

"Ten ineffable Sephiroth, ten and not nine, ten and not eleven: understand with wisdom and apprehend with care; examine by means of them and search them out; know, count and write. Put forth the subject in its light and place the only Formator on His throne. He is the only Creator and the only Formator, and no one exists but He: His attributes are ten and have no limits."

THE BOOK OF FORMATION, I, 4. Page #17, Trans. by Knut Stening, 1923. Ktav Publishing House, Inc., N.Y., 1970.

Since our course deals almost exclusively with the Sephiroth on the Tree of Life it is imperative that we have a good working definition of just what the Sephiroth are and how they may be utilized.

It is not really good enough to say that the Sephiroth are the circles on the Tree of Life. While this is true it does not go nearly far enough for our purposes. As stated in the "Introduction To The Tree Of Life", the word 'Sephirah' is the feminine form of the Hebrew word for 'Sphere'. This word 'Sphere' is, for the present, best understood in the sense of a 'sphere of influence'. A sphere of influence is not necessarily a fixed area, but one which nevertheless exerts a force upon the whole of which it is a part. The Sephiroth are considered feminine, as compared to the Paths, because they contain and stabilize, while the Paths penetrate and transmit.

As THE BOOK OF FORMATION tells us the Sephiroth are: "His attributes and have no limits". Each Sephirah is infinite because the set of its possible attributions is an infinite set. Each Sephirah does, however, have a finite set of qabalistic attributions which define the infinite set of non-qabalistic attributions which may be assigned to each Sephirah. We will go into the general ground plan of the qabalistic attributions in the next section of this course and into the specific qabalistic attributions for each of the Sephiroth in the sections dealing with the individual Sephiroth.

Even though various gods, especially those of the Egyptian pantheon, may be attributed to the Sephiroth we must always remember that the Qabalah is a monotheistic and monistic system. The ten Sephiroth are to be considered as ten aspects or attributes of the One Living God. These are the attributes which are comprehensible to human intelligence when said intelligence is operating at its full capacity. The Qabalah is monistic because in its philosophy the One Living God is all that exists — we have our existence within His Existence. So far as the Qabalah is concerned God can have no adversary, and His Plan or Program for mankind is running right on schedule. What tends to disturb some people is that God's Plan for mankind seems to differ from their own plan.

In order for the Sephiroth to be worth the time and effort required to study them they should be able to do something for us, or at least enable us to do things for ourselves which we could not do without a knowledge of the Sephiroth.

The Sephiroth are active in each of the Four Worlds of the Qabalah. They act as channels of realization so that we may perceive the Universe from forty different perspectives. When, at last, we are able to function on the Atziluthic level of any Sephirah we attain a perception of God from the perspective of that Sephirah. With the exception of Kether each of the Sephiroth will to some extent color our realization of God. Kether is the final step so far as the Atziluthic perception is concerned. Qabalistic tradition tells us that when we do actually attain the Atziluth of Kether we are no longer alive in this world; but have gone on to become a part of God in a more direct sense than that which we now enjoy in this life.

The Sephiroth act as the ten main components of a mental filing system which is capable of dealing with any concept, idea or thing that we can become aware of. The Tree of Life represents, among many other things, the basic functional parameters of the reality which we can know as Human Beings. Since anything within these parameters can be attributed to one of the Sephiroth we can learn things about our various attributions by comparing them to other things and concepts which we have already attributed to the given Sephirah. This process of classification and comparison allows us to advance our knowledge from that which was known to that which was previously unknown. Using this method we may find the inter-relationships of things which, at first, appear to be very dissimilar. It is for this reason that the Tree of Life is used as the basic ground plan for the Western Esoteric Tradition.

