

Tried & Tested  
Advanced Magick

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**Create your own reality, and it will be so.**

**I am sure that you all have read the multitudes of books addressing beginners in magick, this is not one of those books. If you are but an initiate, do not read this book any further until you have bought any of the other books on the market and learned them first. I will not address beginners in this book, nor will I address dabblers. This is mostly advanced magick, not meant for the beginner.**

**Before you even begin to work with the exercises and spells in this book, you must dismiss all of your disbelief, all of your learned negativity, and your boundaries. You see, there is no reality but what we create for ourselves or others make you believe in. When it comes to magick, there is no limit, no impassible boundary. You may do as you please. You are only bound by any ethics that you have set for yourself.**

**Otherwise, DO AS YOU WILL!**

**Allow no one to tell you what you cannot do, in the world of magick, there is nothing that you cannot accomplish. Tell yourself that, believe it, for it is truth in it's most simplistic form. There are no limits.**

**I will start with the elemental egregore. Now most people will tell you that it is too advanced or even difficult to create one of these. They will tell you that it takes much study and ritual training to create an egregore. Nothing could be further from the truth. An egregore is simply a thoughtform brought to life and made to inhabit a body created by your own hands.**

## Elemental Egregore

**Create the clay figurine first. Form it any way you would like to, as long as necessary parts, such as legs, arms, or even fingers are defined. Go ahead and bake or fire it, depending upon the type of clay. Be sure to at least give it eye holes. After it is made and hardened, place it in a capped glass jar.**



## Create its Spirit

**This must be an earth elemental to work with the clay, so use a green or brown candle, colored throughout, not just on the outside. Place the candle in a *ceramic* candleholder, (effective for earth spells and enchantments). Work for a few days on the identity of the egregore. Draw pictures of it. Write down a list of the things it can do, cannot do, and a detailed text of it's personality. Make the egregore and it's spirit real to yourself. Visualize and meditate on it whenever you get the chance.**

### **Now the creation:**

**Place the candle into the ceramic candleholder and light it. Set the jar with the clay figure next to the candle. Hold your right hand before you and distance your eyes from your hand while looking in it's direction until you see a faint glow around your fingers, still do not look at your hand directly, but allow the glow around your fingers to glow more brightly until you feel that it is strong enough. Repeat the name of the Egregore in your mind as you cup your hands around the candle flame and close your eyes.**

### **Chant**

**\_\_\_\_\_ made from my own force of life  
From earth and spirit formed by my own hands  
Come to life this very hour I bid you.  
Until your job is done this enchantment stands.**

**Keeping your eyes closed and your hands very still, visualize your aura forming a ball of green light around the candle flame, encompassing it. Do not open your eyes!**

**From behind your eyelids at this point you should be able to see the light of the spirit you are forming. At this point the spirit is still attached to your own energy, so it must be separated from you. Slowly pull your hands apart and visualize it separating from you and remaining a green ball of light around the candle flame.**

**Reach for the orb with your left hand and pull it away from the flame with your energy, do not touch it and still do not open your eyes! Now, using your right hand gently push it to the mouth of the open jar and push it inside the receptacle. Open your eyes and cap the jar, not letting the spirit escape. At this point the spirit should have done what came naturally to it and infused itself with the clay figure. Keep in mind what you want the egregore to do, as it is pointless and dangerous to create one with no purpose in mind. Tell the egregore aloud what you wish it to do, calling it by the name you chose. Tell it to wait until you open the jar to do its job. When you are ready for the egregore to do it's bidding, wait until dusk, then uncap the jar, leaving it near the target of the job. Keep the command in mind for the rest of the night, thinking of nothing else. Do not fall asleep, but do not retrieve the egregore until morning. The spirit you created will do the job, then return to the body you created for it. Of course, the body itself cannot move, if I said that it would be a bit outlandish. When it's done, destroy it and bury the fragments in the ground well away from your home, releasing its spirit into the earth.**

## **Creation and uses of elementals and spirits**

**An elemental can have as much intelligence as determined by their creator. They can be anything you want, corresponding to the element that you wish it to be and the nature of the task you wish it to perform, in this case, you want it to alter the will of another,**

**Fire elementals appear as a fiery ball, then visualized to be a dragon; this is the elemental you want if you wish to imbue the individual with desire or lust.**

**Water elementals appear as a glass ball, then can be formed to be a sylph or mermaid sort of creature. They can be used by attaching themselves to an individual to heal them. The person will absorb the energy of the sylph as their bodies heal, once healed; the water elemental will be gone.**

**Air elementals will have a bluish color, and can also be used to heal an individual in the same way as a water elemental. They can also be used to increase intelligence and creative intellect. Just attach the elemental to the individual. The method for doing this will be described later in this text.**

**Earth elementals appear clay colored. They may be used to carry out a myriad of tasks, as earth elemental may also be golems or egregores, as described previously.**

**Instructions for creating the elemental:**

**Needs**

**Candle corresponding in color to the nature of the elemental. Red or orange for the fire elemental. Green or brown for the earth elemental, yellow for air elemental, and blue for the water elemental.**

**Corresponding incenses to the nature of the elemental. I will describe here the best incenses to use for each elemental.**

**Earth**

**Patchouli  
Myrrh  
Sagebrush**

**Fire**

**Dragons Blood  
Frankincense  
Cinnamon**

**Water**

**Gardenia  
Lavender  
Pine  
Magnolia  
Lotus  
Sandalwood  
Camphor  
Vanilla  
Violet  
Jasmine**

**Air**

**Spearmint  
Lavender  
Lemon Balm  
Sage**

The creation of the elemental is the same as creating a spirit for the Egregore, but you use the differing colored candles and incenses and you give them no form to take over. But you may use the spirit or elemental to enchant any object as well. Enchantment is simply assigning the spirit to an object and letting it run amok, giving it to someone to cause them problems is always fun. Just do not take it back unless you plan on burying the object far from your home and allowing the earth to absorb its energies. Perhaps you would do this if the fun got a bit too wild?



