

**Golems
and
Egregores:
The Necromancers
Servants**

**Written by the
Necromancer Sageous
Harlow**

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Written for my students and any who seek
to tread the path of the necromancers.
- Sageous.

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INTRODUCTION

The necromancer, regardless of their power and skill, are only human. As humans we are faced with many limitations, As necromancers, We are faced with many solutions, Golems and Egregore are amongst them.

In this book I will provide explanations, rituals, processes and the knowledge one will need to create these powerful servants.

EGREGORE

Also known as tulpas or "thought forms" are entities created by the sheer will and power of the mage. capable of carrying out magickal or non-physical orders based on their purpose.

TEMPORARY:

These Egregores are made to do their duty and die, making them proficient workers. However, they are incapable of doing anything outside of their original purpose and will slowly begin to seek independence from their creator, hence why their lives must be cut short.

LONG TERM:

Made to last and grow as their master does, they start off as simple "unprogramed" entities, which will need to be taught to do things before being able to do them. They are very dependant of their master and incapable of independence.

CREATION.

To begin, the mage will contemplate the purpose of the egregore, be as specific as you can for the best results as the egregore will know exactly what to do. For long term egregores, make the purpose "assist me in whatever I may ask" Next, the mage will draw a sigil for the egregore (see "sigils").

and underneath the sigil, the mage will write a name for the egregore. This can be anything from a long, nonsensical string of letters to a completely fabricated name. It would be unwise to give it a common name, as anyone will be able to call upon it.

When you have everything done, your paper should look like this (see "Egreogre Contract")

ACTIVATION.

Sit in a chair facing a white wall or empty chair. Begin to visualize a circle of translucent energy hovering in the air. when the image is stable, visualize it becoming filled with colored energy, based off of it's purpose (see "Egregore color chart"). when it is filled, see it radiate it's colored light. Hold this and announce loudly :

"I name thou Egregore N. Thou art Egregore N.

{state purpose}, This is YOUR purpose, go forth and see it done!"

Egregore and Golem maintenance

FEEDING: Like any life form, your servitors will require "food". This can range from giving literal food to creating a symbiotic bond.

Symbiosis: Manifest the servitor and extend a psychic feeler out to the being, coming from your heart and connecting to the centre of your servitor. From hence forth, the being will passively drain you of your energy.

Food: Set a plate of uncooked rice before the golem or egregore contract. Change regularly.

Blood: soak a small stone or crystal in your own blood, place it in your golem or upon your egregore contract. Create several at a time and change once a month.

Plant: Leave your golem or egregore contract near a plant to feed off of it's life force.

Batteries: Leave Charged items near the golem or egregore contract to let it drain from them.

DEATH: If your golem or egregore has fulfilled their purpose, it should be killed and sent back into the universe as pure energy.

Egregore:

Licence to Depart

[Take the contact and burn it, as it burns state]

"Be free my creation.

Time takes you back where you came from.

The cycle starts again.

I bid you Vale.

Amen."

[Toss the ashes into a river and repeat the License]

Golem:

License to Depart

“Leave, Go, Sleep. I banish, remove and exorcise you from this vessel return to the land from which you came! I demand it in the name of the powers that be! Factum est!”

[disenchantment of the clay]

“Flesh to {material}, I say now: that this with life now be barren and devoid of it, i do so by my powers and grand authority over you!. Factum est!”

[Dip your fingers in the water and rub the sigil and name off of the golem.]

[Take the golem and place it into a bowl of rock salts, press down so it crumbles to bits, as you do say the following:]

"Ashes to ashes, dust to dust. May that which came from the earth return to it!"

[Grind the clay and salt into a dust and throw it into a natural source of running water, a handful at a time. Announce:]

“Factum est, time takes you back from where you came, the cycle begins again.”

SIGILS

if the being you are summoning is natural, a small bit of research will reveal the being's sigil. However, with artificial beings one will need To create one by hand.

Materials:

Several sheets of paper.

A pen.

Sit in silence and take three deep breaths, touch the pen to the paper and say "SERVITOR N. SHOW ME YOUR SIGIL!" focus on the being and let your hand move with the subtle pulls you'll feel. when the pulls stop, place the pen down on another part of the paper. if you feel a pull continue drawing. If not, your sigil is complete. Repeat until the pull stops.

From here, try and see if the sigils fit together, do any curves fit together? do any lines repeat?

