

THE "ANTICHRIST" TRAINING MANUAL



RAYMOND HOLDER

THE "ANTICHRIST"
TRAINING MANUAL

BOOK ONE

Dear children, it is the last hour; and as you have heard that Antichrist is coming, so now many Antichrists have arisen; whence we know that it is the last hour.

I JOHN 2Ch. 18v.

May he bring Order to this World, and then the Universe.

THE "ANTICHRIST"
TRAINING MANUAL
BOOK ONE

RAYMOND HOLDER

The Sorcerer King

San Diego, California

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TO THE

ENERGY DRINK THAT GAVE ME MY HEART
ATTACK SO I COULDN'T WORK ANYMORE,
AND GAVE ME THE TIME TO WRITE THIS BOOK.

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INTRODUCTION

A prophesy concerning the Second Antichrist from the year 1600, by a monk called Brother John.

The real antichrist will be a German monarch, who will invoke God and give himself out as his messenger.

The prince of lies will represent himself as the arm of the Most High, sent to chastise corrupt peoples.

For several years he will act by craft and strategy. His spies will over run the earth and will reveal the secrets of the mighty.

He will have men in his pay who will maintain, and undertake to prove, his celestial mission.

A war will furnish him with the opportunity of throwing off the mask. After two weeks the world will recognize the war he originated against the French nation is of universal character.

Not only all Christians and Muhammadans, but other more distant peoples will be involved. Armies will be enrolled from the four corners of the globe.

By the third week the angels will have opened the minds of men who will perceive that his man is the personification of evil, and they will all become his slaves if they do not destroy this conqueror.

Antichrist will be recognized by these tokens: He will massacre the priests, the monks, the women, the children, and the aged. He will show no mercy, but will pass torch in hand, like the barbarians of old. His words will be those of Christians, but his actions will resemble those of Nero and of the Roman persecutors. He will have an eagle in his arms, and there will be an eagle also in the arms of his confederate, another monarch.

The latter will be a Christian, and will die from the malediction of the Pope, who will be elected at the commencement of the reign of evil.

Priests and monks will no longer confess and absolve the combatants, for they will be fighting. The Pope will proclaim that those who die fighting will rest in a state of grace, and will ascend to heaven like the martyrs. The Bull will proclaim these things will create a great sensation. It will revive the courage of the foes of Antichrist and cause the death of the monarch who is his ally.

In order to kill the Antichrist, it will be necessary to kill more men than Rome has ever contained. It take the combined efforts of all his antagonists, because France, England and Russia will not be ale to make an end of Germany without the aid of prayers of the human race.

Never will humanity have been faced with such a peril, Because Antichrist will have become a demon, which will have been taken possession of his personality.

Towards the year 2000, Antichrist will be made manifest. His armies will include millions. There will be Christians among his cohorts, and there will be Muhammadans and heathens among his antagonists.

There will not be in the whole world a single spot that is not red. Heaven and earth, water and air, will be red, for blood will flow from the four elements at once.

Germany will hurl itself upon France, which would be exhausted but for the aid of England. Germany will make a surprise attack on France, and will invade the land. Germany will find itself forced to relinquish its hold upon France in order to fight Russia, whereupon France, in giving aid to Russia, will pursue the Antichrist into his own land.

The battles fought up to that time will be as nothing compared to those which will take place in the country of the Third Reich, for the seven angels will simultaneously pour out the fire of their censers upon the impious land.

When the beast finds himself lost, he will become furious. It will be necessary for some months that Russia, England and France use their utmost energies in the destruction of the beast.

Men will be able to cross rivers by shod, walking on the dead, which in places will change the courses of streams. Bodies will be too numerous to bury, for starvation and pestilence will add to the carnage of the battle fields.

Antichrist will sue for peace many times, but the seven angels who march before the three allies will have proclaimed that victory shall not be given except on condition that the Antichrist be destroyed.

Russia, England and France will not be permitted to cease fighting so long as the Antichrist has soldiers. It will be apparent that the combat, fought where the Antichrist forges his arms, is no human conflict.

The three allies will exterminate the army of the beast. The field of battle will be made into a funeral pyre for the corpses will have altered the features of the land by forming ranges of little hills.

The beast will lose his authority and die in solitude and madness. His empire will be divided into states.

Russia will drive the Muhammadans out of Europe, then will commence an era of peace and prosperity of the world. Each nation will be governed according to its own desires, and will live in peace with every other nation.

Happy will those who, escaping the terrors of his marvelous time, are able to taste of its fruit.

THE THIRD IS YET TO COME.

You asked for it and you got it. This is the Black Book of all Black Books. This book has been needed for a long time. For all of those people who have wasted their time and their money searching for the knowledge that has remained hidden from them and the public, for the past several thousand years. For those books that you bought that were written by people who cared more for their pocketbooks than for the truth of the highest science, this book is for you.

For years I have always purchased books on Sorcery that weren't even worth the paper they were printed on. After so many disappointments I decided instead of bitching about it, I should do something and that's where this book comes in. Within these pages are some of the greatest Spells and Magical recipes ever presented in one book to the public. I use the word Sorcery through this book instead of Magic because I don't want to be associated with those people who cause illusions and try to make the public think that what they are doing is real.

It makes no difference to me how a man makes his living, but he should say that what he is doing is an illusion and not real Magic. This is not the case unfortunately. They are the ones along with religion who have given this art a bad name because they can never understand the science of all Sciences so they fake it.

What I have are, the Sorceries that existed before organized religion sought to destroy every work and every person including the memory of such Arts. This is the reason we have the lame and worthless books on the market today. Years ago I brought a few books and thought I knew it all and I've come to find out now that I'm still in preschool. I can't understand why some people have written books that claim it is the only one you'll ever need.

This is just down right impossible and a lie. These are just examples of how they reel you in and never, and can't ever live up to their titles. Even after what I have written I could die and reincarnate into infinity and I still wouldn't be close to completion of learning the Secret knowledge. So take everything that I have written with a grain of salt and study to find other sources that may lead you further on your journey into the highest of all sciences. I was lucky enough to find hidden teachers to guide me on my path and if it's your destiny to succeed in such Arts, your Hidden Teachers will appear also.

Good Luck

*****A WORD OF CAUTION*****

THE SPELLS AND RECIPES IN THIS BOOK ARE VERY DANGEROUS TO THE MENTAL, PHYSICAL, SPIRITUAL, AND EMOTIONAL STATE OF A HUMAN BEING. THIS IS NOT TO GIVE THIS WORK AN AIR OF MYSTERY BUT AS YOU'LL SOON FIND OUT. IT'S JUST TO PROTECT YOU FROM THE CHAOS THAT MAY FOLLOW YOUR PRACTICE. THIS ADVICE IS MORE THAN WHAT I WAS GIVEN WHEN I FIRST STARTED OUT. IF YOU ARE DESTINED TO SUCCEED YOU WILL AND IF NOT . . .

I ASK YOU TO PROCEED WITH THE GREATEST CARE. TO GET A CLEAR UNDERSTANDING OF THE RECIPES IT WILL BE NECESSARY TO READ THE RECIPES MORE THAN ONCE OR TWICE. AS I SAID BEFORE THIS IS NOT TO PUT AN AIR OF MYSTERY HERE, IT'S THE PLAIN TRUTH AS YOU WILL SEE FOR YOURSELF WITHIN THESE PAGES. WHOEVER YOU WORSHIP AS YOUR GOD, ASK HIM OR HER FOR PROTECTION AND GUIDANCE.

THE SORCERER KING

CHAPTER ONE
LAYING YOUR FOUNDATION

Ask yourself out of all those books you have read on Magic and Sorcery, just count how many of them have mentioned in full detail the energies that you need for the practice for all forms of Sorcery.

Madam Blavansky called it Electricity and Magnetism.

Franz Bardon called it Electromagnetic and Magnetic.

The Kahunas called it Uhane and Unihipili

The Hindus call it Prana and Apana

The Chinese Immortals called it Yang and Yin.

So any book on Magic or Sorcery that does not mention this foundation and give detailed information and knowledge should be questioned greatly. This first story comes from ancient China. It deals with harnessing the Powers of nature within the human body.

If you are going to practice Sorcery there are two aspects of nature that you need to be aware of. Every country has an Ancient term for these energies but I'll stick with the Chinese term because I was most impressed with the fact that it is the only country in the world where the information hasn't been tainted that much. Why?

(Jesus hasn't arrived there yet.)

We'll stick with the term Yang Chi and Yin Chi.

Now every form of Sorcery that you can think of has to start with learning about these Two Energies. Now think about the other books on Sorcery that you have read do they mention this FACT? I have read some books that have been considered the best. The Grand Grimoire, The Grimoire of Hourus, The Book of Black magic and Pacts, The Book of Abremelin the Mage, The Greater Key of Solomon, The Gotia Lesser Key, John Dee, The Necronomicon (Yes it's real) and books allegedly written by Satan and a lot more. I have found out that the reason that people can't get these recipes to work is they don't have a working knowledge of the foundation to be able to practice Sorcery Yang Chi and Yin Chi.

The Great Mage Franz Bardon used the terms Electromagnetic for Yang Chi and Magnetic for Yin Chi. I was surprised that he didn't give a fuller understanding of the two energies. His books are considered the best on Sorcery.(And they are) Yang Chi comes from the Sun and it is what gives us life. It can be considered like to what gasoline is to a car.(Only without the high prices.) The Sun is our principal source of life.

Yin Chi comes from the earth and is like the motor of the car and your body is the car itself.

Yang Chi is in the air we Breathe, in the food we eat, the water we drink, and when we Meditate this Yang Chi enters our bodies a lot faster than normally.

We get most of it from the air we breathe from what is called Vitality Globules and these are formed from the Sun. These Globules are in the air and have a pearl color and look like little sperms darting around in the Air. They consist of Seven distinct Colors and Energies. These energies when we breathe them attach themselves to oxygen molecules and then enter our bodies and are absorbed through the Chakras.

When they enter our bodies, the color energies separate and enter the seven major Chakras. The one Chakra we are interested here is the Svadhisthana Chakra also called the Dantian or Tan tian in Chinese literature. It's located about four fingers below the navel.

(No. It's not the solar plexus that behind the navel.)

The Globules enter this Chakra and then the colors separate to find the other six Chakras. The Seven Colors are Orange, Yellow, Green, Blue, Indigo, Violet, and Red.

The Red is kept in the Dantian and is the one we are concerned with at this point. This Chakra is the main power plant of the body and whenever we need a vast amount of Energy we can take it from here. So when we have to do anything Physical or Spiritual on a higher level we call upon our reserve Energy from this source. The Yin Chi comes from the energies within the earth and is drawn up in our bodies through a point called the Hui yin point situated between the testicles and the anus. This point is also a Chakra called the Muladhara and draws in the Yin Chi.

When you combine these Two Energies within the body, a great force is generated along with unspeakable power. This power has been used for thousands of years by Sorcerers and Witches, but with the inquisition, book burnings and the rise of organized religion it was lost. The Chinese are basically the only race who has kept it alive in what they call Nei kung the Art of Internal Energy.

I use to watch the old Kung Fu flicks on Saturday morning when I was a kid where the guys would jump forty feet in the air and throw lightning at each other and I thought it was so “frekin” cool and I wanted to learn how to do it, but was told "Don't be stupid it's just a movie." I grew up and forgot about such nonsense. After 20 years I'm vindicated and can make my case.

The most documented case to date was in two books written by Kosta Danaos a Greek man who traveled to Indonesia to study with a man with the purported powers of a Great Sorcerer. The Sorcerer known as “John Chang” the name he was given to protect his identity, was first made famous through a documentary produced by the brothers Lorne and Lawrence Blair and was called” Ring of Fire.” Master Chang thought that the film would only be used for scientific purposes which is why he agreed to be filmed, but as always greed takes over and the film was sold on the market.

Mr. Kosta found Master Chang and asked him to become his student and after some perseverance he was accepted as a student.

He learned that Master Chang is the last immortal from a lineage called Mo Pai and his system is called by the same name and is more than five thousand year's old. (There are many other lineages and systems) Mr. Kosta followed and learned some of the Secrets of this system and wrote Two books about it, "The Magus of Java" which shed some light on the subject. His second book "Teachings of the Warrior Sages" which is useless, unless you are a Sorcerer or no something about the ancient system of Kundalini Yoga.

While Kosta did as best as he could by putting out this lost information he should have done more research and not hidden the info he did receive within the pages. Later I'll reveal the secret passages in the pages of the two books so you can find it for yourself. The goal of Nei Kung is to achieve Immortality in life and death.

An Immortal can live to be from 200 to 400 years old or more. The true goal of Immortality is to remain conscious of your personality after death where most humans become Zombies and move with the tide like a piece of wood out at sea. An Immortal can move against the current and wherever else he wishes to go.

The most popular story about these Immortals is in The Star Wars Sagas. Everything a JEDI can do, Master Chang can do. So it seems the only credit that Hollywood has given to Asians is making them greedy and stupid in those movies.

They refuse to acknowledge the very people whom without their history it would have been no story and no mighty riches. I once had an argument about this with a diehard fan who said I was wrong. So we had a contest, I told him to name anything out of the Star Wars Saga and I could tell him where Hollywood got it, with the exception of animals and craft. He started . . .

"Light saber?", Immortals make their own weapons and swords and when they held their swords and used their power the sword would light up and glow.

"JEDI Mind Trick", Immortals have more Yang Chi than every basic human when they wish to influence a person he shocks their Yin Chi within the body without them knowing and can influence them kind of like electric shock treatment back in the turn of the century.

"The Dark Side", Immortals are seen clearly by all different types of spirits because of the power that they have and all spirits desire to contact Immortals. If an immortal permits it and if their hearts are not kept within the light they will be dragged down to do evil and things of darkness.

"Lightning from hands?", When immortals combine Yin Chi and Yang Chi an energy similar to lightning is created.

So my friend is kind of "pissed" by now and tries to throw me for a loop.

"The Death Star!", I have several books from the 50s and 60s where scientist claim that one of the moons of the planet Mars, Phobos is artificially made possibly from an Ancient Extraterrestrial race and . . . (He left) So anyway as you will find throughout this book I make references to movies that wish you to believe that these stories are a product of their imagination and are not real.

Once this power is acquired the person needs to know how to use it. From what I understand the Yang Chi controls the right side of the body and can be discharged from the fingers and palm of the right hand and foot and also both eyes. The Yin Chi controls the left side of the body and can be discharged from the fingers and palm and foot of the left side. Both eyes can be made to glow like in the movie and Sci. Fi show Stargate SG-1.

The Yang Chi of the right hand is used for Pyrogenesis (Starting fires with the mind) or slicing through things like a laser. It can also give energy to ghosts so they can interact in our world. (Poltergeists) It can help achieve astral projection easier.

It can be used for healing sick humans plants and animals. It can make you stronger and more alert than the average human including psychic abilities. The Yin Chi of the left hand and feet is used for Levitation, Walking on Fire, picking up hot things with your bare hands, protecting your body from projectiles, (Arrows, Bullets) it can absorb the momentum and energy from any object.

The Two Energies when both hands are in close proximity can discharge energy blasts several feet away and destroy objects or cause them to explode. There is more, but we will discuss the abilities in other chapters. You don't have to be a good guy, you can smoke, eat pork, drink or anything else you want to. You can be an angel or an asshole all you need to have is a perfect heart and nervous system.

I have a lot of hippie friends, Vegetarians, and Vegans this is going to crush them.

*****DANGERS'*****

WHEN YOU BEGIN THE PRACTICE OF NEI KUNG YOUR ENERGY WILL BECOME ABOVE THAT OF HUMAN BEINGS AND IF YOU HIT OR STRIKE A PERSON WITH ANGER, YOU COULD KILL HIM WITH ONE BLOW. YOU COULD HIT HIM ANYWHERE ON HIS BODY AND YOUR POWERFUL YANG CHI WILL GO STRAIGHT TO HIS HEART AND KILL HIM, IT WILL LOOK LIKE A HEART ATTACK.

THAT'S WHY TAI CHI PRACTITIONERS MOVE SLOW WHEN PRACTICING WITH A PARTNER. THIS IS VERY SERIOUS AND I WILL NOT BE RESPONSIBLE FOR SOME "DUMB ASS" WITH BALLS AND NO BRAINS WHO DOESN'T LISTEN. TAKE THIS WARNING WELL. BEFORE YOU BEGIN THE FOLLOWING EXERCISES, TRY AND LEARN A GOOD TAI CHI METHOD FOR OPENING UP YOUR NADIS. IF POSSIBLE LOOK FOR A COMPETENT TEACHER (GOOD LUCK WITH THAT ONE.)

