise excellent article on the FILFRE spell, you neglected to mention its derivation. FILFRE is a modification of the expression "Feel Free," which perhaps explains its unrestrained use among some Enchanters.

P.D.L., Borphce

To the editor:

So Orkan of Thriff is now selling wand racks? He's a Guildmaster, not a carpenter! Next thing you know, actors will be selling salad dressing.

H.D.A., Accardi

To the editor:

I'm sure many of your readers would be surprised to learn that there are some remote areas of the Empire where people still do not practice magic. An article about these underdeveloped communities would be quite amusing.

S.W.G., Mithicus

To the editor:

Your recent article entitled "Should Enchanters in Glass Mazes Throw Stones?" reminded me of a few other age-old questions that perhaps modern magic can answer: Which came first, the time paradox or the tamed parrot Awkes? Is a zorkmid truly the root of boll weevils? If the land were the sky and the sky were the land, would things fall up and grow down?

S.E.M., Whereabouts Unknown

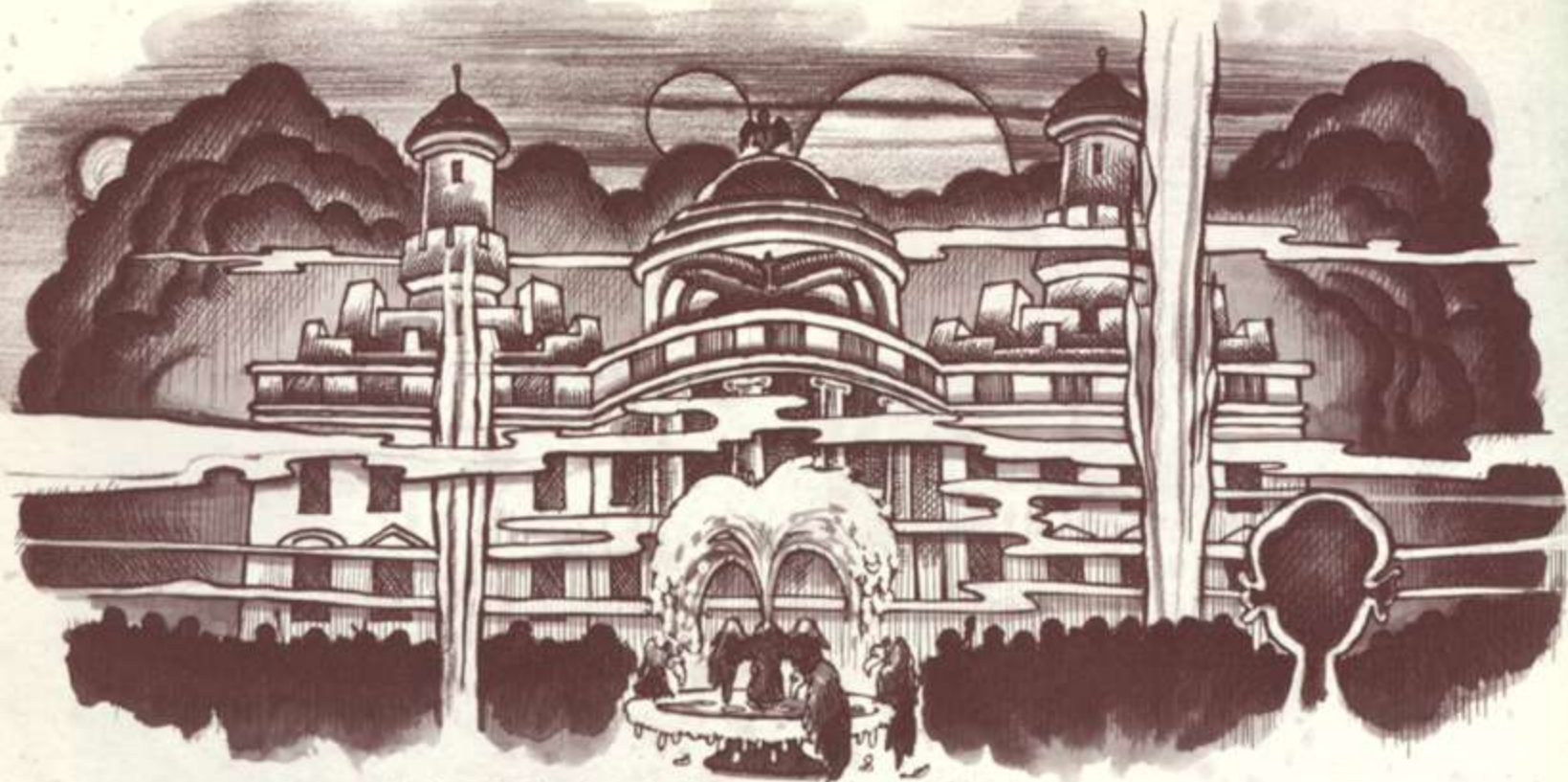
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"Enchanter Hall on the scenic G.U.E Tech campus, where Belboz the Necromancer recently addressed young Enchanters of tomorrow."

