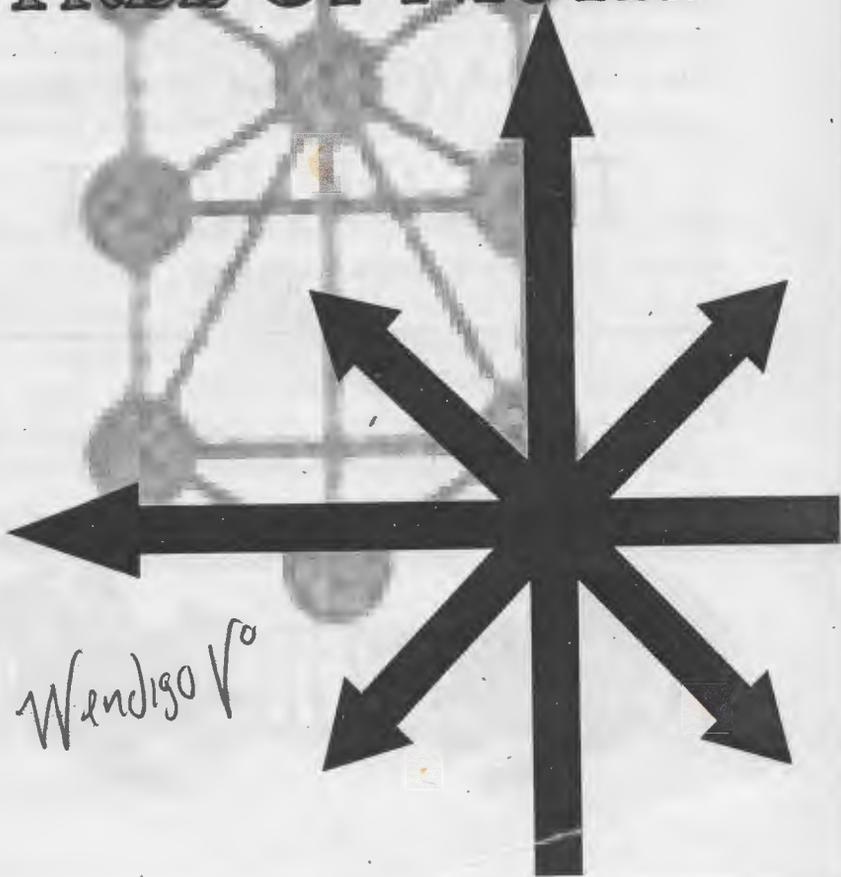


ENERGETIC  
SORCERY  
ON THE  
VOLTEC  
TREE OF NIGHT



ENERGETIC  
SORCERY  
ON THE  
VOLTEC  
TREE OF NIGHT



*Wendigo V<sup>o</sup>*



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ENERGETIC SORCERY  
ON THE  
VOLTEC  
TREE OF NIGHT

WENDIGO V°

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Order of the Voltec

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VOLTEC PUBLISHING

## Introduction

I strongly believe the primary reason that individuals have for joining the Order of the Voltec is because we utilize the core concepts from the works of Carlos Castaneda within the context of both modern "occult" (encompassing Western and Eastern magical practices and "Ceremonial" magic) and, what is called, Tribal or Shamanic Sorcery. The marriage of Shamanic technique and Ceremonial magic has been around for a long time, however, there is an element that people found (or will find) missing. Many of us, whom gravitate towards the occult, have heard of, or read Carlos Castaneda. We probably have even come away with something that we have permanently incorporated into our thought process. But there is more. The Initiates in the O.V. know this. Castaneda's work, when put into the proper context, can be a significant tool to the Left Hand Path Initiate. The O.V. has been stripping away the overtly "new agey" aspects of the Castaneda texts to get to the root of it's Power.

Within this little booklet, the O.V. Initiate will see the results of a project that I have started nearly 10 years ago. Once the concept of the "Tree of Night" was revealed to us, we started to see how the core concepts of Castaneda's work related to this "map" and what it meant to the Voltec Sorcerer. Even now, the entire scope of this work is yet to be fully realized. It influences my work daily and descending the Tree of Night is a cyclic process that one needs to undertake in constant succession.