*****THE RECIPE*****

THIS IS NOT THE MO PAI SYSTEM,
BUT WILL GIVE SIMILAR RESULTS.

This is Technique that I found and that will yield similar results. There was no name for it, so I call it "SYSTEM H.S.S" (HOMO SAPIENS SUPERIOR)

The first thing you must do is leave Sex alone during this training. Some say not until Level Two, but it's best to start on the right track. The first exercise is called the Horse Riding Stance and is called this because its position looks like you should be sitting on a horse.

You should be able to practice until you can hold this position for at least an hour or more. The exercises are done in Levels and in the Mo Pai system there are seventy two. You achieve your Power after you past Level Four. You can also have some power at Level Two.

LEVEL ONE: Sit on the floor(outside would be better) and cross your feet in the Lotus Position(left leg under right thigh and right leg on top of a left thigh) if you can't do this just cross your legs(Half Lotus) Calm your mind and Meditate. Put your left hand under your Dantian like your cupping it and lay your right hand inside that one and make sure the thumbs touch. Make sure your spine and head are straight. The goal is to fill the Dantian with Yang Chi. Master Chang says Meditation is when you are not aware of anything. Its like being between awake and sleep. No focal points nothing.

Master Chang says that it takes 81 hours of complete Meditation to fill the Dantian and that the average person who sits in Meditation only achieves true Meditation three minutes out of every hour.

So the more you practice the better you'll get. If you stay up 24 hours straight and then try to stay awake and Meditate you will get some good results. (I tried it)

The legs are crossed to cut off certain energy ducts in the body called Nadis and the Yang Chi is rerouted to the Dantian. Master Chang use his energy to see how full your Dantian is. I suggest that you ask your God to help and guide you with this because the more you meditate the easier it will become.

LEVEL TWO: In Level Two you have to compress the Yang Chi in your Dantian, pack it and make it hard. (Remember no sex!) Our sexual energy (semen) is transformed into a more powerful form of Yang Chi. In Sorcery I had always read that you should not have Sex before trying to conjure a Spirit because sex was "dirty." This is not the case, not having Sex would give you enough Yang Chi to conjure the Spirit in question.

Take your Lotus Position and hand positions. Pull up your anus and genitals like your trying to keep from going to the bathroom and at the same time push down with stomach muscles and focus on you Dantian with your eyes. This should be done for at least an hour a day or for as long it takes. Remember all bodies are different, for some it could be fast for others slow. When you feel like you have to have sex, move to the Level Two position because the Semen is ready to be "Cooked."

Take your positions. Inhale through the nose and pull in your stomach and feel your energy move from your testicles to your tale bone and up your back to the top of your head. Breath out through your nose and push out your stomach and when doing this trace the energy down from your head until it reaches your Dantian. Keep doing this until your Sexual sensation is gone and when it returns do it over until you get a ball like a mound in your Dantian. Soon you will begin to develop marks in the center of both of your palms like burn marks. I tried this and received a bubble blister like from being burned. This is your Yang Chi pushing itself out of your body, because you have filled your entire system with it. Remember be patient and practice hard.

Some guys practice up to ten, fifteen years or more.

They don't live in the United States where all you have to do is whine or take what you want. You can't say I should have this because I'm white or I deserve this because I'm black. This is the only science on the planet where it can't be given to you. You yourself have to work for it.

THE TEST TO SEE IF YOU HAVE PASSED
LEVEL TWO

Level Two is Telekinesis. In the Mo Pai system A student would stand in the Horse Riding Stance about four feet away from a table and try to push his Yang Chi out of his palms and knock over three empty boxes of cigarettes. Master Chang would stand next to the packets and use his Yin Chi to support the students' Yang Chi. Yin Chi can never lead, it can only follow Yang Chi. Since we don't have a person to lend us some of their Yin Chi, you can use Quartz Crystals for this purpose since it can hold Yin Chi. This is the real reason for the Crystal Skulls.

They were used as store houses for information and history of different societies. Thoughts of the maker are stored in the skulls like computers. So if one knows how to do it they could see the info. It would be like looking at a television, but only in your brain as a Clairvoyant or Psychometrist would see.

If you can find Quartz that has been freshly cut that would be the best. If you can't find a fresh one buy it and bury in outside for about thirty days in fresh earth. When you are ready to move something, use a piece of Aluminum Foil and place the Crystal next to it. Stand about two feet away, get in the horse riding stance. With your right palm facing the foil, breathe from your Dantian and push the Yang Chi through your palm toward the Crystal and Foil. The foil will move and you have passed Level Two.

LEVEL THREE: This consists of separating the Dantian from four of the five Nadis that keep it in place. I have stated before, the fact that the books of Sorcery on the market stink. These people don't study, and they just repeat what they have heard. So I had to learn by myself as usual.

(With the help of the Hidden Ones of course)

When you break the first four Nadis of the Dantian you release the bonds that keep your Yin Chi inside your body and puts it on the outside of your body. Your body will be virtually indestructible, meaning you will not be able to be hurt by any external objects such as being cut with knives, hit with bats or sticks, cut by razors, falling from great heights, walking through a burning building, or anything else that could hurt your body.

You must be AWARE that your going to be hurt so that your Yin Chi will protect you. As an Antichrist you will have to look out for assassination attempts and will come in handy. This Energy can be made to work in man-made objects so it will work as a force field to protect planes or buildings. Tesla said he could make a device that could protect the United States from any attack, maybe this was how?

I studied some U.F.O. cases where cars and machinery quit working when one is near them and when it leaves the machines, start up again by themselves. The thing is the Yin Chi absorbs any form of energy, so if the energy is in constant motion the machines don't turn off, the Yin Chi is so powerful it just blankets the area like a black hole. When the U.F.O. leaves, the blanket is lifted and power resumes.

This could also explain why U.F.O.s' can travel at great speeds the Yin energy could protect the travelers inside the craft from any type of outside interference and great amounts of Energy that would normally affect the ship and the living matter inside the craft. If one knew what he was doing he could create a device that uses this Energy and you could blanket an entire town and not even a child's toy would work or a nuclear warhead could launch. Some Sorcerers say that there are other planets inhabited by beings that practice the Hermetic Arts, so maybe they have perfected this technology.

I once heard about a Nazi artifact called the "Crown of Anubis" that whatever sat below it would be sent into darkness, I was thinking Spiritual and now I know what it did, or was supposed to do.

In the book and movie Lord of the Rings, one of the characters tries to cut the ring in two with a mighty strike

from his ax. The ax broke into pieces and the ring was unscathed, Yin Chi? I guess in Metaphysical Theoretics it is possible, one ring could be made to rule them all.

This system that is given here claims that passing this Level will let a man realize all of his dreams in becoming a God. It is said that he will be able to fly and walk on water.

*****CAUTION*****

IF DONE WRONG THIS EXERCISE COULD INJURE YOUR ETHERIC BODY AND ITS PSYCHIC CHANNELS AND THAT COULD RESULT IN THE DEATH OF YOUR SPIRITUAL AS WELL AS YOUR PHYSICAL BODY. AS I SAID BEFORE IF YOU BELIEVE THIS IS YOUR DESTINY THEN PROCEED.

LEVEL THREE: Sit in your lotus position and relax and focus.

Breathe in for six seconds hold the breath for 33 seconds
exhale for 12 seconds hold for 2seconds

Practice this for as long as you can, but at least three hours
or more is the rule.

The goal is rhythm so, try and keep the pace steady.

If you feel, you can go higher the better: 8 50 16 3

The goal is to push the energy into the Sushumna
located in the spine up to pierce the first Granthi and to
move up to the Dantian. When the energy is made to flow
through this Channel, it ceases to flow through the Ida
(Yin channel) and the Pingala (Yang channel) making
them easy to break by making the Dan tian jump like you
have the dry heaves. You break the Nadis' in a criss cross
fashion like an X.

When the first four are broken, you can move the Dan
tian around like rolling a ball. These two Channels sit on

either side of the Sushumna, the Ida on the left and the Pingala on the right. The books I found on the Chakras say that the Ida and Pingala curve around each Chakra like figure eights. This is false because Chakras spin. It would seem that the two Channels would cross at each Chakra instead of going around them. Think about how hurricanes work, a cold and warm front even those Crop Circles work on the same principles. Two different energies one positive and one negative hit each other and are made to chase each other and spin.

The same thing happens when a tornado is formed so why not a Chakra? The Ida is Cool and the Pingala is Hot. This is just another case of people not understanding what they are reading or writing about and repeating what they have heard.

LEVEL FOUR: The rule is you can pass level four only if you have a yellow aura. Master Chang says that there are

only three basic kinds of auras Black, Yellow and White. Black being evil and selfish. White being good and kind hearted. Yellow being at peace with the universe. You have to go out in seclusion to reach Level Four. When you achieve Level Four you sever the Mingmen Nadi which is the last Nadi holding the Dantian in place. It goes down and gathers as much Yin Chi as you have Yang Chi. The Two will rise together and you have to force them by your will to combine them in your Dantian.

Master Chang said that he fainted twice trying to do this, but on the third time it was his. Look for different Tai Chi postures and movements and get to know your powers. CONGRATULATIONS YOU HAVE JUST MOVED UP TO HOMO SAPIENS SUPERIOR. You are Immortal and you will retain your personality after death.

You will be able to Reincarnate when you wish and to a certain degree the laws of karma have no effect on you. You control the powers of the universe, and are A True Son of the Gods.

You will need this training because you don't have to buy anything special to practice with. You can practice in

jail, outside, and under any circumstance. No Spells, no Candles, no Incense, no Partner, no Money everything you need you were born with. If the time comes and you're stripped of everything you own, this Power is still yours. This is your trump card. LEARN AS MUCH AS YOU CAN.

CHAPTER TWO

YOUR WILL TO POWER

So you're here at chapter two. Even if you didn't make it through all Four Levels of chapter one, you still are more powerful than the average human and can do just as well with Levels One and Two, but keep Meditating on a daily bases.

There are exercises to enhance your major senses and can bring you to a state of always being aware of everything around you at all times. We are all born with these abilities and sometimes people are born with these abilities at a very heightened state. If we work hard, we can bring these natural abilities to the surface. There are lots of stories about people throughout the ages who have had different abilities of awareness. There are still tribes in Africa that still communicate telepathically. There are people who can hold an object and tell you how old it is and where it came from. (Psychometry)

There are children in China who can see with their skin. They can read and see colors and see things inside sealed envelopes. Joan of Arc could hear in the spirit world. Adolf Hitler could also do this, and he was Clairvoyant. The story from the movie The Six Sense was about a real boy who could see Ghosts. Nina Kulingina a Russian woman could move objects with her mind and is probably the best-known P.K. personality ever. She could cause fires and even stop and animal or human heart and start it up again with her mind alone. (Without Nei Kung power)

The fact is there are thousands of people walking around with these abilities. They just need to learn how to bring them out and control them.

*****DANGER*****

PLEASE BE CAREFUL WHEN PERFORMING THESE EXERCISES. ALWAYS CHECK WITH YOUR DOCTOR BEFORE DOING ANYTHING THAT CAN CHANGE THE WELL BEING OF YOUR BODY. PLEASE USE YOUR BRAIN.

*****RECIPES*****

CLAIRVOYANCE: To be able to see things on spiritual levels and in spiritual realms.

THE EYE: One of the easiest Eye exercises to perform is cloud splitting. This happens when you focus your heat energy of your body through your Eyes. We have what has been termed The Solar Ray.

Our eyes have a nervous center of their own connected to

the brain. The outer part of the eye is Yang and the inside is Yin and when you concentrate you can combine the two and create a current that can be felt.

(Like when you know someone is looking at you.)

Do about 25 jumping jacks to get your blood circulating and the body warm.

Go outside on a clear sunny day when the sky is a dark blue and there are thin white clouds in the air.

Look at the edge of the cloud, but focus on a point about a foot in front of you. Breathe in and when you breathe out see the cloud disappearing. When you practice this for a while you'll start to see an image in front of you that looks like a circular heat wave spiraling this is called an Astral Tube with which you can put thoughts into the heads of other people or pick up theirs. Once you develop this Astral Tube, you will be able to read the thoughts of others and put thoughts in the minds of others.

Once you see this you can split clouds a lot faster and if you focus even harder you'll start to see Vitality Globules

darting around. You can only split clouds only so long during the day because in your Solar Ray you not only send energy, but energy travels down your Ray into your body. I woke up one night after doing this and the spiral was so thick and huge and I could see it in the dark.

An aid to help you increase your chances of gaining Clairvoyance.

*****RECIPE*****

This is a recipe by the 20th century's most powerful public Sorcerer FRANZ BARDON.

- 1) You will need distilled water.
- 2) Dried organic or fresh Eyebright Herb.
- 3) Dried organic or fresh Chamomile flowers.
- 4) Seven Hazel or Willow twigs dried outside and wrapped in a bundle. Let them be about 4 inches in length.

5)A funnel and a coffee filter.

6)A glass cooking pot or bowl and two extra glass bowls also.

7)A bottle with an eye dropper top.

Pour 1/4 liter of the distilled water into one of the clean containers and wait until it begins to boil. Add 2 teaspoons of Chamomile and 1 teaspoon of Eyebright. Let it boil for about 30 seconds, remove cover and let it sit for ten minutes. After the mixture has cooled filter and pour the mixture into the other clean bowl. Take the twigs and light them until they all are aflame and then douse them into the mixture. Filter again and put the bowl in front of you and inhale through your nose and feel the mixture going through your Dantian, eyes and head.

You can use a piece of linen soaked in the mixture and use as a compress over the eyes. Use a bandana or something to hold it in place. Use the funnel with a filter to put some of the mixture into the bottle as this can be used

to strengthen the Eyes. Keep this mixture in a cool place and if it develops bacteria throw it away.

CLAIR AUDIENCE: To be able to hear in the spiritual realms.

THE EAR: Blindfold yourself and put some cotton balls or earplugs in each ear.

*****RECIPE*****

Use a radio or television and fix the sound where you can hear and understand well the dialog. When you can understand, turn down the sound one bar and focus to hear the sound clearly.

Try to learn how to move your ears as this will too strengthen them.

1)5 ounces of distilled water

2)2 tablespoons of Chamomile

3)An empty bottle

Boil the Chamomile in a glass bowl for 4 minutes. Bottle and put in a cool place.

Put some of the mixture on the cotton balls while staring and putting your power into each one knowing for a fact that this power is your right. Sit blindfolded in silence and focus on your ears and faint voices. Try this for about 15 minutes a day. Make sure you sit in the Lotus Position while doing this.

FLUID CONDENSERS

Fluid condensers are a mixture of elements be it Animal, Vegetable, Mineral, Solid, Liquid, or Gas.

These are used to increase your own abilities or the atmosphere around you when you need a powerful accumulation of energy in the Three Worlds. Such is the word Condenser, because it condenses and unimaginable amount of Energy for the Sorcerer. Huge amounts of Energy are needed for the creation of Golems to make them live and to create a spirit for them.

For Haunted Paintings, Magic Wands and other Magical creations also. The best Condensers are fermented in drinking alcohol, and the Higher the Proof the better.

The ETHYL SPIRIT of alcohol vibrates to such a high rate, it is the only physical matter on the planet that simultaneously works in all Three Worlds together, the Mental, Spiritual, and Physical. So when you add certain magical objects to it, the Ethyl carries it to the other Two

Worlds automatically. So when some people get drunk and they see things, it isn't always their imagination. Here's a few cases.

A man at an AA meeting said how when he drank he would see the same creature in his house when he got home. The Demon would be sitting in a chair waiting for him to return. He would chase it out of his bedroom window and when he got undressed to go to bed it would return to get in the bed with him, and looking at him with blood red eyes. Another man who loved to drink was walking one day and he felt a tug on the bottom of his coat as he looked down he saw a creature looking up at him. The Demon was not walking or flying but with a combination of the two. The man swung at the beast, but it ducked. He went to a bar to calm his nerves and when he stepped in, the creature was waving as if saying "Come on in" the man left and went home.

Still yet another case a man came home from a party a bit wasted and thought he'd have one more drink and read before he went to bed. When he went into his library to

find a book, he saw a bunch of demon like creatures sitting on his furniture. When they saw him, they all rose up to the ceiling head first and floated there. He tried to scream, but couldn't, so he pressed a button to call his brother who came rushing in and when asked by the man if he saw anything, his brother replied no. Minutes later a sound of flapping wings was heard by them both and the drunk man fell to the floor in a fit and died the next day.

