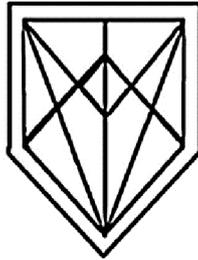


A Brief Guide for Noviciates

[Drakon Covenant Internal Text]



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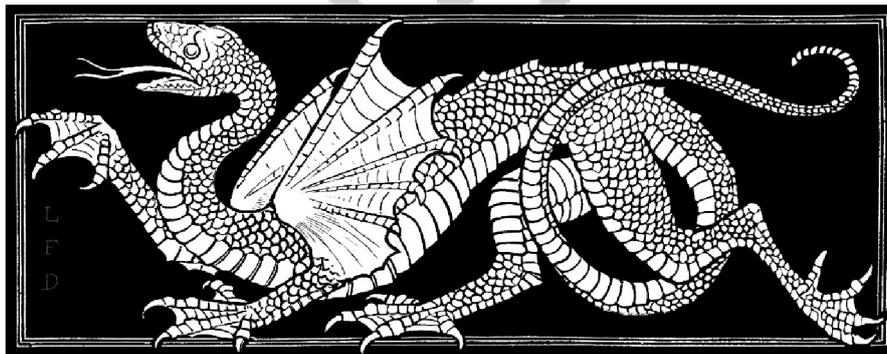
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Introduction for Noviciates to the Order

Noviciates to the Drakon Covenant are to follow the teachings and tasks as given to them by their handler (a vampyric adept), if they are able to find one. If not, this text shall serve as a guide toward adepthood.

Ordinarily, the novice is to serve his/her tutor, assisting him/her in any experiments or tasks they may be pursuing. In return, teachings and advice will be given to aid the novice in his/her quest toward adepthood. From there, the adept goes ahead, experiencing the world on their own terms, perhaps in time picking a student of particularly promising character and desire- and thus, process begins anew.

It is the first task of the novice, if not under the tutelage of an adept, to study the teachings of Vampirism as bequeathed by the Drakon Covenant under the guidance of Lord Drakon. The Drakon Covenant derives its praxis and ontology in part, from its successors, namely the Order of Nine Angles, as well as other vampyric temples, such as the Tempel ov Blood and Tempel Azagthoth.

The novice would thus do well to study the Sinister Tradition of the ONA for the basic ontology and praxology with which they will be working. This means:

A working knowledge of the theory of the acausal, the Septenary system- as well as undertaking the hermetic workings as given in the MS *Naos- A Practical Guide to Becoming an Adept*, and *Hostia, Secret Teachings of the ONA*, though one is encouraged to read beyond these two texts- such as the proliferation now available online, as well as classic texts such as Fenrir, Eira and Exeat.

From here, once sufficient ability has been attained (physical, psychological and magickal), true vampyric initiation can begin.

The Rite of Vampiric Initiation

This rite awakens the latent vampyric aspects within the psyche and serves to mark a beginning of the quest toward immortality and true will to power.

A blade or razor is required, as well as parchment or good quality paper, upon which the sigil of the Drakon is to be drawn.

Prior to this, a Black Fast should be observed for one day (a black fast includes the absence of speaking, socialising and the eating of no food, or if eating, then only one light meal- no meat).

Go to a nearby cemetery or graveyard, on the new moon- it is preferable to go when the moon is in Saturn. The more suitable areas are those cemeteries which are old, overgrown and generally have places where you will not be seen. Such places are also home to the shades of the dead, whose spirits linger in such places and whose presence you should ignore during this rite.

Find a suitable spot to sit and meditate for 10-15 minutes on the sigil of Drakon. After this, chant the Diabolus thrice, after which you pick up the parchment and pen and draw the Drakon sigil, whilst vibrating AGIOS O SATANAS.

Pick up your razor and incise a cut on your person, applying blood to the parchment whilst saying 'my blood for the quest'.