The reader is urged to continue this work in his/her own way and to always be mindful of these "core concepts", for they have more impact than anyone can realize.

DEUS FACTUS SUM

Malkuth

## “Controlled Folly”

## Lilith—Queen of the Night

For those Initiates working within the first Sephirah of the Voltec tree of Night, the concept of “Controlled Folly” must be mastered in order to continue his/her descent into the “unknown” Positions of the Assemblage Point. Since Voltec Warrior lives above conventional ethics and considers viewing actions as “right” or “wrong” obsolete. This state leads to the realization that most humans engage in their daily affairs without conscious decision and they often lead to degenerated modes of perception. The Voltec Warrior strives to play with reality, to be free of attachment or desire for specific outcomes yet remaining entirely aware of his or her choices and of his or her actions. Nothing is left to chance, however, it is inevitable that the Voltec will realize that the outcomes of these actions is meaningless. In the “Power of Silence” the reader learns to not be attached to anything, while remaining a part of everything. In the LHP, the Initiate must understand that they are not one with the world and that there is no homogenous co-existence. They simply are one part of the whole and are not, in any terms, to seek complete integration with their environment. Controlled Folly is a tool that can be utilized to reduce self-importance and to apply principles of “Stalking” or in Voltec term, applying Downward Path sorcery. I have shared my Controlled Folly experiment with the Order of the Voltec on the first degree, “Diabolist”, discussion board. It was a simple example that allowed me to apply Controlled Folly.

My experiment: I will retell the experiment that I undertook, along with the I° Initiates of the O.V. Anyone who knows me, understands that I am competitive. “Good” or “Bad”, I have always played to win. I wasn’t unhealthy about losing. I defi-

nately excepted losing as a part of life. I was able to let go of a loss without problem, however, while engaged in any competition, I would become engrossed with "game" at hand and determined to win. For many years, I would invite my friends over for a night of foosball. We would all chip in \$10 or \$20 and we would draw a team member at random and play a number of games. The winner was awarded all the cash. It was a fun night among friends and, of course, I loved the competition. I decided that I would engage in controlled folly during one of these foosball sessions. I would act as competitive as I always have, I would talk trash like usual and would play as hard as ever. This time, however, I was going to intentionally lose. At first glance this seems like I am looking for specific results, however, I had no intention of what would come of my losing the game. I didn't care how the others would take it nor did I care what it did to my competitive nature. I was free from the real pressure of winning and didn't care in the least about the somewhat large cash prize or the joy of victory. I simply played hard and at the end...lost. It's that simple.

An intentional transgression of this principle can also be utilized by the Voltec Warrior. Planning ones actions and orchestrating events to effect an outcome is what we called "Living Strategically". We choose our tactics and methods, apply our skills, read our environments and predict the reactions in order to achieve a desired outcome. Both application of Controlled Folly and the transgression of this principle must be mastered in order to approach the second Sephirah.

Yesod

## “Cognitive Dissonance”

## Gamaliel—The Obscene Ones

In the Castaneda books, Don Juan Matus often placed Carlos into uncomfortable situations where he was forced break patterns, act in ways in which he was not comfortable, or placed into fearful circumstances. This technique, which is called “Cognitive Dissonance”, can be an excellent manner in which to liberate energy for redeployment in other aspects of our initiations. I don’t believe this term was actually used in the Castaneda texts, however, the principles certainly were. This is really a simple concept. Identify the patterns that you uphold in your daily life and consciously break them. We all have so many patterns in our lives that we probably couldn’t break them all. Do you put your left shoe on first all of the time? Do you drive the same route to work everyday, even if there is alternate ways of getting there? Do you eat lunch at the same time? Do you indulge in the same emotions every time you are stuck in traffic? The list could go on and on. The trick is identifying them. They may be subconscious patterns that would take greater effort in realizing and even greater effort to break them. The key idea here is, the harder the pattern is to identify and break, the greater the energetic release.

