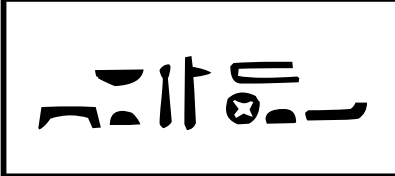
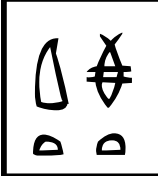
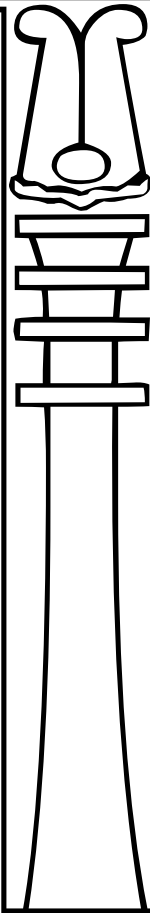


LIBER GAIAS

SVB FIGVRÂ

XCVI

A HANDBOOK
OF GEOMANCY





A.:A.:
Publication in Class B

“Direct not thy mind to the vast surfaces of the earth; for the Plant of Truth grows not upon the ground. Nor measure the motions of the Sun, collecting rules, for he is carried by the Eternal Will of the Father, and not for your sake alone. Dismiss from your mind the impetuous course of the Moon, for she moveth always by the power of Necessity. The pro-gression of the Stars was not generated for your sake. The wide aerial flight of birds gives no true knowledge, nor the dissection of the entrails of victims; these are all mere toys, the basis of mercenary fraud: flee from these if you would enter the sacred paradise of piety where Virtue, Wisdom, and Equity are assembled.”

ZOROASTER.

M A C A N E H
A R O L U S E
D I R U C U N
A L U H U L A
S E R U R O C
U N E L I R A
L U S A D A M



Aos

CHAPTER I

ATTRIBUTIONS OF GEOMANTIC FIGURES TO PLANETS, ZODIAC, AND RULING GENII

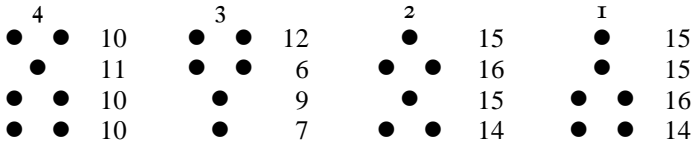
—	SIGN	EL.	GEOM. FIG.	SEX	NAME AND MEANING	GENIUS	RULER	PLANET
I	♈	△	☉	M.	Puer Boy, yellow, beardless	Malchidael	Bartzabel	♂
2	♉	▽	☉	F.	Amissio Loss, comprehended without	Asmodel	Kedemel	♀
3	♊	△	☉	M.	Albus White, fair	Ambriel	Taphthar- tharath	♁
4	♋	▽	☉	F.	Populus People, congregation	Muriel	Chasmodai	♃
5	♌	△	☉	M.	Fortuna Major Greater fortune, greater aid, safe- guard entering	Verchiel	Sorath	♄
6	♍	▽	☉	F.	Conjunctio Conjunction, assembling	Hamaliel	Taphthar- tharath	♁
7	♎	△	☉	M.	Puella A girl, beautiful	Zuriel	Kedemel	♀
8	♏	▽	☉	F.	Rubeus Red, reddish	Barchiel	Bartzabel	♂
9	♐	△	☉	M.	Acquisitio Obtaining, comprehending without	Advachiel	Hismael	♃
10	♑	▽	☉	F.	Carcer A prison, bound	Hanael	Zazel	♃
11	♒	△	☉	M.	Tristitia Sadness, damned, cross	Cambiel	Zazel	♃
12	♓	▽	☉	F.	Lætitia Joy, laughing, healthy, bearded	Amnixiel	Hismael	♃
13	♈	△	☉	F.	Cauda Draconis The threshold lower, or going out	Zazel and Bartzabel	Zazel and Bartzabel	♃ ♂
14	♉	▽	☉	M.	Caput Draconis The Head, the threshold entering, the upper threshold	Hismael and Kedmel	Hismael and Kedmel	♃ ♀
15	♊	△	☉	M.	Fortuna Minor Lesser Fortune, lesser aid, safe- guard going out.	Verchiel	Sorath	♄
16	♋	▽	☉	F.	Via Way, journey	Muriel	Chasmodai	♃

CHAPTER II

THE MODE OF DIVINING—MOTHERS—DAUGHTERS— NEPHEWS—
WITNESSES—JUDGE—RECONCILER—PART OF FORTUNE

THINK fixedly of the demand; with a pencil mark 16 lines of points or dashes. Find whether number of points in each line is odd or even. For odd ●; for even ● ●. Lines 1-4 give the first mother; lines 5-8 the second; and so on.

EXAMPLE



[The small Arabic numbers refer to the chance number of dashes.]