## **A Most Dangerous Unlimited Wish**

**This incantation and the use of it with the proper pronunciation and intent behind it invokes the dragon from the fiery center of the earth. But as with all dragons, payment is necessary. The dragon will grant you your wish, but will take physical toll from you, the magnitude of which depending on the scope and intent of the wish. It is a simple incantation. I will use the spelling differently so you may know how to pronounce it right. Use this wish with caution, and never frivolously.**

**Ahnal Nathrock  
Uthvus Bethod  
Dathayel Deeinvae**

**This is the right way to pronounce it; the actual spelling is as follows.**

**Ahnal Nathrak  
Uthvas Bethad  
Dathael Deinvaе**

## **Shape shifting**

**Now there is no way to instantly transform one's physical body, but by unlearning disbelief in such things, changing the form of your body over gradual periods of time is entirely possible. To unlearn is a good and healthy process. Do not fear it. Anything in the human imagination is possible and can be made real by belief and disposal of learned impossibilities. This is one thing that we all must learn to be truly involved in the effective arts of magick. Visualization and belief are the key; the body believes what the mind tells it. You will find that with meditation and visualization and belief, you will begin to transform. But remember, it would take just as long to shift back if you do not like what you have become.**



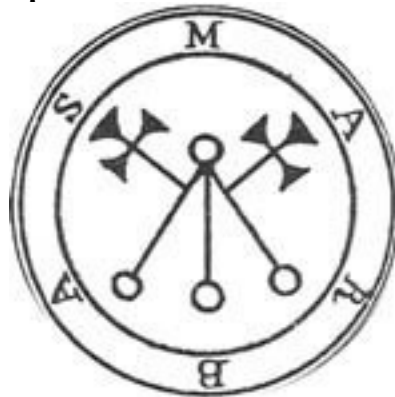
**Symbols for Shapeshifting**



**Write your name in theban or runes on the back or across the symbol to aid in your transformation.**

**Or**

**Call upon spirit Marbas to create transformation**



**Spirit: Marbas**

**Description: logic, shamanism, shape shifting**

**Put on robe and wear Spirits Sigil as a necklace**

**Put cloth on altar, with bell, lit candle and sandalwood  
incense on it**

**Put rope circle around you and the altar and face North**

**Read description of Spirit and write Request**

### **Opening Rituals**

**Ring Bell-*"this temple is now open"***

**Opening Prayer: *"Before me is Raphael, behind me is Gabriel,  
on my right side is Michael and on my left side is Auriel. For  
around me shines the Pentagram and within me shines the six -rayed star"***

### **Spirit Communication**

**Stare at spirit's sigil and visualize your request**

**Say this 3 times: *"I summon and evoke thee, (name of spirit),  
to visibly appear before me and answer my request of (request).***

**Stare at spirit's sigil again and visualize request  
completed.**

### **Closing Rituals**

**License to Depart: *"I thank thee, (name of spirit), this ritual is  
now done. All forces, Entities and Energies shall go about their  
business until again I call. In the Ultimate Name, go in peace to  
do my bidding. Harm nobody and none and nothing that I  
have, that I like and love. So mote it be."***

**Ring bell-*"this temple is now closed"***

**Create your own reality, and it will be so.**

### **More on the nature of Magick**

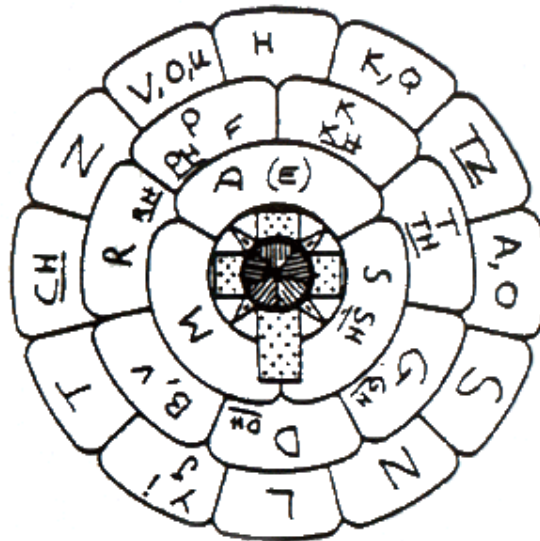
**Another point to being truly powerful is to have no regret for you magickal workings. Karma may seem real to many, but a person creates Karma because of regret, and expecting to be punished. They create that reality in which they will be hurt back in some way. The way to avoid this is to plan and work the spell, then wipe your memory of it and its target altogether. This of course takes some spiritual work on your part, to instantly forget and know that you can never be punished unless you allow it to happen.**

**In a way it is a bit like breathing in through your nose and out through your mouth in a constant circulation, not one action at a time, but both at the same time, but hey, monks have achieved just that. So can you do anything you set your mind to.**

**Magick is the most effective in any situation simply because there is no law that tells us that we cannot say an incantation or create an energy. Society's law does not recognize magickal workings, good or bad.**