For Ceremonial Magician’s patterns can be particularly prevalent and destructive. Often times, magicians maintain habits in ritual that can actually counter act the purpose of the working. Now here is a situation where identifying the pattern can be critical. Unless the Voltec is utilizing Intentional Transgression of Cognitive Dissonance by purposely creating new patterns to serve his/her magical work (see below for transgression of this rule) then any potential, unwanted, pat-

tern must be destroyed. In order to eradicate these unwanted patterns from our Ceremonial Work, we must look at the structure of our work as a whole. Do you script or plan out your workings ahead of time? If so, then your task becomes a little easier. You should go over your notes or ritual script and remove these reoccurring elements that are unnecessary. Is there a portion that is included just because you "have always done it like that"? Question the purpose of all portions of the work and eliminate the parts you can do without. Continue this practice of revision until you are confident that only the essential elements remain.

Those of you in the II°, have been practicing with Liber MMM, and have been involved with cognitive dissonance in the form of motionlessness and gazing. Motionlessness is the "Not-Doing" of the body. The results that will come of these practices are thanks, in part, to Cognitive Dissonance.

Intentional Transgression of Cognitive Dissonance is the intentional creation of patterns to help us achieve our goals. There are times when a technique will work better if we are able to utilize it without conscious intervention. We can build a pattern to serve these ends. Of course, at one point or another, we will have to destructure these patterns, but they can help us for an amount of time. It may be wise to set these patterns up to have a determined life span. We can keep these patterns within a beneficial context by remaining aware of their existence and destroying them at the end of their predetermined life span.

Cognitive Dissonance can be incorporated into many aspects of our personal initiations. Patterns will be both destroyed and, oddly enough, created in order to fully utilize Cognitive Dissonance. This is a tool that should not be underestimated.

Hod

## “Freedom from the Mold of Man”

## Samael—Poison of God

The “Mold of Man” (a.k.a. Human Mold) is the template which gives form to a specific energy. This template forms energy into what we know as “human beings”. All human beings share the same form, despite differences in general appearance, it is simple to matter to identify people. The process of becoming Formless and breaking the stagnant state of ordinary perception involves Seeing the mold. Once an Initiate accomplishes this, the Assemblage Point can become dislodged from its habitual position.

Since the mold contains everything within the human inventory, people often mistake this encounter as seeing “God” or in the occult world as the “Holy Guardian Angel”. Repeated exposure to this mold, however, removes this confusion of its nature.

Sorcery involving water seems to be the standard when intentionally trying to encounter the mold. If you are so able, typical work geared towards knowledge and conversation with the Holy Guardian Angel can also be effective (albeit, a much more long term approach).

Water Sorcery usually involves gazing and/or submersion into natural water sources, such as streams, rivers or ponds and lakes. Elemental exercises work best for approaching the Human Mold, if time doesn’t allow for a more complete shift of the Assemblage Point.

Water Exercise: Since the Mold of Man exists in places of water, a Sorcerer can experience the Mold by conducting a series of exercises, repetitiously, until one is familiar with the element enough to evoke it during Portal Work.

- 1) As all occultists know, the element of Water has the two qualities, cool and moist. Become familiar with these qualities by submersing yourself into cool water (lakes and streams are best but a tub will work). Leave only your nose exposed to the air or breath with the aid of a snorkel. Visualize the water flowing through your body and not at all impeded by your skin. Do not confuse physical water with the element water during this exercise.
- 2) After a week or so of doing the first exercise, do the same procedure, however, become the element of water while submerged. Allow the physical body to dissolve and expand yourself through the body of water.
- 3) Become water during a time of day when you are not submerged in order to learn to control this element.
- 4) When you can Shift your Assemblage Point to the Position where you can become Water without the aid of being surrounded by physical water, make the Shift while doing portal work (Complete the Shift in "Hod") and make another leap to seek the Human Mold in Kether of the Dayside Tree. Begin to dissolve this image each time it is encountered and eventually lose Human Form.