Use clean (virgin) paper; place appropriate Pentagram (either with or without a circumscribed circle) invoking. If a circle, draw this first. Sigil of Ruler to which nature of question most refers should be placed in the Pentagram thus:

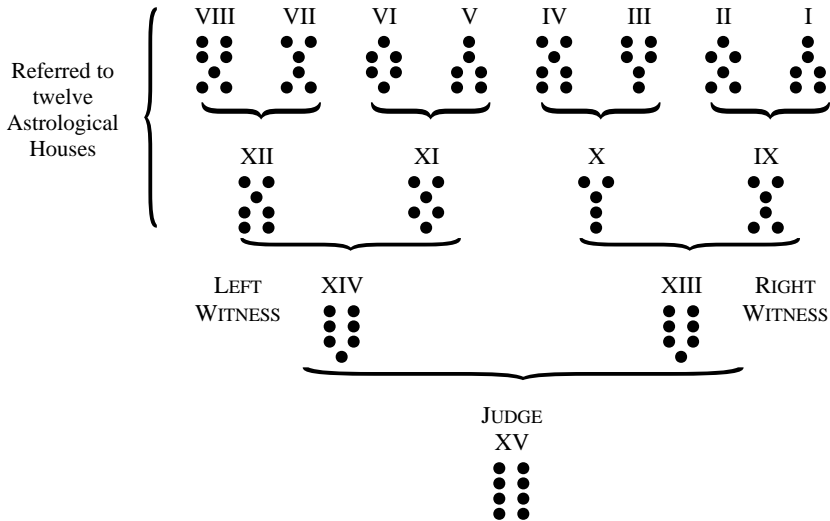
- ♃ Agriculture, sorrow, death.
- ♄ Good fortune, feasting, church preferment.
- ♂ War, victory, fighting.
- ⊙ Power, magistracy.
- ♀ Love, music, pleasure.
- ♆ Science, learning, knavery.
- ♁ Travelling, fishing, &c.

In diagram, p. 6, the Sigil of Hismael should be used.

In marking points fix attention on Sigil and on the question proposed; the hand should not be moved from the paper till complete. It is convenient to rule lines, to guide the eye.

The daughters are derived by reading the mothers horizontally.

The four nephews, Figures IX-XII, are thus formed:
 $IX = I + II$ read vertically, added and taken as odd or even.
 So also $XIII = IX + X$, and $XV = XIII + XIV$.



These last three are merely aids to general judgement. If the judge be good the figure is good, and *vice-versâ*.

The Reconciler = $I + XV$.

To find the Part of Fortune \oplus (ready money or cash belonging to the Querent), add points of the figures I-XII, divide by 12, and remainder shows figure. Here $I + II + \dots + XII = 74$ points = $6 \times 12 + 2$. $\therefore \oplus$ falls with $\ddot{\circ}$ (II).

CHAPTER III

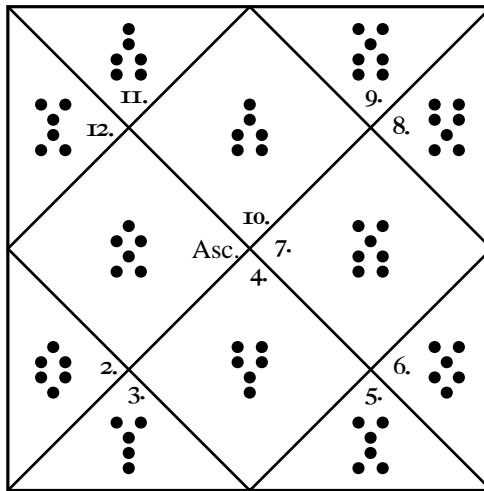
OF THE FIGURE OF THE TWELVE HOUSES OF HEAVEN

THE meaning of the twelve Houses is to be found, primarily, in any text-book of Astrology. Knowledge is to be enlarged and corrected by constant study and practice.

Place the figures thus:

I	10th	IV	7th	VII	5th	X	3rd
II	Asc.	V	11th	VIII	8th	XI	6th
III	4th	VI	2nd	IX	12th	XII	9th

EXAMPLE












CHAPTER IV

TABLES OF WITNESSES AND JUDGE










THE tables are classed by the Left Witness.










The judgement concerning a wife (*e.g.*) will hold good for all demands of the 7th House.









So of the others.









L.W.  POPULUS		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.
									
Life, &c.	1	Mod.	Good	Good	Mod.	Mod.	Evil	Good	Mod.
Money, &c.	2	Mod.	Good	Good	Bad	Mod.	Evil	Mod.	Good
Rank, &c.	3	Mod.	Good	Good	Mod.	Good	Mod.	Mod.	Bad
Property	4	Mod.	Good	Good	Bad	Good	Bad	Mod.	Good
Wife, &c.	5	Good	Good	Bad	Good	Good	Bad	Good	Bad
Sex of Child	6	5*	Evil	Dau.	Son	Dau.	Dau.	5	Dau.
Sickness	7	Asc.	Health	Soon health	Health	Perilous	Health	Health	Asc.
Prison	8	Come out	Out	Soon out	Out for nothing	Long	Out	Die there	Die there
Journey	9	Good by water	Slow	Medium	Good by water	Evil	Medium	Medium	Evil
Thing Lost	10	Found	Found	Part found	Not found	Found	Lost	Found	Part found









* Arabic numbers mean that the judgement is determined by the figure in that House of Heaven.









L.W.  L. E. T. I. T. I. A.		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.
									
Life, &c.	1	Good and long	Med.	Med.	Evil	Med.	Med.	Med.	Good
Money, &c.	2	Increase	Evil	Med.	Med.	Good	Evil	Med.	Med.
Rank, &c.	3	Good dignity	Med.	Med.	Good	Good	Evil	Med.	Med.
Property	4	Good	Med.	Med.	Good	Good	Evil	Med.	Evil
Wife, &c,	5	Good	Med.	Med.	Evil	Good	Evil	Med.	Good
Sex of Child	6	Son	Dau.	Dau.	5	Son	5	Son	5
Sickness	7	Health	II	Asc	Dangerous	Health	Health	Health	5
Prison	8	Late out	Come out	Come out	Come out	Soon out	Run away	Escape and recapture	Come out
Journey	9	Good in end	Hurtful	Evil	Evil	Good	Evil	Return	Good by water
Thing Lost	10	Found	Found	Part found	Part found	Part found	Part yielded	Part found	Part found