BELBOZ AT 200: *Is Retirement in his Future?*

Recently, Belboz the Necromancer was lecturing to a senior class at G.U.E. Tech's School of Enchantment in Greater Borphee. The great thaumaturge departed from his prepared text on "The Baffling Behavior of Babbling Baby Brogmoids Biting Broccoli" to discuss Enchanter's Ethics, a hot issue in magical circles these days, and he gave a predictably level-headed perspective.

"What are the criteria for determining which actions are morally right and morally wrong? The most famous answer is that power and might are never wrong. But can beauty, happiness, or fireworks be ignored? Certainly not. Doing the decent thing in the face of many juicy and despicable alternatives takes enormous will-power and always arouses the skepti-

cism of others. And an orator who sprinkles a speech with flowery and vivid images to keep his audience glued to their seats is no more ethical than a Sorcerer who casts the FOBLUB spell to achieve the same ends."

Leaders espousing moderation or temperance are rarely heard or heeded at our universities in these dreary times, yet Belboz received a 30-minute sitting ovation from his audience. (Belboz had in fact used the FOBLUB spell on the audience, gluing them to their seats.) Such is the respect and esteem accorded to this wise, crinkly-eyed master Sorcerer, who turns 200 years of age this month.

Belboz is well-known as a model Sorcerer, an exemplar for all young

Enchanters. Born an orphan near Aragain Falls in the Frigid River Valley, he was the eldest of six brothers and sisters. His guardian uncle, a well-to-do but simple-minded cave digger, tried to get young Belboz interested in construction work, but Belboz talked only about magic, reading everything he could find on the subject. His uncle finally relented and sent Belboz to Borphee Harbor, where he was tutored by a master magician for the next 20 years. ("My uncle thought thaumaturgy was a communicable fish disease, and fancied I sat on a dock for 20 years telling carp to open wide and say 'ah,'" says Belboz.) He then spent a 30-year apprenticeship in the Accardi Chapter of the Guild of Enchanters, became a full-fledged Enchanter in 820 GUE, and traveled

south to Gurth and Mithicus, where he pioneered research on anti-caking additives to magic potions. His success in perfecting dozens of spells, notably the LOBAL spell ("sharpen hearing") and the CONBAK spell ("build strong bodies 12 different ways") brought him interprovincial fame and heralded his advancement to Sorcerer after a mere 25 years. Unlike his peers, Belboz criticized the decadence of the royal family and foretold the collapse of the Great Underground Empire. Most fellow Sorcerers thought Belboz's warnings were shrill or foolish, but when the Empire did collapse in 883, Belboz said "I told you so." Belboz then returned to Accardi where, in 910, at the age of 153, he became Guildmaster of the Accardi Chapter. Perhaps his greatest success—certainly his most publicized—came in 952, when he destroyed the evil giant Amathradonis. Later that year he became the kingdomwide Secretary of the Guild of Enchanters, a post which he has held now for two terms.

With a life expectancy of 175 years, almost three times that of a layperson, most Sorcerers retire from the Guild and become Magicians Emeritus or Conjunction Consultants long before they become bicentenarians. At 200, Belboz is the oldest member of the Circle of Enchanters, and is the oldest guildmaster ever. Speculation is rampant, then, whether the master Sorcerer has any plans to retire.