The basic qabalistic attributions to a Sephirah, especially its Name, will tell us what the inner nature of the Sephirah is like. Once we know what the nature of each Sephirah is we may put in any attributions we choose: provided that these attributions are harmonious and consistent with the nature of the Sephirah to which we assign them. It is, however, of the utmost importance to learn and meditate upon the basic qabalistic attributions as given in the attribution sheets for each of the Sephiroth. These basic attributions form a map of the nature of each Sephirah through the Four Worlds. Each of us will come to a slightly different subjective realization of just what the nature of each of the Sephiroth is all about. At this point you can begin to make the Sephiroth work for you.

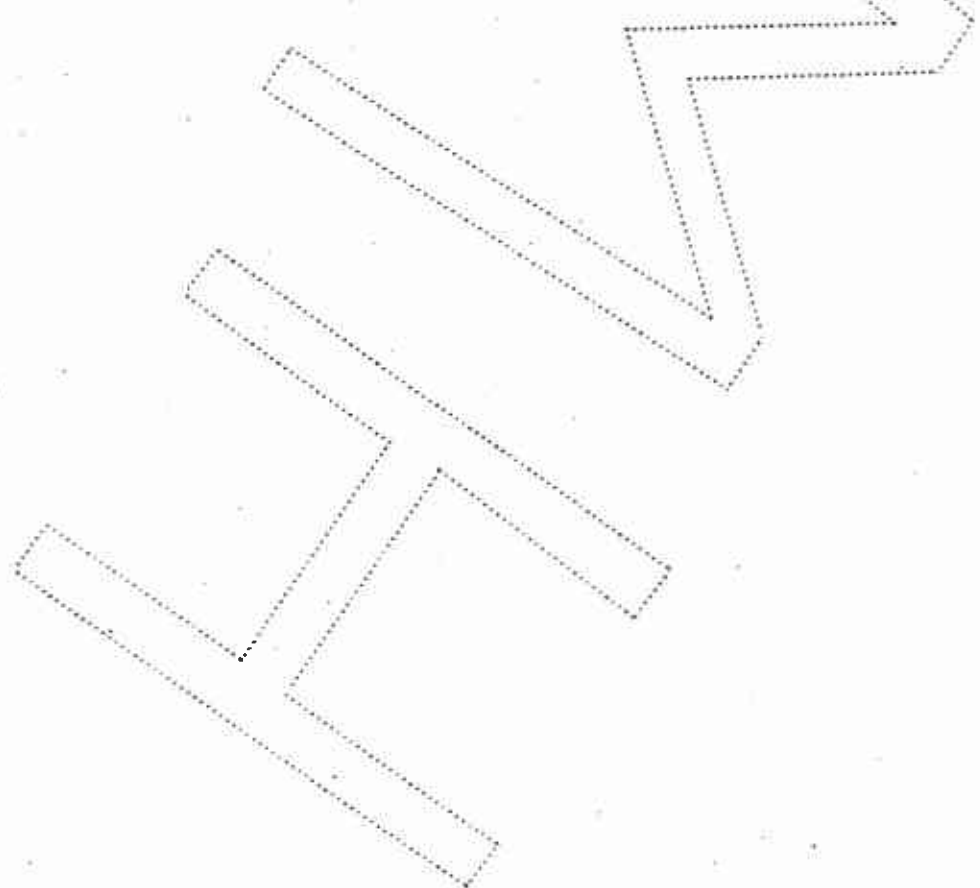
It is very important to realize that, as unique and individualized aspects of God, each of us will have a slightly different reality picture of the actualities which the Sephiroth and the Tree of Life represent. So long as your reality of the Sephiroth and the Tree give you useful insights and tools with which to work there can be no question of right or wrong: your reality is your own. If, however, your own reality of the Tree begins to lead you into difficulty or fails to produce the required results it is time to go back and check it out against the traditional qabalistic attributions. In this way you can update and correct your various realization maps of the Tree and of your own Universe. When one is engaged in the Great Work it is essential that this verification take place on a more or less regular basis. The Great Work is a process of ordered and willed change; as you

grow the Universe will appear to change because you have changed your relationship to it. A periodic review of the basic attributions by way of meditation will more than repay the time and effort invested.