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Life, &c.	1	Med.	Evil	Med.	Med.	Med.	Evil	Med.	Med.
Money, &c.	2	Evil	Evil	Med.	Med.	Med.	Med.	Med.	Med.
Rank, &c.	3	Med.	Good	Med.	Med.	Evil	Evil	Med.	Med.
Property	4	Evil	Good	Med.	Med.	Med.	Good	Med.	Med.
Wife, &c,	5	Good	Good	Med.	Evil	Evil	Evil	Med.	Med.
Sex of Child	6	Son	Dau.	5	5	5	5	Son	5
Sickness	7	Health	Dangerous	Health	Death	Death	Death	Health	Health
Prison	8	Out for nothing	Evil	Come out	Not out	Not out	Not out	Come out	Soon out
Journey	9	Good by water	Good by water	Slack	Return	Return	Late	Late	Good
Thing Lost	10	Not found	Not found	Part yielded	Found	Found	Part found	Little found	Not found










L.W.  FORTUNA MAJOR		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
									
Life, &c.	1	Good	Evil	Good	Med.	Med.	Med.	Good	Med.
Money, &c.	2	Good	Evil	Good	Med.	Med.	Med.	Good	Med.
Rank, &c.	3	Possibility good	Evil	Good	Good	Good	Med.	Good	Good
Property	4	Good	Evil	Good	Med.	Med.	Med.	Good	Evil
Wife, &c,	5	Good	Evil	Good	Good	Good	Evil	Good	Evil
Sex of Child	6	5	Son	Son	5	Son	Dau.	5	5
Sickness	7	Health	Health	Good	Asc.	Health	Perilous	Health	Health
Prison	8	Come out	Late	Come out	Die there	Come out	With harm	Come out	Soon out
Journey	9	Good with speed	Evil	Difficult	Med.	Soon return	Late	Good	Very good
Thing Lost	10	Found	Not found	Found	Found	Part found	Not found	Found	Not found









L.W.  ALBUS		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
									
Life, &c.	1	Evil	Good	Evil	Suffic'nt	Evil	Good	Evil	Med.
Money, &c.	2	Evil	Good	Med.	Good	Med.	Good	Evil	Med.
Rank, &c.	3	Evil	Good	Evil	Good	Evil	Good	Evil	Med.
Property	4	Evil	Good	Evil	Good	Med.	Good	Evil	Med.
Wife, &c,	5	Evil	Evil	Med.	Good	Evil	Good	Evil	Med.
Sex of Child	6	Dau. die	5	Dau.	5	Dau.	5	Dau.	Dau.
Sickness	7	Death	Health	Death	Health	Death	Health	Health	Asc.
Prison	8	Perilous	Late	Not out	Come out	Die there	Run away	Come out	Come out
Journey	9	Med.	Good	Evil	Good	Difficult	Slow	Med.	V. good by water
Thing Lost	10	Not found	Not found	Not found	Part found	Part found	Found	Not found	Part found









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Life, &c.	1	Good	Med.	Med.	Good	Evil	Med.	Evil	Very evil
Money, &c.	2	Good	Med.	Med.	Good	Evil	Good	Evil	Very evil
Rank, &c.	3	Good	Med.	Med.	Med.	Evil	Good	Evil	Very evil
Property	4	Good	Med.	Med.	Good	Evil	Med.	Evil	Very evil
Wife, &c,	5	Very good	Evil	Good	Med.	Evil	Good	Evil	Immoral
Sex of Child	6	Son	Dau.	Dau.	Son.	Dau.	5	5	5
Sickness	7	Health	Health	Death	Health	Health	Long sick	In danger	Perilous
Prison	8	Come out	Difficult	Evil	Evil	Come out	Soon out	Doubtful	Death
Journey	9	Difficult	Evil	Evil	Evil	Evil	Slow	Evil	Robbed
Thing Lost	10	Part found	Part yielded	Not found	Found	Not found	Found	Not found	Not found










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Life, &c.	1	Evil	Suffic'nt	Evil	Med.	Evil	Med.	Good	Evil
Money, &c.	2	Med.	Suffic'nt	Evil	Med.	Evil	Med.	Good	Very evil
Rank, &c.	3	Evil	Suffic'nt	Evil	Evil	Evil	Good	Good	Evil
Property	4	Good	Suffic'nt	Evil	Evil	Evil	Evil	Good	Very evil
Wife, &c,	5	Evil	Suffic'nt	Evil	Evil	Evil	Evil	Good	Evil
Sex of Child	6	5	Dau.	Son	Dau.	5	5	Dau.	5
Sickness	7	Death	Death	Evil	Evil	Evil	Health	Health	Perilous
Prison	8	Death	Death	Evil	Evil	Evil	Come out	Long	Hard
Journey	9	Evil	Evil	Evil	Evil	Evil	Very late	Late	Med.
Thing Lost	10	Not found	Found	Not found	Not found	Not found	Not found	Found	Not found










L.W.  PUELLA		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
									
Life, &c.	1	Med.	Med.	Good	Good	Evil	Med.	Good	Evil
Money, &c.	2	Med.	Good	Good	Good	Med.	Med.	Good	Evil
Rank, &c.	3	Evil	Good	V. good	Good	Evil	Good	Good	Evil
Property	4	Evil	Good	Med	Good	Med.	Med.	Good	Evil
Wife, &c,	5	Med.	Good	Good	Good	Evil	Med.	Good	Med.
Sex of Child	6	Dau.	Son	5	5	5	5	Dau.	5
Sickness	7	Asc.	Health	Dangerous	Asc.	Health	Health	Long	Health
Prison	8	Out by ill means	Come out	Come out	Good end	Come out	Come out	Long	Come out
Journey	9	Perilous	Good	Good by ▽	Good	Perilous	Slow	Good	Med.
Thing Lost	10	Part found	Found	Part found	Found	Not found	Not found	Found	Part found