### **Working with Alchemical, Witches Alphabet, Runic, and Sigil Symbols**

#### **Sigil Maker**



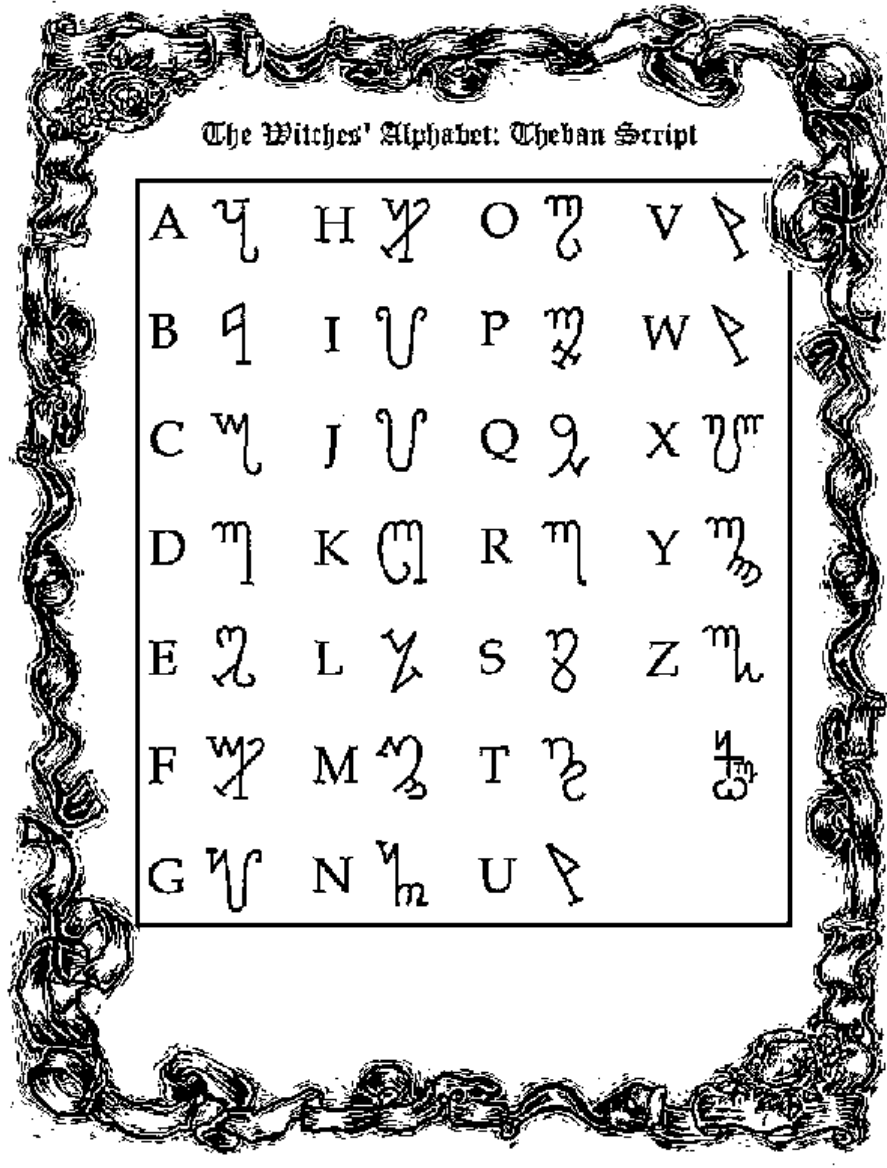


## **Alchemical Symbols**

A Table of Chymicall & Philosophicall Characters w<sup>th</sup> their significations as they are usually found in Chymicall Authors both printed & in manuscript.

























Saturrie Lead		Balmou Manie Balmou Veyre Bone Borax	MB VB W W	Mensis Mercur: fixat Merc: Saturni Mercuri Sublimat	
Jupiter Tinno		Calimare Calc Calcivve Calcivvorum Cayut mortu Cannonoro Cera		Notabew Nax	NB ppr
Mars Iron		Christallum Cinis Cineros clavellati Cinlar Coagulare Cobobafio Crocustat Crocus Venne Elixirum Cucurbitum		QuintaEssentia Realgar Regulus di Resorta	QE X O
Sol Gould		Dies Digerere Discobera Distillar		Sal coniung Sal Alkali Sal Armanac Sal Gemma Sal potra Supo Spiritus Spiritus Vini Stratagema Savore	
Venus Copper		Ethure Fenus Equi Furue Flagma Fluore		Sulphur Sulphur viva Sulphur Philosophoru Sulphurnigru	
Mercury Quicksilver		Gumma Hora Jgms Jgnis rota Lapis calamiaru Lapis Lutare Lutum Sopyartuo		Tartar Calc tartari Sal tartari Talcum Terra Tigillum Tuna	
Luna Silver		Magnes Marchsita Materia Matrimonie		Vitriolum Vitrum Viniat ceru Vrina Johannes Wolfige	
Acotum Acetudistillar Æs Ær Alembicus Alumen Amalgama Aunus Antimonium Aqua Aqua Fortis Aqua Regis Aqua Vita Arena Azemicam Atramentu Aurichalku Auripigmēt					
Libra Librationis C C					

The preceding page contains alchemical symbols and their meanings, if you want to use a beautifying and magnetism spell for yourself, for instance, you would use the mark of Venus over your sigil name.



You would use these symbols to mark your magickal tools such as your wand or athame with your name, be it your original or spiritual name. Also you may use it to wite ou spells on parchment, using the proper other symbols with this theban alphabet.

Runic Alphabet

 f	 u	 th	 a	 r	 k	 g	 w
 h	 n	 i	 j	 ae	 p	 z	 s
 t	 b	 e	 m	 l	 ng	 d	 o

**These are Futhark Runes, used in much the same way as the theban alphabet. They originate from ancient Germanic/Nordic peoples, but you may also see them in Ireland and other European lands. In other ways, you will see them used for divination.**

**Now you may wish to use the symbols of the above charts individually or in conjunction with each other, these symbols are very powerful and must be used precisely. Sigils may be traced in the air to evoke daemons and such, with practice you can do the tracings with ease.**

















**Working with alchemical symbols, invoking the planetary energies and use of corresponding metals and minerals.  
The use of planetary talismans to achieve your desired results.**

- Sun/Gold – Riches, Honor, Freedom**
- Moon/Silver – Dreams, Religion, Secrets, Women**
- Mercury/Aluminum – Intellect and Science**
- Venus/Copper – riches, arts, love**
- Mars/Iron – Recklessness, Bloodshed, War, Violence**
- Jupiter/Silver or Aluminum – Ambition, morals, justice**
- Saturn/Lead – Death, Trustworthiness**

**Use a Square inside the flat circle form of the talisman**

**Here is a quick reminder of the symbols for the planets.**

		
Mercury	Venus	Earth
		
Mars	Jupiter	Saturn
		
Uranus	Neptune	Pluto
		
Pluto	Sun	Moon

**For spells of love and beauty, you of course, as said befoe use the symbol of venus, creating a medallion by hammering a copper penny and tracing your sigilized name upon it and putting the symbol of venus upon it and wearing the medallion/amulet to attract love and beautify yourself.**

**For masculine energies and strength, I recommend The Mars symbol traced over your sigilized name on an iron medallion.**

**To strengthen intellect, intuition and understanding, make a medallion of aluminum, and trace the symbol of mercury over your sigilized name.**

