

E.A. Koetting's

MASTERING DIVINATION: OMNISCIENCE

ACCOMPANYING WORKBOOK

Become A Living God

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Now let's learn how to be more successful with divination...

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Introduction

This e-book is intended as a workbook to accompany the Mastering Divination course program. In it are the reference materials which will allow you to work along with the course program in real-time.

What This Course Will Do For You

This program is going to show you how to awaken your inner senses to access spiritual information through a variety of magick tools. This is called "divination".

By mastering divination, you'll attain the First Godlike Power called Omniscience, which lays the necessary foundation for advancing into other magick skills, like evocation and soul travel.

When you attain Omniscience through success with divination, you are one step closer to Becoming A Living God.

PART 1: Necessary Materials

What follows here is a list of materials that you will need in order to perform every type of divination taught in this course.

It is suggested that you obtain these implements prior to the course study, so that you'll be able to follow along with the instruction.

Ideometer Effect:

- Either a commercial ouija board, or a flat board and a black marker or pen, as well as a small triangular shaped piece of wood to act as the handpiece or planchette
- A pendulum of any sort. Basically, any weighted object hanging from a string or light chain will work
- A notepad and pen to record messages, as well as to use in automatic writing.
- A wire clothes hanger
- Two Bic or generic brand plastic pens
- A pair of pliers, or wire cutting tool

Cleromancy:

- A deck of tarot cards. You are free to choose the deck that best resonates with you, although my recommendation is the Thoth Tarot, as designed by Aleister Crowley and painted by Lady Freida Harris
- A set of rune stones

- A black metal or porcelain bowl
- A liter or two of water (temperature is irrelevant)
- One egg
- A pint of mammal's blood (if attainable)
- One small bag of tea (flavor is irrelevant)
- One tea cup
- A waste pail or disposal bucket is recommended

Seership:

- Everclear or other high-percentage grain alcohol
- A barbecue lighter or other safety lighter
- A pint of mammal's blood (repeat)
- A round picture frame and black spray paint, OR a pre made scrying mirror
- Two re-positionable chairs

PART 2: Curriculum Outline and Overview

The Five Major Categories of divination that are taught in this Course Program are:

- 1. Omens
 - Augury
 - Black Cats
 - Hellhounds
 - Atmospheric phenomena
 - Numerology
 - Astrology
- 2. Ideomotor Effect
 - Ouija
 - Automatic writing
 - Pendulum
 - Dowsing
 - Reflexology
- 3. Cleromancy
 - Runes
 - Tarot
 - Tea leaves
 - Cowry shells
- 4. Seership
 - Lucid Dreaming
 - Mediumship
 - Necromancy
 - Possession
 - Scrying
- 5. Direct Immersion Into Consciousness

As we progress through these, I'll show you how they are interlinked, and how a common system underlies their efficacy.

You'll learn the internal and external mechanisms that allow these systems of divination to work, and you'll learn how to squeeze the greatest amount of real information and knowledge from them.

You'll also learn the downfalls of some of these systems, and how to easily debunk them, as well as the appropriate uses for systems which may not be entirely effective or reliable.

PART 3: Reference Information

Tarot Spreads and Card Meanings

The Major Arcana

- **The Fool** is the 'soul before enlightenment', meaning the quester (or the 'initiate') prior to ascending the occult mountain to the final state of gnosis. The Fool is the starting position, point zero.
- The Magus signifies the magical force or power, that energy which the quester uses to propel him or herself ever-forward on the quest.
- The Priestess is the 'other' energy. A feminine, external force. The holy spirit. The Holy Guardian Angel.
- The Empress is a maternal figure, a guiding force, or sometimes literal pregnancy, although often this can be read as pregnant with possibility!
- The Emperor, symbolizes the father, but also 'rules and their official enforcers', the civil and social laws to adhere to. It can also mean one who is in control of physical affairs.
- **The Hierophant** is the Ageless Sage, one whose mind transcends time and incarnation.
- The Lovers signifies adolescent maturity. If it is drawn for a question regarding relationships, often it signifies a new relationship, a "puppy love," infatuation, etc.