L.W.  PUER		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
									
Life, &c.	1	Good	Evil	Evil	Evil	Med.	Evil	Med.	Evil
Money, &c.	2	Good	Somewhat good	Evil	Evil	Med.	Evil	Med.	Evil
Rank, &c.	3	Good	Med.	Evil	Evil	Med.	Evil	Med.	Evil
Property	4	Med.	Med.	Evil	Evil	Med.	Evil	Med.	Evil
Wife, &c,	5	Good	Med.	Evil	Evil	Med.	Evil	Med.	Evil
Sex of Child	6	Son	Dau.	5	Dau.	Son	Dau.	Son.	Dau.
Sickness	7	Health	Soon die	Asc.	Death	Health	Perilous	Health	Evil
Prison	8	Well out	Soon out	Dangerous	Die there	Come out	Perilous	Come out	Evil
Journey	9	Return	Med.	Spoiled	Evil	Med.	Evil	Med.	Evil
Thing Lost	10	Found	Part found	Not found	Not found	Found	Not found	Found	Not found










L.W. 		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
CAPUT DRACONIS									
Life, &c.	1	Evil	Good	V. good	Evil	Evil	Good	Evil	Good
Money, &c.	2	Evil	Good	V. good	Suffic'nt	Med.	V. good	Evil	V. good
Rank, &c.	3	Evil	Good	V. good	Evil	Good	Good	Evil	Good
Property	4	Evil	Good	V. good	Med.	Suffic'nt	Good	Evil	Good
Wife, &c,	5	Evil	Med.	Good	Evil	Med.	Med.	Evil	Good
Sex of Child	6	Dau.	5	5	Dau.	Son	Son	Dau.	Son
Sickness	7	Asc.	Health	Asc.	Health	Good end	Health	Health	Health
Prison	8	Long	Perilous	Come out	Hard	6	Soon out	Come out	Out late
Journey	9	Evil	Med.	Good by ▽	Evil	Evil	Good	Evil	V. good
Thing Lost	10	Not found	Found	Found	Found	Part found	Found	Not found	Found










L.W. 		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	
CAUDA DRACONIS									
Life, &c.	1	Med.	Evil	Very evil	Tolerable	Evil	Med.	Good	Evil
Money, &c.	2	Good	Evil	Very evil	Good	Med.	Suffic'nt	Good	Evil
Rank, &c.	3	Med.	Evil	Very evil	Med.	Evil	Suffic'nt	Good	Evil
Property	4	Good	Evil	Very evil	Med.	Evil	Suffic'nt	Good	Med.
Wife, &c,	5	Med.	Evil	Very evil	Med.	Evil	Evil	Med.	Very evil
Sex of Child	6	Son	5	5	5	5	5	Son and live	5
Sickness	7	Health	Perilous	Death	Death	Death	Perilous	Health	Asc.
Prison	8	Good end	Out with pain	Death	Come out	Come out punished	Come out	Soon out	Dangerous
Journey	9	Evil	Evil	Very evil	Med.	Evil	Evil	Good	Very evil
Thing Lost	10	Found	Not found	Not found	Found	Not found	Part found	Found	Not found

L.W.  ACQUISITIO		R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 
Life, &c.	1	Good	Evil	V. good	Med.	Good	Med.	Med.	Good
Money, &c.	2	Med.	Evil	V. good	Evil	Good	Med.	Med.	Good
Rank, &c.	3	Med.	Med.	V. good	Evil	Good	Med.	Med.	Good
Property	4	Med.	Evil	V. good	Evil	Good	Med.	Med.	Good
Wife, &c,	5	Good	Evil	Good	Evil	Good	Med.	Med.	Good
Sex of Child	6	5	Son	5	5	Son	Dau.	5	Son
Sickness	7	Health	Health	Health	Health	Health	Health	Asc.	In danger
Prison	8	Death	Come out	Come out	Come out	Long	Come out	Late out	Slow
Journey	9	Med.	Good	Good	Med.	Soon return	Med.	Evil	Slow
Thing Lost	10	Found	Not found	Found	Not found	Found	Found	Found	Found

L.W.  AMISSIO		R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 
Life, &c.	1	Good	Med.	Evil	Med.	Med.	Med.	Evil	Evil
Money, &c.	2	Good	Med.	Evil	Med.	Med.	Evil	Evil	Med.
Rank, &c.	3	Med.	Med.	Evil	Good	Med.	Med.	Evil	Evil
Property	4	Med.	Med.	Evil	Med.	Med.	Evil	Evil	Med.
Wife, &c,	5	Med.	Med.	Evil	Med.	Med.	Evil	Evil	Evil
Sex of Child	6	5	Son	5	5	Dau.	Son	5	5
Sickness	7	The end health	Health	Perilous	Health	Health	Health	Death	Health
Prison	8	Long	Good end	Hard	Soon out	Come out	Come out	Out in the end	Die there
Journey	9	Good	Med.	Evil	Good	Med.	Med.	Evil	Not begun
Thing Lost	10	Not found	Found	Not found	Not found	Not found	Not found	Part found	Not found