The transgression of this is to encounter the Mold of Man without breaking it down into what it really is. During this encounter become immersed into the entire spectrum of human qualities. This process is helpful when the Sorcerer wishes to encounter the Mold as the Holy Guardian Angel as a "separate entity" for a disassociated view of their current state.

Netzach

## “Dispersing Self-Importance”

## Oreb Zaraq—The Raven of Dispersion

The idea of becoming free to experience any state of Perception is crucial to the Voltec curriculum. States of Perception, as we know, are determined by the Position of the Assemblage Point. The Assemblage Point is fixed in its habitual position due to the force of Self Importance. A gradual dispersion of self importance provides one with the ability to pursue the freedom of perception required for leaping from one Position of the Assemblage Point to the next.

Self Importance manifests in so many ways within our daily lives, it becomes quite a challenge to maintain vigil against it. Any time we get angry or upset, Self Importance is usually to blame. The Voltec Initiate can not travel into the non-human unknown until they lose their Self-Importance. If one is having consistent trouble with their Portal Work, it is usually due to self importance masquerading as something else. Such troubles are often not with methods but, rather, with emphasis, so awareness of self importance is the best training device a Warrior can use. Self Importance is usually conveyed through the act of speaking. If one stops speaking, except when absolutely necessary, one can curtail many instances of Self Importance.

The three basics of speech control that eliminate a good amount of Self Importance are; Don't Criticize, Don't Condemn and Don't Complain. If you can manage to do this, much of your S.I. will not be conveyed and will begin to dissolve through disuse.

A project I have found to be useful is the act of caring for someone other than myself. This particular chapter in my life has taken care of two core concepts; “Self Importance” and

“Petty Tyrants” (see Chapter 9—Chokmah). Having to take care of another person whom needs your help (especially if you do not like the person) is an excellent way to lose Self Importance. Don Juan, in the Castaneda texts, suggests that Carlos talk to plants to lose S.I. this may work for some but it may not be extreme enough for others. Work without expectation of results is a good method too. The more effort one puts into a “fruitless” task, the better the results. Carlos was charged with the task of moving a huge rock. After he had moved it to the required location, Don Juan made him move it back to the exact location. So much effort was put into moving the rock that Castaneda had to abandon S.I. if he were to be able to move the rock back. Devotional Service (Bhakti Yoga) is an excellent way for LHP Initiates to lose Self Importance.

The Personality should not be confused with any aspect of the Essential Self, self importance is a product of the installed personality that is a result of society, up bringing, self image, etc. The Essential Self is the energetic structure which is governed by the Will. This false identity that people confuse as the Self (Personality) should not be allowed to affect the Essential Self without careful consideration and removal of Self Importance.

Intentionally transgressing this Core Concept involves becoming Self Important within the confines of a specific situation. Self Importance can be a tool (as long as it is temporarily deployed) when the Initiate requires a strong social presence as a means of Stalking.

Completely dispersing Self Importance, prematurely, can lead to apathy and lack of motivation to further one’s Energetic Work. A small, carefully selected, amount of Self Importance is usually required during early development of the Self and therefore only the obvious, debilitating, facets of Self Importance identify themselves enough to be destroyed.

Tipareth**“Disputing the Terms of Consensual Reality”****Tageriron—The Hagglers**

The Path of the Voltec Initiate is fiercely individualistic. We understand that, in the end, we are alone and the development of our Shadow Selves depends on the work we do. No one can do it for us. Then why would one desire to be in an organization if the ultimate goal is to be strong enough to survive as individual entities in Infinity? Well, besides the obvious reason of the sharing of information, we often unconsciously still desire to communicate with like minds. This unconscious drive can be beneficial if identified and properly directed. The Initiate, whom decides to affiliate with the Order of the Voltec, immediately has access to a new consensual reality. This is one of the best reasons to be involved with an organization of this nature.

