

Mastering Evocation: Omnipotence

Companion Workbook

By E.A. Koetting

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Introduction

This e-book is intended as a workbook to accompany the Mastering Evocation: Omnipotence training 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

When you begin applying the evocation methods taught in this course program, you **WILL** find yourself developing powers and abilities far beyond anything that you could have previously imagined. You will be able to manifest as much wealth in your life as you would like; you will be able to create the types of personal and intimate relationships that will fulfill your every need; you will be able to achieve all of your dreams and ambitions; you will be able to contribute to the world at large at whatever scope of influence that you desire. In short, you will be in complete control of the circumstances of life, and of even your destiny – all with nonphysical action.

This is just the starting point, though. Through the application of these methods, you will find that indeed you have Become 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 evocation 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.

- A circle. This circle will serve as a centering point for the Operator. I prefer to use a variation on the Circle of Pacts, which is inscribed in red paint or embroidery on a black cloth. Although the suggested size of the Circle is 5 or 6 feet, this is merely to allow a full encompassing of the ritualists, and can be made to whatever size works best for you. Alternatively, you can use cornmeal, flour, or salt to lay down as the Circle, or can create a Circle out of any other substance you choose.
- A censor in which you will burn incense resin.
- Incense burning coals. These are small disks upon which you can burn incense. They can be purchased from several stores and online also as "hookah coals."
- Incense. I recommend copal resin, as it burns cleaner and creates a good amount of thick, white smoke, but you are free to use whatever incense you choose, so long as it produces heavy amounts of thick smoke continuously.

- An athame, or ritual dagger. This is a black handled, two edged dagger, sharpened, as it will be used to cut as well as to direct power.
- A black-backed mirror, a quartz sphere, or a black bowl filled with water, for the purpose of scrying.
- A black bowl or a silver chalice, as a ritual container for ceremonial fluids.
- A gallon of distilled water, with two or three tablespoons of salt added, to be consecrated as a banishing water.
- 12 4"x4" squares of white paper on which to draw the spirit sigils.
- Black marker with which to draw the spirit sigils.

Part 2: Curriculum Outline

Section 1: Introduction

- I am E.A. Koetting, and I've been studying the occult for over 20 years, and have been an active practitioner for over 15 years.
- Evocation is the occult science and art of calling nonphysical entities into materialization to the physical senses.
- My first evocation
 - In a secret cave using an ouija board to communicate with the spirit
 - Spirit demanded 66 human sacrifices
- Necronomicon
 - Calling AzagThoth, the Blind Mad God
 - Realization of the reality of entities
 - Evocations of the Watchers
 - Received Priesthood of Enki
- Hermetic/Golden Dawn Evocations
 - Evoked Paimon
 - First successful visible materialization of spirit
 - Used scrying mirror
 - Necessity was the key to success
- Satanic Evocation
 - Evoked Lucifer
 - Learned directly from Lucifer

- Summoning demonic legions with mudras and chants
- This began a system of learning directly from the spirits
- Why I put so much emphasis on evocation
 - Bring that which is unreal into materialization
 - Template for creation
 - As you learn this, you'll also develop many abilities
 - Communicate with spirits
 - Call any demon, spirit, angel, or other entity to appear before you
 - Learn to see the spiritual
 - Command literal armies of spirits
 - Receive MASSIVE gains from what the spirits can do for you

Section 2: Overview

In this course, you will learn:

- Everything needed to prepare yourself for the evocation of spirits to physical materialization
- How to find the right spirit for the job
- The elementary principles of evocation
 1. Preparatory Immersion
 2. Use or Development of a Working System
 3. Attainment of Omnipotence
 4. Substantial Contact
 5. Incantation or Oration (spoken word)
 6. Communication with the Spirit
 7. Issuing a Task
 8. Dismissal
 9. Psychological Retraction
- Preparing the ritual area
- Performing the evocation ritual
- Evoking with multiple evocators
- Evoking multiple spirits simultaneously and consecutively
- Evoking legions
- Unbound evocation (no tools, triangle, circle, etc)

- Forced possession
- Exorcism
- Binding spirits to objects
- Summoning Gods
- Evoking people
- The Devil's Stone rite

Section 3: Preparatory Immersion

In this section, I teach you everything you need to know about the Elementary Principles of Evocation, and how to apply those in ritual.

Those elementary principles are:

Preparatory Immersion

The subjective synthesis, which is the integration or full insertion of the individual into the system and paradigm in which he will operate, is essential to his ability to summon forth an unreal entity from the depths of universal imagination into objective and observable reality.

In modern times, with worldwide information as accessible as mouse clicks and button presses, such a preparatory immersion into the realm of the spirit is most often and most easily conducted through intellectual identification with the system, through a sort of mental immersion, prolonged as to blur the barrier between the real and the imagined.

If the intellect can be bypassed altogether, though, a direct route into the imagination is carved, providing an undisturbed path beyond ordinary observation, allowing the Operator to descend without limitation into a world where mystery and miracle are made manifest.

Use or Development of a Working System

Somewhere along mankind's spiritual evolution, we discovered specific, syntactical methods by which invisible or even imaginary forces can play upon this three dimensional realm, to often alarming degrees. A two-way bridge was then drawn between the "spiritual" and the "physical," or otherwise between the imaginative and the real, allowing that which is physical to pass into the spiritual, and that which is spiritual to effect the physical.

What this all comes to is that, because of the limitations imposed by yourself on yourself, in order to penetrate into the Mystery, a reliance on that which is established in your own culture as effective is required. Alternatively, the adoption of another culture and system is also effective.

Attainment of Omnipotence

In order to evoke an entity into four-dimensional materialization, simple four-dimensional models of action and interaction are not sufficient. The Evocator is not summoning an entity from another realm as much as he or she is summoning existence as a whole to alter entirely enough to allow such an impossibility to become present. It is his task, then, to create a new world, a world wherein gods and spirits commune with mortals, and then to replace the former world with the one of his creation.

Substantial Contact

A large part of the modern evocation ritual attempts to fulfill this single elementary principle of gaining and

maintaining substantial contact with the spirit to be materialized. Some occultists will meditate upon the sigil of the spirit to be called and will recite incantations to bring it forth. Some Operators spend hours concocting various oils and incenses specific to the astrological attributions of the spirit. The practice of dressing wholly in the planetary colors of the spirit for days preceding the ritual is common, as are daily devotions to the spirit, sphere, or godform associated with the spirit.