- **The Chariot** is movement. This can be movement of the situation, or literal movement, as in relocation, or translocation.
- Adjustment is the balancing of attachment, or of circumstances. This can sometimes pertain to legal affairs.
- The Hermit signifies a retreat inside oneself, a stage of soul searching, or sometimes as a Dark Night of the Soul.
- The Wheel of Fortune shows the seemingly random nature of events, but also that they are not random at all, but are running along a perpetual wheel. Often when this card is drawn, it tells us that the querent feels out of control of their circumstances, or that good things are about to befall them.
- **Lust** is the card of strength, vigor, and passion, whether sexual or not.
- **The Hanged Man** is exactly that one who is not able to move in one direction or another, stuck in a situation, unable even to decide which way to move.
- **Death** is a card of transition. One aspect of the self has died and another is being born.
- Art is the combination of all of our assets and gifts into one "pot" whereby something beautiful may emerge.
- **The Devil** is addiction, or bondage of some intense sort.

- **The Tower** is the falling down of the previous seemingly solid aspects of our lives, the absolute crumbling of our dreams and our expectations.
- The Star is the goal, upon which our eyes may fix once our former expectations, often unfitting to our Dharma, may behold.
- The Moon is the magickal force in our lives, a nocturnal director. It can also be illusion, or selfdelusion.
- **The Sun** is clarity. "The Sun rises after a long and dreadful night, to reveal things as they are."
- The Aeon is possibly one of the most potent cards in this deck, as it signifies the complete rebirth of the individual, a transfiguration of the self and the life.
- The Universe is macrocosm, whether personal or universal.

The Wands

- Ace New beginnings, especially new motivation and ambition for new goals
- Two Dominion. Aggressively dominating, either positive or negative
- **Three** Virtue. Doing that which is right and fair, and resonates with your own Dharma
- Four Completion. The conclusion of the situation and the resolution of ills
- **Five** Strife

- Six Victory
- Seven Valor
- **Eight** Swiftness
- **Nine** Strength
- Ten Oppression

The Cups

- Ace A new beginning, often emotionally. New hope for the future
- Two Love
- Three Abundance
- **Four** Luxury. Having more than enough, but not to the extent of the fulfillment of greed
- Five Disappointment
- Six Pleasure
- Seven Debauch
- Eight Indolence
- Nine Happiness
- **Ten** Satiety

The Swords

- Ace A new direction or focus, or sometimes a new opportunity rising
- Two Peace
- Three Sorrow
- Four Truce
- Five Defeat
- **Six** Science. Often read as education, or medicine
- **Seven** Futility
- Eight Interference
- Nine Cruelty
- Ten Ruin

The Disks

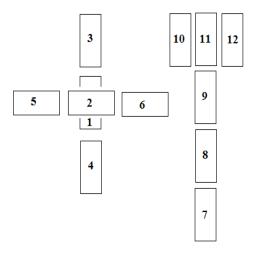
- Ace A new career or financial opportunity
- Two Change
- Three Works
- Four Power
- **Five** Worry
- Six Success
- **Seven** Failure

- **Eight** Prudence
- Nine Gain
- Ten Wealth

The Dignitaries

- Princess the most immature of the elemental aspect. Possessing power, but not higher reason and clarity of judgment.
- **Prince** slightly more developed, but not much. Most often, simple more power is gained, but not much more maturity to accompany it. Often signifies an unrestrained yet powerful form of the element.
- Knight fully matured and fully empowered elemental nature, yet still subservient to impulses and dictations from the Queen (being the attachments of the Knight).
- Queen matured and wizened aspect of the element.
 In complete control of her power, and in no way controlled by it.

Celtic Cross Spread



This spread is based on a very common spread called the "Celtic Cross."

The way that this differs from the traditional Celtic Cross spread is that rather than one card at the top of the right hand column (which is designated as the Final Outcome space), I put three cards. As I read more and more for people, I noticed that one card simply wasn't giving me enough information for the final outcome, so I would pull two more cards out, and every time they would clarify the issue greatly. I instituted those extra two cards as a matter of procedure, and started calling it "The Expanded Celtic Cross."

You may take note also of the fact that some of my descriptions of the spaces for the cards may differ from other people's. This is because I've found what works best for me. You may find something as you go that works best for you.

It's your divination, your cards, your reading, so make it yours!

But, get some practice with my method first!

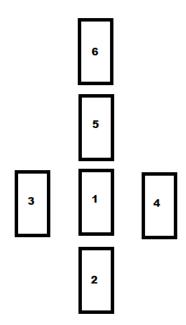
I've marked the card spaces above with numbers. This is the pattern in which you'll lay the cards out, and the pattern in which the cards are to be read.