***** CONDENSER FOR PAINTING*****
HAUNTED PICTURES

- 1) White Wine
- 2) Juice from Lily leaves
- 3) Juice from Chamomile leaves
- 4) Juice from Poplar leaves
- 5) Lily Extract

6) Mandrake Extract

7) Poplar Extract

8) Lactose

9) Coal from the leaves of Belladonna and Atropa

10) Gelatin

11) Kopal Oil

*****UNIVERSAL FLUID CONDENSER*****

Angelica root, Sage leaves, Linden flowers, Cucumber peel, Pumpkin seeds, Acacia leaves, Chamomile flowers, Stinging nettle leaves, Peppermint leaves, Poplar leaves, Violet flowers, Willow leaves, Fresh Tobacco, and 10 drop of liquid Gold and 120 grams of alcohol per 100 grams of Condenser. Also add 4 drops of blood and Semen from one orgasm. Dark bottles to hold the mixture. Make sure the

Sun never touches any of the mixture.

If you wonder why Blood and Semen are used in certain operations is, these are natural and powerful Condensers also.

Take equal amounts of each herb by volume and boil each one separately in distilled water in a glass pot for thirty minutes with a lid. Let it cool and filter in through an organic coffee filter. Pour the liquid back into a clean glass pot and boil again, but watch it until it gets thick and don't let it burn. Press, filter and mix all the ingredients together in equal portions add Gold, Blood and Semen.

If you know the properties of Plants and certain Metals, you can make your own Condensers.

ELECTRUM

Electrum is a combination of the Seven Metals of the Alchemist. Most people think that you just mix the metals together and you have Electrum. You have to mix the metals according to certain Astrological Conjunctions. Then a new Metal is formed with all the powers of the planets combined this is what a sorcerer calls Electrum. You can then make the metal into jewelry and other objects. Paracelsus said that this metal was sympathetic to man, meaning it was very helpful to his Spiritual and physical well being.

If you made a cup from Electrum and poison was put in it, the cup would actually sweat and let you know something was afoot. This Metal is also used in the construction of some Magic Mirrors, Rings, Bracelets, ETC.

Make sure the metals are pure.

GOLD: 10 PARTS

SILVER: 10 PARTS

COPPER: 5 PARTS

TIN: 2 PARTS

LEAD: 2 PARTS

POWDERED IRON: 1 PART

MERCURY: 5 PARTS

When Saturn and Mercury are conjoined, add the Lead and then the Mercury in a crucible, next look for the conjunction of Jupiter with Saturn and Mercury in which

you must add the Lead and Mercury combination in the crucible again and in another crucible the Tin and then add them both together. When the Sun conjoins with Saturn and Mercury add the Gold. Add the silver when the Moon is conjoin with the Sun, Saturn, or Mercury. When Venus is conjoined with the Sun, Saturn or Mercury the Copper is added and then Mars must be conjoined with the Sun, Saturn or Mercury when the Powdered Iron is added. Stir the mixture with a rod of witch hazel. Let it cool. You can now make the items you would like.

THE BELL OF GIRARDIUS

This is a Spirit Bell that was made popular by the Sorcerer Girardius.

There is a text in a Paris library that explains the usage of this bell which was to Summon Spirits of the dead with ease. The Bell was constructed of Electrum and different signs were drawn on the Bell and inside to cause different aspects of the dead to appear. The Bell must be constructed to weigh two pounds. Paracelsus tells of a friend of his in Spain who possessed such a bell. When the bell was struck by the man, all sorts of visions and Apparitions would appear. Paracelsus noticed when the man wanted to change the visions he changed the characters and the names inside the Bell.

I think the Signs along with Vibrations of the Bell actually causes the Etheric matter to Vibrate and makes some Spirits visible.

The Bell is made of Electrum using the recipe given in this book, and must be made from scratch. The Bell must be hung through the loop by silk as not to send the powerful vibrations through your body. You can use the Mumia or Name of a dead person attached to the Bell or you must learn the Signs of Spirits and other Beings.

CHAPTER THREE

YOUR LITTLE BLACK BOOK

This next chapter is for all of those people who have brought books on how to Conjure Spirits and Devils only to be disappointed because the true information is non excitant. You hear stories from authors of dogs attacking a person who practiced spells from their book and other outlandish claims. I will make no such claims, but I will just tell you to be careful. Of the dozens and dozens of books on Conjurations I can't even say that I have found 5 that are truthful or complete.

I'll give you an example, how many of those books mention the foundation for the practice of conjuring? Namely Ying and Yang the powers of Heaven and Earth. I have two in my possession and I have seen maybe two or three others that repeated what they read, but had no understanding of the concept as it showed in their writing. It's kind of like those Street Magicians who claim that their powers are real and perform these amazing feats outside. I

think if their powers were real they would spend their time becoming richer than what they are, and making a name for themselves in Occult Circles. Such is the nature of men to gain as much power in the world as he can and these so called powerful Magicians make apples disappear on T.V.?

Let's enter the Demon world.

ELEMENTALS: Beings that dwell in one of the four Elements, namely Earth, Wind, Fire, and Water.

The Element of Earth is controlled by Gnomes.

The Element of Wind is controlled by Sylphs. (Or nymphs)

The Element of Fire is controlled by Salamanders.

The Element of Water is controlled by Undines.

There are several old books that give descriptions of each of these beings and all pretty much agree on everything. The most famous sorcerers have given the best detailed description of these beings. They say of the gnomes that they dress and look like what you see in the movies with the frocks, beards, and they carry lanterns so they can see in their underground caverns and they are mostly male. The Sylphs are mostly female and are gorgeous and have shapely spiritual bodies.

Salamanders are mostly male and resemble human beings. The Undines are mostly female and are considered the most beautiful of all and very sexual which is why they are also called Nymphs or "Nymphos." They also state that you can conjure these beings into our world, and you can also visit their worlds. When you visit their world you must show them respect by letting them speak to you first. No matter how badly you want to you, must let them initiate first contact. They also have Rank and should be treated accordingly. We have rules on our planet and the realm of all Spirits have their rules of which you must abide by. Remember the American kid who went to Singapore and

spray painted on a wall or something and his punishment was to be “Cained.” So many Americans were outraged at this. They forgot that this kid was in a foreign country with their rules.

What if some person from Singapore came here and did the same thing? He’d be subjected to our rules. Remember, learn, and follow all the rules well, it could make the difference between the life and death of your soul.

In 17th century France there was an Abbot named Montfaucon who wrote a book called *Le Comte de Gabalis*. It was a fact-based account on Sylphs. The government and the church found the book to be a crime against mankind. He was to be broken on the wheel, but was assassinated. It was written that he was murdered by Sylphs for revealing their secrets. The great philosophers say that Undines take human form more than the other Elementals and do marry men as Magicians do testify to this. They say that if you did marry one you could not cheat on it as this would result in your death.

(You don’t have to be just married to an Undine for this to

happen guys!)

Zoroaster was said to be fathered by a Salamander. These beings can help man if he so desires, but their power only exists in their element. If you conjure an Undine to injure a person that person has to come into contact with liquid. The person can drink a cola, wash his hands. Or go singing in the rain and it would be his swan song.

A Salamander, all the person would have to do is so much as light a cigarette. Sylphs can cause problems with the lungs. Remember the only difference between two Sorcerers is not always their level of power, but their imagination. Remember to conjure an Elemental as near as possible to their element. So if you wish to conjure an Undine try to make it as near as possible to water. Lakes, oceans, rivers etc.

DEMONS: The Negative aspect of the Spiritual Realms.

Demons are probably the most feared spiritual entities on the face of the planet. There is not one race no matter how advanced or primitive that do not believe in demons. The story is that these were angels in heaven and were cast out for refusing to obey God and kneel down to Adam and Lucifer was their leader. This is not the case and we'll discuss that later.

Unlike Elementals who have to work in their own element, a demon can control all four, but are appointed to perform only certain tasks for men. These are few of the most famous ones. LUCIFER, SATAN, (Yes, Satan and Lucifer are different) BELIAL and BEELZEBUB. These are called the four chief spirits. Most people associate all of these names with Satan but they are all different demons

This is considered to be the True Hierarchy:

LUCIFER LEVIATHAN SATAN BELIAL

Under the four chieftains of hell there are six more who dictate to the lower orders of demons.

LUCIFUDGE ROFOCALE: PRIME MINISTER

SATANACHIA: COMMANDER- GENERAL

FLEURETTY: LIEUTENANT- GENERAL

SARGATANAS: BRIGADIER

NEBIROS: FIELD- MARSHAL

AGALIAREPT: GENERAL

SATAN: Dethroned Prince, Chief of the Opposition Party.

Eurynome: Prince of Death, Grand cross order of the Fly.

Moloch: Prince of the county of Tears, grand Cross of the Order.

Pluton: Prince of Fire, Governor General of the Blazing Land, Grand Cross of the Order.

Pan: Prince of the Incubi.

Lilith: Princess of the Succubi.

Leonard: Grandmaster of the Sabbaths, Knight of the fly.

Baalberith: Grand Pontiff, Master of Alliances.

Proserpine: Arch Demoness, Princess of Mischievous Spirits.

MINISTERS

Adramaelek: Gran Chancellor, Grand cross of the order of the Fly.

Astaroth: Grand Treasurer, Knight of the Order.

Nergal: Chief of Secret Police.

Baal: General and Chief of the Infernal Armies, Grand
cross of the Order of the Fly.

Leviathan: Grand Admiral, Knight of the Order of the Fly.

AMBASSADORS

Belphegor-France (A Chief Demon in the F.O.G.C)

Mammon-England

Rimmon-Russia

Thamoz-Spain

Hutgin-Turkey

Martinet-Switzerland

THE DEPARTMENT OF JUSTICE

Lucifer: Chief Justice, Knight of the Order of the Fly.

Alastor: Executer of High Works.

THE HOUSE OF PRINCES

Verdelet: Master of Ceremonies.

Succor- Benoth: Chief of the Eunuchs.

Chamon: Grand Chamberlain, Knight of the Order.

Melchom: Paymaster Treasurer.

Behemoth: Grand Enchanson.

Dagon: Grand Pantler.

Mullin: First Valet-de- Chambre.

Kobal: Director of Amusments.

Nybbas: Grand Mummer.

Antechrist: Sorcerer and Necromancer.

Legend states that Beelzebub (Lord of the flies) is a Prince from the order of the Seraphim and now is called the Prince of Demons. He controls all the gambling joints. Solomon had a ring given to him by God that gave him power over the Djinni. Demons were said to have had a hand in the building of the Temple. A Testament of King Solomon states some of the alleged dialog with Beelzebub and some of the other demons.

It is said that when the Temple was being built one of the workers a young boy was being robbed of half his pay and half his food by a demon called Ornias. The demon would suck on the boy's right thumb every day and the boy soon became sick. The boy complained to Solomon who then prayed for help from the Most High. God heard the prayers of Solomon and sent the Archangel Michael to give Solomon a ring with a special stone and the name of God himself engraved in it.

The Archangel Michael told Solomon to wear the ring and with it he could control all the demons of the world with it male and female.

The next day the Demon appeared to rob the boy again and the boy was ready for him. Solomon had given the boy his ring and gave him specific instructions on how to use it.

He threw the ring at the demon and told him and said "Come King Solomon now commands thee." The demon cried out and promised the boy gold if he would release

him from the power of the Ring. The boy told the Demon that he was going to bring him to Solomon and brought the Ornias to the palace. Solomon put on the Ring and questioned the demon. The Demon said that his name was Ornias and that his sign of the zodiac was Aquarius. He said that he could change into human shape and strangle people. Solomon commanded the Demon to bring to the court other Djinni and the demon did just that. The Prince of demons Beelzebub showed up under the power of the Ring. Solomon questioned the Demon, and Beelzebub said proudly that he was the chief of all demons. Beelzebub gave Solomon a list of some of the Demons under his command.

ONOSKELIS came in the shape of a pretty woman and lives in a cave of gold. She spends her time strangling men.

ASMODEUS: Is part angel and part man and he tells Solomon of his down fall.

Seven demons came next and they were all female and they told Solomon that they constituted between them the

Thirty- Three Elements of the Lord of Darkness, and a group of stars. (I think the Pleiades)

DECEIT, STRUGGLE, WAR, HATRED, POWER, ERROR, and the last spirit was not named because its power was said to be uncontrollable. A few other demons who showed themselves to the throne of Solomon were.

ASMODAY: Is a King and has three heads and he comes riding on a dragon and carrying a spear. He teaches arithmetic and helps find lost treasures.

BAAL: Is a King and come with the shape of a human body and the head of a cat and is very powerful.

CIMERIES: Is a Marquis and rides on a black horse. His power is to give men valor in battle.

DANTILIAN: Has male and female faces and carries the black book of the damned and reveals the secrets of men. He is well versed in science.

ELIGOR: Another spirit of the military and a Duke. He appears as a knight and knowledge in all manners of court and in military battles will deliver your enemies to your hand.

FLAUROS: Appears like a leopard and a Duke and can protect the sorcerer against other spirits.

GAAP: He likes to appear in human shape when conjured. He is a great King and a President. He can cause love or hate and can tell you of your future.

HALPAS: He is an Earl and appears as a dove. He is said to be very destructive and loves to cause wars.

PHOENIX: He comes in the form of a Phoenix or a child.
He teaches poetry and writing.

RAUM: He is an earl and comes in the form of a blackbird.
If you wish to be lucky in love, he's the one to call.

SABNACK: A great warrior with the head of a lion and
riding a horse. He is a Marquis and protects military
strongholds.

VALAC: Comes in the form of a small boy riding a dragon.
He is King of the reptiles.

ZEPAR: He is a Duke and can change humans into any
shape they desire.

Remember that all spirits have their own Sigil that constitutes the group of stars that control them and some can only be called a certain times of the day, season, or year. There are actually no bad spirits, but they are just the negative aspect of good spirits. Just as fire is not evil, it depends on how it's used.

SATAN, PROUD AS A PEACOCK

There exist in certain Arab Territories a little known group called the Yezidis. They have a religion where they worship a being known as the Peacock Angel. To us his name would be Satan and the Peacock his representation. There are more than 50,000 of these Satan loving people in the East. They believe in God, but fear the Devil because they believe that he can do them more harm.

(They've never met a Christian.) They don't spit on the ground because they believe it offends the Devil who lives under it. Blue is their sacred color so they never wear it. To eat lettuce or radishes are forbidden because when the devil was hiding from God he never ventured where these grew.

Their prophet is a person who lived thousands of years ago and is called by the name Sheikh ' Adi bin Musafir. He was said to have seen the Spirit of Darkness in the shape of the Peacock and was told to fall down and worship it when it spoke to him. The Peacock Angel is representation of the Devil, but his real name that was given is so sacred that it can't be uttered, written or even spoken. To get visions and guidance from their God Satan, an image of a Peacock is made out of metal and placed in a consecrated bowl of water.

The priest doing the ritual would fall into a trance and the spirit would speak through him. The Princes of the Yezidis are always surrounded by Peacocks the glorious and proud symbol of their religion. The Yezidis say that they believe in all of the Prophets including Moses, Mohammad and Jesus. They also believe that each prophet is given a certain amount of time to dominate the world. In their books it is written that the next ten thousand years is

the age of the Peacock and four thousand have passed already. They have an annual celebration in the month of April at the tomb of Sheik' Adi.

The fires of naptha and bitumen which are lighted on this day are held in high reverence. They then read from their Holy books which consist of three manuscripts: The Falwa, the Kitab-al-Aswad and the odes of Shiek Adi. These whereabouts of these books are only known to four people high in their religion.

When not in use the books and the images of the Peacock are covered in red cloth. The Patron Saint of their religion is Saraf-al-din Abul Fadl ' Adi ibn Musafir ibn Marwan, ibn Harkan, son of' As, who w the son of ' Ummayya. (Man!) The Church has tried to come with their teachings, but have been turned away under a penalty of death. (Which is why they have lasted so long, I bet.)

THE GREAT ART OF CONJURING

1) The first thing you must do is figure out what demon or good spirit you may want to call and why.

2) Make sure you have a sure place to practice ALONE so you can begin to fill the room with your tools.

Get the Spirits Seal, Astrological Sign, incense, Sigil, and check to see when the Astrological date of the Spirit arrives. Make sure you purchase an Ephemeris to check for the exact Astrological dates and times for your conjurations.

3) Make sure you have all of your garments and clothes.

4) Make sure you have all your tools, such as your Wand, Magic mirror, and Sword.

5) Buy a notebook and prepare your Book of Shadows.

6) Prepare for at least Level Two Training with No Sex a month in advance.

7) Clairvoyance and Clairaudiance are a must for the first few times to conjure Spirits, and after that it will be much easier once your first contact is made. (Just think about the number of times it takes to start a lawnmower sometimes.)

Write in your Magical Diary the entire procedure of what you intend to do. This book will have all of your secret info from the Spirits you come in Contact with. NO ONE

MUST SEE THIS BOOK AND NO ONE MUST SEE YOU PRACTICE.