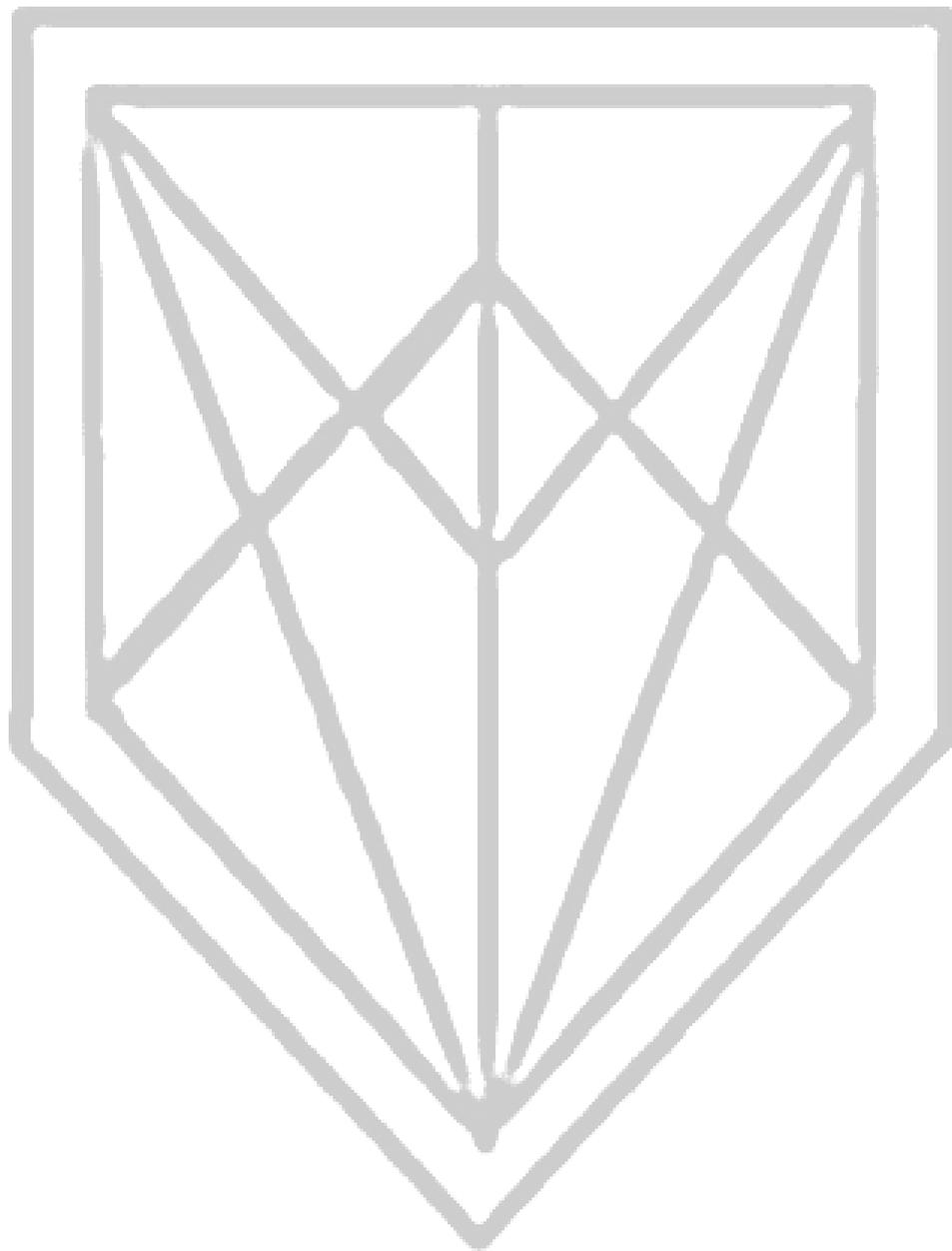
Burn the parchment over a candle whilst saying 'my gift for the Dark Gods'.

Now stand, with arms outstretched and say 'witness I (your name), begin my quest to become a vampyr! All shall tremble before my Will, seen and unseen denizens of this world! I shall ascend to the throne of Black Immortality and crush all who defy me! Witness now the birth of the Dread One! AGIOS!

Now, take a handful of the grave dirt upon the ground and smear it on you. Meditate for a few more minutes before bowing to the North, and leaving.

Following your initiation, each night, before you sleep, visualise as strongly as possible your etheric form departing from your physical, and seeking out a

victim, asleep in their bed. You should strive to visualise this act as clearly as possible. You will know you are succeeding when your dreams become more intense or you begin to lucid dream. From here, you should begin to apply the techniques of mastering astral projection.



The Sevenfold Way and Vampirism

The genuine Western Tradition, had its genesis in Ancient Greece and it is from this tradition which all true adepts of the past have drawn from- long before the introduction of the garbled Jewish Qabala of which so much modern magick is based upon.

To this Western tradition, there is no casting of circles, no words of power, no banishing rituals, no godforms, no endless and pointless correspondences which bear little semblance to reality.