Consensual Reality is a simple agreement that humans make with one another about the nature of reality. This is a major hindrance to Sorcerers. A constant battle is waged in our daily lives to find a way to live beyond this agreement while still remaining functional in its matrix. For the Sorcerer, the Order of the Voltec, serves as a place of existence where no explanations are required concerning the nature of “reality”. We need not to convince each other of the reality of our actions and therefore make greater power accessible to each other.

An important step in allowing ones efforts to become actualized is to reject consensual reality. Humans have a need to make sense of their world by reaching an agreement as to what is real and what is not. This can interfere with personal growth. The Order of the Voltec allows its members to form a non-ordinary consensus, thereby encouraging seemingly miraculous feats. A common approach that allows this process to start is called "Antinomianism" which gives the sorcerer the freedom to choose which social laws or agreements are beneficial to him/her and which have to be discarded. In later stages, this is the platform from which many perceptual leaps will be made by the Voltigeur.

Antinomianism is much like the breaking of patterns found in the exercises of Controlled Folly, however, this time the Initiate is breaking the patterns of the society in which they live. This helpful tool in separating ones self from Consensual Reality should not be mistaken for the attention grabbing, rebellious, nonsense that many Left Hand Path Initiates engage themselves in. Going out of your way to be "different" for the sake of Self Importance, is counter productive. Wearing black and inverted crosses will not separate you from Consensual Reality, it will rather attract more attention from it.

The transgression of this principle is to become immersed within Consensual Reality. This is an excellent method to go unnoticed by any society or in any social situation. During times of danger or stress from inorganic forces, the Initiate can revert to immersion in Consensual Reality, where such forces have no influence. Allowing Consensual Reality to influence you becomes useful in being inaccessible to unseen forces that rarely have any impact on humanity at large.

## Geburah

### “Eradication of Attachments”

#### Golachab—The Arsonists

When a Voltec Initiate can begin to Detach themselves from everything they gain a great advantage over humans whom are attached to things such as material possessions, emotional situations, relationships, outcomes of social settings, financial gains, etc.

The Voltec is advised to use an Awareness of Death as a tool of becoming increasingly detached. The idea of Death can make one sufficiently detached so that they do not cling to anything nor deny themselves anything.

Detachment is not to be born out of fear or indolence, but rather out of discipline and under the influence of the Voltec Current. Adaptability is important in both energetic endeavors in our day to day lives because the nature of reality is constantly in flux. Nothing is permanent and change will wash over you sooner or later. Detachment helps us deal with this constant state of instability.

Voltec Initiates often think that detachment means one can not have or express emotions. This is not so. In fact a good amount of detachment allows us to experience or emotions at a higher level, where they are not subject to the influences of self importance or our misperceptions of reality. Thus, emotions can be expressed as a true aspect of the Essential Self and not from attachments and fear of the unknown.

Realizing the worth of an activity, in and of itself, requires one to remain detached from the lust for results of his or her labor. Some Voltec Initiates have stressed concern over the seemingly impossible task of becoming a Death Defier and therefore have dropped out of the program because they didn't see the point in continuing with the work if they couldn't achieve the "big picture". To them, the work itself must have had no value. I am fully aware that I may not achieve Death Defiance, however, my Controlled Folly, my Warrior's Disposition, my strategic approach to life, my use of Death as an Adviser and my Detachment from results allows me to know the value of the action itself and not the accumulated results of the actions.

In chapter 4, I discussed how Castaneda was forced to lose Self Importance by doing a difficult task that ended without the reward of identifiable results. This same exercise can be used to combat Attachment. Creating works of art and then destroying them is a very popular method of detachment. Discontinuing harmful relationships with people is an excellent technique. Sometimes, individuals remain friends with a person just because "they have always been friends" even though the relationship is one sided. The other person takes from the individual in question or cause other types of damage, yet s/he does nothing to end the cycle. Detachment from the situation will lead one to realize the futility of the relationship and put an end to it.

Transgression of this principle is to remain Attached to something (or someone) for a particular reason. Usually, this is done so that we may remain accessible to it (or them). Detachment leads to Inaccessibility and intentional attachment can make the Sorcerer available to particular individuals or influences as needed.