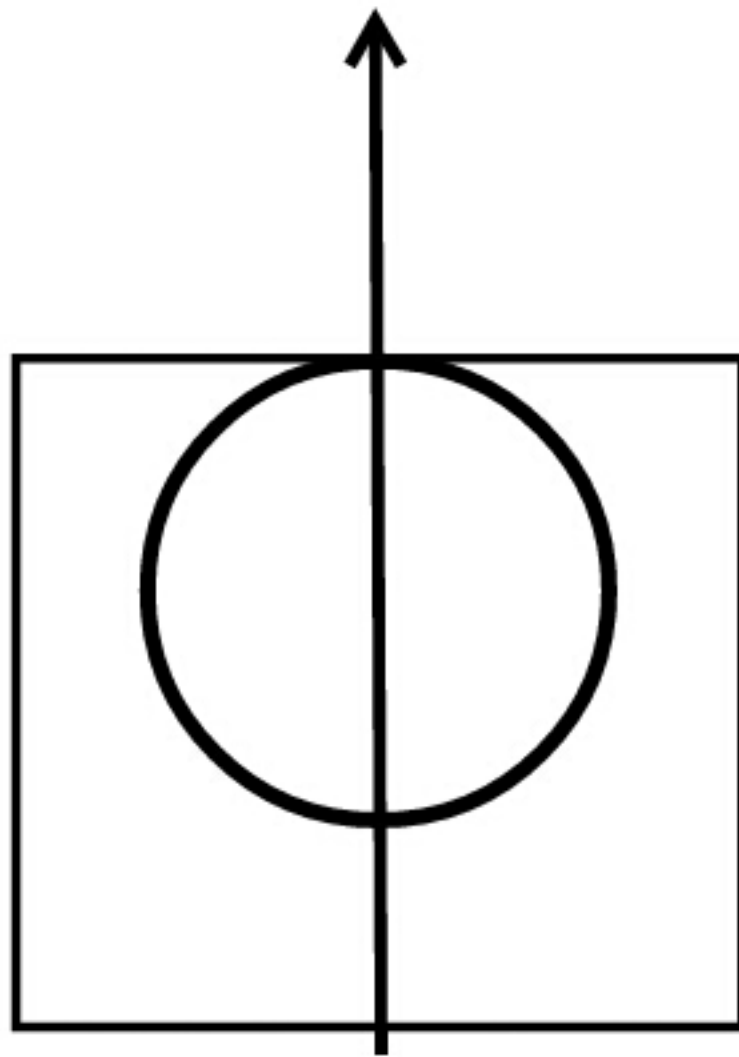
If so, you have a compound sigil.

If they do not, you have a multi piece sigil, meaning you will need to draw all of them onto the contract/golem.

once you have all these sigils, keep them in a safe place for when you wish to destroy the servitor.

EGREGORE CONTRACT

EGREGORE N.



To Serve me as I see fit.

EGREGOR COLORS:

<i>White</i>	<i>Programmable</i>
<i>Black</i>	<i>Death, Necromancy, Secrecy, Discretion</i>
<i>Grey</i> <i>Silver</i>	<i>Protection, Change, Communication, Moon magick</i>
<i>Yellow</i> <i>Gold</i>	<i>Wealth, Luck, Success, Hoodoo/Voodoo, Air magick.</i>
<i>Red</i>	<i>Violence, Attack, Protection, Blood Sorcery, Love.</i>
<i>Brown</i>	<i>Stability, Earth magick, Protection.</i>
<i>Blue</i>	<i>Water/Storm magick, General magick ability.</i>
<i>Purple</i>	<i>Necromancy, Spirit works, Wisdom.</i>
<i>Green</i>	<i>Luck, Prosperity.</i>
<i>Pink</i>	<i>Seduction, Love, Health.</i>

GOLEMS

The golem is a Creature with an artificial body, created by their master and imbued with life through the power of magic and the mages will. One of the oldest documented cases is found in the Torah, where a rabi is challenged by his apprentice to create life, through a long process and with the help of "Yahweh" they create a golem of clay. At the Climax of the golem's creation, the rabi inscribes the word "Emeth" or "Truth" on it's forehead which animates the golem, later on the golem is destroyed after the last letter is smudged, turning Emeth to "Meth" or "Death", Killing him.

The golem differs from the Egregore as it has a physical body and can be programmed for many different uses, however it's creation is lengthy taking anywhere from a week to a whole year!

ARTIFICIAL GOLEMS:

This golem is completely made by the necromancer, everything from it's name to it's body. these are the most loyal and faithful as they live only to serve their master. Unfortunately this means a lengthier creation and limits it's ability, needing to be taught to do things before being able to do them. If made for a specific purpose, it will not need to be taught but is limited to that task permanently.

NATURAL GOLEMS

This golem is but a vessel for a preexisting entity, meaning it is capable of free-thinking and reasoning, and may not be loyal to the mage. In contrast to a artificial golem, the entity within will know a number of things and be quite talented at them, their free will means they are not bound to a single task and do not need to be hand-held every step of the way.

Golem Subtypes or "Breeds"

Blood Golem: Made almost entirely out of the mage's biological materials, such as skin, blood (hence the name), nails, hair, sexual excretions, waste and sometimes even flesh and bone!

This golem is an extension of the self, keep in mind that through the laws of magical sympathy (the effect is a mirror of the cause) and the law of contact (A bond exists between two things long after physical contact is established and broken) harm done to the golem will affect you, and as you grow in power, so will your golem.

A golem of this type must be given the name of it's creator and must at least vaguely resemble it's master. This is a Natural golem, however it is completely loyal (as it is simply an extension of the self) and will be capable of performing and non physical task you are capable of (no it can not fetch you your remote). A necromancer may use dust from around the house (as it is almost entirely human skin cells), or play sand as a base for the golem, substituting water for your own blood.