**For control and concentration make a medallion of Lead and do the same as above with the symbol of Saturn.**

























**For rebirth, transformation and power, use steel, as the metal for Pluto are radioactive, such as plutonium and such. Steel works because it can be remade into many things, transformed into weapons of power and such. Do the same as above with the symbol of Pluto.**

**For belief and expansion make a medallion of Aluminum (strangely, that is the metal of Jupiter) and use the symbol of Jupiter over your sigilized name.**

**These are the most valued attributes of the planets and their corresponding metals. The runic alphhabet and the theban may be used to mark upon a place a blessing or a curse, even an enchantment. Using the right symbols for the spelling or using the runes for different meanings of them, usually used for divination, but casn also be used for enchantment, blessing, etc.**

**After engraving the symbols into the metal, use red ink or pigeons blood to fill the grooves.**

### Runes as used for divination or enchantment

							
feoh (cattle, weath)	ur (aurochs)	þorn (thorn)	ōs (god)	rād (journey/riding)	cen (torch)	giefu (gift)	wyn (joy)
f	u	þ	o	r	c	g[ɥ]	ɣ
							
hægl (hail)	nied (necessity/trouble)	is (ice)	gear (year)	ēoh (yew)	peor (?)	eolh (sedge?)	sigel (sun)
h	n	i	j	3	ɣ	x	s
							
tiw/tir (Tiw - a god)	beorc (birch)	eoh (horse)	man (man)	lagu (water/sea)	lng (a god)	eþel (land/estate)	dæg (day)
t	b	e	m	l	ng	ce	d

**One must always use new and unblemished items such as new candles, always colored throughout, not just the skin, new incense sticks, a clean, undamaged athame, etc. To work effective rituals this is the way it must be done. As it says in the Grand Grimoire, “....cut a fresh new stick of yew...”.**

**Some rituals are very specific in nature, such as the type of material a candleholder is made of, the shape of it and so on. I agree personally with the new and fresh concept, but specifics in ritual are not necessary. As long as the desire and the belief are there, it will work. Improvisation and spontaneity is always going to make the spell more powerful. Such as when I was going to cast a chaos bolt at a certain individual, I just planned to stab and burn their image, but I changed modes in inspiration during the casting and flung my blood upon the picture in my state of gnosis. This increased the power of the spell and changed the outcome to a more desirable one. This horrid individual now has leukemia as justice has been served upon him in a way that I did not know at the time that I could have served it. The blood was symbolic in what was going to happen to him. I wanted a fatal accident, but this way was better....do you get my meaning here? Be spontaneous and improvise and you will get better results.**

**The most powerful magickal state  
Gnosis**

**Working yourself into a state of power**

**The state of gnosis is not easy to achieve. First of all, you have to have utmost faith in yourself and your power, and believe utterly that what you do will accomplish your ends. Sometimes the theatrics of magick helps to achieve this. Try things like Fire Flash Powder, which is comprised sololy of a high fat powdered substance such as coffee creamer. Throw a few handfuls upon a fire and see the fire flare. The hypnotic movement of flame helps anyway. Different powdered flames can add to the theatrics nicely.**

<b>Chemical</b>	<b>Flame Change</b>
Copper Chloride	<b>BLUE flame</b>
Borax (laundry)	<b>LIGHT GREEN flame</b>
Copper Sulfate (tree root killer for plumbers)	<b>GREEN flame</b>
Strontium Chloride	<b>RED flame</b>
Potassium Chloride (water softener salt)	<b>PURPLE flame</b>
Calcium Chloride	<b>BLUE flame</b>
Lithium Chloride	<b>PINK flame</b>
Alum	<b>GREEN flame</b>
Sodium Chloride (table salt)	<b>ORANGE flame</b>
Magnesium Sulfate (Epsom salts)	<b>WHITE flame</b>

**Whether you are working toward gnosis for yourself or a state of gnosis for a group working, theatrics of magick are always very useful toward setting the mood.**

**Try placing a piece of flint on the bottom of a staff to create a sparking effect when you bang your staff upon stone, cement, or pavement.**

**Masks, face paint, unusual or primitive clothing works well.**

**A hollowed out top of your staff with a crystal fitted above a small laser device that has a hidden assessible button can even have the practical purpose of being able to read sacred texts in the darkness.**

**Use your imagination and you can come up with many different ways to set the mood.**

**Here I shall quote “Red death” as a sample of what is required to enter and use for a state of Gnosis:**

### **The Wake of the Red Death A Ritual of Destruction**

**This ritual is to be done during the night, past midnight, for then the powers of the astral waves are yours to manipulate and man is vulnerable at night, more of a chance of success if they are not of strong mind and spirit. If they are as an equal, then there are several secrets in the destruction not listed in these pages. This is either a hermetic rite or could be ceremonial as well.**

**The Sorcerer is to be clothed in a blood red cloak and/or robe. The Sorcerer should also be clothed in a white grave shroud which would be placed under the robe or cloak. The face should be streaked in blood red paint or blood, same with any bare skin shown. A personal item of the intended offer must be present, be it either a cloth, photograph, paper, etc. A crystal should also be present as well as bones, dagger, above the altar the Wamphyri - Varcolaci Pentagram and the Sigil of Nachttoter - The Red Dragon.**

**This night you shall become vengeance and anger - The law of Abraxas is implemented - The spirit of Kali is invoked. Love causing destruction to those who have crossed you.**

**The Red Death Awakes**

**Shrouded in the habiliments of the grave, take in your hands the grave soil in which you have blessed as your own, in the other the crystal within which you store your acausal energy.**

**Face the sigil of the Red Dragon and the Wampyre - Varcolaci Pentagram and visualize fire and blood entering your being, filling you with violent and destructive energy - Demonic shapes from within your mind, shaping according to**

your desire. The Red Death you become this night - Chant:  
Tiamat - Mother of Vampyres and mother of immortality - I seek thy energy -  
thy life - This Dark night I invoke the powers of destruction to spread  
destruction to my enemy! I will remain unharmed from this calling and it is  
my Will that the joy of causing death to my enemies is one of the ultimate  
pleasures of existence! I am Vampyre - All humans shall bow before my might  
and strength - For under the bloodied kiss of LAYLAH I have risen!  
I invoke the Vampyre Earth Goddess KALI, Mother hear calling and enter my  
sanctuary and my being - I am GOD! Blood drenched mother of nightmares, My  
enemy is to be devoured this night through MY WILL! MY DESIRE! MY LAW!