Chesed

## “Stopping the World”

## Gasheklah—Disturbers of All Things

As it is now, our World is upheld by constant descriptions and reassurance from others and from our Internal Dialogue. Removing ourselves from the limits of Consensual Reality (see chapter 5) negates the influence others have on upholding the world. All that is left is our constant, internal, descriptions of what the world is. Silencing the Internal Dialogue is the key to Stopping the World.

The Internal Dialogue is the constant chatter in our minds. Humans talk to themselves without end. In Eastern studies, achieving “inner silence” is a life long pursuit, but in the Castaneda texts this achievement is one that is sought and accomplished early on in the apprentice’s studies. I believe this is because it is dealt with in a more direct and practical approach rather than through the usual, vague, esoteric way that is indicative of eastern methods.

The Voltec Initiate strives to stop the Internal Dialogue because this is the way everything becomes attainable and all things are possible. Since internal dialogue is constant most people begin to substitute it for reality. Don Juan tells Castaneda that Stopping the Internal Dialogue opens the doors between worlds. This is way the additional step of Stopping the World is added to the Portal Work in the IV<sup>o</sup> during the Immersion Technique. Every time we tell ourselves the way something is, we spend precious energy making that very thing that way. For our Sorcery to work, we must allow our

energy to work in non-conventional ways. Additionally, our maintenance of the World blocks certain modes of perception from reaching us. In order to become accessible to specific Perceptual States then we must Stop the World as it is and allow a different World (Reality) to attach itself to us. Remember, the Shadow Realms of the Voltec Tree of Night are upheld by internal dialogue (albeit a abnormal form of Internal Dialogue) too, so in order for a Sorcerer to eventually go beyond these perceptions the Internal Dialogue must be stopped entirely.

Stopping the World: Stopping the World is an operational description of focusing the Second Attention. The Second Attention is the name for the "Nagual" or the "unknown" which is all our "magical abilities" that we have been developing through our pursuit of the Occult. For our purposes here, the Voltec will stop the world through Portal Work. Again, we see the importance of the Voltec Portal through its versatile applications in pursuit of both the Shadow Realm and practical comprehension of the "Core Concepts". The Castaneda texts provide many examples of techniques for Stopping the World / Silencing the Internal Dialogue but the technique that I personally use is simple; Sit in front of a lit candle and gaze at the flame. Close your eyes and maintain the image of the flame in your mind without thinking of anything else. If you start to think of anything, other than the candle's flame, open your eyes long enough to regain the silent image. Eventually through this technique, you will cease talking to yourself at all.

Intentional Transgression of Silencing the Internal Dialogue is to allow a specific type of internal talking to focus on the detached manipulation of Intent through, what Don Juan calls, Sober Commands. We can also uphold the Shadow World (Voltec Tree of Night) in everyday life by repetitiously reciting the Internal Dialogue experienced when our Awareness was embodied in the Shadow Self.

Binah**“Erasing Personal History”****Satariel—The Concealers**

The Voltec Initiate creates a “fog” around themselves by Erasing Personal History, thus concealing him/her from the influences of Consensual Reality or from any other chosen force. This is a mysterious state that is quite unpredictable even for the Voltec Initiate who engages in the act of creating the Fog. This is usually undertaken because of the Warrior’s preference for the ultimate freedom of being unknown.

Personal History is what allows those individuals in our lives to pin us down with their knowledge of who we are. We renew our personal history by updating their knowledge of us constantly.

In the Castaneda books, the reader learns that there is three primary ways that an individual can Erase Personal History. The first is losing Self Importance (see chapter 4) the second is Assuming Responsibility and the third is using Death as an Adviser. “Assuming Responsibility” is a technique in which the sorcerer chooses his actions with full knowledge and without regrets or doubts of the outcomes. This technique of Strategic living allows one to gain large amounts of Personal Power. Using “Death as an Adviser” is a technique that yields results within the perfection of all Castaneda’s “core concepts”.