There is simply the individual, and an understanding that he/she is a Gate- a *nexion* to the acausal. This acausal energy is around us in every living species, and waxes and wanes in certain parts of the Earth, which is itself a type of living organism.

From this Western Tradition, we derive the methods of adeptship and apply them to the praxis of vampirism, which has a history and tradition equally as ancient and efficacious.

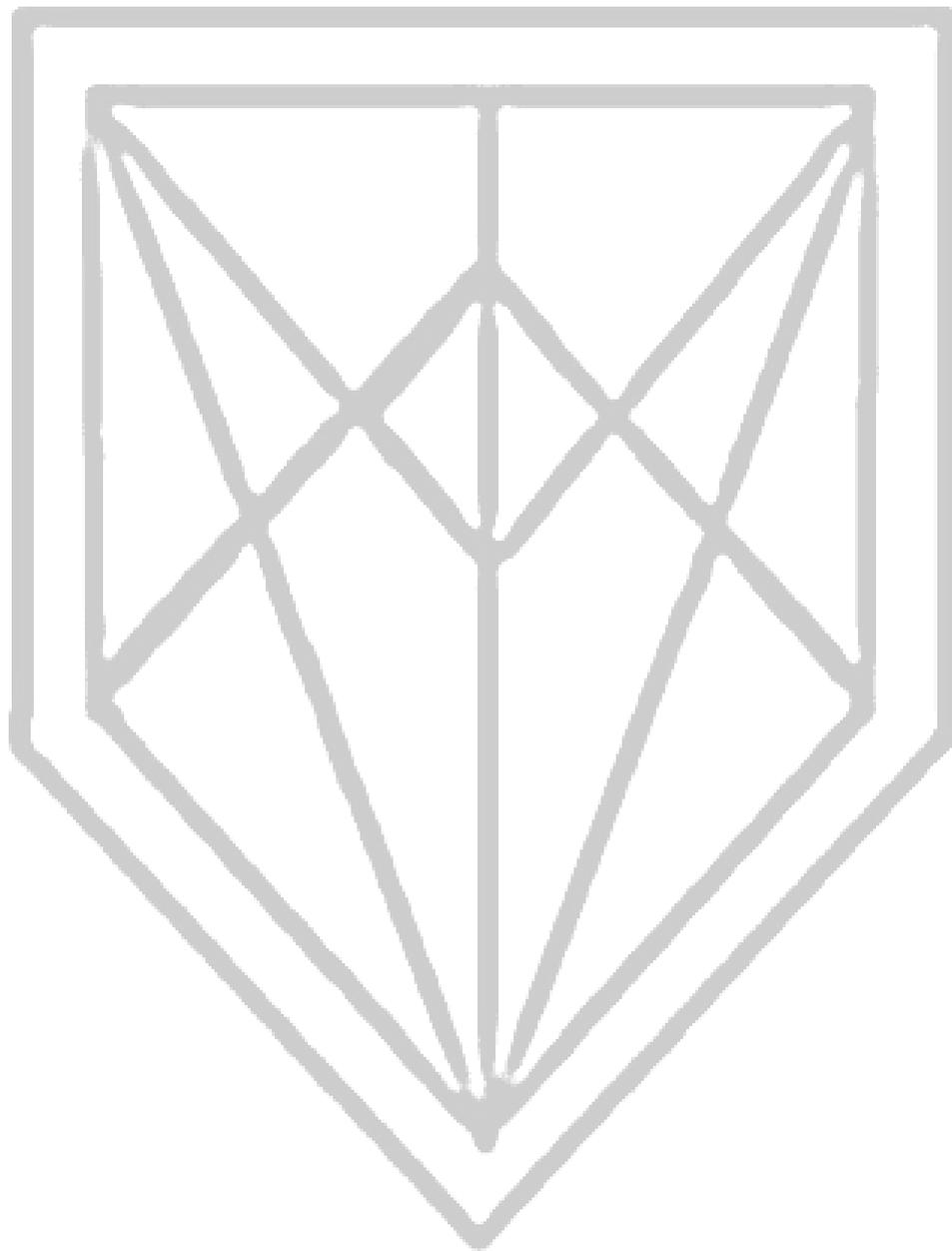
As outlined in the ONA MS *Naos*, the pathways and spheres can be seen as regions of acausal energy within the psyche, as well as specific gates to accessing this energy. Apprehension of this energy moves us away from unconscious knowing to conscious understanding- a harnessing of these energies and thus a greater increase in acausal energy. And from there, evolution proper.