- 1. This is the **significator**. This card tells you where the querent is currently at in the situation, or what the situation is really all about. This card basically summarizes the question that is being asked.
- This is the **crossing card**, as it crosses the significator. This card tells you either what brought the situation into being, or what is keeping the situation from self-resolving.
- 3. This is the **crown card**. This card tells you what is apparent or obvious about the situation. Often, the crown card will tell you what the querent *thinks* is going on with the situation.
- 4. This is the **root card**. This card tells you what is really going on, or what is beneath the situation, but is being overlooked.
- 5. This is the **past card**. This card tells you what has already happened in the recent past to bring the situation to its current state.
- 6. This is the **future card**. This card tells you where things will progress to in the near future.
- 7. This is the **emotions card**. This is where the querent is at emotionally and psychologically with the situation.

- 8. This is the **environment card**. This tells you how the querent's friends, family, co-workers, etc. perceive the situation.
- 9. This is the **hopes and fears card**. This tells you what the querent either hopes or fears about the situation.

10, 11, and 12. These cards together form the **final outcome**. These tell you how things will finally turn out, and will often give advice about how to make things move in the desired direction.

Inverted Cross Spread



This spread is called the "Inverted Cross", or Faust's Spread.

- 1. This is the significator. This card tells you where the querent is currently at in the situation, or what the situation is really all about. This card basically summarizes the question that is being asked.
- 2. This position clarifies the forces and circumstances that have evolved towards the first position.
- 3. These are the outside influences.
- 4. One path that the future may take.
- 5. Another path that the future may take, or a further clarification on the fourth position.
- 6. The weapon. What the querent must do to make the situation conclude favorably.

Rune Spreads and Meanings

Fehu - Possessions won or earned, earned income, luck. Abundance, financial strength in the present or near future

Uruz - Physical strength and speed. Solidity.

Thurisaz - Reactive force, directed force of destruction and defense, conflict.

Ansuz -. Inspiration.

Raidho - Travel, vacation, relocation, evolution.

Kenaz - Vision, revelation, knowledge, creativity, inspiration.

X Gebo - Gifts.

Wundjo - Joy.

N Hagalaz - Wrath of nature, destructive, uncontrolled forces.

Nauthiz - Restriction.

Isa - Ice. Frozen solid. Much like the Hanged Man.

Sera - Patience. Harvest.

Eihwaz - Protection.

Pertho - Secret or hidden knowledge. Occult abilities. Initiation into the Mysteries.

Algiz - A spiritual shield of protection. Able to not only deflect attacks, but also to return them to the sender.

Sowilo - The Sun. Enlightenment. Clarity in the given situation. Success.

Tiwaz - The Sky God, and the Warrior. Doing that which must be done by whatever means. Authority, dignity, and leadership.

Berkano - Birth, fertility, and personal development.

Ehwaz - The Horse. Transportation. Movement, either symbolic or literal.

Mannaz - The Priest. The True Self. Humanity as a whole, or even the Macrocosm completely.

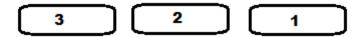
Laguz - Growth and healing. Creativity. The flowing waters of life.

Ingwaz - Virility. Strength. Male fertility. Work, labor, and financial achievement.

Dagaz - Breakthrough, awakening, clarity. Also a natural conclusion to the present situation.

Othala - Inherited property or possessions. Birthright, both physical and spiritual.

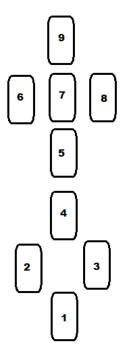
Three-Rune Spread



Other than drawing a single rune from the bag and divining with that alone, this three-rune spread is the most basic.

- 1. The Overview of the situation.
- 2. The Challenge that you are facing in this situation.
- 3. The Action you should take or avoid in this situation.

Thor's Hammer



- 1. What mask do you show the world?
- 2. What fears are within you?
- 3. What are you seeking?
- 4. How should you best approach this?
- 5. What do you hope to become?
- 6. What is stopping you?
- 7. What is your destiny?
- 8. What do you need to learn to find your true self?
- 9. What is your true self?

Conclusion

The information in this course is given with the understanding that you will apply yourself towards the acquisition of the powers and abilities discussed, and will therefore begin on your own experiential path of unfolding, towards your own state of omniscience.

It is also assumed that this is to be used alongside the Mastering Divination Course Program, as the instruction is not given in this text, but in that Course Program.

To Know, To Dare, To Will, and To Keep Silent.

Of this creed, Divination fulfills "To Know."