Just

as I cause Joy and Love to myself and others I can and also do DESTROY those  
who break my law - Hail Death! I now become the RED DEATH, fill me with the  
spirit - I am of Nachttoter - Blood of the Dragon fills my veins! The fire  
of Satan envelopes me, empowering my being through my desire. The svastika  
of EA spins fast, causing life, love and destruction according to the strong  
and clever.

**I AM THE RED DEATH!!!**

Take hold of the Opfer's personal item, feel the astral energy of the Opfer.

Raise the dagger and repeat:

Through the sigil of the Red Dragon and the Varcolaci Pentagram I condemn  
thee to Death - - name - - My astral talons are reaching to your dormant  
body and spirit, I am the Plague Bearer, Vampyre. I cast 1,000 diseases  
towards thy life breathe, infecting you with torment and black death...  
This is my Will.. This is my Law! I drain from your body thy precious life  
force and install the breath of the plague - the RED DEATH now upon thy  
spirit to suffer and writhe in agonizing pain. - - name - -, your life force  
is mine to feast upon. The Red Death is above thee...

Inhale deeply the life force from the object. Visualize plague and death  
infecting the intended Opfer and the slow death which affects them.. rejoice in  
the death and blood.

Mother KALI, I give thee honor as I give myself joy! Victory is mine! Joy to  
a burning planet which ABRAXAS RULES! SATAN I AM THEE AS 77 - This is my

Law

- the Joy of the world and the beauty of Night and LAYLAH!! I stalk the  
nightmares of my enemies - I AM THE RED DEATH!!!! I AM VAMPYRE!!!!  
SO IT IS DONE!

**Gnosis is a primitive state of frenzy, brought on by visualization, action, dressing, and reverting to a primal state. You bring your emotions, whatever they are to or past their breaking point. You visualize the power that rises as spikes or arrows finding your target, no matter what the manner of the spellwork is. The last part takes a great deal of concentration inside the state of frenzied gnosis. Be inventive and spontaneous in the manner of gnosis, never following the words of another, but inventing as you go along. The sending of the bolt is the hardest part. Seeing the emotion as a bright colored light or darkness, pull it back into yourself and bottle it up, add to it as you chant whatever you like that has to do with what you want, and then raise your hands and see the intensified power leave your fingertips suddenly as arrows or bolts, flying to your target. Send it with a shouted word to aid it along or simply allow the explosion to last by saying nothing. No other structure must be followed but what I have aforementioned. Do whatever you need to do to reach the primal state.**

**What I say in these pages may seem simple and easy, but all takes a great amount of disciplined and educated states of consciousness, only achieved by the most adept of practitioners, who, by default, shall recognize the hidden complexities of each spell or ritual.**

### **Aura Working**

**The aura is a powerful force around every living being. It may not seem so to those that are not disciplined to recognize or work with it, but the power is there and useful.**

**First of all, learn to recognize the way the aura feels around the living things around you. This sense may come in many different forms to many different practitioners, learn your own recognition of it.**

**In a grouping of people, concentrate on feeling the energies of each individual person around you. You may need to do this several times to get the sense right. The energies will be comprised of the emotions of each individual as well as their physical state. Soon enough, you will be able to “read” others just by being close to them. Trust your intuition in these cases. The very nature of each individual lies in their aura.**

**Now for the sight and use of your own aura.**

**Hold your hand against an off white background with low lights in the room. Distance your vision so that you feel that you are looking at a distant point, allowing your eyes to become slightly unfocused, but keep your hand in your sight and in your consciousness. After a time, you will see a faint glow around your hand and fingers. Allow the glow to become brighter, keeping your eyes distanced. Now take**

**your hand from the background and touch your hand with your other one. What do you feel? You should be able to feel the pull or push of the energy field. In this way, you pumped up the aura around your hand. This technique is the most simple way to strengthen your aura in one spot, but what we are aiming for is the shaping, projecting, and solidifying of your aura.**

**The key is always to pump up your aura by visualize it growing more and more powerful like an oven heating up to a broiling point, growing brighter to a blinding point. Work on making it into a semi solid state by moving rubbing your hands together until the aura moves your hands apart without your intent.**

**A way to test the power of your aura is to have a male friend sit with their back to you with no shirt on. Move your hand to different places over their back without touching them, stopping here and there and asking where they can feel your hand is located. When they get it right every time, you know that you are ready to work with these exercises.**

**To send the energy of your aura, use your projective right hand. Use visualization this time, pump up the energy to the most powerful force that you can and reach out with it. If you are in a crowd of people, direct the energy at one individual and push them with it, see what happens? They move away from you. Try using the same method to attract their attention, not pushing them away but “tapping” upon them so that they look around to see who touched them. Have some fun with this as you practice. Now you may use your receptive left hand to pull others to you. Reach out with the energy and pull them toward you, they will unconsciously move in your direction. Don’t “think” you can do this...KNOW you can. With your belief and confidence, you will achieve the goal set here.**

**Now work with candle flame. You must be gentler with this, but this exercise is a way to discipline your ability to use your aura. Without touching the flame, work at moving it around with your hands. Use no sudden moves, as this only creates a breeze that will move the flame. You will know the difference.**

**As anyone would know in the field of magick, the left hand is receptive and the right hand is projective. This goes for right handed or left handed people.**

**Do not confuse the use of the aura to move objects with telekinesis. The difference is that to move objects with your aura you often must move your hands, with telekinesis you do not have to move at all. It is done with your mind.**

**There are many devices that can be used to hone the aura, telekinetic ability or both. Many are mentioned in other texts. I will outline two that are for aura work specifically.**



**Plasma Electro Globe**



**Tubiflex Worms**



Both of these are mentioned in “The Grimoire For The Apprentice Wizard” By Oberon-Zell Ravenheart. I highly recommend this book for beginners and experienced practitioners alike. The Tubiflex Worms naturally group together in a bundle and are very sensitive to electromagnetic fields, such as the aura. The way to practice on these is to put them in a bowl and hold your hand about 6 inches above the bunch and see if you can reach out with your aura and “stab” into the center of them and cause them to move away from each other, causing a Hole in the center, kind of like a worm donut. You can practice manipulating the worms about without putting your hands very close to them, always using the 6 inch rule.