Vampirism deals specifically with the taking of this acausal energy from other living beings, as the Natural order implies. All living beings feed upon one another. The vampyr is an apex predator, and His/Her prey is the human race, long regarded as the peak of Nature's evolutionary food chain. How very wrong.

From this feeding and accumulation of energy, we arrive at a state only fables now recall, but a practise which has seen forays from the ancient Germanic tales to the far away Egyptians. This state is the natural consequence and ultimate goal of the vampyric adept- Lichhood.

Many trials and ordeals lay between the initiate and the state of the Undead Lich, a path strewn with the blood and despair of all who cross you.

Go now, and build your empire, your legacy- your pyramid of skulls.



Acausal and Astral Vampirism- The Necessary Difference

The fundamental difference lies in the source of energy taken.

The 'aura' of the target is simply a natural response to causal existence by the acausal body. This astral shell shields the individual, absorbing much of the subtle energy relayed to it. Under special circumstances, this aura can be excited and made into a promising food source via the infliction of pain and and terror upon the individual- though such practises are beyond the scope of this text.

The true energy lies within the individual. This is their acausal energy, their very Blood Essence. This then, marks the pale imitations from the true vampyrs. Acausal vampirism yields power, can kill and inevitably leads to vampyric metamorphosis. Everything else is merely astral scavenging, akin to feeding upon the garbage of others.

Know then, when feeding during your nocturnal odysseys that the Blood Essence lies behind the astral shell. Tear through and drink deeply.

The Irrelevancy of Conventional Morality within Vampirism

Many texts, books and 'orders' abound, promoting the vampyric path- often with very little insight or experience to give depth to such teachings.

One particular aspect is in the notion of harm and murder. We see endless rhetoric about these vampyric individuals being 'unashamed predators', and recognising that 'survival is the most important law in life'. Yet, they are quick to emphatically state that no harm should be done to a human, or that being a vampyr 'forbids' such acts. That these individuals should profess a belief in the hierarchy of Nature, as well as the supremacy of Vampyrs, yet assert an essentially egalitarian morality clearly shows their lack of understanding. That they assert the belief that vampyrism can indeed take the life of an individual yet claim that intentional harming of a person via physical means is somehow wrong shows their innate disbelief in their own teachings.

Such individuals are best ignored.

The unique praxology of the Drakon Covenant demands that the vampyric noviciate marry their occult forays with acts of real world evil; acts which most societies deem abhorrent at best, and thoroughly illegal at worst. So many occultists play at being adepts, becoming pale imitations of the powerful and feared black warlocks of yesteryear. There are many excuses the noviciate could make, the principle one being that crime will invariably lead to imprisonment, which would be counter to the vampyr's pursuit of power.

Nothing could be further from the truth.