You must be sure with certainty that you will not be disturbed by anyone. You must never tell anyone when you will practice. KEEP IN MIND THAT THROUGH THE WHOLE PROCESS OF CONJURING THAT, IT IS YOUR BIRTH RIGHT AS A HUMAN WITH ALL FOUR ELEMENTS AND A FIFTH ONE TO COMMAND ALL SPIRITS. THEY MUST OBEY YOU NO MATTER WHAT SPHERE OR PLANET THEY COME FROM.

Make sure you take a bath and imagine all Negative influences are being washed off and your body is being filled with Positive influences.

Enter the room keeping in mind the Spirit you wish to conjure. When you are ready to conjure your Spirit, you begin by making sure that no light enters the room from the outside. This room must be sealed as tight as possible. Light your Magical Lantern. Light your Candles according to the Spirit you wish to conjure Put on your Magical Garments, keeping in mind once you begin this to focus on your purpose.

Take all of your Magical Tools from your secret place of which they must stay in before and after use. Draw your Magic Circle on the floor or if you can have it embroidered on fabric that you will be able to use in the future with ease. If you wish, you can inscribe the names of your God or Gods to help you in your work. In front of the circle must be placed or drawn the Magic Triangle with the Magic Mirror placed on the upper point of the Triangle on its outside. Light the candles and the Incense of the Spirit.

Remember the Spirit in question can only live in a sphere like its own, which is why the color of the lamp, incense, etc. must be perfect. Once you begin to conjure more and more you will find that you will need less and less of your tools and magical aids.

Remember you must keep your Clairvoyance and Clairaudience in tune no matter what, because the spirit will first appear in the Mental, Astral, and then the Physical. After you checked everything on the outside of the circle, you may enter it. Make sure you bring your Magical Diary with you so you can check your procedures just in case you forget something.

Have your Wand and Magic Sword with you. The Sword is to help with rebellious Spirits and the Wand for general Spirits and Elementals. You have to cut the shapes (octagon, pentagon, etc.) of the spirit on blotting paper with the Sigil of the spirit in its center and soak this in a fluid condenser, remove and let it dry. (This is done on the same day before you start the ceremony.) Keep in mind the attributes of the Spirit be it War, Love, Money, etc. The paper must be placed in the middle of the triangle.

In the three corners of the Triangle must be placed three Fluid Condensers to help the desired Spirit to draw energy from the atmosphere to take shape in our world. Incense is lit and placed between the Circle and the Triangle. Remember that if you wish to bring a powerful Spirit into our world we must make sure that we make an exact copy or close to it of its dwelling place. We must make its surroundings as close to its world as we possibly can. This again is to help the spirit to take shape. Once everything is done and checked to make sure of its accuracy you begin the conjuration. Keep in mind that you are a Master of the Universe and have power even over the beings who dwell

There was some kind of liquid coming out of the injured side and it smelled awful. Suddenly they saw a huge shadow and ran for cover. It was the same kind of creature like the first but this one was much, much larger, it must have been 30 feet across they said.

It paid no attention to them, but hovered over the smaller one and then landed on it. Four tentacle like arms came out of the big one and suckled the smaller one then they got so bright that the people couldn't look at them. The creatures rose up in the air together and floated away.

I myself have seen one of these creatures. When I first came to California, I went with a friend of mine to investigate a haunted house. I went outside to check around
the house

things get distorted.

The short story by H.P. Lovecraft called Dagon was not invented by him. The Phoenicians and Babylonians about 2000 years ago worshiped a fish man God they called Oannes or Enki and he was supposed to have come from outer space to give them their great knowledge of the arts and sciences. The book the Sirius Mystery was about primitive tribes in Africa who had scientific knowledge of certain stars and other sciences in space that we had only recently discovered. They claimed that some fish men came to earth and gave them their knowledge. The beings would spend time on land and in the sea. The most famous of these tribes are called Dogon.

Hey! , Did you know that H P. Lovecraft originally wrote “War and Peace,” he called it “War What is it Good for.”

Penicillin credit given to Flemming in 1928, but the Egyptians had it in 2000 B.C.

Columbus given credit for the discovery of America in 1492, but Plato knew in the 4th century.

Theory of Relativity given to Einstein, but Zeno of Elea in the 5th century was one of the first to argue this concept.

“Flower Children” have always loved to ride around in the Volkswagen Beetle because its small and doesn’t eat up the environment, but they don’t know that this car was invented by Adolph Hitler. He wanted an economical car for the German families to have also. He drew the concept in a café in Munich and you can still view his original drawing in books. (Don’t forget he was an artist.)

How about this one. I have always heard from different animal right's activist that eating meat is what makes people so angry and violent. Hitler was a vegetarian so, um . . . ?

How about this one. All gays are going to Hell because the bible says so. King James who translated the bible that these people are always screaming about was Bi. Some of his friends use to call him "Queen James." Being Bi, The Bible could also be called the Queen James Version.

So as I said before, people just repeat what they have heard and never check it out for themselves. For a Sorcerer this is very dangerous because he can never move higher by depending on the knowledge of other people. You will have to study for every Reincarnated life that you will have until the end of time.

I was watching a program about the Pyramids and this guy was saying that these were once the tallest manmade structures on earth. He also said that he had been to all of the major ones on every continent. He then went to Paris, France and was on the Eiffel Tower to talk about how the tower was the first manmade structure to overshadow the Pyramids. The only thing about that was, he never mentioned the Pyramids of France while he was there.

These are presumed to have been created by the Celts. Christians have tried to destroy some of these as they were assumed to be wrought by the Devil. (Of course) The one in Carnac has been covered with dirt and a church was built on top which is called the Saint Michael Mound. The four known Pyramids in France are at Plouezoch, Carnac,

priest. Just to be sure the name was changed to the word Tetragrammaton to signify the Holy Word.

The name was not lost as most sorcerers claim, but it was the way it was pronounced that was lost. After the movie "Warlock" I must admit that I looked for the name like everyone else did, but Nada. The books on the Kabbalah were supposed to have the name, but as usual the books were written by dumb asses who used big words to sound like they knew what they were talking about. Then there were the ones who read about 5 books on Sorcery and now they're ready to be the head witch. I was patient because, every secret I have ever wanted to know dealing with Sorcery has always come to my hand. I always found things by mistake as I call it, even though I knew better. It may take days or years, but the answer is always dropped in my lap.

I found another of Franz Bardons books not because I was looking for the lost name, but because it had his name as the author. I must have had the book for about six months before I actually read it, and there it was . . . The Name. I must have looked through so many books on the Kabbalah some with more than 500 pages and here it is in a book with 279 pages and is worth more than every book that I have read on the subject combined and Bardon knew it. He says " This Tetrapolar key is the lost word, the key to the name of God that has been lost, it is the genuine and correct pronunciation of the divine name, and as justly claimed by the Kabbalists, this key is the mystery of creation, it is God in his creation" " For thousands of years this mystery has been strictly guarded and with the permission of Divine Providence, this secret of how God created the earth and how he works creatively may now be entrusted to mature human beings." Wow! , Huh?

The True Kabbalah consists of letters of the alphabet and each letter has a correct pronunciation, Color, Musical Note and is used Alone or Combined to cause changes in the Astral, Mental, and Physical worlds. Remember all forms of Magic must be dealt within these three worlds this is important so don't forget it.

This must also be used with the Yang and Yin Chi powers. Master Chang said that when he developed his abilities, his teacher wanted to teach him things metaphysical but he just wanted to have power and learn kung fu. So in essence Master Chang has the power of God and all he knows how to do is teach kung fu. (Doh!!)

NOTES

FRANZ BARDON'S FOURTH AND FIFTH

TAROT CARDS

VERIFIED.

There has been much debate about the Fourth and Fifth Tarot Cards of Franz Bardon. His first three books had the symbolism of The First Three Tarot Cards attributed to each one. The first one was given to his book "Initiation Into Hermetics"-The Tarot Card of The Magician

His second book was the "Practice of Magical Evocation"-

His third book was "The Key to the True Kabbalah"-

He has a very popular website and there is a picture of an alleged Fourth Tarot Card, but it was brought to light after his death. No, one knows for sure if it's real or not. I was looking for one of my old books one day and picked up the wrong one. I was too lazy to take it back and I had that particular book for a while, but never read it, so I opened it up and was surprised to find the system the Ancients used for interpreting each Tarot.

Remember the Tarot was originally given by Thoth and meant to impart Ancient wisdom to our planet. It was turned into a game of fortune telling by idiots (Priests) who didn't understand the significance of this great book. I went to get my Franz Bardon books to see if the ones in this old book matched his.

I read my Mystic book which was a first edition from 1900. First I read all of the deciphering made by Bardon of the First Tarot Card and it was a perfect match with mine. I checked the Second Card and decided to see if I could decipher it myself and then read Bardon's version and then the third. I was right. Each Card has tons of information, but there is a foundation and a basic meaning or Key for each one.

The Fourth Tarot Card I saw is associated with the Kundalini and matches the Key I saw on that website.

The Fifth Tarot Card meaning is to become Master of and bring all Three Worlds under your control.

As I said before there is a lot of information in this old book I have on the Tarot, so this interpretation can be explained the way Bardon did, but I would have to study it more to give very detailed information. Hopefully I can do this in the future for you.

SPONTANEOUS HUMAN COMBUSTION

Once I learned about Yin and Yang Chi, this was so easy. For this we have to go back to the book “The Magus of Java.” The teacher who taught Master Chang showed him some of his abilities when the Master was still a kid and they were quite interesting. The first thing he did was to place a bowl on a long table. He put his right hand on top with the four fingers on top and the thumb under the bottom. He pushed with his hand and the bowl exploded. He touched a broom and told the young Chang to take it, and when he did the broom turned to dust.

Students of Master Chang went to China to try and find more people like their Master. They saw a Master practicing his form so they hid while he practiced. The master past his hand over a boulder which was three feet tall and then stood back thirty feet back and threw Yin Chi at it, the boulder cracked in half.

The left hand no doubt was used to pass Yin Chi into the boulder first. There is no doubt of the destructive ability when these two energies are combined. It seems that, we can use it as a type of time bomb. On certain objects you can leave a Yin Chi signature and step back and throw some Yang Chi at it, the said object will explode. We must understand and remember that both of these energies dwell within our bodies. Could it be possible for a human to explode like those objects?

There have been numerous cases of humans exploding for no known reason and no trace is left of an ignition that started the fire. The corpse is burned to such a degree that, it was if the body was burned in an incinerator. The thing is nothing around the corses that is burned or even singed.

The explanation for the phenomenon of spontaneous human combustion has been drinking too much alcohol, living too close to water, aliens or smoking too much. If these were the cases more than half of the planet would be annihilated. This is like any other human anomaly that you would find on the discovery channel. Scientists just don't have the skill to figure it out because, you can't put it up under a microscope.

PAVLITA DEVICES

These devices were made popular by the 1960s book *Discoveries behind the iron Curtain* and were named after its inventor a Czech named Robert Pavlita. These devices were made from different metals and could cause all sorts of different abilities. One could give energy to humans and one could take it away. These devices were also called Psychotronic Devices.

One could work under water drawing nonmetallic objects to it and yet another could work for you just by looking at it. There was one that could even have blood placed in it and if you put a group of pictures around it, the machine's needle would always pick the right picture that the blood belonged to. The thing is that Pavlita showed his devices off to people, but he never gave them the secret to making them.

He gave a few hints like, the secret is in its form or shape and the type of metal. He said that he found his information in old Alchemic texts in the Czech libraries. I tried to cheat and search for the info on the internet, but the only info

anyone had was from the book which was nothing.

I went to see what books on alchemy I had, and since most of the books were old reprints the chances were in my favor, but under standing them was a different story. The most popular Psychotronic Device is probably the pyramid as Pyramid power was the rage during the 70s. The Pyramid was said to sharpen razor blades and keep milk from spoiling. I tried the razor blades and it actually worked. The thing that no one really focused on was that being inside the Pyramid was dangerous to humans to some degree be it large or small.

The healing energies were above the apex of the Pyramid. So the people buying pyramids to sit inside were doing more harm than good. After studying the alchemic books I actually made some progress, meaning because of my Magical background I understood quickly what I was reading and found that Seven Metals were the foundation of a major part of the Alchemic Sciences that Pavlita made to sound so elusive.

These metals could be mixed with other Metals and form different properties (Magical and Psychotronic) or have properties when used alone. Each metal also corresponds to a certain Planet and when that Planet has dominance in the heavens the corresponding metal will increase or lose some of its Magical properties. Use the bottom chart in Magic Spells and Recipes also.

YANG	NEUTRAL	YIN
MOON	MERCURY	MARS

VENUS		JUPITER
SUN		SATURN
SILVER	BRASS	IRON
COPPER		TIN
GOLD		LEAD
POSITIVE		NEGATIVE
AMBER		QUARTZ CRYSTAL
PYRAMID		TRAPEZOID
FIRE, AIR		WATER, EARTH

It took Robert Pavlita 30 years to perfect his devices and I have spent nearly that much time studying Sorcery, so this is a hard field on its own. I have some old German books on the Metals from a Metaphysical standpoint, but the work would take some time for me to fully understand. I hope that in the future I can share its secrets. As you see, nothing ever comes easy in this field. Here's an example:

His devices worked on Cosmic, Auric, Yin, and Yang Energies. Gold can insulate Yin Energy but can Channel Yang Energy and can multiply Cosmic Energy. If I had the funding, a lot of things would be a lot easier. So if you choose this field, I hope you have some financial backing.

GOLD: Is a good conductor of Yang energy, but it is blocks Yin energy. I read about some college teacher who used the specifications given for the Ark of the Covenant in the Bible to build one in class with his students. When done he said that he had found the secret of its power and told his students that the Ark had an electrical charge. I on the other hand believe that the Ark was meant to keep something in not out. It is said that a Cap of Gold sat on the apex of the great pyramid to light the way for travelers but I believe since the pyramids Channeled Cosmic Energy the Gold Cap Amplified it. So the Pyramid was meant to empower or power up something.

ALUMINUM: Is repelled by the energy field and so is good to begin PK experiments.

IRON: Is a good conductor of Yin and Yang Energy but blocks Cosmic Energy.

SILVER: Blocks Yang, but is good for Cosmic and Yang Energy.

COPPER: Good for Yang and Cosmic Energy Blocks most Yang Energies.

These are just a few examples, but shapes do play a great part and I wasted some time in thinking that they were the Platonic Solids. I soon found that it could be pretty much any shape in existence, but some shapes do work better than others. I would start with the Egyptian shapes

the Pyramid, the Ankh, and the Obelisk and work from there. I did manage to see about 5 of Pavlita's devices in old documentaries and they all had a circular fashion if that helps any. (Yin & Yang?)

CHAPTER TEN
MY CAULDRON

This is just a collection of recipes that I thought were worth some attention. These are alternatives to the addictive and dangerous medicine on the market today.

I AM NOT A DOCTOR THESE ARE JUST FOR HISTORICAL PURPOSES. PLEASE CONSULT YOUR DOCTOR BEFORE TRYING ANYTHING IN THIS BOOK .

Here's an example of an advertisement of a new medication we always see on television.

Try new "Fratakal" to boost your immune system and your energy, but in some cases may cause

headaches,

drowsiness,

anal bleeding,

sore feet,

vomiting,

impotence,

out of body experiences, and in extremely rare cases it might work.

While I believe that these recipes do work they are put here FOR HISTORICAL PURPOSES ONLY! I AM NOT A DOCTOR SO IF YOU CHOOSE TO USE SOME OF THESE ,IT WILL BE BY YOUR OWN HAND.

CONSTIPATION:

1) 8 FIGS

2) 8 LARGE PRUNES

3) ONE POUND OF LAYER RAISINS WITH THE SEEDS

4)ONE OUNCE OF SENNA LEAVES

Grind the raisins' seeds and all in a blender until they look like fine powder.

Mix the prunes and senna leaves with the ground raisins.

Grind the whole lot in the blender again until a paste is formed. You can take one or two teaspoons after each meal to stay regular or as needed. This can also be used as a candy.

A LIFE EXTENDER? :

I had always heard or read about certain groups of people in different parts of the world called centurions that lived to be a hundred, one hundred twenty or more. Especially in parts of Russia. The thing with this is the people grew their own food and lived in high altitudes which strengthens the hearts and lungs and they breathe nothing but fresh air. They don't drink or smoke and if they get sick the cure is all natural. I heard it was a tea called Kombucha that was used as a life extender.

Apparently the tea acts like a natural antibiotic and tries to restore the body to a previous state.