L.W.  CONJUNCTIO		R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 
Life, &c.	1	Good	Med.	Med.	Good	Evil	Good	Med.	Med.
Money, &c.	2	Good	Med.	Med.	Good	Evil	Good	Med.	Med.
Rank, &c.	3	Good	Med.	Med.	V. good	Evil	Good	Med.	Hard
Property	4	Good	Med.	Med.	V. good	Evil	Good	Med.	Med.
Wife, &c.	5	Good	Evil	Med.	V. good	Evil	Good	Good	Med.
Sex of Child	6	Son	5	5	Dau.	5	Son	Dau.	Dau.
Sickness	7	Long & pining	Death	Death	Asc.	Asc.	Health	Perilous	Hard
Prison	8	Long time	Out with fear	Perilous	Long	Good	Come out	Come out	Long
Journey	9	Slow	Med.	Good by ▽	Good	Med.	Evil	Slow	Hard
Thing Lost	10	Found	Found	Not found	Found	Not found	Found	Not found	Found

L.W.  CARCER		R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 	R.W. J. 
Life, &c.	1	Good	Med.	Good	Good	Med.	Suffic'nt	Evil	Med.
Money, &c.	2	Good	Evil	Good	Med.	Med.	Suffic'nt	Evil	Med.
Rank, &c.	3	Evil	Med.	Good	Good	Med.	Med.	Evil	Med.
Property	4	Med.	Evil	Good	Good	Med.	Suffic'nt	Med.	Good
Wife, &c.	5	Evil	Med.	Good	Good	Med.	Suffic'nt	Evil	Good
Sex of Child	6	Dau.	5	Son	Dau.	5	5	5	Dau.
Sickness	7	Health	Health	Health	Health	Health	Health	Perilous	Dangerous
Prison	8	Good end	Soon out	Late out	Come out	Come out	Come out	Evil	Late out
Journey	9	Slow	Good	Slow	Slow	Slow	Slow	Difficult	Evil
Thing Lost	10	Found	Little found	Part found	Part found	Part found	Not found	Not found	Be found

L.W.  FORTUNA MINOR		R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.	R.W. J.
									
Life, &c.	1	Good	Med.	Med.	Good	Evil	Med.	Good	Med.
Money, &c.	2	Good	Med.	Med.	Good	Evil	Evil	Good	Med.
Rank, &c.	3	Good	Med.	Med.	Good	Evil	Med.	Good	Evil
Property	4	Good	Med.	Med.	Good	Evil	Med.	Evil	Med.
Wife, &c.	5	Good	Med.	Med.	Good	Evil	Med.	Evil	Med.
Sex of Child	6	5	5	5	Son	Dau.	Son	Dau.	Dau.
Sickness	7	Health	Death	Health	Health	Asc.	Health	Health quickly	Perilous
Prison	8	Come out	Come out	Hard prison	Long in prison	Come out	Sorrow	Come out	Die
Journey	9	Good	Med.	Good	Late good	Good	Med.	Med.	Evil
Thing Lost	10	Found	Found	Part found	Found	Not found	Not found	Not found	Found

CHAPTER V

THE GENERAL MEANING OF THE SIXTEEN FIGURES IN THE TWELVE HOUSES

HEREIN follows a set of general tables of the sixteen figures in the twelve Houses, for the better convenience of forming a general judgement of the scheme. Under the head of each figure separately is given its general effect in whatever House it may happen to fall.

Thus, by taking the House signifying the thing demanded, and also that signifying the end of the matter (fourth House), and noticing what figures fall therein, you may find by these tables their general effect in that position.

ACQUISITIO		FORTUNA MINOR			
Generally good for profit or gain.	I	Happy success in all things	Good in any matter where a person wishes to proceed quickly.	I	Speed in victory or love; but choleric
	2	Very prosperous		2	Very good
	3	Favour and riches		3	Good but wrathful
	4	Good fortune and success		4	Haste; rather evil, exc. for peace
	5	Good success		5	Good in all
	6	Good, esp. agreeing with 5 th		6	Medium in all
	7	Reasonably good		7	Evil, exc. for war or love
	8	Rather good, not very, the sick die		8	Evil generally
	9	Good in all		9	Good, but choleric
	10	Good in suits, very prosperous		10	Good, exc. for peace
	11	Good in all		11	Good, esp. for love
	12	Evil, pain, and loss		12	Good, exc. for alteration or serving another
AMISSIO		LÆTITIA			
Gd. for loss of substance, and some- times for love, but v. bad for gain.	I	Ill in all but for prisoners	Good for joy, present or to come.	I	Good, exc. in war
	2	V. evil for money, good for love		2	Sickly
	3	Ill end, exc. in quarrels		3	Ill
	4	Ill in all		4	Meanly good
	5	Evil, exc. for agriculture		5	Excellently good
	6	Rather evil, exc. for love		6	Evil generally
	7	V. good for love, otherwise evil		7	Indifferent
	8	Excellent in all questions		8	Evil generally
	9	Evil in all		9	Very good
	10	Evil, exc. for women's favour		10	Good rather in war than in peace
	11	Good for love, otherwise bad		11	Good in all
	12	Evil in all		12	Evil generally
FORTUNA MAJOR		TRISTITIA			
Good for gain in things where a person has hopes to win.	I	Good, save in secrecy	Evil in almost all things.	I	Med., but good for treasure and fortifying
	2	Good, save in sad things		2	Med., but good to fortify
	3	Good in all		3	Evil in all
	4	Good in all but melancholy		4	Evil in all
	5	Very good in all		5	Very evil
	6	Very good, exc. for debauchery		6	Evil, exc. for debauchery
	7	Good in all		7	Evil, but in secrecy good
	8	Moderately good		8	Gd. for inheritance and magic only
	9	Very good		9	Evil, exc. for magic
	10	Exceeding good, to go to superiors		10	Evil, exc. for fortification
	11	Very good		11	Evil in all
	12	Good in all		12	Evil, but good for magic and treasure