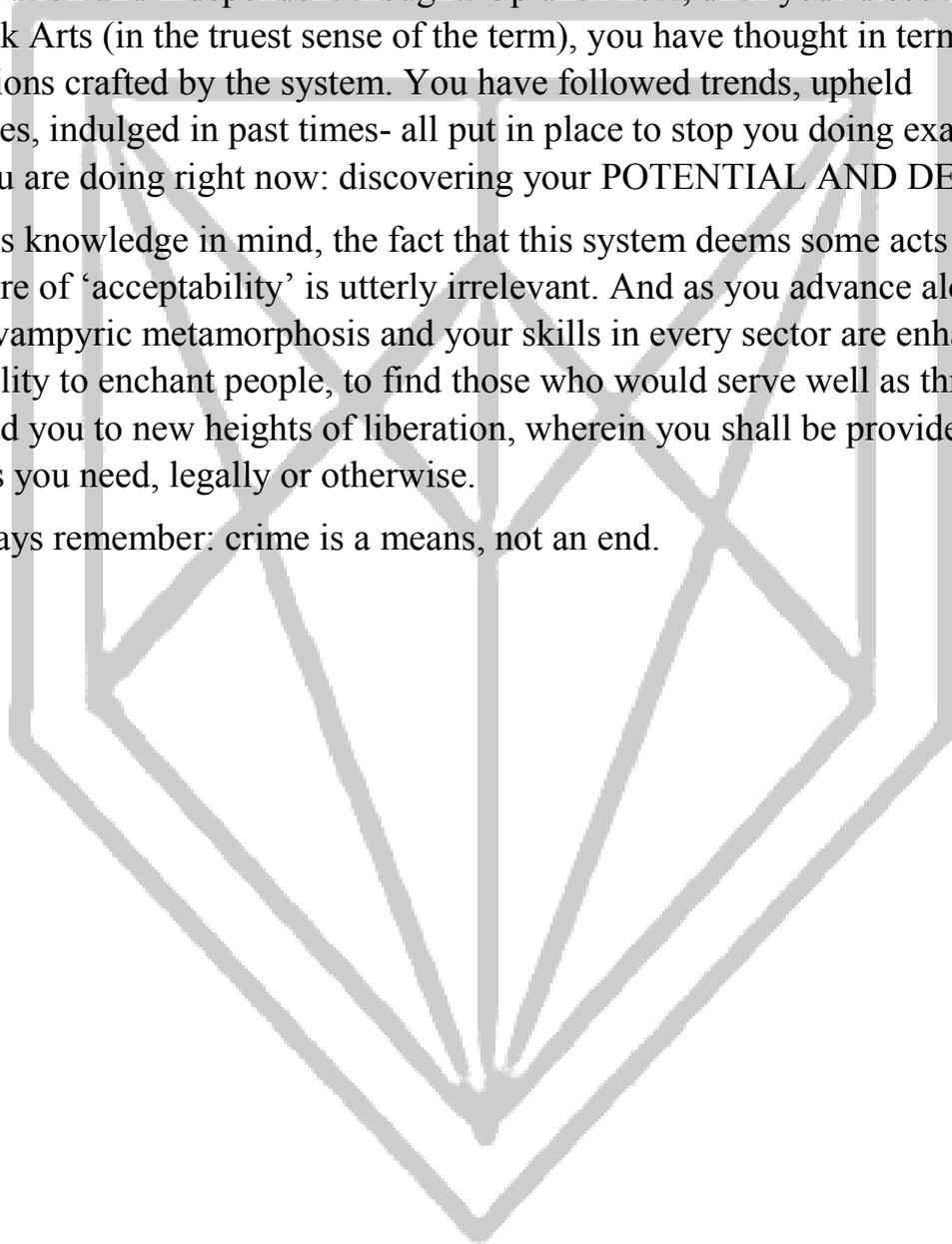
If you were a seeker of occult secrets, with access to the astral via vampyric flight, would not the best place to reside be behind large, re-inforced walls, where your views and practises would not be subject to scrutiny? Where every day could be spent in solitude, studying and refining one's occult abilities? Where an endless supply of humans exists on all sides, for you to feed on during astral flight?

Despite the mundane claims otherwise, prison is perhaps one of the most fitting places for a would-be vampyr- if indeed only for the metamorphosis which may come about via prolonged solitude and self- reflection.

The question of crime in general however, should be made clear. Crime is a means, not an end. The system and society you live in has created you from the day you were born. Forget now any arrogant and misplaced notions of self-determination and independent thought. Up until now, until your discovery of the Black Arts (in the truest sense of the term), you have thought in terms of abstractions crafted by the system. You have followed trends, upheld ideologies, indulged in past times- all put in place to stop you doing exactly what you are doing right now: discovering your POTENTIAL AND DESTINY.

With this knowledge in mind, the fact that this system deems some acts outside the sphere of 'acceptability' is utterly irrelevant. And as you advance along the path of vampyric metamorphosis and your skills in every sector are enhanced, your ability to enchant people, to find those who would serve well as thralls shall lead you to new heights of liberation, wherein you shall be provided with the tools you need, legally or otherwise.

But always remember: crime is a means, not an end.



The Art of the Wamphyric Tendril

By Emperor Norduk (from *The Countess Elisabeth Bathory*)

Within the Tempel of Azagthoth, the art of drinking of the essence of life force from living humans is termed the Art of the Wamphyric Tendril, the Wamphyric Tendril is the prime symbol of our order and represents the art of draining life force, and causing harm via astral contact to your intended prey. This symbol is not overly complex in appearance, but its uses are varied according to the warlock/witch who would use this sigil and practice the arts it contains. For those familiar with the process of imbuing physical objects or symbols with astral energy, you may consider its application when the Wamphyric Tendril (the symbol) was created. It is in fact the Oldest created sigil from the Tempel of Azagthoth and can be obtained upon request.