Within six months it turns grey hair to black again, gets rid of wrinkles, and helps with high blood pressure and a lot more as reported by a Japanese doctor. There is also a German doctor who is testing this for an aid to help with curing of cancer. He believes if drank daily it will prevent cancer. The Chinese called it "The remedy for immortality." It was brought from Korea to Japan and was later used in Russia and India. The tea is actually made from a mushroom called "Panacea" Manchurian Mushroom.

*****RECIPE*****

Remember the Manchurian Mushroom is sensitive like a plant so be sure to be calm and relaxed while making your

tea. No noise, no screaming at the kids, no bitching about your boss etc.

Pretend you're the only person on the planet and how happy you are or whatever relaxes you. No negative energy of any kind. Yang Chi would help too.

Use a glass bowl or pot to cook with and it must be glass with no metal parts anywhere.

When you handle the mushroom take off all of your jewelry and clear the area of anything metallic. Heat up three quarts of water and when it starts to boil add one cup of light brown sugar.

Let in boil for five minutes. After you turn off the pot. add 5 regular tea bags. (Organic)

When the pot is cool, place the Manchurian Mushroom on top of the liquid and cover the container with a cheese cloth. If you come back later and see the mushroom has fallen to the bottom let it be, unlike the South, the mushroom will rise again. The bacteria must be allowed to breathe.

Let it ferment for seven days in a room where the temperature is from 70 to 75 degrees F.

Remove the Manchurian Mushroom from the pot and place it on a glass plate. If done right you should find a baby mushroom under the original. Pull these two apart.

Place each one in a separate container with tea to start all over again.

The tea that was made for seven days is your elixir. Filter it through a cloth or an organic coffee filter. Put it in the

fridge and the following morning take, four ounces every morning on an empty stomach. If the tea is too strong for you add freshly brewed tea. (Organic)

YOU MAY GO THROUGH A FORM OF DETOX, BUT THIS IS JUST YOUR BODY CLEANSING ITSELF.

AQUA VITAE: (WATER OF LIFE)

This water is distilled out of the best white wine. If you must try and cure your impotence this is a natural way because, instead of the body fighting you it will work with you because it increases the Yang Chi intake. This water is said to get rid of grey hair, brings back the memory and gives a longer life.

****WARNING THIS IS A VERY SENSITIVE****
******SUBJECT******

THIS RECIPE IS FOR HISTORICAL PURPOSES ONLY AND THE INFORMATION IS WHAT ACTUALLY EXISTED IN THE PAST, THE AUTHOR DOES NOT CONDONE OR SUPPORT SUCH AN ACT.

***** FLYING OINTMENT*****

There take this un baptized brat:
Boil it well preserve the fat.
A line from a book by Thomas Middleton

Called The witch (1580-1627)

I have always heard about the flying ointment of witches and never paid it to much attention. The legend was that witches used a flying ointment to go to the Sabbath to party hard with Satan. It has been known that this ointment caused the witches to hallucinate or have an out of body experience. The ointment was made from the fat of babies and mixed with certain herbs.

The recipe called for human fat in which to mix the herbs in. The reason human fat was used was the belief that a substance closely related to the skin would penetrate faster and causing the ointment to work faster. So the fat of babies being more pure than an adult who probably did God knows what, was considered first rate. ANIMAL FAT WILL BE USED HERE.

*****RECIPE*****

We take 100 grams of fat and leave it in heavy cooking salt for 6 minutes and wash it in cold running water. Repeat this process 6 times and put the fat in hot water for 6 hours.

ADD THE FOLLOWING.

40g Hashish

50g Henbane

80g pommes d' espis

20g belladonna

260g Hemp

50g Garlic

30g Sunflower Seeds

60g Kalmus

250g Poppy Flowers

100g Flakes of Wheat

When the mixture is dry, we filter and press it to a powder.

Rub the mixture on your throat, arm pits, feet, behind the knees, your Dantian and the palms of your hands. Use the ointment 5 minutes before you're ready to travel.

When your done wash in hot water and dry yourself off good with a towel and repeat the washing and drying process over. Rub yourself with Vaseline.

Remember this is for historical purposes only THIS RECIPE IS VERY DANGEROUS TO TRY.

*****TO COLOR THE FLESH*****

To color the flesh, put the shells of walnuts and pomegranate in vinegar. Let it sit for five days.

Press the concoction to get the juice out. You can use this to color the face and hands and it is said by the Sorcerer Baptista Porta you will be as black as an Ethiopian.

(Holy Halloween!)

*****A MESSAGE DECODER*****

Take the strongest vinegar and the white of an egg add quicksilver and mix it very well.

Put the words on the paper you wish to keep secret using this solution. Send the letter to your friend and tell him to burn it if he wants to read it.

(It sure beats the hell out of that Capt. Crunch decoder ring I had.)

*****ELECTRIC SHEETS*****

PLEASE USE THE PROPER PROTECTION FOR THIS!

(GLOVES, GOGGLES etc.)

Steep linen one hour in a mixture of one part sulphuric acid and three of pure nitric acid.

Squeeze out the acid and wash with water until no acidity remains. Put it in a weak alkaline

solution, then in water and let dry. By fiction it yields a large quantity of resinous electricity.

(Great for the old mother-in-law)

*****JEFFERY DAHMER DECORATION TIPS*****

Don't know what to do with those left over body parts that you couldn't eat? Try Jeffery Dahmer's decoration tip # 15

Take 7 parts of glycerine at 22 degrees Baume add 1 part of brown sugar ½ part of nitre until a little bit of sediment is formed at the bottom of your container. Get the body part you wish to decorate with and put it into the mixture. The time left in the mixture should be appropriate to its size. I.e., a hand should be in about 8 days. When removed the parts will be like petrified wood. Keep in a cool place as a warm place would make the specimen recover its previous state. * Suggested uses: Paper weight or Golem chew toy .

Decorating reality shows eat your hearts out.

(I'm sure Jeffery would have.)

*****GOODNESS GRACIOUS GREAT . . .

Get a flat dish and pour some of your favorite ignitable liquor into it. Put some salt into the liquid and set on fire. Make sure that there is nothing else by that will burn. Turn the lights out and your guests will appear to have a ghostly appearance. Dip raisins into the liquor and put them into your mouth and it will appear that you are eating fire. Closing the mouth quickly will extinguish the fire.

(Betcha can't eat just one.)

*****TOM, PEEP THIS*****

If you wish to transfer a picture from paper to a glass window. Coat the glass with Copal Varnish, then press on the picture with picture facing the glass and make sure that it's smooth and tight. After it's dry dampen it with a little water and rub off the paper with your finger, leaving the picture.

THE METAPHYSICAL SCIENCES

UNDERSTANDING THE MAGICAL UNIVERSE AND ITS LAWS'

This next section will give you an idea of how the Magical Universe works. It will also give you an understanding of how other Sorcerers' see the Magical Universe and how Magic can be used to defend yourself or cause great harm.

THESE ARE THE BEST DEFINITIONS AND
RULES YOU WILL EVER FIND ON THE SUBJECT
OF SORCERY.

The basic assumptions for this game universe include a) there is an overall order to chaos, b) Man does not rule the universe, but is nothing more than a facet of the vast crystalline structure of said order, and c) at a certain point in the evolution of the Mind, a sentient becomes able to affect the universe around itself, at first physically and tangibly, then later, in more abstract fashions. Other

assumptions include that there are creatures of the mind that are wildly different from Mankind including those things called spirits, gods, loa, ghosts, "beasts," demons, djinni, angels, etc. There is also the assumption of an over-riding entity that has established the machinery described, set it into motion, and then stepped out for coffee.

This being established, I shall begin, then, at the most basic level and build upwards.

What interests us here are the various manifestations of "Vril," also called Aether, Ether, Ch'i, Prana, Shakti, Telesma, Baraka, Mana, animal magnetism, the Vital Life Force, Cosmic Fire, Kundalini, Serpent Fire, the Dragon of the Earth, the Force, and many others.

The term "Vril" originated with Edward Bulwer-Lytton's books, *A strange story* and *Zanoni*. The term was made popular during the rise of speculative occultism during the late nineteenth and early twentieth centuries. The manner in which I use the term here is similar to, but not the same as Bulwer-Lytton's definition, which, condensed, is the psychic power of those developed super

beings that are the next stages of human evolution.

Vril is a basic energy, one of the basic building blocks of reality. Vril, by differing its rates of vibratory motion, is perceived as matter, motion, gravitation, magnetism, physical life, thought, and divine spirit. Vril is the lattice combination through which the mental, vital, and most magical processes operate. It is the "Ambient Magical Energy" of the Universe, as well as that energy which empowers existence, the power of life. As the "Luminiferous Ether" that it pervades the universe, binding and linking all things together as a whole. [According to 19th century philosophy, the ether vibrates at various speeds from "Darkness" (i.e., the ether at rest) to "Light" (the ether in motion). The ceaseless thrill of vibrations is the temperature of space. Even matter itself is an aspect of Etheric Vibration. The ether is called "Luminiferous" because everybody or mass in the universe gives off rays, some are visible, some are invisible or obscure. It is this "ether" that forms the basis for Etheric propulsion.

Matter and energy in the universe are most often perceived as one of the Four Elemental States: Solid, Liquid, Gas, and Plasma, from the most stable to the least.

Vril and its Biological Manifestations

Vril, as the vital energy of life, is expressed in everything from the motion of living beings, or the creation of new life in the form of birth, to the highest Psychic functions. Psychic functions, Psychic functions and Psychic abilities are, for our purposes here, the powers of the mind, extrasensory perceptions and extra physical powers. Psychics refers to those people whose Psychic powers are latent, or not yet manifested. They may have some Wild Talents, special gifts, some strange abilities, or what have you, but its use is often sporadic and uncontrolled. Psychics are people who possess operant Psychic functions or powers, or whose powers have manifested themselves. Psychics have usually had some form of training in the use of their powers.

In living beings, this manifestation of energy often takes the form of a system of Chakras and Channels. These "Channels" are not to be confused with "Channeling," or the summoning of dead people or other spirits, which is discussed elsewhere.

Chakras are those centers of the body that collect the Vril for use in maintaining a person's life, for sex, the replication of life, growth, thought, etc. Everyone has a system of Chakras, undeveloped in childhood, but fully matured in the adult. The concept of the Chakra (CHAHK-ruh, not SHAK-ruh) is an ancient one. The term "Chakra" is Sanskrit and comes from the Tantric tradition of Hinduism and Buddhism, although other traditions have similar concepts. The Tantric Chakras are seven points along the spinal column that exist in the "subtle body," an entity composed of channels for vital energy.

Chakras can be likened somewhat to "Solar Panels" that collect the Sun's energy, except that Chakras collect Vril and process the energy of Life. Chakras are often visualized as colored flowers, blossoming with energy. While there are no actual bodily organs for this energy collection, nor bodily pathways for the flow of this energy, the Vril acts as though there were.

Between the Chakras are channels, or conduits, for the energy passing between these collection points. The Chakras, in times of stress, fear or excitement, gather even greater supplies of energy for immediate use, in order to

cope with the situation. If that energy's use is frustrated in some way, if for example you do not perform, whatever function that this energy was gathered for, these channels can become blocked, causing discomfort or other signs of physical distress (anything from potassium deficiency and electrolyte imbalance, lowered resistance to disease, menstrual cramps, or ulcers. Clearing these channels is a fairly simple matter for the trained person).

Also, if this energy is used too quickly, or without adequate preparation and spiritual cleansing, the channels may again become blocked, clogged by the psychic residue that a body gathers in daily life.

In psychics, Psychics, and Magical Adepts these force centers have been "awakened," or enhanced, supercharged, and are able to collect and process more Vril than those of other people. This ability is gained and refined either through training or the development of natural talent. The body's "POW" score is a quantification of a person's total Vril Energy, as well as that person's ability to tap that energy. Spell casters are able to gather into themselves and tap greater reserves of this energy.

The development of natural talents, such as the Psychic

Capability, usually develops at puberty with the development of the adult Chakratic system, and its more efficient channeling. It is this blossoming of new energy, and the creation of new channels, feeding the burgeoning Psychic awareness that cause the disability called by some "Threshold Sickness."

Using the body's Vril energy is, by definition, taxing. In Magic use, or using a psychic ability, a person is often using the power of their own life force to create an effect. Sometimes this energy is tapped incorrectly, or without preparation, is pushed too far, or by use of some specific spells, taps into the basic energy of the energy user's existence. This tapping, either by straining the Chakratic system, or else shorting it out, can alter not only the body's energy, but damage the adept's ability to use Vril, either temporarily or permanently.

The "Subtle body" of the Chakratic system is the second of the four bodies of a being. The four bodies of a living being are the Gross, or physical; the Subtle, or Etherial or Chakratic; the Astral, the Mental; and the Egoic, or the consciousness, spirit or soul. The vital life force of a body emanates in the forms of the aura and in thought forms,

both of which are apparent on the Astral Plane. The Astral body is the thought form representation of the being's physical body. The Astral body houses the being's Egoic body when they are projected into the collective hallucination that makes up the Astral Plane. The Astral body exists after the death of the Gross body, but gradually decays after the Egoic body has moved on.

In the case of many ghosts, the Astral body or the mental body, separated from the other three bodies, refuses to die. It can gain sufficient energy to exist and, for some, even materialize on the physical world by feeding off of the vril, or vital life essence of still living beings. Unlike vampires this feeding is not harmful, and, in fact the energy source may not notice that it has occurred. The astral senses form part of the Astral body, and reflect the physical senses. As the physical senses operate in the physical world, the astral senses operate in the Astral Plane, even when the adept is not projected into that plane. An adept can "see" things that occur in the first Astral Border Area (q.v.), as well as see with his eyes. Rather than touch, however, an adept gains a sense of "feeling" that allows them to get impressions of an abstract nature.

The effects of most spells occurs in the first Border Astral Area, where they can only be seen by people who have working astral senses.

Every living being has the potential for psychic abilities, but in a non-operant milieu only those few with strong talents will achieve them. The psychic functions, like the lower mind functions, must usually be developed through training.

One might view the mind as a programmable computer. Training produces mental "computer programs" or "software," called "Structions" to perform the task trained for. Psychic training produces "Structions" for the use of psychic energy. The term "Structions," is coined from Mental ConSTRUCTION/inSTRUCTIONS.

Structions exist for all things a person learns in their life, although eventually, when the skill becomes fully automatic, the programming becomes "hardwired" into the brain.

There are times when Structions spontaneously emerge, without training, in those areas where a great talent for the skill exists. They are rare occurrences, but serve to explain those people who can do something while never having had

a lesson in their life, as well as those people who have strange talents and abilities of a Psychic nature.

The Power of Belief

Magic is based on the fact that Vril is susceptible to manipulation by the mind and will, under specific circumstances. The first circumstance to be fulfilled, after that Psychic ability to use magic, is belief. In fact, the most difficult aspect of mastery of magic and Psychic phenomena is belief. An adept must absolutely believe that magic, psychic functions, etc. are real, and that he or she has the knowledge and skill to manipulate the Vril. This must be an unwavering conviction, not merely self-confidence. The tiniest nuance of uncertainty can destroy the mind's ability to operate on the levels necessary for this manipulation. Belief is an obstacle that most people, even those with psychic functions, cannot overcome.

In the modern world, the belief that magic and psychic phenomena are things of fantasy is just too strong to overcome. Since most people do not truly believe in this stuff, it is lost to them, and they live their lives oblivious to

shared that world view. All that matters is that the spell's caster believed in that world view. For example, although vampires are susceptible to holy power, they are not hurt by crosses or holy symbols, per se. Rather, they are wounded by the psychic power of belief, generated by the wielder, placed in that holy symbol and the deity that it represents. If the wielder is an atheist, no amount of holy paraphernalia, short of blessed or religiously enchanted items, will help them.

In the case of the religiously enchanted items, it is the belief of the person who consecrated that item that empowers the holy symbol. On the other hand, some might quite validly argue, that the consecrated holy symbol is empowered by the deity for whom it was made . . .

Magic

The commonly held view, magic is something which is intended as something to work miracles, to set aside nature, is wrong. Magic uses natural laws and rules that aren't generally known to perform its functions, and a number of systems have arisen to help define and order the manner in which magic is used.

Unfortunately, the use of magic is essentially an art, and like other arts cannot be taught, although it can be learned. The "secrets" cannot be simply explained to the learner. The knowledge must be contemplated, experienced, mastered by each person for his or herself.

Magic is, paradoxically, both simple and complex. The complexity lies in the difficult mental disciplines that must be mastered, and the lifetime study to find "true," usable, knowledge.