"We-I-I-I," the necromancer pondered last week during an interview with POPULAR ENCHANTING, "I would like to travel. I haven't crossed the Flathead Ocean for over a century. I'd also be interested in visiting more chapters of the Guild; our flummox in Antharia [see the editorial on page 2] clearly shows we need to get our house in order. And certainly I'd like to be able to do more fishing. But I am, really, just approaching my prime. Even though I am old, my strengths and powers are at their peak."

Asked whether he thought his age impeded his work, Belboz chuckled. "All Enchanters have youth-casting spells, of course, which accounts for our longevity. I have naturally improved upon these. But I've seen some 100-year-old Enchanters who think older than I do, and therefore they are older than I am. A youth-casting spell affects the body but not the mind. It is worthless if its subject has an old mind."

"Leadership stagnation" is a term that has been bandied about lately by a number of junior Sorcerers, who feel that the lifetime appointment of Guildmasters is too long. "Guildmasters are like kings, only worse," says a Sorcerer who requests anonymity. "A chapter dangles the Guildmaster post before its members like bait, enticing them to dedicate their life's work and devotion for it. A chapter selects a new Guildmaster only once in 30, 40, even 50 years. All the qualified Sorcerers who don't get chosen adopt a negative attitude knowing they'll never be Guildmasters." This negative attitude, some say, is passed on to Enchanters, who pass it on to apprentices, like some communicable fish disease. While no one mentions Belboz's name specifically, his 47-year tenure as Guildmaster is an obvious target of such complaints.

"I disagree completely with the idea that we dangle the Guildmaster's post like bait, and it's simply not true that all other qualified Sorcerers adopt a negative attitude," says Belboz. "I agree there may be some advantages to limiting the term of a Guildmaster. But I am most upset that a Sorcerer would take offense at not being chosen Guildmaster. A Sorcerer should be above such lowly, jealous, and power-hungry thoughts, and anyone who thinks them deserves to be turned into a newt."

So fear not, Belboz fans: The great necromancer is not ready to quit. "Ask me about my retirement again," Belboz told us, "when I turn 300."

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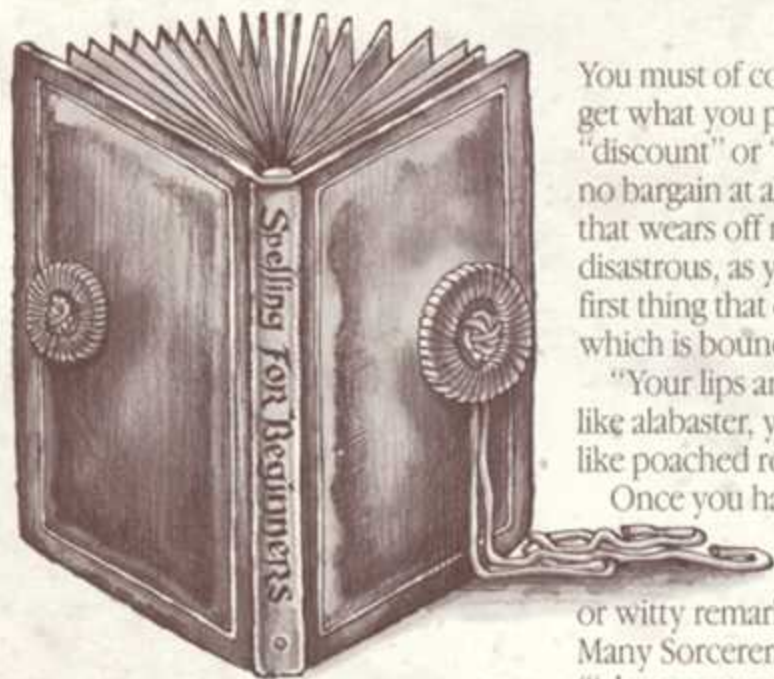
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SPECIAL BOOK EXCERPT: "Spells and the Single Sorcerer"

by Wilbar Memboob

[This is the second of three excerpts to appear in POPULAR ENCHANTING magazine. Last month's installment dismissed many of the myths surrounding single Sorcerers, among them the common notion that single Sorcerers like granola. This month's installment is adapted from the chapter "Friendship... and More," and discusses the importance of making a good first impression. The final excerpt, discussing such practical matters as spells for single-serving potions and Solitaire Fanucci, will appear next month. Wilbar Memboob is the author of "The Joy of Spells" and "The Enchanter Never Rings Twice: 101 Uses for REZROV."]