Now for the use of a more attractive device, the plasma globe. Originally this device was created accidentally by Thomas Edison in his attempts to create the light bulb. Tesla later perfected the device, and even used plasma energy for experiments of his own. Now the plasma energy is as close to a visible artificial life form as you can get. It naturally attracts to the living energy of your touch on the glass surface that it is encased in to control it. Plasma globes often house an Argon-Nitrogen mixture which creates the plasma and its colors. The plasma is not usually created by any tesla coil.

Any way, with the 6 inch rule, work on manipulating the plasma energy bolts away from and toward yourself. As it says in the Apprentice Wizard Book, you can have one or more friends sit around the globe with you and see which one of you can cause the bolts to move away from you the most in a sort of contest.

Steam and Smoke is slightly lighter than candle flame and plasma bolts, so maybe that is a good place to start if you cannot afford tubiflex worms or a plasma globe. Just practice with these in a wind-free environment with no sudden movements.

Once you have it down, you may want to practice so that you keep the ability. Try many different things, such as rolling or balancing pencils, moving people toward or away from you.

**Now charging your aura with thoughtform or emotion.**

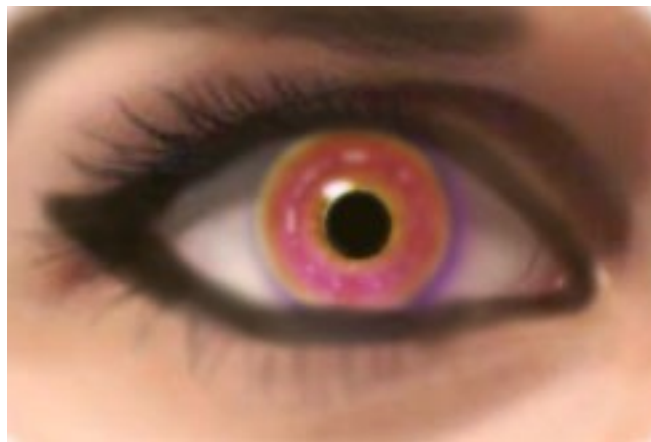
The aura can be infused with your own emotions or thoughtforms, as it reflects these things already, what you must do is concentrate upon one emotion or thought, and make your entire aura comprise of it. Fill yourself with the emotion or thought, making it stronger and stronger until it become too overwhelming for you to handle, then assign it an appropriate color (for visualization purposes) and imagine your entire aura becoming bright with that color. Hold onto the thought or emotion, keeping it strong, and it may be used to cause things to happen for you. It only works on living things, animal, plant, human, etc.

You may want to entrap some of your aura in thoughtform inside a crystal and either carry it with you or give it away. This can be used for many things, such as healing, or even mind and action control. You are essentially placing a piece of

**yourself into the crystal. The way to do this is to hold the crystal in your hand and use the same charging method described above to charge the crystal. Separate the piece of aura with visualization, placing the crystal upon a piece of black fabric and wrapping it with the cloth. Only unwrap it when you mean to use it.**

### **Mind Control**

**Generally, mind control is a talent that an individual is born with, but it can be learned. First of all, you need to understand the basics of human thought. Humans, like animals, do not think in words, they have fleeting images and feelings that flow freely through their minds. A regular person does not carefully think out every moment in their everyday lives. So it is relatively easy to change the fleeting feelings and images to match the ones that you intend the person to have. You simply must pry apart the barriers that guard the individual mind from such influence. A few people have stronger barriers than others. These are the ones that consciously realize that there is a possibility of controlling influence from another individual. Through faces and some study, you can notice the eyes have certain qualities that tell you just the kind of person that you are dealing with. Use a mirror and look into your own mind through your eyes and write down what you see there. Understand the target of your mind control before you influence them. After practice, you can understand the individual's minds instantly and break down the barrier before they even realize what you are doing. Picture your thought processes as a needle, piercing the barrier and reaching deep into their sub-consciousness. Inject your intent, using your eyes, with this visualized needle and see what happens. If the individual's mind is normal and weak, which most minds are, you will notice a glazed look come over them, and they will not snap out of it until they have done your bidding and you release them. They may not even remember what they did if your influence is strong enough.**



## Necromancy

Necromancy is considered by many to be a most evil pursuit. It is believed that nothing should disturb the dead. What many do not realize is that the realm of the dead is excruciatingly boring to them. They would invite a summoning and would be more than happy to impart some of their knowledge just for something to do. The only problem is that they do not have a great deal of energy to manifest, so they require help to be seen, heard or felt. It can be dangerous to summon the dead for the same reasons that I stated before, the dead would do anything to come forth and manifest. The stronger of spirits are not always the nicer spirits, and it is only the stronger ones that most necromancers would be able to summon. It is paramount to be as specific as humanly possible. Also, there would have to be a great deal of energy built up to give to the spirit so that it can do that which you ask. Often, a necromancer would use a portal of communication, such as a ouija board or an autowriter. The problem with the board is that the channel is too wide, and any spirit that is in the vicinity can mess with you. With autowriting, it is harder for those that you do not wish to let in to get into you as you write. Let's forgo the ouija and autowriting for now, that is for the layman.

There is a conjuration that is considered to be very dangerous, but I will outline it here. It is not necessary to use all of the elements that I am describing except for the circle of protection, which can be a rope or a circle scratched in the earth, your choice.

What you will need:

A circle  
Clothing of the deceased  
Wormwood Herb  
Dirt from the grave of the deceased  
Parchment paper or stones with the names of four protective deities inscribed upon them.  
Sulphur (to send the spirit back)

If you can get one, get another individual for a medium. Either they are to know exactly what you are going to do, or they must know nothing. It is important that they are completely willing to do what you want them to do. Once they have gone into the state of mediumship, they will not be able to come out of it until you use the sulphur to send the spirit back, which may be unpleasant for the individual, as you must throw the powdered sulphur (brimstone) upon the medium.