When we consider the Sephiroth as a mental filing system their relative positions on the Tree become important. This is because it is the spatial relationships of the Sephiroth to one another which give us the interrelationships of each of the given categories to each other and the effects which any one category will have on any other. There is a great deal of very profitable meditation which can be done along the theme of the arrangements of the Sephiroth on the Tree of Life.

Collectively, the Sephiroth and the Tree of Life as a whole form a compound attribution map of God, the Universe and Man to the extent that it is possible for us to understand them at our present state of development.

Thus we find that, in the Tree of Life, we have an implicit structure of logic, thought and language which forms a basic schematic for personal growth and development. It is the use and fruition of this schematic in one's own being which constitutes the goal of the Great Work and of the Western Esoteric Tradition.



KETHER כתר (crown)

The First Path is called the Admirable or Hidden Intelligence because it is the Light giving the power of comprehension of the First Principle, which hath no beginning. And it is the Primal Glory, because no created being can attain to its essence.

Magickal Image	An ancient bearded king seen in profile.
God Name	EHEIEH
Archangel	Metatron
Order of Angels	Chaioth ha Qadesh. Holy Living Creatures
Mundane Chakra	Rashith ha Gilgalim. First swirlings. Primum Mobile.
Virtue	Attainment. Completion of the Great Work.
Vice	-
Titles	Existence of Existences, Ancient of Days, the White Head, Macroprosopos, He, Lux Interna, The Point within the circle, the Vast Countenance, the Most High, Lux Occulta.
Spiritual Experience	Union with God.
Atziluthic Color	Brilliance (King Scale)
Briatic Color	Pure white brilliance (Queen Scale)
Yetziratic Color	Pure white brilliance (Emperor Scale)
Assiatic Color	White, flecked gold (Empress Scale)
Symbols	The point. The swastika. The crown. Point within a circle.
Tarot Cards	The four Aces Ace of Wands: Root of the Powers of Fire Ace of Cups: Root of the Powers of Water Ace of Swords: Root of the Powers of Air Ace of Pantacles: Root of the Powers of Earth
Egyptian God	Ptah (Asar un Nefer, Hadit)
Roman God	Jupiter
Greek God	Zeus
Precious Stone	Diamond
Plant	The Flowering Almond
Magickal Weapon	Swastika or Fylfot Cross. The Crown.
Perfume	Ambergris
Animal	God: The swan. The hawk.
Vegetable Drug	Elixir Vitae
Element	Root of Air
Order of Qlipoth	Thaumiel (Dual contending forces)
Chakra Center	Sahasra (above the head)
Miscellaneous	The Cranium, Yechidah, The Thousand Petalled Lotus, The Divine Spark, The Sah. The number one.

Kether is the fount of Creation, the point where life wells up from the deeps of the Great Unmanifest. It is manifestation on the point of becoming manifest, the center crystallized in the midst of Non-Being, containing within it the potentialities of all to come. It is the supreme height of Godhead although it must be remembered that all the Sephiroth are equally holy, being emanations of the One God. Pure being unlimited by form or reaction. The prototype of all things in the cosmos.

CHOKMAH

חכמה

(wisdom)

The Second Path is called the Illuminating Intelligence. It is the Crown of Creation, the Splendor of Unity, equalling it. It is exalted above every head, and is named by Qabalists the Second Glory.