In the Order of the Voltec, we utilize a few techniques for Erasing Personal History. The first, and simplest method, is Retro-Image Continuity. Now this particular technique does not completely erase one’s history, it merely provides a practical step towards that end. At first a person may not be ready to erase their history and detach completely (see chapter 6)

and Retro-Image Continuity is an easy, painless, way of taking steps toward both Detachment and Erasing Personal History. This is how the Voltec Initiate begins to form the Fog.

Retro-Image Continuity prevents family, friends, co-workers, etc from obtaining new information about you without the need to damage them by complete Detachment. The Sorcerer discontinues talking about themselves to these people but allows them to think of him, in his former states. Perhaps the Sorcerer used to be interested in model rockets but now spends his time in pursuit of Sorcery. Ok, if you tell your family and friends about new interests, you further subject yourself to their definitions and their concept of reality. Instead, let them think you are still interested in rockets and let that be a source of interaction. The idea, however, is to tactfully direct the conversation towards them. It shouldn't be hard, most people love to talk about themselves. To the people that know you, you will remain the same old person you have always been. One can see why this may start to form the "Fog" but certainly does not erase anyone's history.

The second technique the is unique to the Order of the Voltec is a Ceremonial Magic procedure, reserved for the IV<sup>o</sup>, called Ancestral Confrontation. In this procedure, one's family name is approached as an Egregore and the living portions are separated from the dead portions, thereby extending life by dissolving the "Death Urge" and Erasing Personal History.

The intentional transgression of this principle is rather limited. The only application I have come across, at this point, is allowing a Magical (or non-ordinary) Personal History to form in order to augment our development. For instance, my time spent in various Hindu Ashrams, my time in the Temple of Set, my time in The Animal Mask, etc. have become my personal history that is allowed to exist because to erase it, before I am prepared to do so, will eliminate the influences from those groups that I wish to maintain.

## Chokmah

### “Petty Tyrants”

#### Ogiel—The Hinderers

The Petty Tyrant (like all of the Core Concepts) serves multiple purposes. Besides, helping with the elimination of Self Importance the Petty Tyrant forces the warriors to use principles of Stalking and in doing so move the assemblage point. When viewed from the outside, the petty tyrant appears as a “hinderer” but the petty tyrant, despite being a tormentor, is utilized in conjunction with the attributes of the Voltec to temper the BA (BA, an Egyptian term that refers to the accumulated power of an individual) of the warrior.

Petty Tyrants are key ingredients in the formula of Impeccability. Impeccability is to be free from rational assumptions and rational fears. Impeccability accumulates with continual use of Voltec Sorcery and from encounters with the Petty Tyrants. Nothing can prepare a Sorcerer to face the presence of the unknowable as much as the challenge of dealing with people in positions of Power.

In my interactions with Petty Tyrants, I have learned the value of living with an iron strategy. I have learned to plan and to orchestrate from behind the scenes as well as to accept things that I can not change. For me, these interactions have provided me with opportunities in various aspects of perfecting my Shadow Self since that is beyond the reach of these Petty Tyrants.

The interaction and handling of the Petty Tyrant trains the Voltec Initiate in the applications of, what Don Juan Matus called, the three basic elements of Strategy. These three elements are Control, Discipline and Forbearance. Control is the element that enables energy to be directed, freely, wherever it is needed. This element breeds independence and stamina in all matters. Becoming enraged, angered or even agitated are signs of lack of control. Discipline is the element that allows the Sorcerer to access various points of energy in themselves, others and in the environment. This is the ability to remain focused even under the most adverse circumstances. Forbearance is pursuit of the "big picture" without getting caught up in what we can not change or control. It allows us to let go of what belongs to others and to guard what belongs to us. The Petty Tyrant, therefore, allows the Initiate to train these principles in a predetermined way and so that they can be employed when they are truly needed.

The overall effect of engaging Petty Tyrants, according to Eaglefeather, is that you continually heighten awareness in order to lessen irritations and thus gaining liberated energy each time. The more you push yourself into heightened awareness, the less effect they have.