The second symbol of the Tempel of Azagthoth is the Coffin, not only does this correspond with the Wamphyric principle of the human, through vampiric metamorphosis and training, it also has a very large symbolic significance regarding The Communion of the Dracul, the summoning of the undead gods in which the arising wampyr sacrifices his accumulated life-force from his predatory journeys until exhaustion sets in, then which comes the re- giving of life-force from the undead which is symbolized by the tendril near the top of the coffin which pours down blood upon 'the resting place of the corpse' thus enabling new life, higher powers through constant practice of Wampyrism, metamorphosis, and finally Immortality amongst the Undead Gods. This is not an easy path and it must be stressed that Wampyrism, unlike other forms of the Occult, must be taken on as a constant practice. The Wampyr faces many tests, but needless to say if you fail at your arisal to the Throne of the Beast, a fate worse than death awaits thee.

The Art of the Wamphyric Tendril involves astral life force draining in many different ways. There is the practice of the 'evil eye' which with the skilled magus can implant thoughts, drain energy, and instill certain factors which will affect the recipient of the enchantment later on. By projecting thoughts through use of the unblinking stare, your astral body touches the victim, and your thoughts are instilled into his mind and the victim will always view them as his own thoughts and act. For instance, if you wanted the person to pick up a book,

through this practice you could use the phrase "That book looks interesting, I must get it...", never say "I Want that person to pick up the book..". That is not the correct method, and it will not work. Always implant a statement into the persons head that will make the person think that it is his own idea, not for the sake of the person finding out that you are implanting ideas in his head, that is quite ridiculous, the trouble with using indirect methods in this art is that it tends to cause too much confusion in the brain of the recipient to reap results for yourself. Human prey do not believe for the most part that they can be mentally influenced without their knowledge. The Wampyric Undead as well as the Living Wamphyri always promote the literature and teachings which continues to brainwash human society and thus blind them to our hidden ways.

Astral life-force draining through sight involves the use of your eyes, and extension of the astral body (the wampyric tendril) to touch your victim and remove the life energy from them. Small completely undetectable motions with the fingers and hand, as well as physical inhalation, can speed the process of the recieval of energy from the victim. As the Wampyr strengthens his art and power other means of life-force draining are possible.

The art of Astral life force draining from the human while you are completely detached from your physical body and a part of the astral plane, is one of the primary practices of wampyrism. The sleeping human provides the purest life-force which will violently increase the wampyrs life-force. The more beautiful the victim, the purer the life force. As the human sleeps, they have no control over their astral body as they are not praticioners of our art and have certain weaknesses, while the wampyr has many uncanny advantages over the human prey. It is possible, when the wampyr's astral body has approached the prey, to enter into the dream state of the human and implant certain scenes in the human's subconscious. Through properly prepared potions and elixers, it is possible to cause sickness in victims, although this seems to be a common after effect of Wampyric attack. Remember, the more life force which you obtain for yourself, the less life force for the human. Thus the weaker and more fragile his whole being will become. It is always the pleasure of the Wampyr to be able to drain the purest blood from the veins of living humans, then muse as the humans world utterly crumbles into chaos and disorder before you as your world increases in experience and you come to know the way of the Vampire Dragon Tiamat and the way of the Black Wizard, AZAG-THOTH.

Further Reading

The Vampiric Aims of the Drakon Covenant

Naos- A Practical Guide to Becoming An Adept

Hostia- The Secret Teachings of the ONA

Eira- A Satanic Guide to Future Magick

Exeat- The Sinister Western Tradition

Nexion- A Guide to Sinister Strategy

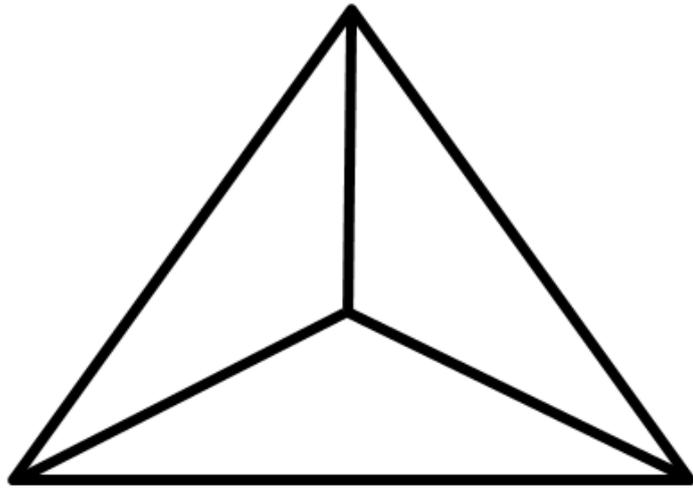
Blodefa- Excerpta Esoterica (ONA)

The 48 Laws of Power

Liber 333

Dr





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~Agios O Wamphyri~

Sanctioned by Lord Drakon

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