PUELLA		ALBUS			
Good in all demands, especially those relating to women.	I	Good, exc. in war	Good for profit and for entering into a place or undertaking.	I	Good for marriage; mercurial; peace
	2	Very good		2	Good in all
	3	Good		3	Very good
	4	But indifferent		4	Good, exc. in war
	5	V. good, but notice the aspects		5	Good
	6	Good, but esp. so for debauchery		6	Good in all
	7	Good, exc. for war		7	Good, exc. for war
	8	Good		8	Good
	9	Good for music, otherwise medium		9	A messenger brings letters
	10	Good for place		10	Excellent in all
	11	Good, and love of ladies		11	Very good
	12	Good in all		12	Marvellously good
PUER		CONJUNCTIO			
Evil in most demands, except those relating to war and love.	I	Indifferent; best in war	Good with good, and evil with evil. Recovery of things lost.	I	Good with good, evil with evil
	2	Good, but with trouble		2	Commonly good
	3	Good fortune		3	Good fortune
	4	Evil, exc. in war and love		4	Good, save for health. Cf 8th House's figure
	5	Medium good		5	Medium
	6	Medium		6	Good for immorality only
	7	Evil, save in war		7	Rather good
	8	Evil, exc. in love		8	Evil, death
	9	Evil, exc. for war		9	Medium good
	10	Evil rather; good for love and war; else medium.		10	For love good, for sickness evil
	11	Medium; good favour		11	Good in all
	12	Very good in all		12	Medium bad for prisoners
RUBEUS		CARCER			
Evil in all that is good, and good in all that is evil.	I	Destroy the figure	General evil, delay, binding, stay, bar, restriction.	I	Evil except to fortify a place
	2	Evil in all		2	Good in Saturnian questions, otherwise evil
	3	Evil, exc. to let blood		3	Evil
	4	Evil, exc. in war and fire		4	Good, only for melancholy
	5	Evil, exc. for sowing seed		5	Receive a letter in three days; evil
	6	Evil, exc. for blood-letting		6	Very evil
	7	Evil, exc. for war and fire		7	Evil
	8	Evil		8	Very evil
	9	Very evil		9	Evil in all
	10	Dissolute, love, fire		10	Evil, save for hid treasure
	11	Evil, exc. blood-letting		11	Much anxiety
	12	Evil in all		12	Rather good

CAPUT DRACONIS		VIA		
Good with good, evil with evil; gives a good issue for gain.	I	Good in all	I	Evil, exc. for prison
	2	Good	2	Indifferent
	3	Very good	3	Very good in all
	4	Good, save in war	4	Good in all, save love
	5	Very good	5	Voyages good
	6	Good for immorality only	6	Evil
	7	Good, esp. for peace	7	Rather good, esp. for voyages
	8	Good	8	Evil
	9	Very good	9	Indifferent; good for journeys
	10	Good in all	10	Good
	11	Good for the Church and ecclesiastical gain.	11	Very good
	12	Not very good	12	Excellent
CAUDA DRACONIS		POPULUS		
Good with evil, and evil with good; good for loss, and for passing out of an affair.	I	Destroy the figure	I	Good for marriage
	2	Very evil	2	Medium good
	3	Evil in all	3	Rather good than bad
	4	Good, esp. for conclusion of the matter	4	Good in all but love
	5	Very evil	5	Good in most
	6	Rather good	6	Good
	7	Evil, war, and fire	7	In war good, else medium
	8	No good, exc. for magic	8	Evil
	9	Good for science only; bad for journeys; robbery	9	Look for letters
	10	Evil, save in works of fire	10	Good
	11	Evil, save for favours	11	Good in all
	12	Rather good	12	Very evil

CHAPTER VI

OF THE ESSENTIAL DIGNITIES OF THE FIGURES IN THE HOUSES; OF THE ASPECTS OF THE HOUSES; AND OF THE FRIENDSHIP AND ENMITY OF THE RULERS IN ASPECTS, ETC.

BY Essential Dignity is meant the strength of a figure when found in a particular House. A figure is therefore strongest in what is called its House; very strong in its Exaltation; strong in its Triplicity; very weak in its Fall; weakest of all in its Detriment. A figure is in its Fall when in a House opposite to that of its Exaltation; in is Detriment when opposite to its own House. The following list shows the Essential Dignities; that is to say, they follow the Dignities of their Ruling Planets, considering the twelve Houses of the scheme as answering to the twelve signs, thus: Asc. to ♈, 2 to ♉, 3 to ♊, &c., . . . 12 to ♏. Therefore ♂ figures will be strong in Asc. and weak in 7th and so on. See chapter I. for attribution of figures to planets.

☉ is strong in Dignities of ♋ and ♎.

☿ is strong in Dignities of ♈ and ♂.