Magickal Image	A bearded male figure.
God Name	Jehovah or Jah.
Archangel	Ratziel
Order of Angels	Auphanim, Wheels.
Mundane Chakra	The Zodiac . Mazloth.
Virtue	Devotion
Vice	-
Titles	Power of Yetzirah, Ab, Abba. The Supernal Father. Yod of Tetragrammaton. Tetragrammaton.
Spiritual Experience	The Vision of God face to face
Atziluthic Color	Pure Soft blue (King Scale)
Briatic Color	Grey (Queen Scale)
Yetziratic Color	Pearl grey, iridescent. (emperor Scale)
Assiatic Color	White flecked with red, blue and yellow (Emperess Scale)
Symbols	The Lingam. The Phallus. Yod, the Tower. the straight line.
Tarot Cards	The four Twos Two of Wands: Dominion Two of Cups: Love Two of Swords: Peace restored. Two of Pantacles: Harmonious change.
Egyptian God	Isis (Amoun, Thoth)
Roman God	Janus
Greek God	Athena, Uranus.
Precious Stone	Star Ruby, Turquoise.
Plant	Amaranth
Magickal Weapon	Inner Robe of Glory. Lingam.
Perfume	Musk
Animal	Man
Vegetable Drug	Hashish, cocain.
Element	Root of Fire
Order of Qlipoth	Ghahiel (Hinderers)
Chakra Center	Ajna (Pineal Gland)
Miscellaneous	Cerebrum dextrum, the Cross, phosphorus , the number Two.

Chokmah is the dynamic thrust and drive of spiritual force. It is the upwelling spirit of Kether in positive action, the power house of the Universe. Masculine and dynamic. Unorganized and uncompensated force, the stimulator of the Universe. The vital energizing element of existence, the Spirit. It is the basic reality underlying all manifestations of Consciousness. Corresponds to the Ida.

BINAH בינה

(understanding)

The Third Path is called the Sanctifying Intelligence, the Foundation of Primordial Wisdom. It is also called the Creator of Faith and its roots are in Amen. It is the parent of faith from which faith emanates.

Magickal Image	A mature woman. A matron.
God Name	Jehovah Elohim
Archangel	Tzaphkiel.
Order of Angels	Aralim, Thrones.
Mundane Chakra	Saturni, Shabbathai.
Virtue	Silence
Vice	Avarice
Titles	Ama, the dark sterile Mother. Aima, the bright fertile Mother. Marah, the great Sea. Khorsia, the Throne.
Spiritual Experience	Vision of Sorrow.
Atziluthic Color	Crimson (King Scale)
Briatic Color	Black (Queen Scale)
Yetziratic Color	Dark Brown (Emperor Scale)
Assiatic Color	Grey flecked pink (Emperess Scale)
Symbols	The Yoni. The Kteis. The Vesica Piscis. The cup or the chalice. The Outer Robe of Concealment.
Tarot Cards	The four Threes. Three of Wands: Established Strength Three of Cups: Abundance Three of Swords: Sorrow Three of Pantacles: Material works
Egyptian God	Nephthys (Maat, Isis)
Roman God	Juno, Cybele, Hecate, Saturn.
Greek God	Demeter, Hera.
Precious Stone	Star Sapphire. Pearl.
Plant	Cypress. Opium Poppy. The Lotus and the Lily.
Magickal Weapon	Yoni. Outer Robe of Concealment.
Perfume	Myrrh. Civet.
Animal	Woman. The Bee.
Vegetable Drug	Belladonna. Soma.
Element	Root of Water.
Order of Qlipoth	Satariel (Concealers)
Chakra Center	Visuddhi. (Larynx)
Miscellaneous	Cereberum sinistrum, the Triangle, silver, the number Three.
Metal	Lead

Binah is the first "form" Sefirah. Although it is above any form as we know it, there is implicit in it the archetype or idea of form. Form can be defined as the interlocking of free-moving force into patterns which then operate as a unity. Binah is Maya, the universal power of Illusion. The cosmic root substance, the vehicle of every possible phenomenon, mental or physical. The female potency of the universe. Corresponds to the Pingala. Binding the beginning of the death of life.

CHESED

ד ה ח ט

(mercy)

The Fourth Path is called the Cohesive or Receptive Intelligence because it contains all the Holy Powers, and from it emanate all the spiritual virtues with the most exalted essences. They emanate one from another by virtue of the Primordial Emanation, the highest Crown, Kether.