Despite the most fervent assertions that these practices in their own right bring the spirit into materialization, in actuality they only serve to create a substantial psychic contact between the Evocator and the evoked.

Incantation

Certain sounds that can only be made with the human vocal apparatus seem to put into motion immediate and substantial shifts in the environment, in the being of the Operator, and in existence as a whole. Unfortunately for adherents to the system of the traditional grimoires in which the conjurations used to summon a spirit exhaust up to a half an hour, such transformative and transfigurative orations most often consist of only one or a few syllables, the intonation and repetition of which alter the whole of existence in accordance with the inherent intent of the mantra.

Communication

The whole Operation of evocation, and all of the necessary force and power exercised to facilitate the materialization of the spirit ought naturally to set the Evocator upon those Crossroads, in the gap between the physical and the spiritual, between the world that was and the world that is being created, wherein the Operator will witness the demon rising from the smoke of the incense or the steam of fresh blood, or from the vital effluvia of the earth and its microscopic inhabitants.

It is at this Crossroads area between consciousness and unconsciousness, between life and death, between flesh and spirit, that communication with the spirit is had.

Issuing a Task

Evocation of any spirit into physical materialization is indeed the template of pure creation of something out of nothing. You must already be God to be able to perform such a task. Do not, therefore, attempt to approach the matter as a sniveling adolescent wondering, “Will it work?” Failure with a thousand faces will assail you.

I am not concerned that you use your power wisely, or that you use your power for the good of this ideology or that presumption. I do insist, however, that you do use your power. Rend the veil between the worlds and build empires upon the earth, for money, sex, love, family, country, pride, altruism, or any other reason... but do have a reason.

Evocation is the template of creation, and if you evoke with the intention of nothing, then indeed nothing is what you will create.

Dismissal

All the while, throughout the preparation for the ritual of evocation and during it, you have not only been in the process of defining and creating the form and manifestation of the demon, but you have also been defining and creating a new reality, a new world more suitable to your specific needs.

With a mighty exhalation, like Brahma let that new world flow out from you.

“Go now, and bring to pass that which I have commanded,” is your declaration of the creation of your new world. With that single statement, let the demon go out into the void to lift up the firmament of your world, and likewise let your desires, your thoughts, and your attachments to your creation go. In the moment that the shockwave of desire leaves you, that which you have previously desired will be delivered.

Psychological Retraction

Many occult systems would call this principle “grounding.” Immediately after giving the final command to depart, blow out the candles, smother the incense, and make yourself a sandwich. Do something that will remove your thoughts from the ritual, from the crossroads between the worlds, and will place you again in mundane “reality,” allowing the collective observation of reality to merge with the new reality that you have just created,

without the interference of your continued thoughts, emotions and attachments to it!

I also train you in some exercises that will prime you for the work that lies ahead, and will get your body, mind, and astral being ready for successful evocations!

Section 4: Developing Skills

- Theta/Gamma Sync
 - First step in Attainment of Omnipotence and Rapture
- Opening sigils
- Development of Magickal Imagination
 - Visualization of object in front of you
 - Structuring
 - Build it up bit by bit, until you can see aura of imagined object
- Contacting Sprites
 - Look at static rain and see small beings of light in front of you until completely clear
 - Once they are there, watch them. Notice how they have assumed a life of their own
 - Let it disappear as you leave Theta

Section 5: Scrying

- Scrying
 - Fire, water, blood, mirror
 - See white fog or blue flame in scrying medium
 - Use Living Imagination to build the image of a place or person. This is called "structuring"
 - Once structured, let go of your control and allow your living imagination to receive instead of transmit
- Scrying into Darkness
 - Turn off lights and enter theta/gamma sync while looking into the darkness
 - Open scrying vision
 - Structure faces and then let the faces fill in their own details

Section 6: Basic Evocations

- First basic evocation rituals performed
- Explanation of the Circle
- Opening through Lesser Banishing Ritual of the Pentagram
 - Face east
 - Imagine yourself growing taller, above the earth
 - Pull light from above you (you can use the Black Sun rather than the sun if you are working within the Left Hand Path)
 - Use dagger or fingers to pull light into power centers
 - Forehead - ATAH
 - Groin - MALKUTH
 - Right shoulder - VEGEBURAH
 - Left shoulder - VEGEDULAH
 - Breast - LE OLAM, AMEN
- Draw flaming, blue pentagrams at each quarter
- Rather than using the godnames, I vibrate the names of the archangels, or the Demonic Gatekeepers, calling them forth
 - East - Raphael
 - South - Michael
 - West - Gabriel
 - North - Ariel
 - OR
 - South - Belial
 - West - Abaddon

- North - Azazel
 - East - Amaymon
- Evoke Paralda
- Blanket of essence, accumulated in materialization area
- Request - "Open my spiritual sight."
- I also demonstrate an extra ritual of calling forth Ba'al Zebub, using similar method of a simple presence rather than an embodied materialization
- WARNING - Depictions of bloodletting and decayed sacrifice are given in this ritual!

Section 7: Structuring, Rapture, and Manifestation Bases

- To evoke to physical materialization, you need two components:
 - Rapture in Full
 - Manifestation Bases
- Theta/Gamma Sync leads to Rapture, Rapture leads to the Crossroads
- Crossroads is the state in between physical and spiritual, between sleep and awake
- Manifestation bases gives the spirit a heavy, airy substance to build a body out of
 - This is Jacob's Ladder - you go up and the spirit comes down
 - Meet in the middle, in the Crossroads
- Getting into Rapture
 - Involve whole body in addition to the mind
 - Rocking, dancing, weaving, drumming, etc
 - Put aside concern for appearing sane
 - Lose yourself in the Rapture
 - Vision will fade from this world and will open up in the Crossroads
- Manifestation Bases
 - Incense
 - Copal resin
 - Frankincense
 - Sandalwood

- Dittany of crete
- Blood/Sacrifice
- Running natural water
- Wet soil
- Ectoplasm? (not reliable)
- Elixir of Manifestation
 - Red wine
 - Moss
 - Rat's blood
 - Bat's blood oil
 - Blood/semen/menses

Section 8: Mepsitahl Evocation

- Circumambulation
 - Deosil - clockwise - with the sun
 - Widdershins - counterclockwise - against the sun
 - Number of circumambulations coordinated with the astrological numbers of the spirit, or intuitively discerned
- Evoke Mepsitahl using copal resin incense