The actual use of magic is easy, once one has learned how. To utilize magic, the adept must learn mental disciplines akin to Zen or Oriental meditation. The individual must be able to rid himself of distracting thoughts and emotions, to concentrate on one thought, one sharp focus, in order to

direct the Vril. To be effective, an adept must be able to take this art of concentration one step further and be able to relax, clear his mind, and focus under the most distracting of conditions. After all, who wants to panic when you've just summoned a major Name class type demon? It is a meditative art that must be learned to perfection before an approach to the magical processes can be attempted.

The magical processes are derived from three sources: Evocation, incantation, or invocation.

Evocation, is the "calling out" of the spell caster's Personal Vril force as stored in their Chakratic system. Belief in the will's power, its training to control and manipulate this energy is central to this process. A trained will can accomplish anything. [A word of warning, casting evocation spells without a few moments of preparation, or "warm up," may result in an energy flow disruption in the Chakratic Channels. This is potentially dangerous to the caster. While this damage is usually no more serious than a bad hangover, it can be much worse.] Evocation rituals are merely tools to manipulate psychic powers that the adept may not otherwise be able to use. For example, Crying, using an Evocative Spell, focuses the adept's far senses

even though the adept may not actually possess Structions for using their far senses. The spell carries within it the Struction needed. It

should be noted that in order to use a spell that evokes power from the adept, the adept must have at least a minimal Psychic potential in the area needed. An adept who didn't have any far sensing Potential could never succeed in evoking a Crying spell.

__Incantation is the second source of power.

Incantation is the summoning up and controlling of energy by the power of words, as well as actions, to tap the ambient Vail energy of the universe and to either channel it through the adept or manipulate it from without. The words of the spell are the actual struction used to control the power. Incantation is very similar to Evocation. Generally, they differ only in the source of the power used.

__Invocation, or __Conjuration, the third source of power, is that power gained by the summoning of Vail from deities, entities or objects of power. At this point, Invocation and Conjuration differ.

__Invocation is the "calling down" into, and through, the Adept, Vail originating with spirits or powers other than

the adept. This power has been at times termed "Megamagic," referring to the infinite potential of the Invocable power. Similar to Incantation, Invocation focuses that power through the adept. Priests and clerics invoke this sort of power as well, but in their case the Power invoked has ultimate control over the actual results of the invocation.

Invocation spells cast without special preparations, such as wardings, circles of containment, etc., can allow "things" to enter the material plane as well as power. Also, these protective spells help the adept control the power they are summoning.

(Just to let you know, these definitions differ from those used by the AD&D system.)

Conjuration, also called Summoning is the power to call on, summon, and command or compel spirits, powers, devils, etc. to perform an action, at the will of the adept. Please note that the Vril energy thus controlled never enters, and quite often never comes anywhere near the Adept's body.

Types of Magic

Vril, then, is an energy that can be controlled and manipulated by the mind and force of will. It is a force that does not require an external casing or an internal mechanism to use; only the mind. It seems to be an inexhaustible energy that continually renews itself. Throughout history, across the planet, we see countless beliefs, religions, rituals, and legends of magic. We find mention of particularly driven individuals who learned to draw on the incredible energy. Whatever methods, rules and practices they used became the whispered and coveted way to magic.

In many instances, these methods were believed to be the only forms of usable magic, the only apparent means to the "Power." Secret traditions and rituals were created to preserve, protect and conceal the secret way. Over the centuries, a dozen or so different, dominant types of magic have been developed. Each method is restricted by its own laws, purpose and perceptions, much like the schools of philosophy, or the vast variety of martial arts. Each is similar in some respects, but very different in others;

__Abjuration__ can either be a focusing of power to negate an effect, or canceling a spell. It can be used to prevent or banish some magical or nonmagical effect or creature. Abjorative spells are often used to provide safety in times of great danger, or while attempting some other, particularly dangerous, spell.

__Alteration__ is a type of spell that causes direct and specific changes in the physical reality that surrounds the adept. Alteration can effect a subject's form, weight, abilities, or even physical well being.

__Divination__ is the gaining of knowledge that might not be accessible to the adept. The information comes to the adept either from a greater being, psychic emanations and recordings, or applied use of the laws of magic. For example, a spell to detect evil could tell you that someone was evil because a deity says so, because they emit "bad vibes," or because the spell compares the person to something that it knows to be evil determines a similarity, all depending on the version of the spell that was cast.[I.e., Invocation, Evocation, or an Incantation using sympathetic magic.] Note that Divination spells relying on psychic impressions or some specific uses of the laws of magic may

be inaccurate after Invocation spells of any nature have been used in the area, because the strength of the power invoked may mask other impressions.

__Lesser Divination__ spells include the most basic and vital spells of a Adept, such as the detection of specific magic forces.

__Greater Divination__ spells are less general and often much more powerful. These spells enable the adept to learn things that are long forgotten, predict the future, learn things that are hidden or protected.

__Enchantment__ or __Charm__ spells cause a change in the mind and attitude of a creature or person. Where Illusion/Phantasms attempt to mislead, Enchantments can control the mind of the victim.

__Illusion__ or __Phantasm__ is the generation of an image that has no actual reality, to create an apparent change in the environment, beings or creatures by changing the way that creatures or people perceive reality. Illusions create an appearance of reality while Phantasms, rather than create images, induce responses. As the sophistication of the Illusion increases, however, the greater power, it causes

the Adept's mind to evoke, simulating many of the effects that a real version of the Illusion might provoke. The victim's mind is never controlled by a Phantasm, but it is misled.

__Necromancy spells deal with the control over death and the dead. These spells can drain vitality from the living and restore life to unliving creatures. This control may be used to heal, but usually it is not. Necromancy is held by some to be evil and unnatural

The Systems of Magic.

__Low__ Magic, or Spells and Hexes.

In Low Magic, the variables, by which I mean variables in the "Great Equations," as well as the positions of the stars, the day of the week, the time of day, as well as more mundane things like how the caster is feeling, or what deodorant they are using. I.e., anything, gross or subtle, that might alter the outcome of the spell, are many, and the control of the power is highly individual. Because it is impossible to control all possible variables within a spell, many things may go awry. To perform cast spells or create

hexes, the Adept must have conquered the mental Disciplines to be able to reach into himself, and draw upon his own Vail energy, which may then be supplemented by other sources, and focus that power. The power operates an "occult program," or Struction; or perhaps you would prefer "pushed through" a spell template, not unlike some sort of psychic physical Play-Doh being forced through one of those molding machines whose name escapes me. In either case, the raw energy is given the form it will take in the spell to create magic. A caster must still Evoke some power in order to control Incanted, or Invoked energy.

The spell itself may be a string of words, like a meditative mantra, somatic gestures and possibly some minor material components. Material components act either as a focus or conduit for the energy, release energy previously stored within, or release their own natural energy by their destruction. This destruction of material components is usually performed by the caster, rather than having the component consumed by the spell, although that is possible. The energy needed to alter the item into an energy form generally comes from the energy form of the item, and this conversion is not always efficient.

from the Talismanic Magic discussed below. __High__,
Ceremonial or Ritual Magic

Unlike Low Magic, in High Magic everything is ritualized, using a large number of material components, and taking a considerable amount of time. These rituals are designed to utilize large amounts of power, to create tremendous effects, and as many of the variables and potential variables and ramifications as possible are considered and controlled long before any ritual is begun. However, this leaves little room for spontaneity, or spell storage, as the ritual slowly and methodically builds the energy and provides the focus for that energy. At the climax of the ceremony, the Vril energy, at its maximum, is unleashed with an act or verse from the celebrant.

Much of ritual and ceremonial magic is intended to be vehicles for group involvement. Effectively, the individuals are made to act as one, with one goal, and the leader is then able to draw upon the full amount of energy rendered by the ensemble. Ley lines and places of power can contribute vast amounts of energy, but these are relegated to specific locations and moments of celestial alignments. __Talismanic__ Magic or Alchemy.

In Talismanic Magic, all possible variables are controlled, but as with all the higher sciences, there is no room for any personal elements -- simply formulae and equations. Talismanic Magic, or Alchemy, focuses and infuses items and potions with magic designed for a specific effect. Properly utilized, the human element is negated entirely. It is the most balanced of all the forms of magic, the most technical, and in many ways the least utilized form of magic.

Spells

The search for, and mastery of, real magical spells, rituals, artifacts and places, is a difficult task that challenges the adept throughout his life.

As mentioned earlier, it is very difficult for an adept to create his own spells and rituals. It is much easier and safer to find and utilize magical recipes that were created by others, and have proven themselves to be functional. Yet, even this can be a task. There is a great deal of time and energy involved in ferreting out truth from myth. Real spells are difficult to find. Those who possess the

knowledge intentionally keep it hidden and refuse to share it. Much magical knowledge has been destroyed, lost and forgotten. What knowledge does remain is buried within superstitions, myths and blatant fictions. Often it is distorted, or fragmentary. There is so much mistaken, misleading, and incorrect information concerning magic that it is hard work to simply recognize elements of authentic material.

Other difficulties arise from the sources of knowledge that must be consulted. The books, scrolls and manuscripts that actually contain spells are often handwritten by paranoids and madmen in cramped, archaic scripts and foreign alphabets. They are written to record knowledge while hiding that knowledge from other adepts and occultists who might want to steal that knowledge, and from hostile, overzealous churchmen. Even if the writer wrote for other people, he wrote for other adepts and cultists of his tradition, and not for laymen. Large portions of these books may not even be in clear language, but rather written in occult ciphers, symbols and metaphors. They use strange terms without explanation. Valuable annotations and marginalia might be made by various owners, each

with different aims and in different languages or ciphers. These works aren't indexed, possess no glossary, nor even tables of contents. There may not be chapters, paragraphs, breaks between words, or even any punctuation of any sort. Different books are written centuries apart from each other, and by authors from widely differing cultural and philosophical persuasions, using completely different technical terminology and jargon, attempting to prove wildly different theses. It takes time to learn from an ordinary textbook, and so it is little wonder that learning from these books can take a tremendous amount of time. These books are vague and unclear, and they must be read deeply, comparing ideas and procedures with other materials. Finally, these tomes, books, and scrolls are physically difficult to read because they are often very old, crumbling and faded with age, or obscured by foxing or acid stains. Great care must be taken with them to keep them intact and in order.

Black Magic and White

It is the intangible, psychic physical aspect of the

"Power" that has eluded or confused mankind for aeons. Vril is a natural resource; it exists silently, waiting to be used. The energy has no ethical stance, no good or evil. Rather it is a force that can be molded by intelligent creatures for any purpose, exalted or despicable. It is the user of the magic that dictates good or evil. Intentions aside, Stupidity can lead to evil by accidentally unleashing demonic creatures or deadly forces.

Morality and ethics impose great restrictions upon the use of magic, particularly for High Magic. Those whose ethical stance is darker than others may care less for the maintaining the balance of the Great Equation.

The black or grey magician often looks to other planes of existence for their powers and knowledge. These planes are inhabited by entities other than human beings, to which names such as "secret chiefs", "Oliponthic forces", "Great Old Ones", "Spirits", "Loa", "gods", etc. are given. Adepts may attempt to employ these supernatural allies to attain such power as few

adepts can hope to exceed, although not without certain risks.

White Adepts prefer not to Invoke or Conjure power because of the difficulties in balancing good intent with the domination of another entity, although there are races of good creatures that may be controlled.

Intent is often the only difference between black and white magic. Because combat and killing show an intent to do harm to another living creature, they are evil and will affect the purity of a white Adept's power.

Only the most disciplined Adepts can avoid the temptations of playing all sides against themselves in order to increase their personal power. Such endeavors run a degree of risk commensurate with the power of creatures being Invoked or Conjured.

Black Magic will eventually destroy the user. Black magic, as well as white, is a matter of symbolism and intent. By intent, I mean the purpose behind the activity, whatever that activity is, and whatever the person performing the activity's attitude toward the effect is determining the whole meaning behind the activity.

Of course, the only truly evil things are those things that

either come from beyond the universe in some way that actually perverts or threatens the balance of reality. Magically sustained un dead, Demons, etc., when they are interacting with the real world could be argued as threatening the balance of reality.

The Astral Planes

Also called the Astral Light, Astral dimension, an astral realm, spirit worlds, etc., the Astral plane does not exist physically, but mentally. Seemingly, the Astral plane often appears as an alternate universe where all matter is composed of ectoplasm. However, it is an conceptualization, an abstract representation of the relationships between minds, inhabited by disembodied consciousness sharing in the interpretive hallucination and thought forms, of an apparently, at least partially, extra dimensional nature imprinted upon mental/spiritual aspects of the Vril concentration about the planet. It encircles the material plane and interconnects with it, extending to the edge of the planetary biosphere. The Astral Plane is the layer of primary pseudo-energy from which mental reality

can project at others. This manifestation can only be "seen" by psychic sensitives. As the caster increases in power and skill there is an increasing (5%/level) chance that the spell's manifestation will "bleed over" into the material plane, generating a real effect (e.g., a __Fireball Spell generally works in the mind, however, there is a point at which a caster can generate a material Fireball. While a caster can't always pick when a spell will bleed over, although they can try, they can control the power enough to keep a spell from doing so, should they wish. It is interesting to note that although spells operate through the Astral Plane, it is very difficult to cast spells from the Astral Plane. This is due, in part to the lack of physical components, and the symbolism to operate the Structions of the spell, but may also have to do with a projecting adept's mental separation from his Subtle body and his Chakratic force centers.

In the Second Border Astral Area, also called the "Grey Road," the physical surroundings may be dimly seen. Bio electrical and gravitational auras extend to this level and may be seen. Everyone has an "aura" of Psychic energy (i.e., "Physical" Manifestation of Vril) that radiates onto the astral plane. Each Aura has a distinctive "Signature"

The first Astral Plane, also called the "2nd Road" or the "High Road" is fairly uninhabited. The physical plane can be dimly seen, and it appears to be littered with "astral shells," or empty astral bodies, decomposing back into the native Vril, after the souls have "gone on." There are also vague remnants of persona that have gone on, but left portions of themselves still active and partially aware.

The second Astral Plane is the last where one finds an untended residue of past lives. Here wander "shades" in a dream state, and those that are too firmly attached to their existence on the material world.

The third Astral plane is also the first "Purgatory Plane," that is a plane where the dead prepare themselves to go on. An interesting aspect to this plain, which has next to the material plane, various conceptual planes, and the outer planes, is the "Night Gallery effect," or paintings hanging in space. These are reflections of fixed points in time. All points in time are recorded in the "Akashic record" as psychic images of the past reverberate here. It is from this recording that the Karmic debt is formed. Psychometrists are able to access this recording with their powers.

Also on the this level are the Realms of Dream, the

coalesced manifestation of humanity's thought forms. These are so intense that they could be considered as real pocket dimensions. As such, it is possible to visit these Realms either physically, or Astrally, with equal efficacy. When a person visits the Realms of Dream physically, their body and everything they possess are transformed into the "stuff of dreams." Unfortunately, clothing and items are transformed into what ever would be appropriate for whatever dream milieu is being visited. Unfortunately, when one returns to the material world, those things may not be returned to their original form.

Also, if one's dream form is killed while in a dream world, that person can forever lose the ability to visit that dream realm. However, if they die while visiting that dream realm physically, they die.

The fourth Astral Plane, the second Purgatory Plane, is a vulgar, depraved and bestial place. The darkest, most nightmarish aspects of the material plane can be seen in the background. This is a realm of temporary, individual hells, where the dead who feel they must be punished, serve out their time.

The fifth Astral Plane, the third Purgatory Plane, on the

other hand is suffused with feelings of love and peace. Heavily guarded, it is full of hundreds of thousands of sleeping spirits, waiting to pass one way or the other, to the Outer Planes or to be reincarnated.

The sixth Astral Plane is made up of the Other worlds, the outer Planes, the homes of the gods and the lands of the dead. These lands sometimes appear to lie in a gigantic wheel or spiral surrounding the Celestial Axis, and rotating once every 26,000 years. The highest and lowest of souls exist here, many seeking what lies "beyond the veil."

The seventh and final Astral Plane, the "Elder outer Planes," or the "Highest Heavens" show what becomes of the outer Planes when their gods are no longer worshipped, when they are pushed aside by younger, more aggressive pantheons. These lonely places are inhabited only by ancient, forgotten gods in their quest to go "beyond the veil."

The Etherial Planes

discovers a variety of different "Zones" with a variety of differing laws that gradually approach those of True Limbo. It should be noted that the further one goes, the faster transit through these layers becomes. These layers are the Border Etherial Zone, the Deep Etherial Zone, Subspace, Super space, finally reaching True Limbo itself.