Magickal Image	A mighty crowned and throned king.
God Name	El
Archangel	Tzadkiel
Order of Angels	Chasmalim. Brilliant Ones.
Mundane Chakra	Jupiter. Tzedek.
Virtue	Obedience.
Vice	Bigotry, Hypocrisy, Gluttony and Tyranny.
Titles	Gedulah. Love. Majesty. Magnificence.
Spiritual Experience	Vision of Love
Atziluthic Color	Deep Violet (King Scale)
Briatic Color	Blue (Queen Scale)
Yetziratic Color	Deep Purple (Emperor Scale)
Assiatic Color	Deep Azure, flecked yellow (Emperess Scale)
Symbols	The solid figure. The Tetrahedron. Equal-armed Cross. Orb. Wand. Sceptre. Crook.
Tarot Cards	The four Fours Four of Wands: Perfected work. Four of Cups: Pleasure. Four of Swords: Rest from strife. Four of Pantacles: Earthly Power.
Egyptian God	Amoun. (Isis) Hathoor)
Roman God	Jupiter
Greek God	Poseidon
Precious Stone	Lapis Lazuli. Amethyst. Sapphire.
Plant	The Olive. Shamrock. Opium Poppy.
Magickal Weapon	The Wand. The Crook.
Perfume	Cedar.
Animal	Unicorn.
Vegetable Drug	Opium.
Element	Water
Order of Qlipoth	Gha' Agsheblah (Breakers into pieces)
Chakra Center	The lower Manas.
Miscellaneous	Brachium dextrum, the Pyramid, the number Four.
Metal	Tin

Chesed is the first Sephirah of the Formative World. Here forces first cohere into forms, although on a subtle level. The sphere of the Masters. Primary color of blue. Male and positive with the element of water. Thor of Scandnavian epics. The metal of Chesed is tin. The loving father, the protector. Upbuilding. The formulation of the archetypal idea, the concretion of the abstract. Magnanimity and beneficence, mercy and compassion.

GEBURAH גבורה

(severity)

The Fifth Path is called the Radical Intelligence because it resembles Unity, uniting itself to Binah, Understanding, which emanates from the primordial depths of Chokmah, Wisdom.

Magickal Image	A mighty warrior in his chariot.
God Name	Elohim Gebor.
Archangel	Khamael.
Order of Angels	Seraphim. Fiery Serpents.
Mundane Chakra	Mars. Madim.
Virtue	Energy. Courage.
Vice	Cruelty. Destruction.
Titles	Fear, Pachad, Din. Justice.
Spiritual Experience	Vision of Power
Atziluthic Color	Orange (King Scale)
Briatic Color	Scarlet (Queen Scale)
Yetziratic Color	Bright Scarlet (Emperor Scale)
Assiatic Color	Red, flecked with black (Emperess Scale)
Symbols	The Pentagon. The Five Petalled Tudor Rose. The Sword. The Spear. The Scourge. The Chain.
Tarot Cards	The four Fives. Five of Wands: Strife. Five of Cups: Loss in pleasure. Five of Swords: Defeat. Five of Pantacles: Earthly trouble.
Egyptian God	Horus (Nephtys)
Roman God	Mars
Greek God	Ares. Hades.
Precious Stone	Ruby
Plant	Oak. Nux Vomica. Nettle.
Magickal Weapon	Sword. Spear. Chain. Scourge.
Perfume	Tobacco.
Animal	Basilisk.
Vegetable Drug	Nux Vomica. Nettle. Hickory.
Element	Fire (height)
Order of Qlipoth	Golachab. (Burners)
Chakra Center	The lower Manas.
Miscellaneous	Brachium Sistrum, the Rose, Iron and Sulphur, number Five.
Metal	Iron

Geburah represents the more active side of the rulership principle of Chesed. A Sephirah of adjustment and assessment; a sphere of absolute and unmitigated truth. Pachad is fear in the sense of awe, such as the fear of the Lord. A katabolic or down-breaker of force. Dynamic and energizing; highly disciplined. Reflection and corrector of Binah. Geburahs metal is Iron and its sacred tree the Oak. While on the left hand column of the tree, which is feminine, Geburah is male and vigorous. While war-like, it is NOT evil or malicious. Breaks down but does not destroy. The sword of Mars here is more like a surgeons scalpel cutting out corruption.