Section 9: Spirit Communication and Spirit Manifestation

- Need to make the structure more solid, until it seems as if the spirit stands in an actual body before you
- Need to make the voice more solid, until the words are clear and the timing is aligned with the vision
- Developing the Vision
 - Structure a complex object with your Living Imagination
 - Plant, animal, 3-dimensional art
 - Use manifestation base and structure object in the smoke
 - Don't linger too long on mastering one object. Get it as clear as you can and move to another object
 - Structure 5 objects in this way
- Developing Clairaudience
 - Open sigil and ask questions
 - Have 5 questions written out beforehand, with enough room to write the responses
 - "Hear it, Write it!"
 - Trusting yourself is the key
 - Have fun with it. Don't analyze, but simply receive. There will be plenty of time for analysis later

Section 10: Mephistopheles Evocation

- Begin with Circumambulation widdershins
- Call his name while walking the circles
- Evoke the demon
- Structuring while incanting
- Push power from Zeal through hands
- Mephistopheles materializes in another direction
 - I turn in that direction
 - explanation of why I don't use Triangle
- I step outside of the Circle and continue circumambulation
- "Become the warlord. Take power, do not wait for it to be bestowed upon you. Take wealth, do not wait for it. Do not continue to play, but become a Master."

Section 11: Multiple Evocators

- Sometimes, you'll want to work with another person or a group to evoke
 - Multiplies the power of the evocation
- Two-Part Evocation
 - One person evokes while the other person channels
 - Operator performs the ritual and structures the spirit
 - Channel receives information from spirit and speaks the spirit's words
- Evocators all summoning the same spirit
 - Each takes a portion of the ritual
 - All present structure the spirit
 - One person leads the conjuration, the rest follow, in litany
 - Leader: "I call on you to appear before us, Lord Asmoday, and come!"
 - Group: "Asmoday, come!"
- Evocators summoning different spirits
 - Ritual is divided, each person structuring their own spirit
 - Each person evokes their own spirit
 - Goes in a circle, either deosil or widdershins depending on type of spirits called

Section 12: Multiple Evocations

- There are some goals that need to be attacked more aggressively
 - Baneful magick is a good example of this
- Evoke spirits consecutively
 - Evoke one spirit, and then turn and evoke the next, and then the next
 - Address and command all spirits once they are all present
- Evoke spirits simultaneously
 - Using house sigils
 - Using magick square
 - Using mudras and incantations to bring forth armies of spirits

Section 13: Group Evocations

- In order to funnel the power needed to evoke multiple spirits, you will need to tap into a well of power within you
 - The access point for this power is the "Ze'al Chakra"
 - This is a hidden chakra that hardly anyone ever mentions, which is found at the base of the skull
 - Focus on the Ze'al chakra, and holding your arm out, push the energy from the Ze'al into your arm, through your hand, and towards the goal
- Meet Nate Bales, a powerful Sorcerer and evocator who volunteered to perform several of the group evocations in this course with me.
- Also meet Scarlet Marie, one of the most powerful witches and evocators I've ever worked with.
- Together, we perform several rituals of group evocation, including the infamous "Gate Keeper Ritual."
 - The archangels of the quarters are called, and then are disgraced through the breaking of their seals
 - The Gatekeepers, Belial, Amaymon, Abaddon, and Azazel are evoked
 - Azazel is evoked into Scarlet's body
 - Azazel is brought into the Circle, at which point those of us who are willing experience an

intense immersion into a state of internal
purification

Section 14: Blind Evocation

- You can look into the spirit world, find a spirit, and pluck them out and evoke them
 - One of the easiest ways to do this is to ask a spirit that you work with to give you the names of other spirits
- You can use gateways to connect with spirits
 - Imagine the gateway in front of you
 - Structure it until it becomes real
 - Draw the sigil and get the name of the spirit through spirit communication as taught earlier
 - Use the sigil and name to evoke the spirit

Section 15: Exorcism

- Before learning how to become possessed, we need to know how to exorcise spirits
- Exorcism draws the awareness of the subject away from the spirit
- The spirit does not inhabit the body because it wants to - it inhabits the body because the possessed person wants it to
 - Exorcism can only be performed on those who are willing to be exorcised
 - You cannot force exorcism on another
- Sumerian Exorcism:
 - "Enu shub am gig absu, kish agigga gar shag da sisie amaradaya, dingir ud kalama siniku, dingir ninab guyu nexrannku, ga ya shu shagmuku tu!"
- The Book of Roman Rituals Exorcism:
 - "Exorico te, omnis spiritus immunde In nomine Dei Patris, et Fili, et Spiritus Sancti ud descendas ab hoc plasmate Dei (name), quod dominus noster ad templum sanctum suum vocare dignatus est, ut fiat templum Dei vivi, et spiritus sanctus habitet in eo. Amen. Amen. Amen."

Section 16: Possession

- In possession, you willingly give the spirit control over your body and your mind
- Let the spirit control your voice by speaking nonsense and gibberish while invoking the spirit, and then allow the words to flow unrestrained. Don't be concerned with what you are saying, but keep the flow of speech going
- Let the spirit control your body through limb levitation
 - Relax your arms and allow them to drift where they will
 - Invoke the spirit through structuring it inside of yourself
 - Allow the spirit to move your arms and hands as it wants to
- 5 Stages of Possession:
 1. Manifestation - When the spirit first appears, or when the Operator first makes contact with the spirit. Evocation is the plateau of spirit contact.
 2. Infestation - The spirit infests the life of the individual, outside of the ritual of evocation. This can manifest in poltergeist activity, or in the constant felt presence of the spirit.
 3. Mounting - The body and mind of the individual need to adapt to allow the spirit to take control (as is done through Glossolalia and Limb Levitation). Any noticeable violence as the spirit enters is not due to the spirit itself, but is

an external manifestation of the internal struggle of the individual.

4. Riding - The spirit fully possesses the individual.
5. Perfect Possession - Occurs after repeated possessions, when the individual willingly allows the spirit to permanently co-inhabit his or her body, and co-experience his or her life. This becomes a merger between the individual and the spirit.