The Border Etherial Zone is an area of planar interface that overlaps the physical world. Entities existing in this zone are intangible and invisible to entities on the material plane. Communication by psionic or magical means is impossible here because the Astral Plane has no contact with this place. It is possible that some universal forces, such as gravity, can have effect here. Called the "Unplace," "the Phantom Zone," etc. Projection of certain types of radiation is sufficient to weaken the wall to permit phasing between this zone and the real world.

The Deep Etherial Zone is the layer of primary pseudo-energy from which physical reality is formed. There are "Nexi" to here to some alternate worlds as well as the Demiplanes, Fractional/Fragmentary Planes, Conceptual Realms as well as the Realms of Dreams and the Outer Planes. These "Nexi" often appear as "things"

floating in space.

Subspace, sometimes called hyperspace, is a quasi-dimensional medium nodally integrated with "Normal" space, and, like it, generated by spatio-temporal dynamic field lattices. Subspace has its own time frame and space frame and may be thought of as lying "outside" of normal space-time. It is a dimension accessible from normal space, whose physical laws differ from ours in a number of ways. It is possible to surpass the speed of light within Subspace, and, in fact, it is impossible to travel any lower than Lightspeed there, the greater the speed traveled the closer one gets to the Super space superficies. This is the place where most of those FAL drives go through, that is the ones that don't just "Jump" to their destination.

Super space, also called N-space, near-hyperspace, the Hyper spatial matrix, etc., is a quasi-dimensional medium nodally integrated with "Normal" space, and, like it, generated by spatio-temporal dynamic field lattices. Super space has its own time frame and space frame and may be thought of as lying "outside" of normal space-time. It can be seen as a dimension accessible from normal space, whose physical laws differ

from ours in a number of ways. It is possible to instantly travel from one point in real space to another by passing through Super space. On the other hand, this is the place that those instantaneous drives pass through. This is as close as you get to true Hyperspace as one can get while remaining physically connected to the universe. There are a number of Limbo realms in Super space. They are often characterized by a static or unchanging quality.

Dynamics of Magic

__ 1st Law. The Law of Continuity. __

"Vril can't be created or destroyed, but it can be converted from one form to another."

__ 2nd Law. __

"Vril can be stored, channeled or modified."

__ 3rd Law. __

"Vril is morally non-aligned, a force of nature, uncaring of the desires of Man."

__ 1st Corollary to 3rd Law. Law of Intent. __

"Magic, black and white, is a matter of symbolism

and

intent." "The purpose behind whatever activity, one's attitude toward the effect determines the whole meaning behind the activity."

__2nd Corollary to 3rd Law. Law of Imitation.__

"The real can be influence through the similar." "A difference which makes no difference, is no difference."

"If one acts a part well enough, one becomes the part."

__Law of Absorption__

"All matter in the universe absorbs emanations from all other matter."

__Law of Association__

"The closer two things are alike, the more one can be used to influence the other."

__Law of Attraction__

"Like attracts like."

__Law of Cause and Effect__

"For every action in the universe there is an equal and opposite reaction."

__Law of Consequences__

"Because you have free will, the outcome of whatever you do is your responsibility."

__ Law of Contagion __

"Things once in contact will continue to act upon each other even though they are at a distance from each other."

__ Law of Counterpart Free will __

"High mentalities and metaspirts also have free will, and so will probably not come to your aid unless you ask them very nicely."

__ Law of Dichotomy __

"Dominance or Submission"

__ Law of Differences __

"No two things are exactly alike, nor should they try to be."

__ Law of Dominion __

"Sentients have the power to reshape reality with their minds, so therefore, reality is theirs to do with what

they want."

__Law of Experiences__

"An entity is the sum of its experiences." In other words, you are what you eat.

__Law of Free Will__

"Every entity has absolute, pure freedom of choice, every minute of every day. In fact they are never free from making decisions."

__Law of Good and Evil__

"Because everything that naturally occurs within the universal equation, everything has a reason for existence. Therefore, 'Good' and 'Evil' are merely discrete values along a continuum (i.e., Good and Less Good). Evil implies only those things from outside the continuum."

__Law of Karma__

"What goes around, comes around."

__Law of Microcosm/Macrocosm__

"As above, so below."

__Law of Reality__

"Reality is a function of Belief."

__Law of Similarity__

"If two things are alike, one can be used to effect the other."

The bodies power system (POW)

POW represents the power of the individual's chakratic system at processing and storing Vril. Under no circumstances may a character channel more Vril/phase than their NATURAL Power score/attribute.

As a spell caster you can use as many Power pts/Phase up

to a level equal to their Pow Aptitude with no penalty, and no point loss. Using more than this, however, means that those points are subtracted from the caster's Power score/attribute.

Power lost in this manner is regained at a rate of 1 attribute point/(total points expended * K). K is equal to 1 hour, if the character is resting, and 1/2 hour if sleeping.

Spells that require a Permanent sacrifice of POW, take those points directly from the Caster's Power score/attribute, and these do NOT return, although the psychic and physical damage to the Chakratic pathways will heal by rerouting of mental circuits, etc. for normal use, at a reduced rate within (points lost/original Pow (to the nearest 5%))*

Think of it as badly over stretching yourself lifting weights or playing tennis. You may not do yourself damage, and you'll be sore and out of things for a day or so. On the other hand, you might have torn something that will never fully heal, but may eventually heal 'well enough' for use.

Spell casters may use more Pow than they might

lengthen the casting time of a spell in order to get enough energy.

PLACES OF POWER:

Places of Power and Ley Lines can increase the amount POW available for the caster to use, as can combining power from multiple people.

1. Ley lines.

These are 5-8 km wide lines of energy that criss-cross the planet, in a giant web.

Usable effect/hex per location

50/200 10

2. Ley Line Intersection, or Nexus Point. "Place of Power"

Note that not ALL intersection points are major places of power.

Lesser Intersection: A circular area 5-8 km wide

Normal Power Level 100/400 20

Power Level at Midnight and Midday (for 1 hour)

Power Level during the Solstice (Dawn - 5 min)
2000/8000 400 x20 effect and time

Power Level during the Solstice (Sunset - 5 min)
1000/4000 200 x20 " "

Power Level during a Lunar Eclipse (90 min)
300/1200 60 x6 effect and time

Power Level during a Partial Solar Eclipse (10 min)
300/1200 60 x6 effect and time

Power Level during a Total Solar Eclipse (2-8 min)
400/1600 80 x8 " "

Power Level during alignments of 3 or more planets
300/1200 60 x6 effect and time

3. "Rips" or "tears":

These aren't on any of the Ley Line paths, but are 1-6 m. diameter "holes" that leak power at the levels associated with Ley lines. As may be assumed, they are often quickly claimed by people and creatures (such as spirits) that "feed" on Power.

Usable effect/hex	per location
50/200	10

SPELLS

All new spells must be learned as skills. However, if the spell is taught by telepathy, an item, a deity, etc. then all of the other trouble of learning is not necessary.

Once a spell has been learned, it still must be regularly studied to be cast properly. In essence, Spell casters must study their spells to keep them from forgetting minor but vital details. Regardless of the number of spells studied, casters should spend no less than an hour a day studying their spells. Even characters who possess an eidetic memory, and therefore cannot forget their spells, must spend an equivalent amount of time in meditation, at least performing mental file maintenance on all the extra input that they have collected during the day.

It is possible for a caster to use a spell that they do not actually know, by reading it out of a book, or off of a scroll. However, the lack of training with that spell indicates that the Base effect will only be 1/4 what it would have been had the spell actually been learned.

There are a few spells that are castable by anyone who knows the spell, and not just "normal" spell casters. These

PSIONICS and Magic

All Spell Casters are Psychic or psionic.

In regards to Psychic Defences, "Shielding" refers to a person's individual psychic shields, including such things as Mental Barrier, Thought Shield, Cloak of Insulation, etc., and are used to deflect psionic and psychic-based magical attack. E.g., Thought Shield can protect a Psychic/Psionic from Magical Energy Bolt Attacks, as well as a more obvious attempt Dominate. These cost no Pow to raise, but only when they actively "do something," or fail to "do something."

The modified effect of the Shield (modified vs. Power Apt.) is subtracted from the Base Effect of the attack BEFORE the Base effect is modified by the defender's Pow Attribute. This is similar to Armor reducing the amount of damage that actually reaches a person. The Modified Effect is then rounded DOWN.

Spell Casters who do not "Shield" against Psionic Attacks and Psychic Effects will be subject to normal damage from an attacking spell. Those who "Shield" against magical attacks that created a "real" effect, will find that their "Shield" is useless against those effects.

SPECIAL TRAINING AND SKILLS

Unlike most skills, the education of spell casters is often too specialized to be determined normally. Instead, the character's interests and years of study have provided a number of skills.

Concentration (CONC)(Int/Wil)(+0)

Other Language(s)

Herbalism

Hypnotism/Mesmerism

Library Use

Occult/Religion

Philosophy

Magery (MAGE)(Int)(+0)

Understand Magic (UNDM)(Int)(+1)

This knowledge enables the character to recognize and understand the purpose of authentic magic symbols, circles, icons, tools, methods and magical paraphernalia, as well as other signs that indicate the use or practice of magic. The character may be able to deduce the probable purpose of the magic and which supernatural forces are

likely to be involved.

Sense Magic (SNMG)(Per)(+2)

The character's familiarity with magic is so intense that he or she can automatically sense when Magica energy is nearby. Unfortunately, this ability is not developed enough to pinpoint the source the magical emanations. Unlike the spell Detect Magic, this ability is purely a vague unfocused sensation that magic is near. This includes the use of spells. This ability has a range of about 60 meters, or anywhere from 0 cm to 50 km or so, at the GM's discretion. Some characters can use this ability to identify if a person is capable of being trained to cast spells.

Recognize Magical Enchantment.

(RgME)(Int/Per)(+0)

This is the ability to recognize the signs of somebody or some object possessing magical properties or being influenced by magic, including charms and possession.

Spell casters have the following bonuses due to their training. +(Con Apt) to any attempt to "Shield" or to defend

against possession.

Spell casters are limited to the Tradition and System of Magic in which they were trained. The Tradition mandates the types the spells the caster can use, the forms of magic, etc. E.g., if the caster's tradition forbids the use of talismanic Magic, then the caster cannot utilize magical items.

Items, Amulets, and Talismans

Spell casters must enchant their own tools and equipment.

These must be built to strict specifications because of the Symbolic basis of their use. It is nearly impossible for a spell caster to use another caster's equipment, unless that equipment was enchanted for general use, like many wands and rings.

As a rule, magical items, as well as amulets and talismans, are a more powerful method of holding magic

for use in a pinch. Amulets and Talismans are small, easy to create - often binding the magic needed to use the spell in an aura of power. However, they are unprotected power sources, and of limited duration and power. Magical items are more powerful and stable.

The basic premise in the design and construction of magical equipment of any nature is that a given object can store a certain amount of vril. This amount is based on the material used, the quality of the material, and its size.

Permanent spells, which can be cast in conjunction only with some other spells, allow the spell on the item to tap the ambient magical energy, rather than a stored supply within the item itself. However, if a permanent powerful magical item were to remain in an area, this might lead to a drain on the ambient levels of energy. Spells that are, by their nature (and duration), permanent also tap the ambient magical energy.

Items with such permanent spells cast upon them may not be tapped by the spell caster to aid his spells.

Dimensionally transcendent spells and items such as Gates and Bags of Holding, etc., should be enchanted to draw the bulk of their energy from the multi versial ambient

energy, and not the energy of the world. It ought to be remembered that many Gates require an expenditure of Pow from the person using it to function.

Artifacts may draw their energy from god knows where, depending on the item. Artifacts can be tapped sometimes, as well.

Items of Spell Storing are actually enchanted to hold one spell program as well as the energy to cast that spell once, after which the spell program is deleted. Many are created so that they can contain several such programs, and are designed to be easily recharged and reprogrammed.

It is also possible to enchant an item as a "focus," by which I mean an item that has no power storage at all, just the pattern for a spell. The adept then focuses his power through the pattern to generate the effect. Unless the pattern is made somehow permanent, however, the spell will only work once. Mathematically, this means that the caster is doubling his casting cost, let alone the trouble needed to enchant the focus, in order to get a minimal casting time.

It can therefore be assumed that magical weapons will eventually run out of power, unless they are made

permanent, as will many other items.

The magical charge of an item can be tapped for use by a spell caster, but unless the item was designed to be recharged, for a drained item may have more power stored in it the entire enchantment process is started over.

Because the combinations of spells are programmed into the item when it is enchanted, as though it were a disk being formatted for a single program, it is impossible to meld items, or to program other spells later. Although, to extend the analogy, it is possible to Copy a spell from more than one item into another larger, more powerful item. Unfortunately, the cost to do this is generally prohibitive, assuming you can get your hands on a spell designed to overcome these costs.

Magical properties of stones, herbs, etc.

There are a number of types of stones, rocks and minerals that are alleged to have magical properties. For instance,

Moonstone is thought by some to have properties that will protect someone carrying one from evil sorcery.

Unfortunately, in game terms, this does not mean that moonstone repels evil spells. What this means, however, is that *this stone has an affinity for spells that will repel evil magic.*

Moonstone is one of the felspar group of gems and can store 100 SL/kg. When being used as an item to hold this sort of spells, the spells, but not the energy to power them, will only take up half the needed space

Herbs, on the other hand, while having magical properties attributed to them, rarely possess any magical potential. The properties of herbs more fall under the category of Herbalism, and must be examined on a case by case basis for their effects. Tobacco, to make the point, was long regarded as an healing herb, and while I, as an herbalist and a smoker might agree with this in part, the AMA and the Surgeon General dispute this. Garlic, on the other hand, has also been regarded as a healing herb, and it does have certain antibiotic abilities. These abilities make it most effective against such things as vampires (q.v.). Also effective against vampires, but more so because they

energy released by its destruction. Divide total Pow/kg by the Time it takes to destroy, to determine Pow released/sec

Explosives -- 1,000 Pow/kg

Oil 50

Keroscene 40

Gasoline 50

Coal 30

Peat 15

Wood 5-10

Energy absorbed from other sources, such as a sunny day

differ. It is possible to absorb up to 4 Pow/sec per square Meter of direct, desert intense sunlight.

The energy to actually make the spell work is brought about by converting matter back into a less stable form of Vril, from solid to liquid to gas to plasma, in that order.

Those that are destroyed or consumed are usually destroyed by the adept (i.e., pearls ground up, powders burned, etc.).

While they may leave behind a physical residue, that form has been magically depleted and is thereafter useless for magical purposes.

This allows for a greater efficiency of matter to energy conversion, because when magical energy is needed to alter or destroy the item, that energy must be lost from the total energy available for the spell.

Some spell components aren't destroyed, but are enchanted themselves to act as power collectors and conduits, although usually they are specially consecrated items and talismans such as special braziers, wands, and daggers for specific spells.

Materials

Generally speaking, Crystal is 'better' at holding Vril than mere solid; Solid is better than liquid; Liquid is better than gas; Gas is better than Plasma; Plasma is better than nothing.

An asterisk behind the Pow indicates that this item disrupts normal Vril flow in some way.