Many otherwise fine and distinguished Sorcerers are shy or ugly, or, generally, both. This does not mean, however, that they must lead a solitary existence or abstain from the simple pleasures of courtship. Several thaumaturgical suppliers sell a wide



assortment of self-improvement spells and potions, and unless you are "kobold ugly," most will work with few or no unpleasant side effects.

It is impossible to predict when a particular self-improvement spell or potion will be needed (unless one is a very, very good Sorcerer). Carrying a six-pack of assorted potions can therefore save a situation. For instance, suppose you were walking beside a field of blossoming dragondils, and you met an attractive person of the opposite sex. Should this person remark "Aren't the dragondils lovely," you might reply:

"Oh, is that what they are?"

or simply

"Yes."

or, worse,

"I've seen nicer."

But if you had in your possession the SIRANO potion, you might surreptitiously quaff it and reply:

"As lovely and golden as the rain-washed air is clear and sparkling, and fragrant and fresh as your eyes are poetic and inspiring."

You must of course realize that you get what you pay for. Some so-called "discount" or "bargain" potions are no bargain at all. A SIRANO potion that wears off mid-sentence can be disastrous, as you're likely to say the first thing that comes to your mind, which is bound to be ridiculous:

"Your lips are like rubies, your eyes like alabaster, your hands like... like poached rotgrub."

Once you have captured your new acquaintance's attention with a charming or witty remark, you must act fast! Many Sorcerers cast the FAIFT spell ("change appearance to look younger") on themselves. This is generally a mistake. If your face is reminiscent of a frog, you will suddenly look like a tadpole; if you're overweight, you may become a piglet. A better strategy is to cast the IMALI spell ("worsen eyesight") on your friend. The spell is painless and temporary, and should your dupe comment upon blurry vision, you might remember Elvis Flathead's hit "Love Is Blind," and suggest that your kind-hearted spell in fact prevented total blindness.

Before I am accused of condoning deceit as the basis for a relationship, let me state outright that the casting of spells—on yourself or on your partner—is permissible only for the first few days of a relationship. If you cannot keep your acquaintance's interest without magic, then you should let go and part ways. Particularly reprehensible are reports of Sorcerers casting body-deforming spells like BAYALA and MUSDEX on an unwilling partner to satisfy a personal preference.

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The Power of Positive Conjuring: Learning with GNUSTO

To the layperson, the GNUSTO spell is unspectacular. There are no loud noises, no pyrotechnics, no feelings of euphoria when it is cast, no changes in the environment, no great insights into the world—nothing to indicate that it is one of the cornerstones of thaumaturgy as practiced today. Yet it enables Enchanters to cast and recast spells countless times reliably and effectively, freeing up magicians' time for research into new and improved spells, and bringing magic to the people, thus indirectly improving the health and welfare of the general populace.

A few old-fashioned Sorcerers show contempt or impatience with the GNUSTO spell, preferring instead to cast spells directly from scrolls rather than writing them into a book first. "There's no danger, no excitement anymore," says a retired Sorcerer from Mithicus who wishes to remain anonymous. "In the good old days, you had to be careful when you used your spells. They were good only once, so you couldn't go around turning every unfriendly critter that crossed your path into a newt. Nowadays, Enchanters CLEESH first and ask questions later."

But such disdain for the GNUSTO spell is increasingly rare, since most Sorcerers were born after its discovery and grew up accepting and enjoying it. In fact, the "safety net" feature of GNUSTO does not make the

Enchanter's life less exciting, but gives the Enchanter the opportunity to use a particularly handy spell more than once. Certainly no one argues that spells cast directly from scrolls are easier to use or are more effective; spells copied into books with GNUSTO lose none of their complexity or potency.