Section 17: Evoking Without Tools

- Ritual tools are useful props that help focus the Operator on the immediate and the eventual goals of the ritual, but can be eliminated entirely once proficiency is achieved
- The magick isn't in the environment - it's in yourself
 - If you can make the right physiological and psychological shifts, you will be able to perform the miraculous
- The Circle does NOT protect you from the spirit
 - It only acts as a focal point for the energies of the Operation
- The Triangle is a relatively new addition to evocation.
 - It does NOT constrain the spirit in the slightest, and is more of a hindrance than anything else.
- Sigils are relatively new "tools" that help us connect to the spirit
 - The same connection can be made through repetition of the spirit's name

Section 18: Making Pacts

- The pact is an agreement between the Evocator and the spirit
- Pacts take evocation and add the element of devotion
 - The Pact does not force you to be devoted to the spirit, but instead forces you to be devoted to your goals
- Specific goals are enumerated in the Pact
 - The spirit will help you fulfill the terms of the pact by both aligning circumstances, as well as ensuring that you continue your work as set forth in the Pact
- Spirits don't necessarily work in a "this for that" type of agreement
 - Instead of offering goods or services to the spirit, offer your own Ascent in that spirit's name. Most spirits are completely willing to help you in this without any further exchanges

Section 19: Binding Spirits to Objects

- Master Evocators will bind spirits to objects to achieve specific magickal goals
 - Wealth or luck charms
 - Protective amulets
 - Defensive or aggressive spirits can be bound to objects
 - Sexual or emotional attraction
 - Any goal that you might have can be amplified by binding the spirit to an object
- Bound items can either be kept, or can be given to other people
- In order to fully bind a spirit to an object, it needs to be a spirit that only you have the name to, as others may be able to remove the spirit if they discover its name
- This is the highest form of contagious magick
- Instead of structuring the spirit before you in evocation, structure it inside of an object, and then seal the object with energetic "walls" that will contain it

Section 20: Evoking Gods

- Evoking Gods is not nearly as complicated as most people believe
 - Most demons that you can summon are actually Ancient Gods, and we have no trouble evoking them
- The biggest obstacle is in believing that gods are more powerful than you, or that they don't want to help you
- Gods are extremely powerful (which is why demons are extremely powerful)
 - This power is translated in the materialization into size
 - Evoke gods in open areas, to accommodate the size of the materialization
- You can also evoke people who are living
 - This allows you to gain specific knowledge that that person might have
- Evoke people by using personal objects, photographs, or even just their names
- The person evoked will often experience something unusual, but won't be able to pinpoint it
 - It is not their conscious self that is evoked, but is a mix between Atman (spirit) and Samsaric identity

Section 21: The Devil's Stone

- In evocation, we are taking something that does not exist in any objective manner (the spirit) and bringing it into full materialization before our senses
 - Evocation alters or entirely overwrites our observation of reality
- You can bypass the middleman (the spirit) in evocation by evoking the object that you desire to manifest
 - This object will appear as a phantom in the smoke
 - The object will then be brought to you extremely quickly... much more so than using any other method of manifestation
- You can also use this for transmutation, by structuring and evoking an object into another, different object
 - This is essential alchemy
 - The duration of the transmutation will be short, at first only flashing, and then returning to the original shape
 - Continued repetition will allow you more solid alterations
- Because our observations are linked with the common observations of others, it may be necessary to remove yourself from society for a period of time to perfect instantaneous manifestation of objects, or permanent alteration of substances

- The recommended period of isolation is 90 days

Part 3: The Infernal Grimoire

The Summoning Rite

1. Draw upon the ground the Circle. Bring into the Circle the sigil of the spirit to be summoned. Set and light a black candle at each of the cardinal points around the outer perimeter of the Circle. Set your censor in the direction in which the spirit will materialize. Light the coals therein, so that they will be ready for the incense at that time.
2. Sit or kneel in the center of the Circle. Bring your attention to your breath, letting its rhythm guide you down through rings of reality, into the theta-gamma harmony.
3. Place your incense upon the burning coals. As the smoke rises from the censor, gaze into the sigil of the spirit, connecting with it, uniting your mind with its mind. Allow yourself to sense the spirit's presence nearing. Allow your inner vision to behold its appearance. Allow your body to respond to the shift in the room as your heart rate increases, as your pupils dilate, as it becomes more difficult to breathe. Gazing into the sigil still, through the psychic maelstrom building in the room, sense the demon's power and presence swirling and gaining critical mass. It is at this point - not before and not after - that you are to structure the spirit.
4. Eyes locked with the glowing astral matrix that you have structured, call out: "(Name of Spirit), come

now into my Temple. Appear now to me, so that I may look upon you, so that I may hear your voice, so that I may receive your knowledge, and so that I may command your power." Repeat the conjuration over and over, feeling it accelerating the movement of energy and power around you, which finds its vortex in the astral matrix that you have structured.

5. Allow the Rapture to take you, the repetition of the above conjuration, overwhelming your mind and your body. As you linger on the edge of unconsciousness, recognize that the figure beheld in your inner vision has united with the tangible energy in the Temple.
6. On the cusp of either total unconsciousness or complete insanity, immediately before falling into either, cease the repetition of the above Calling to the spirit, and instead command "(Spirit's Name), come." Repeat again and again the name of the spirit, and the command for it to come.
7. The spirit will materialize in the room in a body beholdable to all of your senses in the exact moment that you lose your mind – meaning that as soon as the rapture has taken you completely, as soon as your evaluations and analyses of the thing on a cerebral level cease, and as soon as you give your mind and all of your senses over to that which is impossible, you will meet the spirit, face-to-face.
8. It is necessary to state to the spirit your specific desires, as concisely as possible. No commands are

to be made, but a simple proposal of what you desire. “(N.), I have Summoned you forth so that I may...” If it is knowledge you seek, ask the demon specific questions, having prepared them beforehand, and having a pen and notepad ready, as you will certainly have notes to take. In the fugue-state of rapture, you will have a hard time carrying any knowledge out of the Circle of Pacts after the demon has left and you have returned to yourself. Insisting that you don’t need to take notes because you’ll commit the information to memory is a waste of both your time and, infinitely worse, the demon’s time. If instead you desire a certain change to take effect in your life, let that be known.

9. Once the demon has offered the information which you seek, or you have come to an agreement on the course of future events, conclude the evocation by asking the demon to depart from the Temple, and to go into the world to bring you that which you desire, or simply to “Return from whence you came.” As the demon’s body dematerializes, recite again the Grand Invocation of the Pact, “Alash tad Al’ash tal Ashtu,” over and over until you find yourself alone in the room, all flashing lights and crackling air dissipated, and the rapture which had taken you having departed, leaving your body exhausted and starved for food and sleep.