TABLE OF ESSENTIAL DIGNITIES

—	HOUSE	EXALTATION	TRIPPLICITY	FALL	DETRIMENT
ASC.	☉ ☿ ♁	☿ ☿ ☿	☿ ☿ ☿ ☿ ☿	☿ ☿	☿ ☿ ☿
2	☿ ☿ ☿	☿ ☿ ☿	☿ ☿ ☿ ☿ ☿	—	☿ ☿ ☿
3	☿ ☿ ☿	☿	☿ ☿ ☿ ☿ ☿	☿	☿ ☿ ☿
4	☿ ☿ ☿	☿ ☿	☿ ☿ ☿	☿ ☿	☿ ☿ ☿
5	☿ ☿ ☿	—	☿ ☿ ☿ ☿ ☿	—	☿ ☿ ☿
6	☿ ☿ ☿	☿ ☿	☿ ☿ ☿ ☿ ☿	☿ ☿	☿ ☿ ☿

—	HOUSE	EXALTATION	TRIPPLICITY	FALL	DETRIMENT
7	☉ ☽ ♀	☉ ☽	☉ ☽ ☽ ☽ ☽	☽ ☽	☽ ☽ ☽
8	☽ ☽ ☽	—	☽ ☽ ☽	☽ ☽	☉ ☽ ♀
9	☽ ☽ ♀	☽	☽ ☽ ☽ ☽ ♀	♀	☉ ☽ ☽
10	☽ ☽ ☽	☽ ☽	☽ ☽ ☽ ☽ ♀	☽ ☽	☽ ☽
11	☽ ☽ ☽	—	☽ ☽ ☽ ☽ ☽	—	☽ ☽
12	☽ ☽ ♀	☽ ☽	☽ ☽ ☽	☽ ☽	☽ ☽

THE ASPECTS OF THE HOUSES

The Asc. is aspected by 11, 10, 9 (as *□ and Δ Dexter and by 3, 4, 5 . . . Sinister, and has 7 in opposition.

The Dexter aspect is that which is *contrary* to the natural order of the Houses; it is stronger than the Sinister. So for other Houses. Figures have Friends and Enemies:—♃ : ♃ ☉ ♀ ☽ Friends; ♂ ♀ Enemies. ♃ : ♃ ☉ ♀ ♀ ☽); and ♂. ♂ : ♀; and ☽ ♃ ☉ ♀. ☉ : ♃ ☉ ♀ ♀ ☽); and ♃. ♀ : ♃ ☉ ♂ ♀; and ♃. ♀ : ♃ ♃ ☉ ♀ ☽); and ♂. ☽ : ♃ ☉ ♀ ♀; and ♃ and ♂.

Also figures of Δ are sympathetic with those of Δ, friendly with Δ and ∇; hostile to ∇.

So ∇ symp. ∇, friendly Δ and ∇, and host. Δ : Δ symp Δ, friendly Δ and ∇, and host. ∇. ∇ symp. ∇, friendly ∇ and Δ, and host. Δ. Again, sign figures are friends to those * or Δ, and hostile to those □ or in ♂.

CHAPTER VII

OF THE GENERAL METHOD OF JUDGING A FIGURE

REMEMBER always that if ☉ or ☽ fall in the Ascendant, the figure is not fit for judgement. Destroy it instantly, and erect a new figure not less than two hours afterwards.

Your figure being thoroughly arranged as on p. 6, note first to what House the demand belongs. Then look for Witnesses and Judge in their special table, and see what is said under the head of the demand. Put this down. Note next what figure falls into the House required (if it spring into other Houses, these too should be considered); *e.g.* in a question of money stolen, if the figure in 2nd be also in 6th it might show the thief to be a servant in the house. Look next in the Table of Figures in the Houses, and see what the figure signifies in the especial House under consideration. Put this down also. Then by the Table of Aspects (p. 20) note down the figures ✕ □ Δ and ♂, putting good on one side, evil on the other; noting also the strength or weakness, friendliness or hostility to the figure of the House required, of these figures. Then add the meaning of the figure in the 4th, to signify the end of the matter. It may also assist you to form a Reconciler from the figure in the House required and the Judge, noting what figure results and whether it harmonises with one or both by nature (p. 20). Now consider all you have written, and according to the balance of Good and Evil, form your final judgement. Consider also always in money questions where the Part of Fortune falls.

Take, *e.g.*, the figure on p. 6, and form a judgement for loss of money in business therefrom.

Table of Witnesses and Judge say: Moderate.

In 2nd is ☿. Evil, showing obstacle, delay.

Part of Fortune \oplus is in Asc. with $\ddot{\text{z}}$, showing loss through Querent's own blunders.

$\ddot{\text{z}}$ springs into no other Houses; \therefore this does not affect the question.

The figures \times and Δ of 2nd are $\ddot{\text{z}}$, $\ddot{\text{z}}$, $\ddot{\text{z}}$, and $\ddot{\text{z}}$, all good figures and friendly in nature = Well-intentioned help of friends.

The figures \square and ρ are $\ddot{\text{z}}$, $\ddot{\text{z}}$, $\ddot{\text{z}}$, which are not hostile to $\ddot{\text{z}}$; therefore shows opposition not great.

The figure in the 4th is $\ddot{\text{z}}$, which shows a good end, but with anxiety.

Forming a Reconciler we get $\ddot{\text{z}}$ again, a sympathetic figure but denoting delay = Delay, but helping Querent's wishes.

Adding all together—

1. Medium.
2. Evil and obstacles, delay;
3. Loss through Querent's self;
4. Strength for evil, medium only;
5. Well-intentioned aid of friends;
6. Not much opposition from enemies.
7. Ending good, but with anxiety;
8. Delay, but helping Querent's wishes—

we formulate this judgement:

That the Querent's loss in business has been principally owing to his own mismanagement; that he will have a long and hard struggle, but will meet with help from friends; that his obstacles will gradually give way; and that after much anxiety he will eventually recoup himself for his previous losses.

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TRANSCRIBER'S NOTES.

This text was first published in *Equinox* I (2) in 1909. That publication was prefixed by a note reading:

This MS is now first printed from the private copies of certain adepts, after careful examination and collation. It is printed for the information of scholars and the instruction of seekers. By the order of the A.:A.: certain formulæ have been introduced into it, and omissions made, to baffle any one who seeks to prostitute it to idle curiosity or to fraud. Its practical use and the method of avoiding these pitfalls will be shown to approved students by special authority from V.V.V.V.V. or his delegates.