Now the circle is not for you, it is to cage the spirit that you summon. Be sure, that if you use this ritual, you are not summoning anyone you love. Now the other individual must stand inside the circle. You stand a cauldron of wormwood herb piled upon the earth from the grave inside to the direct north of the individual that is your medium. Have a handful or two of sulphur ready in a pouch at your side. If

you can light candles around the outside of the circle, depending upon the amount of darkness that is present in the current environment. The medium must be dressed in the clothing of the deceased, they do not have to be wearing a full outfit of the dead, but a hat, belt, or piece of jewelry will suffice.

Place the names of protective deities around the circle, engraved upon parchment or marked upon stone at the North, South, East, and West of the circle, best to use stones, as parchment might blow away. Light the candles, if you need them, be sure to use eight candles, four for the directions of north, south, east and west, and four to go between the four directional candles.

### Call forth the spirit

Light the wormwood upon the grave dirt in the cauldron and get out of the circle. Be sure that the medium holds perfectly still. Recite this incantation three times:

Come forth \_\_\_\_\_ in good intention

We summon thee, \_\_\_\_\_ we call

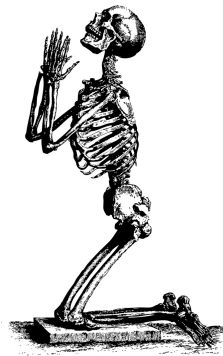
Fill this vessel we offer until your task is done.

**Bila dirsg epf cabila ipa vosg sga nafoul op sga borbma, vaeropf yiur camiphopht.\***

### BECOME ONE NOW!

At this point, your medium should fall into a sort of stupor. Watch the candles and the flames of the wormwood, if they still burn. There should be a sudden flaring. If there is none, use all of your senses to detect the spirits presence. A scent, a strange sound, a mist, a cold, numbing feeling or all of the above hails the coming of the spirit. Your medium will seem to awaken, and once they have, you may question them. When you are done, throw a hand full of sulphur upon the medium, if they do not awaken, throw another. Spirits are afraid of sulphur as it is brimstone, and is associated with hell, someplace they do not want to be. The spirit will leave. Explain the most minimal amount of information to your medium as possible, be sure that they feel safe and okay. Gather up your things and leave at once.

\*ancient dialect used specifically for summoning spirits.



### **Creating a form and animating it with the spirit of a departed.**

**Now this is a most profane way to work necromancy. It is dangerous as a departed spirit is more of itself than an artificial being. Think of this, would you want to be brought back and made to inhabit a clay body? The answer of course would be no in most cases, unless the individual spirit is a very bored and adventurous sort, trapped upon the earth plane in a never ending re-creation of his/her own death, then they may welcome a constructive break. All in all, you will never truly know what you will be dealing with, proceed with caution.**

#### **First the construction of a body for the spirit to inhabit:**

**You may want to be as humane to the departed spirit as you can be, and create a comforting body for it. As with the egregore, you want separate toes and fingers, as well as limbs that are not melded entirely to the body. Make as much of the form hollow as you can.**

**There are two ways to capture the departed spirit, either get some of the departed individuals possessions, as it will be drawn to them, or go to a severely haunted place and invite the spirit to come with you. Both of these methods can be dangerous. I will outline both in turn as to how to proceed.**

#### **With Possessions**

**Spirits are very protective of their former possessions, sometimes even possessing them in a way, like a favored piece of jewelry or a mirror that was nearby when they died. Do some research into the deceased person's history. Be sure this was a wicked individual.**

**To procure these items, you might have to commit a bit of thievery if the item was not left to you.**

#### **Now for the bad stuff:**

**You must find a way to draw the spirit to or out of the items. If you must bring the spirit to the item, you must desecrate the item. Rip a piece of clothing, break a breakable object, throw blood on it, do something to anger the spirit. It will come to you, be ready. You will notice a change in your surroundings if you have correctly brought the spirit, like a pungent odor of brimstone or decay. Use all of your senses carefully and be very alert!**

**Once the departed has arrived, bring it closer by further desecrating the object(s). You will feel an icy cold once it is close enough, no matter the environmental conditions. Now shout these words:**

**“By thy deeds you are enslaved! By my power you belong to me! Relinquish yourself to me, I am your master!”**

**Things will become still if you have done this right but the cold will remain. Now hold the form you created before you with both hands and shout.**

**“This body I created for you, now that you have none! By my power you will inhabit it!”**

**Now as with demons, you must laugh at the spirit to take away its power. With the words and your laughter, it will be forced to inhabit the form. Place the form in a glass jar in which you have coated the inside with sulphur to prevent any resistance. Only uncap the jar for one use of the spirit and allow it to escape. Order the spirit to do your bidding in the same manner as you enslaved it in the first place. Tell it that it can only be free if it does as you say.**

**Destroy the form entirely, until it is mere dust to be sent to the winds and bury the items.**

**Now for the spirit haunting a place:**

**Spirits that haunt an area on the earth plane are forced to re-create their deaths multiple times, perhaps once a day/night, or several times a day/night, depending...**

**Go to the very place that the individual died and speak to the spirit:**

**“Cursed to eternally die on this spot, I offer you opportunity to break the chain.”**

**Hold the form before you with both hands.**

**“Come inhabit this form for a time, break your curse. I free you for a purpose”**

**If the spirit is willing, it will inhabit the form. Use your sense of touch to discern when it is there. The form will either become warm or cold.**

**Give the spirit it’s task immediately, speaking kindly but without hesitation. Place the form in the vicinity of the task, and the spirit should willingly do what you ask.**

**The problem with the latter method is that the spirit, once freed from its bonds, may want to stay with you even after the task is done. For your sake, I hope it harbors you no ill will.**

**Assigning a guardian spirit to an individual for protection purposes (other purposes later)**

**You may wish to assign a guardian spirit to a young person or someone that requires protection. It would be best if the spirit is artificial, but you may call to the astral realm for a protector/protectress. More on that later.**