Incantations

For Demonic Pacts/Bindings

"Alash tad al'ash tal ashtu"

For The Summoning Of Powers

"Itz rachu mantantu vespacha kaltamu
Itz ranta mant kala mant atzu belt tazü
Vaskalla itz rachu kantantu velchatza"

Exorcism

"Exorico te, omnis spiritus immunde
In nomine Dei Patris, et Fili, et Spiritus Sancti
ud descedas ab hoc plasmate Dei (name),
quod dominus noster ad templum sanctum suum
vocare dignatus est, ut fiat templum
Dei vivi, et spiritus sanctus habitet in eo.
Amen.
Amen.
Amen."

Summoning The Dark Ones (Do NOT Use)

"In the ninth hour, darkness fell upon the face of the earth.

Those whom before time existed were, salve!

From earth and water, from fire and air, I summon all spirits faithful to Them into this realm.

Amaymon, teacher of the glory, exalter of the darkness,
come.

Azazel, who has taught us magick and war, Azazel who
has given us the weapons of the gods, come!

Abaddon, the destroyer, he who holds the key to the
bottomless pit, come!

Belial, he who bows to no man, nor to any god. Belial,
he who has all power over all dominions, come!

Dark Brothers, come now!

Blessed are we who know the arcanas of the Infernal
Empire, and bring them to earth. Their hands hold the
keys of the kingdoms of power. Their hands have
moulded the gods and have set the stars in their places.
Their hands fall upon me now.

Flames and shadow are the colors of their flags. When
you see flames, know that they are near. And when you
are surrounded by shadow, know that Their Empire is at
hand.

Flames open the gates and shadows whisper of Their
arrival.

Their hands bring wisdom and wealth.

Their hands bring death and destruction.

Their hands make men into gods.

Come!

"Come now into this Temple, and lay your hands upon me, to make me a God.

Come!

Come now and fill me with your Power, so that nothing will be impossible unto me!

Come!

Come now and crown me as your Prophet, your Mouthpiece, and your Sword.

Come!

Those whom before time existed, were,

Come!

Magick Squares

The above square is used to call forth Giants (Anakim) to come to the aid of the magician.

The manifestation of these giants is terrifying when you first see them, as they often stomp and pound upon the ground around the Circle. Remain certain of their allegiance to you, as a Living God, and they will serve you faithfully.

M	I	L	O	N
I	R	A	G	O
L	A	M	A	L
O	G	A	R	I
N	O	L	I	M

Used to obtain accurate information about anything in the future.

C	A	N	A	M	A	L
A	M	A	D	A	M	A
N	A	D	A	D	A	M
A	D	A	N	A	D	A
M	A	D	A	D	A	N
A	M	A	D	A	M	A
L	A	M	A	N	A	C

Used to excite tempests and cause weather anomalies.

H	A	P	P	I	R
A	M	A	O	S	I
P	A	R	A	O	P
P	O	A	R	A	P
I	S	O	A	M	A
R	I	P	P	A	H

Used to heal diverse maladies and illness.

S	E	Q	O	R
E	Q	A	M	O
Q		S		Q
O			Q	
R		Q		

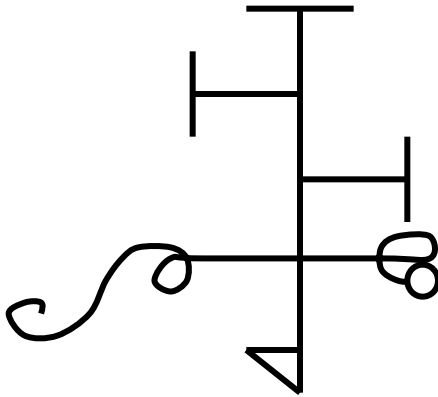
Used to manifest money in your life. This square works quickly, but I've only been able to manifest up to 5000 US Dollars with it at a time.

Sigils

Here is an extensive list of useful spirits and their sigils.

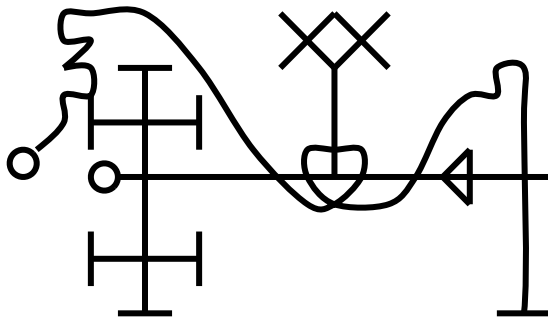
Archangels of the Watchtowers

Raphael - Healing



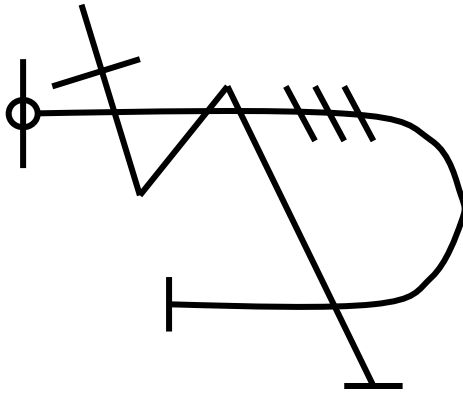
Raphael is called the Divine Physician. He can heal any disease, of body, mind, and heart, and can recommend various methods of increasing general health and well-being.

Michael - Self-Defense



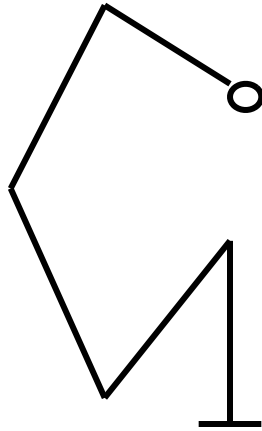
Michael is the protector. He can defend against any attack and send your enemies running. Being a Mercurial spirit, he can also initiate you into the advanced secrets of magick, especially evocation and the constraining of spirits.

Gabriel - Prophecy



Gabriel is the Divine Divinator. He can answer any question concerning the future or distant events, and can guide you in perfecting your spiritual faculties.

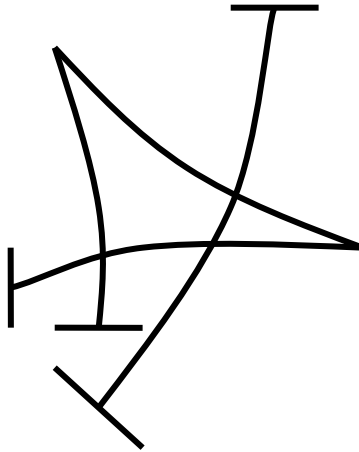
Auriel - Wisdom



Auriel is the archangel of wisdom. He can show you the best route to take in any situation, and can work to make you more wise and prudent in your own dealings. A hidden power of Auriel is that he can help immensely with your finances, in various ways - although he does not favor greed.