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TIPHARETH

תפארת

(beauty)

The Sixth Path is called the Mediating Intelligence, because in it are multiplied the influxes of the Emanations; for it causes that influence to flow into all the reservoirs of the blessings with which they themselves are united.

Magickal Image	A king. A child. A sacrificed god.
God Name	Jehovah Aloah Va Daath.
Archangel	Raphael
Order of Angels	Malachim. Kings.
Mundane Chakra	The Sun. Shemesh.
Virtue	Devotion to the Great Work
Vice	Pride
Titles	Zoar Anpin. The Lesser Countenance. Adam. The Son The Man. Melekh, the King. Spare Angels.
Spiritual Experience	Vision of the Harmony of things. Mysteries of the Crucifixion.
Atziluthic Color	Clear Rose Pink (King Scale)
Briatic Color	Yellow (Queen Scale)
Yetziratic Color	Rich Salmon-Pink (Emperor Scale)
Assiatic Color	Golden Amber
Symbols	The Lamén. The Rosy Cross. The Calvary Cross. The truncated pyramid. The cube.
Tarot Cards	The four Sixes. Six of Wands: Victory. Six of Cups: Joy Six of Swords: Earned Success Six of Pentacles: Material Success
Egyptian God	Ra (Asar)
Roman God	Apollo
Greek God	Iacchus. Apollo. Adonis.
Precious Stone	Topaz. Yellow Diamond.
Plant	Acacia. Bay. Laurel. Vine.
Magickal Weapon	The Lamén or Rosy Cross.
Perfume	Olibanum
Animal	Phoenix. Lion. Child.
Vegetable Drug	Alcohol. Coffee. Digitalis. Stramonium.
Element	Air (Depth)
Order of Qlipoth	Thagiron (Disputers)
Chakra Center	Lower Manas
Miscellaneous	Totum Corpus a gutture usque ad membrum sanctus, the number Six,
Metal	Gold

Tiphareth is the central Sephirah of the Tree of Life, the keystone of the whole creation, holding the balance between all other Sephiroth which it connects: between God in the highest in Kether and the Physical universe of Malkuth; between the opposites of Chokmah and Binah; the equilibrium of Chesed and Geburah. It is a link, a focussing point, a center of transition or transmutation. Place of incarnation.

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NETZACH



(victory)

The Seventh Path is called the Occult Intelligence because it is the refulgent splendor of the intellectual virtues which are perceived by the eyes of the intellect and the contemplations of faith.

Magickal Image	A beautiful naked woman.
God Name	Jehovah Tzabaoth. The Lord of Hosts.
Archangel	Haniel.
Order of Angels	Elohim. Gods.
Mundane Chakra	Nogah. Venus.
Virtue	Unselfishness.
Vice	Unchastity. Lust.
Titles	Firmness. Valor. Eternity. Triumph.
Spiritual Experience	Vision of beauty triumphant.
Atziluthic Color	Amber (King Scale)
Briatic Color	Emerald (Queen Scale)
Yetziratic Color	Bright Yellowish Green
Assiatic Color	Olive, flecked with gold.
Symbols	Lamp and Girdle. The Rose.
Tarot Cards	The four Sevens Seven of Wands: Valor Seven of Cups: Illusory success Seven of Swords: Unstable effort Seven of Pentacles: Success unfulfilled
Egyptian God	Hathoor
Roman God	Venus.
Greek God	Aphrodite. Nike.
Precious Stone	Emerald.
Plant	Rose
Magickal Weapon	The Lamp and Girdle
Perfume	Benzoin, Rose, Red Sandal (Sandalwood)
Animal	Lynx
Vegetable Drug	Damiana. Cantharides.
Element	Fire. (East)
Order of Qlipoth	A' Arab Zaraq (Dispersing Ravens)
Chakra Center	Manipura (Solar Plexus)
Miscellaneous	Pes Dexter, Candlestick, the Number Seven, Arsenic.