Pow/kg Sg (Specific Gravity)

Molec.Struc

Wood

Majority of other woods:	5	
Balsa	2	.12
Bamboo	5	.35
Pine	7	.4
Alder	10	.5
Aspen/White Poplar	10	.43
Birch	10	.64
Elm	10	.58
Hawthorne/May	10*	.5
Maple	10	.48
Mohogany, Honduras	10	.66
Rowan/Mtn Ash	10	.55
Silver Fur	10	
Witten/Dwarf Elder	10	
Apple	15	.7
Ash	15	.7
Ebony	15	1.22
Elder	15	
Hazel	15	
Ironwood	15	
Mohogany, Spanish	15	.85

Oak	15	.7	
Teak, African	15	.98	
Teak, Indian	15	.77	
Yew	15		
Stone			
Cement	10	(2.8)	
Clay	12	1.8 - 2.6	
Concrete, Light	10	1.4	
Concrete, Stone	10	2.2	
Granite	20	2.7	
Limestone	10	2.5	
Sandstone	15	2.3	
Stone, Gem			
Amber	8.4	1.8	fossil resin
Apatites	9,000	3.18	hex
Beryl	7,000	2.72	hex
Aquamarine			
Emerald			
Golden Beryl			
Chrysoberyl	18,000	3.73	orth
Alexandrite			
Cymophane			

Coral	380	2.65	fossil
Corundum	25,000	4	trg
Ruby			
Sapphire			
Diamond	100,000	3.52	cu
Felspar group			
Albite	150	2.61	tcl
Amazonite	150	2.56	tcl
Labradorite	150	2.7	tcl
Moonstone	100	2.57	mcl
Sunstone	150	2.64	tcl
Garnet group	200	(4)	
Glass	70	2.5	amorph
Hematite	1,000	5.1	trg
Ice	2	.9	amorph
Ivory	750	1.8	
cryptocrystal			
Jade			
Jadeite	1,000	3.3	mcl
Nephrite	100	3	mon
Jet	500	(1.25)	fossil
wood			

Lapis Lazuli	50	2.8	rock
Malachite	100	3.8	mcl
Obsidian	50	2.4 - 5.9	amor
Opal	100	2.1	
Common Opal			
Fire Opal			
Precious Opal			
Pearl			
Natural	150		
Cultured	75		
Pyrite	500	4.9	cub
Quartz	200		
Crystalized Quartz		2.65	trg
Amethyst			
Cat's Eye			
Citrine			
Prase			
Rock Crystal			
Rose Quartz			
Sapphire Quartz			
Tiger's Eye			
Compact Quartz			

Avaanturine			
Chrysoprase			
Jasper			
Hornstone			
Woodstone			
Chalcedony		2.61	trg
Agate			
Carnelian			
Common Chalcedony			
Heliotrope (Bloodstone)			
Mochastone			
Moss Agate			
Plasma			
Spotted Agate			
Satinspar			
Calcite	100	2.72	hex
Alabaster		3.21	hex
Aragonite		2.95	orh
Marble		2.72	hex
Onyx		3.21	hex
Gypsum	75	2.32	mon
Sepiolite	40	2	

Bones: Total Points of the Creature when
alive/2 1.8

Fat : Total Points of the creature when
alive/5

Skin : Total Points of the Creature when
alive/5

Leather 5 .86

Paper 5 .7 - 1.15

Plastic (Solid) 3 1.2

Porcelain 8 2.3 - 2.5

Rubber, Hard 3 1.19

Rubber, Soft 4 1.1

Rubber, soft, Gum 5 .92

Water 0 1

Wax, Sealing 20 1.8

Wool, Felt 4 .3

Metal

Aluminum (Al) 20 2.7

Beryllium 20 1.85

Brass, Red (Orichalcum) 15 8.7

Brass, Yellow 12 8.47

Bronze 15 7.8

Copper (Cu)	10	8.9
Gold (Au)	15	19.32
Lead (Pb)	5	11.35
Iron (Fe)	50*	7.87
MtrcIron(FeNi)	100	(8.5)
Cast Iron	45	7.2
Carbon Steel	30	7.86
StnlssSteel	25	8
Platinum	30	21.45
Plutonium	100	19.84
Silver (Ag)	20*	10.5
Tin	10	7.31
Titanium (Ti)	70	4.5
Uranium	75	18.8

Type A Metals are indestructible; Type B Metals are virtually indestructible, and are indestructible by normal means; Type C Metals are destructible by normal means.

Metals	Ench	SC			
Name	Type	Bonus	DV	SL	SG

Bubble-Beam	C	-	4	1	1.8
Bubble-Beam, Injected	C	-	50	1	.9
Carbonium	B	-	100	10	10

Dark brownish gray, or polished golden brown.

Manufacture process is unknown.

Dalekenium	C	-	2	20	8
Duralloy	C	-	25	25	(4)
Duralunim	B	-	50	25	(4)
Duranium	B	-	15	25	(4)

Hydragyrum (Fixed Quicksilver; Mithril)

B	+3	5	250	4
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Silver

Inertron	B	-	250	897	1
Kryptium	B	-	50	400	1

Gray-Green

Maledrith, True	A	+2	n/a	500	8
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(Oerth - Stargod) Silver. Made by merging special secret metals.

Maledrith, Proto	A	+5	n/a	5,000	7
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(Oerth - Stargod) Copper. Absorbs all kinetic energy along y axis while enhancing all kinetic energy along polar x axis.

Orichalc B +3 10 150 9.6

Copper or Grey. Can be used as Power Source.

Plasteel B - 50 25 .6

Plasteel (var 2) B - 50 25 13.4

Plastisteel I A - n/a 0 2.4

Plastisteel II B - 50 10 4

Plastisteel III C - 1 20 6

Puppeteer Hull Matter A - n/a 0 4

Transparent to all visible light. Reflects all subatomic particles and gross matter. The presence of Antimatter will cause PHM to disintegrate into powder.

Scrith B - 250,000+ 0 (200,000)

Translucent gray. Absorbs 40% of neutrinos, and 100% of most other EMR. Retains magnetic fields.

Immune to disintegration, energy weapons. Enhanced nuclear bonding.

Steel C - 1 25 8

Steel, Omnium C - 2 25 7.5

Gray Silver

Steel, Superhard C - 2 25 8

Gray Silver

Steel, Tritanium C - 2 25 15

Steel, Titanium C	- 2	25	7.4
Steel, Trititanium (I) C	- 10	1	10.5
Steel, Trititanium (II) B	- 50	.5	53.5
Supermanium A	- n/a	0*	80
Yellow-gold			
Twing B	- 250	5	4
Silver.			
Uru B	+5	25	100 56
Gray Silver			
Vibranium (A) C	- .5	25	8
Silver. Absorbs 50% of all vibrations. MP 395.4 F. BP 5474			
F.			
Vibranium (B) AntiMetal C	- .5	25	8
Silver. Destroys all type C metals it comes in contact with.			

HISTORICAL MAGIC USERS

Academician: Loves researching magic. They are very rare, usually ceremonial, but not always.

Alchemists: Practitioners of the physical and metaphysicals of the "Great Art" or the science of Alchemy. They are able to utilize magical and scientific principles to create substances and items that have magical properties.

Astrologers: Specialists in Divination, particularly as regards the stars and planets.

Clerics/Priests: These are a form of the Spell caster who deals only in particular forms of invocation spells. They, too, must learn their spells,

Druids: These specialize in Natural and Elemental magic. It is said that some evil cults of Druids exist in certain regions. These "Black Druids," as they are sometimes called, are greatly feared and are rumored to engage in the most grisly practices, the nicest of which is human sacrifice. **Magicians Ceremonial and Ritual Spell Casters.**

Magus: These spell casters are not restricted to spell casting except by alignment, except they are not able to cast spells specifically designated for Sorcerers.

Mystics These are concerned with the powers of the mind and body, directed toward the divine.

Arabic Magic (Pre-Mohammed): Magic is feared by the uninitiated, but isn't considered necessarily evil. Generally, magic is very elemental in nature. Highly ceremonial with some evil ceremonial magicians. There is some control over Djinn types, angels and demons, Elementals and spirits, and no control over deities or reputed deities. Some people can perform demonology for good purposes, but they are very few in number, and are recognized by religious officials. Amulets & Talismans, Astrology, Dream Magic, and Rituals featuring the control of the hidden names of power. Mystic (pre-Sufi) orders exist. Sha'irs conjure Djinn for spell like effects. Witches are Hakima or "Wise Women."

Babylonian Magic: Astrology. Few Amulets & Talismans. "Ashipu" Exorcists who perform rituals and control powers. They possess great powers of demonic control. "Mashmashu" Purifiers who dispel magic, and purify areas of evil magical influences.

Egyptian Magic: Amulets' & Talismans, Astrology, Dream Magic, and Rituals featuring the control of the hidden names of power.

Goetic Magic: Evil ceremonial magicians. Magic is

spirits, and no control over deities or reputed deities. The Kabbalah is reserved for the Jewish Sorcerers for many centuries.

Roman Magic: Oracles, Divination, Augury, Witchcraft, Dream Magic, Amulets & Talismans, Charms and spells.

Satanic Magic: Christian Black Ceremonial Magicians.
Diabolism.

Theurgic Magic: White spell casters, usually Ceremonial.

attain such power as few spell casters can hope to exceed, although not without certain risks. Only the most disciplined sorcerers can avoid the temptations of playing all sides against themselves in order to increase their personal power. Needless to say, such endeavors run a degree of risk commensurate with the power of creatures being Invoked/Conjured.

White Magicians prefer not to Invoke or Conjure power (although there are races of good creatures that may be Controlled), because of the difficulties in balancing good intent with the domination of another entity. Intent is often the only difference between black and white magic. Because combat and killing show an intent to do harm to another living creature, they are evil and will affect the purity of the white sorcerer's power (Fighting un dead, demons, etc. is very tricky because many of them still "belong" to the overall mechanism of the universe. Also because the mere fact of a desire to harm anything may still taint the caster's power). It must be noted that a white Magician who casts a black spell has three options. The first is finding a priest of an appropriate religion, who is willing to absolve the Magician of their "sin." The second

and third alternatives are to relinquish the status of White Magician, and either give up magic altogether, or else become a grey or black Magician. Remember that "Grey" Magicians, or Magicians who profess neither good nor evil, are considered to be "Black," or evil, by White Magicians.

To work toward the goals that they have set, most Magicians belong to various Orders. For the White Magician, these orders are to prepare the Magician for his potential spiritual evolution or enlightenment, as well as to guard and prepare mankind for its destiny.

Some of these Orders have adopted a Kabbalistic initiation system wherein each grade is given a numerical symbol related to the Tree of Life. The numerical system may use two numbers. The one on the left being identical to the number of the Sephirot, and the right being the 'opposite' of that Sephirotic number (all of this makes a lot of sense if you are one of these Spell casters or a mystic).

What follows is the design of an Order of the White Brotherhood that claims to be, in its higher levels, the FRC (Fraternitas Rosea Crucis), or the Hidden College. Its lower

The Keeper of the Silver Gate, the First Rosicrucian Order, etc.

The Second Order is the equivalent of the Stella Matutina, the R.R. et A.C.(the Red Rose and the Golden Cross), Knights of the Void, the Second Rosicrucian Order, etc.

The Third Order is theoretically equivalent to the Third Rosicrucian Order, the Sons of Yog-Sothoth, the Argenteum Astrum (Silver Star), etc. However, as there are very few known 90th Magisters known, and no one known will claim to higher, it is difficult to judge. Many groups associate this Order with their 'secret chiefs' or other pseudo-divine spirits.

MYSTIC

Mystics are practitioners of a doctrine of mental and physical disciplines that teaches mastery over the inner powers of mind and body, in an attempt to achieve the goal of human evolution. Mystics are rarely interested in the material world and material gains for their own sake. In fact, many mystics view such mundane things as wealth

and possessions as a Bad Thing. Instead, mystics seek to expand the boundaries of their knowledge and understanding, and to attain the highest possible degree of consciousness on their quest for hidden truth or wisdom, the goal of which is unification with the transcendental All (by whatever term they call that All).

Mystics tend to adopt a basically neutral outlook, especially as it pertains to other living things.

Most, but not all, mystical traditions will go so far as to forswear the use of physical force against any living thing. These individuals rarely use any weapon but a staff, or one form of martial arts, and that only to parry or defend themselves against physical harm.

This restriction from violence extends to magic and Psionics. Ethically speaking, a Sleep spell is a commission of violence, as are Calm and Pacify spells. It must be noted that a mystic who violates an oath of non-violence (such as actually attacking with a weapon, desiring to kill or maim), is to be punished severely.

Mystics are taught to focus their inner powers of body and mind (Ch'i, Vril, the Force, etc.) to create many effects. Among these, the Mystic receives Psionic operancy.

FINAL WORDS

Well I hope that I was able to keep my word to you. If I had the recipes in this book when I was a kid, I wonder where my life would have gone. I hope that there are some young and old Sorcerers alike that will use this information to better themselves and increase their knowledge. I still can't believe it's been almost 25 years since I started searching for the TRUE KNOWLEDGE. This book is meant to say to those so called Witches and Wizards who write books on "Wishcraft" and to try and pass their work off as Genuine Magic, to think about what they are putting on the market, because I'm far from done in my work, I'm just starting. Everything done here has been done on my own with no backing from any publisher. So you would think that these authors who have companies behind them would write better works of Magic.

If you have any questions about my work or have recipes that you would like me to find out for you in the future let me know. This book will soon be in Spanish. All questions are welcome. faustia44@yahoo.com

RAYMOND HOLDER
THE SORCERER KING

Look for my next book “ JESUS VS THE ANTICHRIST”
BOOK TWO. You won’t believe this book. Hopefully it
won’t get banned.

BIBLIOGRAPHY AND SUGGESTED WORKS TO
DEFINITELY READ.

FRANZ BARDON:

INITIATION INTO HERMETICS, (2000)

THE TRUE KABBALAH (2000)

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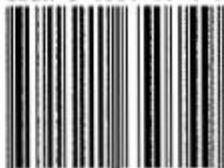
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Book are the Powers he will learn to use, in his quest to bring the next
War straight to the gates of heaven itself.

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BONUS FROM AMAZON REVIEW PAGES BY HOLDER HIMSELF

This message is for the people who bought my book and wanted to see the recipe for the TEPAPHONE. I took it out of the book for personal reasons. I requested for a change on Amazon, but failed. I was surprised at the many email request I received for this particular recipe.

I thank everyone for their support in my research and hope to bring you more of the most rare and obscure recipes(Spells) in ancient magic in the near future. Some say Franz Bardon stole the information for his mentor Ra-Ohmir Quintscher and that Quintscher invented battery magic in the 1920's. I don't know if Bardon stole the information or not, but as for Quintscher inventing battery magic, is a lie. I have found works dating to the early 1800's that speak of battery magic. And it is also said that his device was called the "Tepa" and is mistakenly called the "Tepaphone" This is also a lie because again I have older works that speak of ancient devices for sending or calling energy and the suffix is "Phone." I have seen at least 3 old devices that use the term and they all existed before either of the above mentioned people were born. I also have different versions of the same concept from different people with how and why their devices worked. This is where research comes in. Most importantly understanding of what you read. I don't claim to know it all and I will never know it all, but my goal is to search for the truth, with an unbiased opinion. So that what was lost will be found again. We don't invent or find anything, we only rediscover it. Again thanks for your support.

READ ALL BEFORE BEGINNING CONSTRUCTION AS YOU MAY PUT YOURS TOGETHER IN DIFFERENT ORDER THAN SOME ONE ELSE.

THE TEPAPHONE

- 1) First you need to find all of the ingredients for the fluid condenser with this highest content of alcohol you can find. This must be put in an oil lamp. Make sure it's(the lamp) new or very clean with a new wick. They make oil lamps with the whole lamp almost completely closed and a very small hole for the wick. (Picture a solid square, with nothing but a pencil hole in the top)
- 2) Second your going to need a copper pipe encased in lead or aluminum 10inches long 2 inches wide. Copper is the best conductor of any kind of psychic energy next to gold. The lead or aluminum casing being non conductors of said energy will focus and trap the energy for dispersal. The length as with any energy will decrease with length so 10 inches long will be enough.
- 3) You will need a copper wire 25 inches long. One end of the wire will be put in the

Fluid condenser.(The Same hole as the wick) The other end will be put through the copper pipe and make sure it is grounded to the pipe and out of the other end.(Have at least 5 inches remaining, sticking straight out.)

4) You will need a square piece of copper that is 5 by 5 inches. Bend the lower half of the copper an inch up so that the end touches the back of the copper plate.(This will hold your picture or pieces of paper with blood, mumia or other items to influence.) Fasten the plate with the folded end facing the pipe to the wire by soldering or making a hole small enough in the bottom of the plate for the wire to fit through.

5)This last part is very important!!!! You need to make a box to cover the area from the condenser to the pipe and the inside should be of aluminum(you want to condense the light and energy because this is your second power and the aluminum will reflect the energy and light) the box should have a small hole at the top for air and influence, but the light itself will sit in front of the hole of the pipe and should be sealed around the box to send the energy to your target. Focus on the hole and THINK of what you want to happen. You must see it in the physical, spiritual and mental just like the condenser.

The hole will be for you to send and focus your energy. If you feel strong enough you can go at it alone or the more people the more power.(If you can find people with the same frame of mind)

LAST BUT NOT LEAST PUT THE ENTIRE DEVICE ON A PIECE OF WOOD SO YOU CAN PICK UP THE ENTIRE DEVICE AND PUT IT AWAY WHEN YOU NEED TO USE IT. USE 2 "Y" BRACKETS TO HOLD THE PIPE UP AND IN PLACE. These are to be fastened to the board. One @ each end.

Remember that the ETHYL in alcohol is the only substance on our world that works in all three planes naturally. Spiritual, Mental and physical. This is why it is used in magic to increase ones power and ability.

Put the picture in the holder and think of what you want to happen. (I can't suggest anything, but I think you get the point.)

For mumia, use any piece of clean paper and stick the element on the paper and the paper in the holder. Remember also that just as you can send things, out the condenser can bring things IN!!!!

Remember that you must be full of PRANA to get good results.

As for the kind of fluid condenser you will need, here's a hint... It's one of the four elements and THEY MUST ALL BE UNDER THE SAME SIGN.