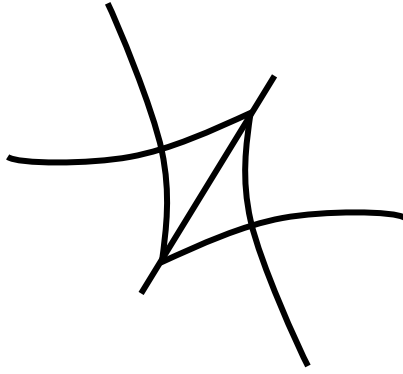
Elementals

Djin - Strength



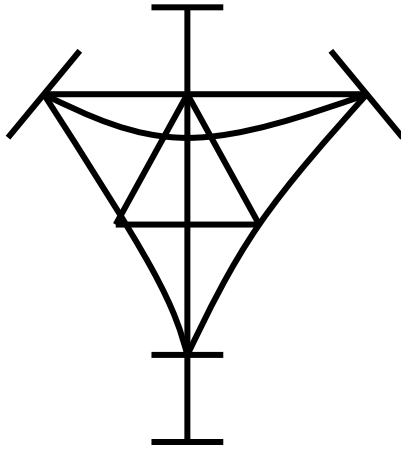
Djin is known to be the Elemental King of fire. He appears as a large, muscular man with flowing hair which appears to be made of fire itself. Djin will first teach you to master the element of fire within yourself, using such to raise your temperature, to strengthen your muscles, and to create explosive amounts of energy. He will then instruct you in the Operation of rituals of fire, using the pure astral element to encapsulate your will and bring it into manifestation. The first of these rituals will be performed while he stands instructing, after which you will be able to do them as needed at any time. He will give you guided meditations which will have the same effect and will allow you to influence fiery energies within and around you in seconds. Finally, Djin will teach you to manipulate the physical manifestation of fire.

Paralda - Clairvoyance



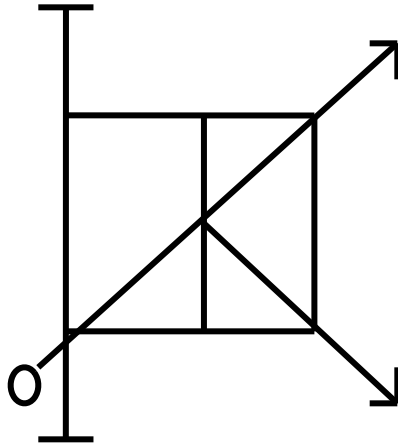
Paralda is the Elemental King of air. He appears in various manifestations, sometimes as an armored knight and other times as a translucent embodiment of air. While Paralda can teach you to control the physical element of air in amazing and sometimes cataclysmic extremes, his true joy is to instruct his Magickal students in the arts of divination, clairvoyance, and astral projection, as well as the more mundane, and perhaps the more practical methods of attaining mental clarity, raising alertness and general awareness, and improving memory, often to a photographic degree if his instructions are held to.

Nichsah - Emotions



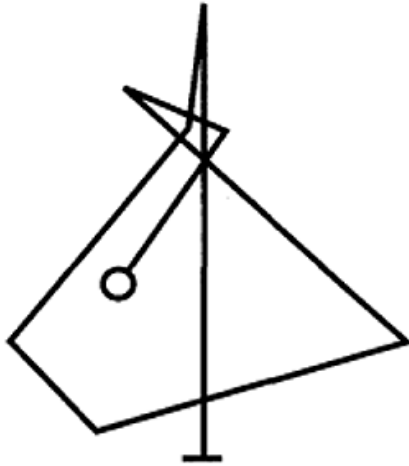
Nichsah is the Elemental King of water. He is young and beautiful with fair skin and kind eyes. Nichsah will provide a series of instructions which will first teach you to silently communicate with the elemental water within yourself and in your environment, which will lead to an inner understanding of influencing your life and the world through this inner connection. Nichsah will guide you into full control over fog, rain, and other manifestations of water, as well as the invisible realities of intuition, emotion, and relationships.

Ghob - Wealth



Ghob is the Elemental King of earth. Although he is often described as a generically Tolkien dwarf, Ghob just as often appears as a tall African man or as a fur and skin clad mountaineer. Mastery over the element of earth, especially when paired with fire, water, or wind can allow the Sorcerer to create or quell tornados, earthquakes, volcanic eruptions, and several other calamities. Studying the element and its powers under Ghob will also allow the Evocator to cause the earth to deliver up its treasure and bounty. Everything from gardening to investing can be learned as an art and an understanding rather than a struggle when working with Ghob.

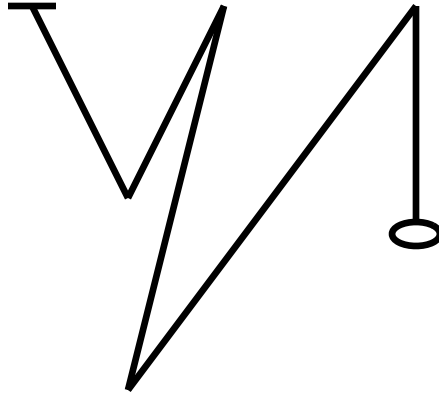
Mepsitahl - Psychic Abilities



Mepsitahl appears as a beautiful, ageless woman with white hair and green eyes. She wears a blue-green robe and a headband of the same color with a purple gem in its center that covers her Ajna chakra.

She can teach you how you can become adept at various occult faculties and develop abilities like telekinesis, telepathy, clairvoyance, and spirit communication.

Martal - Initiation

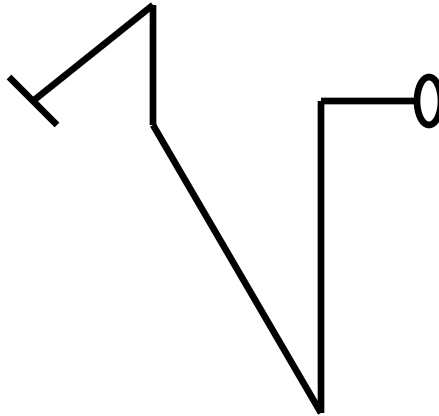


Despite his title of Grand Demon, Martal appears as an elder man with long grey hair and a white beard. He possesses the distinct appearance of one with great knowledge, experience and wisdom. In contrast to his apparent age, his body is in amazing condition, his muscles well toned and his general fitness peaked. His eyes are very deep and piecing, looking through the Operator's heart like a patriarch to a child. He comes adorned in a red cloak and clothing, in a fashion after Renaissance noblemen.