This work derives in the first instance from a lecture on Geomancy which circulated in the Golden Dawn. Another version was published by F.I. Regardie in the two versions of the G.D. papers he edited; both of these however omitted the tables of Witnesses and Judge, though they included material omitted by Crowley. The method is in most respects similar to that taught in the *Geomantica disciplina lectura* by Heinrich Cornelius Agrippa which appeared in vol. I of the Lyon edition of Agrippa's *Opera* and was one of the six texts on magic and divination from that volume translated into English by Robert Turner (*Henry Cornelius Agrippa's Fourth Book of Occult Philosophy and of Geomancy &c. &c. &c.*, London, 1655) although elements appear to have been drawn from other late-mediæval and Renaissance works on the subject (the sigils of the planetary spirits and the tables of witness and judge, for instance, are not in Agrippa or the other short work on Geomancy, attributed to Gerald of Cremona, which was bound up in Agrippa's *Opera*; the attributions of the figures to the signs of the Zodiac differ in a couple of cases).







Geomantic divination is possibly of African or Middle Eastern origin: systems of divination employing the same set of figures have been recorded in West Africa and Malagasy, though these lack the elaboration of Agrippa's method. Traditionally the figures would be obtained by making the marks in sand or dry earth with a stick rather than on paper.

The quotation at the beginning attributed to "Zoroaster" is from the *Chaldean Oracles* and forms fragment 144 in the Westcott and Cory editions (fragment 64 in the Kroll collection); it was quoted in the works of Michael Psellos, the Byzantine Platonist.

The MACANEH square is from *The Book of the Sacred Magic of Abramelin the Mage*, Book III, cap. X, it is said to "hinder Sorcerers from operating."

The drawings which appear at the start and end are by Austin Spare., who at the time was a probationer of A.:A.: (Spare contributed two other illustrations to that issue of the *Equinox*, namely renditions of the Golden Dawn Eden diagrams).

The sigils of the planetary spirits as used in Geomancy differ from the forms obtained by plotting their names on the planetary “magic squares,” and were deliberately omitted by Crowley when editing the lecture. Regardie gives them as follows (I have not so far managed to find an earlier source):

Saturn	Zazel	
Jupiter	Hismael	
Mars	Bartzabel	
Sol	Sorath	
Venus	Kedemel	
Mercury	Taphtaratharath	
Luna	Chasmodai	

The “appropriate Pentagram” (p. 2) is an invoking Earth pentagram, traced with the first stroke from top to bottom left.

To clarify the rules for obtaining the remaining figures from the three Mothers (p. 3): the first Daughter is composed of the first row of each of the four Mothers in turn, the second from the second row of each, *etc.* (that is: row x of Daughter y is taken from row y of Mother x). Then figures are combined in pairs as stated by modulo 2 addition: *i.e.* take each row in turn: if the total number of dots in that row in the two figures is odd, one dot is marked in the corresponding row of the new figure. If the total number is even, mark two dots in the new figure.

Note that owing to the method used to generate it, the Judge will always have an even number of points; if the total number of marks made when generating the original four figures was even, both Witnesses will have an even number of points, otherwise they will both have an odd number of points.

In the table of Essential Dignities on pp. 17-18, the geomantic figures were originally represented by binary numbers (IIII for *Via*, III2 for *Cauda Draconis*, *etc.*). To explain the how this table was constructed: for each house take the Zodiac sign corresponding (Aries for the ascendant, Taurus for the second house, *etc.*). In the column “House” place those figures that fall under the planet ruling the sign in question. *Caput Draconis* is placed with signs ruled by either Venus or Jupiter; *Cauda Draconis* with signs ruled by either Mars or Saturn. In the column “Exaltation” place the figures corresponding to the planet exalted in the sign in question; since the nodes of the moon are included in the scheme of exaltations, they are placed there and not with Saturn, Jupiter, Mars or Venus. In “Triplexity,” rather than following the

Elements in the first table, place figures under Sol and Jupiter (including Caput Draconis) with Fire signs, figures under Luna and Venus (including Caput Draconis) with Water signs, figures under Saturn and Mercury (including Cauda Draconis) with Air signs, and figures under Mars (including Cauda Draconis) with Water signs. The remaining two columns are straightforward if one bears in mind that a planet is in its fall in a sign opposite one where it is exalted, and in its detriment in a sign opposite one it rules.

The system taught in Gerald of Cremona's *Astronomical Geomancy* differs radically from the Agrippa / G.D. approach. In this, a single Geomancy figure is obtained in the usual way, and the Zodiac sign corresponding placed in the Ascendent: the remaining 11 signs are then placed around the figure in their usual order (Gerard has a somewhat different set of Zodiacal attributions to Agrippa; but in any case the fact that there are 16 figures and 12 Signs mean some signs are more likely to occur than others); then for each of the Planets (in order ☉ ☽ ♀ ☿ ☿ ♃ ☽), and Caput Draconis, make four rows of points but instead of using these to obtain another figure, count up the total number of points and divide by twelve; take the remainder (or 12, if the number is exactly divisible by 12) and place that planet in the house corresponding. Cauda Draconis, obviously, is placed opposite Caput Draconis. This gives you an artificial astrological figure which can then be judged according to the rules for aspects, planets in signs and houses, *etc.*

The Latin title and number (96 being the total number of points in the 16 figures of Geomancy) are as given in the "Syllabus of the Official Instructions of A.:A.:" in *Equinox* I (10).

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