Transgression of the principle of the Petty Tyrant is the point in which the situation becomes counter productive. The Petty Tyrant is a temporary tool that will eventually run its course and lose potency. A clean break from the Petty Tyrant must be made, however, no revenge must be executed upon the Petty Tyrant. After all, the Petty Tyrant provided a service in which you freely accepted.

Kether

## “Split Perception”

## Thaumiel—Twins of God

Split Perception refers to a state, in which the Sorcerer is Aware with both his/her Dayside Self and with his/her Shadow Self. They move together through means of one or the other and the experience reality as a unified consciousness.

The Dayside Self refers to the physical body existing in the physical world. Ones Awareness is mostly in Consensual Reality and usually filled with Internal Dialogue. It is the current position of the Assemblage Point known as “Reason”. We animate this aspect of the Self, sub-consciously and it our “normal” state in which we are accustomed to living. It is the “First Ring of Power” and is merely a reflection of the outside order and it can only witness the effects of the Tonal but can not explain it.

The Shadow Self is the Sorcerers double in which all attempts, through Voltec methods, have been made to create a working knowledge of. It is referred to as Silent Knowledge which is the “Original Position of the Assemblage Point”. It is our direct contact with Intent. Our Awareness is shifted into the Shadow Self during our Portal Practice in order to make a leap from one perception to another. In the Order of the Voltec, many of the leaps are concerned with the Positions of the Assemblage Point upon the Voltec Tree of Night. Dreaming is the other way in which the Shadow Self can be accessed and is done so especially in Lucid Dreaming.

To be Aware with both aspects of the Self is a truly unique state that few have experienced. All Positions of the Assemblage Point within the Human Energy Field become accessible and will be experienced with both aspects of the Self.

During waking states, there are two methods for Split Perception that I personally use. One is drawing the Shadow Self through the Portal and utilizing the Split Perception within the Physical realm. The other is pushing the Dayside Self through the Portal with my Awareness into the Shadow world of the Tree of Night.

For Death Defiers, Split Perception is absolutely necessary for preparation of the Self, prior to the Final Leap. The Dayside self can continue to work within the Physical world after the final leap with the help of the Idol of Thaumiel (see Downward Path into Nod for details). The Idol of Thaumiel is created as a focal point for the first attention in the Dayside reality and as a destination for the unified Self to act upon Consensual Reality even after the Sorcerer has departed from Consensual Existence.

Additional Techniques for both methods of Split Perception are issued to Voltec Initiates after extensive preliminary work has been completed. Split Perception is a state in which Free Movement of the Assemblage Point is achieved and needs to be approached only after a complete understanding of the Core Concepts has been achieved.

There is no intentional transgression of Split Perception since doing so would counteract so much of what the Sorcerer has done. The state of Split Perception is experienced by qualified and experienced Initiates who need no such safety nets.

## Conclusion

The Core Concepts presented here have been explained within the texts of Carlos Castaneda for decades. People still read his books all over the world and few of them have any idea how to apply these principles. Fewer still are those who have learned to place them within the context of the Left Hand Path. Many more of these Concepts exist and have not been mentioned here, however these examples show how the Voltec Initiate may approach these ideas using the model of the Voltec Tree of Night. Stalk those Positions of the Assemblage Point and you will learn how these concepts can be manifested within your personal path towards Perceptual freedom.

For more information about the Order of the Voltec and how you can begin (or continue) on your path towards Free Movement of the Assemblage Point contact the Order of the Voltec by visiting our website at

[www.redpath.imagitronix.co.za/voltec](http://www.redpath.imagitronix.co.za/voltec)

The Order of the Voltec is the first Occult organization to successfully incorporate the core concepts of Carlos Castaneda into a modern magical context.

This text explains ten of these “core concepts” and places them into the matrix of the Voltec Tree of Night. Along with these explanations, the concepts are put into use via suggested applications and exercises. Even the use of intentional transgressions of these principles are provided.

The text is just another step that the Order of the Voltec has taken in its continual efforts of removing Castaneda's works from the clutches of the, white washing, New Age movement and putting his concepts into the hands of the Left Hand Path.