Flesh Golem: Much like the blood golem, however this one is made of clay on animal bones and wrapped in cured bits of flesh and skin and hydrated with animal blood. This is substantially more potent than the clay golem due to the energies within the flesh and bones. Best used for natural golems.

Metal Golem: Best used in the creation of a artificial golem, this golem is made of scrap metal, making the golem sturdier and more proficient at defensive/offensive tasks. Due to the complexity of assembling one, It is recommended that the mage imbue a long term egregore into it to get maximum use of it.

Wood Golem or "Ent": Made from the wood of a fruit bearing tree, this golem is good for fertility, love, strength, empowering rituals oriented around nature and can be used for both natural and artificial and natural golems.

Cloth Golems: Made of the mage's clothing and filled with cotton, this is the easiest and cheapest golem to make, but also the weakest. Only to be used for artificial golems, with the name and sigil sewn into it's forehead and back.

CREATING A GOLEM

It is recommend you create various Egregores before attempting to create a golem. In fact; It would be best that the reader create a Egregore to help you make a golem.

The mage must have a firm grip on Evocation, Meditation, Energy focusing / manipulation, Binding and Sigil making.

ARTIFICIAL GOLEM:

1) *Go through Egregore creation.*

2) *Bless your material base [and] liquid.*

The following blessings are ones I use with frequency:

Material base

“{Material} to flesh, i give life to that without, i do so by my powers and grand authority over you!.

Factum est!”

Blood

“To you whom is the life essence of {Donner} I say 'Be blessed!' and 'Be pure!'. I exorcise thee O' blood of {Donner}, be without toxin!

*By my powers and grand authority over you
i say 'Be blessed!' and 'Be pure!'.*

Factum est!”

Water

To you whom is from the lakes and rivers, from the seven seas and many ponds I say 'Be blessed!' And 'be pure!'. I exorcise thee O' waters of life, be without toxin! By my powers and grand authority over you i say 'Be blessed!' and 'Be pure!'. Factum est!

3) *Begin to construct the golem. Focus on it's purpose and pour your energies into every detail and aspect of the being. make your first Golem humanoid as apposed to abstract or animalistic to better to focus your energy.*

Your golem should have the following features:

Eyes to see.

Mouth to speak.

Legs to move

Arms and hands to manipulate the world around it.

4) On the back of the golem, cast it's sigil and above it, give it it's name. state aloud:

"I NAME YOU _____,

THOU ART _____,

AND BY THIS SIGIL I GIVE YOU FLESH!

FACTUM EST!"

ANIMATION RITUAL:

What you will need:

+ Golem

+ Six candles: two white and one red, yellow, Black and Blue.

+ Nine drops of your own blood.

Cast a circle and place the golem in the centre facing east, With the white candles to either side. To the north of the circle place the black candle, To the west the blue, to the east the yellow and to the south, the red.

At midnight, light the candles and anoint the golem in your blood at the feet, hands, forehead, Base of spine, mouth, sigil and name.

Stand on the southern edge of the circle, facing North across the circle. Announce:

MADE FROM THE {Material} OF THE NORTH

[Move east, facing west]

I CONJURE FORTH {Golem name} FROM THE WEST!

[Move north, facing south]

BY THE FLAMES OF THE SOUTH, I IGNITE LIFE IN YOU!

[Move west, facing east]

AND BY THE EASTERN WINDS, I GIVE YOU THE BREATH OF LIFE!

Walk to the golem, pick it up and inhale hard. Exhale a long breath on the golems face, feeding your life force deep into the golem.

Exhale till your lungs hurt and your knees grow weak, exhale until your eyes grow heavy and your body trembles. Exhale till you fall to

rise up and blow out the candles, take the rest of the night to collect yourself and regain your strength.

In the nights following, sit in the dark, a foot or so from the golem. Visualize it slowly animating and energy building deep within it's sigil. Do this until you establish contact with the egregore which may take weeks or months.

NATURAL GOLEM:

Materials:

- + Golem*
- + Black candle*
- + Name and sigil of entity, written on a white piece of parchment.*

Cast a circle and place the golem in the centre, on top of it's sigil, facing east, flanked by the black candle.

At midnight, light the candle and anoint the golem in your blood at the feet, hands, forehead, Base of spine, mouth, sigil and name.

Evoke the spirit by gazing upon it's sigil and saying the following conjuration, or one you personally have created.

*SPIRIT N. I CONJURE YOU FROM WHEREVER YOU MAY BE BY
YOUR MOST SACRED SYMBOL AND NAME!*

SPIRIT N.

SPIRIT N.

SPIRIT N.

*BY BLOOD AND CLAY I SUMMON AND BIND THEE INTO THIS
BODY!*

SPIRIT N.

SPIRIT N.

SPIRIT N.

*BY MY POWER OVER THEE I COMMAND THEE NOW
DO AS I COMMAND!*

SPIRIT N.

SPIRIT N.

SPIRIT N.

AMEN!

Repeat as necessary until the being enters the golem.