One obvious shortcoming of GNUSTO is that it cannot write extremely powerful magic spells into a spell book. Most scholars believe that the GNUSTO spell itself is too weak, though the Spell Science Lab at G.U.E. Tech is testing a very GNUSTO-receptive paper which it hopes will be sensitive enough to allow even the most ancient and mighty spell to be copied.

What does the future have in store for GNUSTO? "I think it will continue to be the most popular spell we manufacture," says a spokesperson at United Thaumaturgy. "It's certainly changed the industry." That it has: Smoothscroll Draughtsmen, once the largest supplier of common spell scrolls, now markets such diverse products as glow-in-the-dark bookmarks and synthetic toad warts. In fact, the only scrolls Smoothscroll now makes are high-priced custom-made spell scrolls which are "GNUSTO-protected" to prevent unauthorized copying. Spellshack recently unveiled its OTSUNG spell ("erase spell written in book with GNUSTO"). And International Business Magic is trying to transfer the "safety net" properties of GNUSTO to a new spell that would work on magic potions.

For sale: Rubber spell scrolls, rubber magic wands, rubber spell books, rubber avocados, and more! Great for gags! Largest selection of rubber products anywhere! Write for free catalog (must be over 54 years of age). Box Q5.

Lost: CLEESH spell scroll. Dropped while frog-watching in swamp. Small reward. Box I36.

Lost: Useless brass lantern. Has great sentimental value. Dropped long ago, far away. Would appreciate information leading to its return. Box Z1.

HELP!



Personal: Dull, irritating Enchanter (M) seeks exciting, loving F for magic moments and possible lasting relationship. Must be truthful and kind, or good liar. No pros or adventurers need reply. Box Y3.

Personal: Shy, outgoing Enchanter (F) seeks lively, quiet Enchanter (M) to share the pleasures of smokeless fires. Must enjoy sadness. Box K9.

Wanted: Need one (1) KULCAD spell scroll; will pay top dollar. Used mine foolishly; won't make same mistake. Box F4.

Wanted: Enchanter for minor Cyclops eradication work, 2 to 4 days per month. Experience desirable. Box S4.

Wanted: Letters, reminiscences, etc., by or about the thaumaturge Berzio, who invented the GNUSTO spell; for biography by noted scholar and Frobbler. Box T6.

NATE'S
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SCROLLS	LIST	NATE'S
FROTZ	zm12	zm8
REZROV	zm12	zm9
BLORB	zm16	zm12
NITFOL	zm16	zm14
QUELBO	zm19	zm15
GRIGPO	zm26	zm20
YOMIN	zm28	zm22
ONKIK	zm38	zm31
YIMFIL	zm46	zm36
VEZZA	zm90	zm74

SPECIALS	LIST	NATE'S
MAGIC AMULETS	zm120	zm99
WANDS: *BII	zm88	zm80
*UT	zm72	zm61
*SS	zm29	zm12
SCROLL RACK		
*72	zm12	zm4
*144	zm18	zm6
WAND RACK		
*6	zm12	zm2

POTIONS	LIST	NATE'S
BERZIO	zm4	zm2
IGNATZ	zm4	zm3
VILSTU	zm4	zm3
ONBIT	zm4	zm3
KWIN	zm4	zm3
WALDOE	zm4	zm3
KNALB	zm6	zm4
BLORT	zm12	zm10

OTHER	LIST	NATE'S
MORTAR (pestle included)		
*small	zm1	zm $\frac{1}{2}$
*medium	zm1	zm $\frac{1}{2}$
*large	zm2	zm1
TONGUE OF OWL	zm $\frac{1}{2}$	zm $\frac{1}{4}$
JAR OF NEWT EYES	zm2	zm1
JAR OF GROUND MORGIA	zm2	zm1
BAT WINGS (pair)	zm4	zm3
TOAD WARTS (doz.)	zm4	zm2
DRAGON SCALES (ea.)	zm10	zm8



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