Metal
The Sephirah Netzach, like occultism, is fraught with glamor and misunderstanding. It is a sphere of love, sexual love. It is best understood by contrasting it with Hod, the Sphere of Mercury, these two representing force and form on a lower arc. Netzach represents the instincts and emotions while Hod represents the concrete mind. The sphere whence emanates the inspiration for all who work creatively. The force of creative imagination. Victory over false ideas. The concept of polarity. The girdle of Venus and the Knot are usefull meditating symbols. The Tarot cards reveal how unstable this force of Netzach is unless rooted in spiritual principles.

H O D ה ו ד

(splendor)

The Eighth Path is called the Absolute or Perfect Intelligence because it is the mean of the Primordial, which has no root by which it can cleave or rest, save in the hidden places of Gedulah, from which emanates its proper essence.

Magickal Image	An hemaphrodite.
God Name	Elohim Tzabaoth. The God of Hosts.
Archangel	Michael.
Order of Angels	Beni Elohim. Sons of God.
Mundane Chakra	Kokab. Mercury.
Virtue	Truthfulness.
Vice	Falsehood. Dishonesty.
Titles	-
Spiritual Experience	Vision of Splendor
Atziluthic Color	Violet Purple (King Scale)
Briatic Color	Orange (Queen Scale)
Yetziratic Color	Russet-Red (Emperor Scale)
Assiatic Color	Yellowish black, flecked with white. (Empress Scale)
Symbols	Names and Versicles and Apron.
Tarot Cards	The four Eights..... Eight of Wands: Swiftmess Eight of Cups: Abandoned success Eight of Swords: Shortened force Eight of Pantacles: Prudence
Egyptian God	Thoth. (Anubis)
Roman God	Mercury
Greek God	Hermes.
Precious Stone	Opal, especially fire opal.
Plant	Moly, Anahalonium Lewinii. Canabis Indica.
Magickal Weapon	The Names and Versicles and Apron
Perfume	Storax
Animal	Jackal. Hermaphrodite. Twin Serpents.
Vegetable Drug	Anahalonium Lewinii (produces visions of color rings)
Element	Water (West)
Order of Qlipoth	Samael (Deceiver)
Chakra Center	Svadisthana (Navel)
Miscellaneous	Pes Sinister, Quicksilver, the Number Eight.

Metal

Quicksilver

Hod is primarily the Sephirah of the forms of the concrete mind and intellect. This is the sphere of Magick because it is the sphere of the formulation of forms and is thus wherein the magician works, for it is the mind that formulates the forms and the will that makes the link with the natural forces of the sphere of Netzach which ensouls them. The bringing of emotions into check, under rational control. Mercury deals with commerce and trade, wit and cunning, travel. The symbol of adaptability. The Names are words of power and the Versicles are mantras.

YESOD יסוד

(foundation)

The Ninth Path is called the Pure Intelligence because it purifies the emanations. It proves and corrects the designing of their representations, and disposes the unity with which they are designed without diminution or division.