**An artificial protective spirit may be in any form that you wish it to be. Using the same method as described earlier in this book, create a thoughtform elemental. Have the individual to be protected stand or lie very still as you work. It may be best if the person is asleep and unknowing of what you are doing if there is a chance that they would not be privy to the idea of a spirit guardian. What you are doing essentially, is adding a separate entity to the body of the individual besides that of the individual's own spirit.**

**Create the thoughtform in another room, using a candle and visualization. You may want a dragon, as they make very good protective spirits. Keeping your eyes closed, hold your hands around the candle flame. Envision it growing brighter and solidifying slightly until it is pliable. Grasp the sides of the entity and pull upward to create the wings and use your hands to shape the form into that of your visualized dragon. It does not have to be large, actually, it is best that you would not make the entity overlarge. Separate the thoughtform dragon from your hands, but keep it with you, controlling it with your mind. Tell it with your thoughts that it is to protect the person that you assign it to, calling the person by their full name. Tell the entity that they are only to take over in the most dangerous of situations, but never to take over entirely. Too many times, a witch has assigned an entity to a person, only for the entity to take over entirely to protect, leaving the individual to "black out" and not remember what transpired. This is often mistaken for what psychologists call disassociative disorder. And puts the individual in danger of being institutionalized for being a possible danger to others.**

**Take the entity to the sleeping or awake-but-quiet individual and, without touching them, sweep your hands slowly over their body, visualizing the entity melding with them physically, protecting them entirely. Visualize the entity's aura making the individual's own brighter and stronger. Move your hands in a pressing-down motion over the individual's body without touching them, locking the entity into the individual.**



### Summoning the Hag/Fury of Night

Using the Bloodstone of old, (The Hematite Stone, not the Green stone with red flecks) Draw upon the ground two circles, one for yourself and one for the Hag. Gather a stone with a hole in it beforehand for protection, Also, have a chalice of brewed Mandrake at the ready to place at your side in your circle. The Hag is what is known as a Fury. This is a violent angry spirit that brings Justice to those that deserve it, but in a very violent way, such as a nighttime bloody car accident. The Hag, as you might guess works only at night. She is not hard to summon, but it is dangerous to do so, hence the circles. She comes with three names and identities.

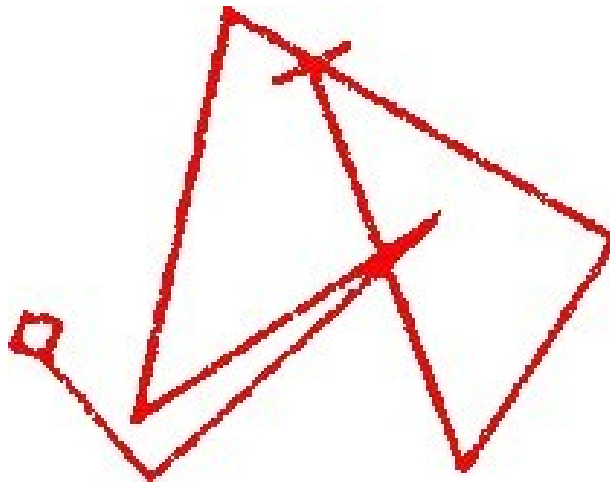
**Tisiphone (avenger of murder)**

**Megaera (the jealous)**

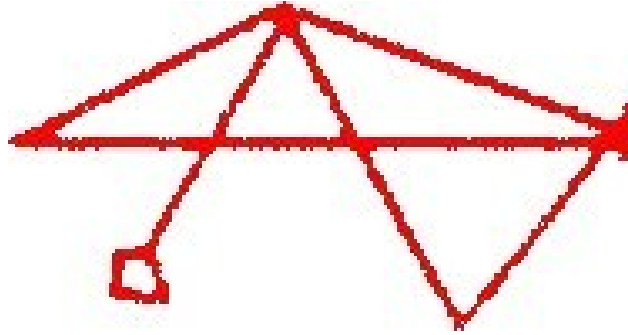
**Alecto (constant anger)**

Choose which one you wish to summon, according to the nature of the individual's crime. These are the sigils of the three identities of the Hag/Fury.

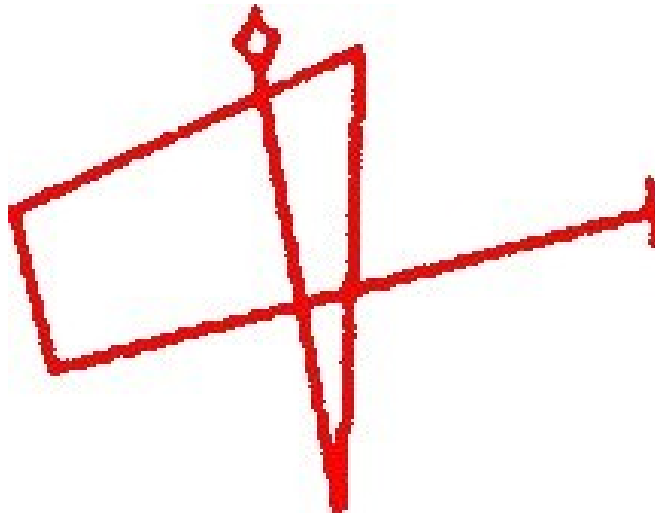
**Tisiphone**



**Megaera**



**Alecto**



**Draw these sigils inside the other circle from the one you shall inhabit. Call the Fury by the Appropriate Name three times. You may or may not see her, but she will be trapped standing upon her sigil until you release her. Tell her in no uncertain terms who has done the wrong, who they did it to, and what they did, sparing no details.**

**Do so in a strong voice, as the fury shall not stand for any sign of weakness, keep strength in your heart and mind as well. As you summon and speak to the Fury, look at the area that they inhabit through the hole in the stone. Do not take it from your eye until you have released the Fury and she has gone to wreak her justice. To release her, chant:**

\_\_\_\_\_ has committed an Act of Malice  
Mandrake Juice Inside a Chalice  
I pour the brew upon the ground  
Until you, \_\_\_\_\_ arrive, \_\_\_\_\_ shall be spellbound.

**She at this point will have flown off to the individual to wreak her justice. Keep your eyes and ears open for news of their possible demise or injury.**