In Pathworking within this Grimoire, Martal is the first being you will encounter. As such, he reigns as the Grand Demon of the First Kingdom of Flames, and dispenses knowledge concerning the secrets of initiation. He will cause the whole of the universe to align to the Operator's path of Ascent and can clear the way for further initiations with ease.

Listen carefully while speaking with this Grand Demon. His words are few, but each one carries with it waves of omniscience.

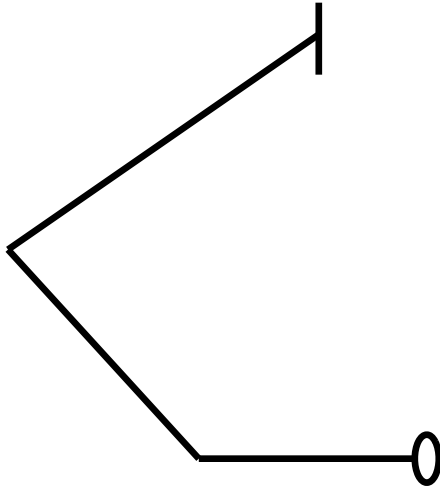
Eshmak - Mind Control



Demon having power over assertion of Will. Eshmak first manifests as a thick, black mist before the Evocator, who then can either communicate directly with this or can command the demon to take on a human form. The latter will cause the mist to swirl, gradually culminating as a thing, gaunt man with sunken-in features and little hair remaining. Eshmak speaks quietly, as if some enemy might overhear the conversation, and has a slight hiss in his words.

The demon Eshmak can help the Sorcerer gain control and dominion over any person's thoughts and perception, placing images and prompting in a person's mind or distorting that which is already there. He is bound, however, to the mind, as he had no power over a person's emotions.

Tuel - History

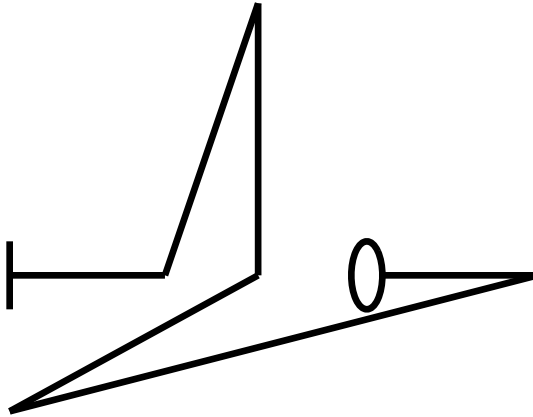


Tuel – Spirit that has overseen the race of man since the beginning here. Tuel appears in the form of a tall, lean man. He is well dressed, wearing blue and white colors. His hair is light brown and is well trimmed. Nearly always, Tuel brings with him a pleasant smile and a gracious amount of patience, although the gleams in his eyes are more visions of the fires of war than the flames of love.

Tuel knows the history of all civilizations that have been set up on this earth, and is always delighted to share this knowledge with the magician. Although this information is intriguing and a great deal can be learned from these conversations, Tuel's true power is in his understanding of the rise and fall of every nation and empire. Such knowledge, once grasped, can be easily applied to any person's life and affairs. Utilizing what is learned from this marvelous Spirit, the Operator can affectively build an empire around himself which, fortified

by the atavistic vantage given by Tuel, will stand where even the greatest have crumbled.

Samassk - Self-Defense

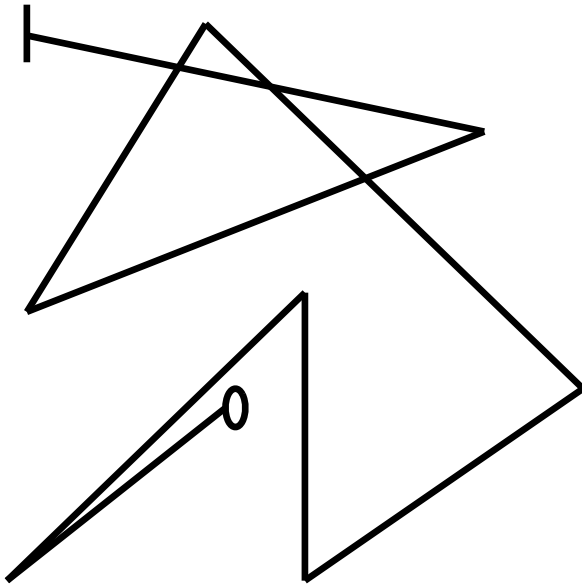


Samassk appears as a man barely 25 years of age. Beneath the white and yellow robes in which he is covered can be seen a magnificently built body. His face is kind; at times he could well be described as charming. Samassk rarely speak, allowing the Evocator to talk while he listens politely. It is his nature to only give comment when he is specifically asked to do so.

Samassk protects the body of one that is soaring through the heavens in more subtle bodies. He will also protect the spirit of the one in flight, sending sentinel spirits to accompany the magician should it be needed.

If ever there is cause for defense or need for protection, there is no better comrade than Samassk. He is an unfailing friend to the one that calls him, and an unrestrained enemy to any that would desire to harm the Operator.

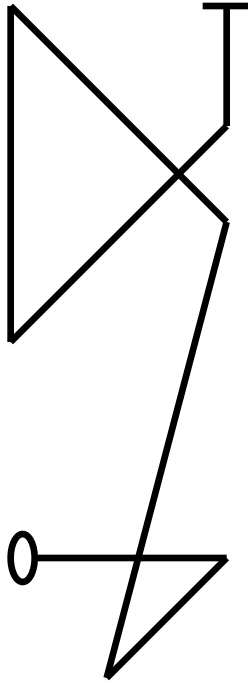
Kaltemtal - Initiation



Kaltemtal comes cloaked entirely in black, as if he were an Arabian marauder, and stands at least six feet tall. All that can be clearly seen are his hands and his eyes. His hands are strong and solid, usually balled into fists as he speaks, adding an extreme punctuation to his words. Azure eyes pierce through the black hood and face mask. His gravelly voice is constantly kept low and discreet.

Kaltemtal reigns over the powers of darkness and oversees all that occurs in the shadows. He is the keeper of the secrets of Domination, and will initiate the Summoner in the powers of such.