Magickal Image	A beautiful naked man, very strong.
God Name	Shaddai el Chai
Archangel	Gabriel
Order of Angels	Kerubim. The Strong.
Mundane Chakra	Levanah. The Moon.
Virtue	Independence
Vice	Idleness
Titles	Treasurehouse of Images, The Righteous is Foundation of World
Spiritual Experience	Vision of the Machinery of the Universe
Atziluthic Color	Indigo (King Scale)
Briatic Color	Violet (Queen Scale)
Yetziratic Color	Very dark purple (Emperor Scale)
Assiatic Color	Citrine, flecked with azure (Emperess Scale)
Symbols	The perfumes and the sandals.
Tarot Cards	The four Nines Nine of Wands: Great strength Nine of Cups: Material happiness Nine of Swords: Despair and cruelty Nine of Pantacles: Material Gain
Egyptian God	Shu
Roman God	Diana
Greek God	Zues, Diana of Ephesus
Precious Stone	Quartz
Plant	Mandrake, (Banyan), Damiana
Magickal Weapon	The Perfumes and the Sandals
Perfume	Jasmine, Ginseng, all Odoriferous Roots
Animal	Elephant. Tortoise. Toad.
Vegetable Drug	Orchid Root
Element	Air (South)
Order of Qlipoth	Gamaliel (Obscene Ones)
Chakra Center	Muladhara (Lingam and Anus)
Miscellaneous	Signum foederis sancti, the number Nine, Lead , The Altar
Metal	Silver

Yesod is the Sephirah of the etheric plane and so not only is it the powerhouse or machinery of the universe, it also holds the framework in which the particles of dense matter are enmeshed. The controlling agent in chemico-physiological changes of protoplasm. The sphere of the Akasha or Astral Light. Sphere that enables Magic to take place on physical world. Moon attribution indicates flux, fluidity charged with strength through Magickal Image, etc. Yesod presents not so much untruth and truth adapted to man's ability to understand.

MALKUTH מלכות

(kingdom)

The Tenth Path is called the Resplendent Intelligence because it is exalted above every head and sits upon the Throne of Binah. It illuminates the splendors of all the Lights and causes and influence to emanate from the Prince of Countenances, the Angel of Kether.

Magickal Image	A young woman, crowned and throned.
God Name	Adonai Malekh or Adonai ha Aretz
Archangel	Sandalphon
Order of Angels	Ashim. Souls of Fire.
Mundane Chakra	Cholem ha Yesodoth. Sphere of the elements.
Virtue	Discrimination
Vice	Avarice, inertia.
Titles	The Gate. Kallah the Bride. The Gate of Death. The Gate of the Garden of Eden. The Inferior Mother. The Virgin. The Gate of Justice. Malkah, the Queen. The Gate of Tears.
Spiritual Experience	Vision of the Holy Guardian Angel.
Atziluthic Color	Yellow (King Scale)
Briatic Color	Citrine, Olive, Russet and Black (Queen Scale)
Yetziratic Color	Citrine, Olive, Russet and Black flecked with gold.
Assiatic Color	Black, Rayed with yellow (Emperess Scale)
Symbols	Altar of the Double Cube. The Triangle of Art. The Magick Circle. The equal-armed Cross.
Tarot Cards	The four Tens Ten of Wands: Oppression Ten of Cups: Perfected Success Ten of Swords: Ruin Ten of Pentacles: Wealth
Egyptian God	Osiris (Seb)
Roman God	Ceres
Greek God	Persephone. Psyche.
Precious Stone	Rock Crystal
Plant	Willow, Lily, Ivy.
Magickal Weapon	The Magickal Circle and Triangle
Perfume	Dittany of Crete
Animal	Sphinx
Vegetable Drug	Corn
Element	Earth (North)
Order of Qlipoth	Lilith (Evil Woman)
Chakra Center	-
Miscellaneous	Corolla quæ est in Jesod, number Ten, Mag. Sulph.

Malkuth is the end result of all activity on the Tree, the nadir of evolution, the outermost point on the outgoing arc. It represents the entire physical world. Earth, Air, Fire and Water represent the conditions in which energy can exist. Stability. Forms built up in Yesod are embodied in Malkuth. Sphere of Divination.