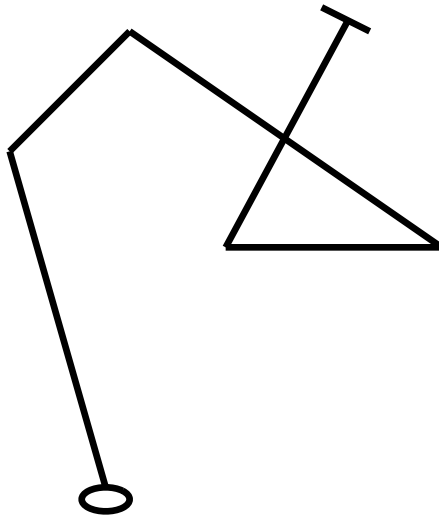
Raskutor - Deception



Raskutor appears as a strong man, possessing a very noble air. He is garbed in fine, red clothing topped with a black cape. His ebony hair hangs to his shoulders and he keeps a gentleman's mustache and goatee.

Raskutor will deliver any person into the magician's hands for any purpose, being adept at deception and trickery. He is a very violent, unstable demon, yet is extremely hypnotic. It is advised to avoid gazing directly into his eyes, lest he gain full sway over the Operator's senses and discernment.

Opfaal - Self-Defense

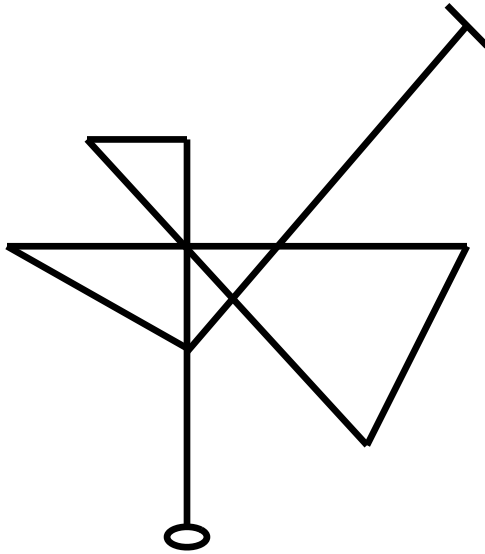


Opfaal comes as a tall man wearing pure white robes. His shoulders are broad and his upper body is padded in muscle, though his strength does not make him the least bit intimidating. There is nothing about this Angel that could warrant the slightest amount of discomfort in his presence. His eyes are sky blue and seem to dance with laughter and joy.

Opfaal will deliver the magician from any type of magickal curse or spiritual bondage. He can free the mind from any fears or plagues, and can release the individual from addictions. It is in his power to lift any enchantment that may be working on any person and to restore one's spiritual health.

Although Opfaal's assistance is astounding at any time, his abilities are at their highest on the new and the full moon.

Althalln - Guidance

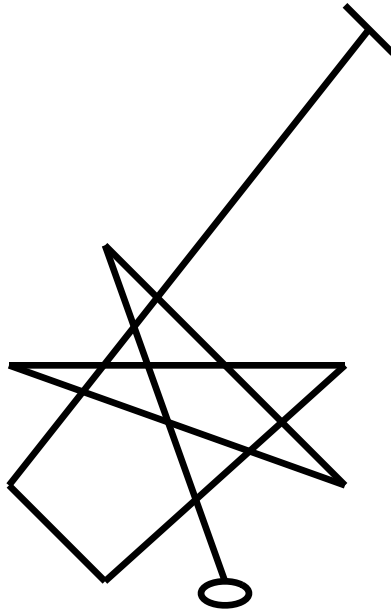


Althalln appears as an elderly man with stringy, white hair and wrinkled skin, yet not at all feeble. He wears a dingy, blue cloak that seems to always be covered in some strange powder or dust.

This noble Spirit has gained complete familiarity with the shadows and the darkness. Althalln will guide the Operator through the living night in which he may need to walk, that it will not consume him. He can banish an army of Shadows in one word, and can gather them together in another.

Althalln is respected by all spirits, and demands the same of the Evocator.

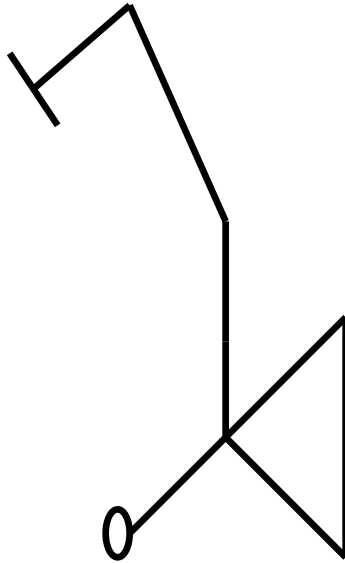
Centamot - Mind Control



Centamot has no shape that can be compared to human. It could be said that he shows himself as a mass of black oil that collects and coagulates into a form with which the magician may converse. At other times it may seem that there is a shadow darker than the night that stands embodied within the Triangle.

Centamot is a wicked demon that thrusts men into darkness, despair and evil. Under his influence, the most righteous man will commit every sin imaginable, and will forsake his own soul to outer darkness. Centamot takes great pleasure in this sadistic work.

Sraagbel - Truth

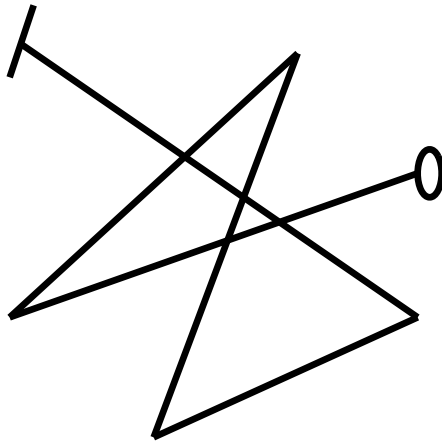


Sraagbel comes often as a young boy, and at other times as a man, but can take on any image that he sees fit. His manifestation will alter to meet either the desires or more often the fears of the Summoner.

This Spirit visits the enemies of the Sorcerer in visions or dreams, plaguing them with hellish fear. He knows the secret thought of the enemy, and will use this knowledge to his advantage. Often, he will play upon devices or deeds in the enemy's past, whispering that one thing repeatedly into his ear.

Sraagbel's greatest power, however, lies in his ability to show men the awful truth of things. In this, friends are shown to be deceivers, subordinates are known to be conspirators and even the victim will despise himself for the truths that can no longer be hidden.

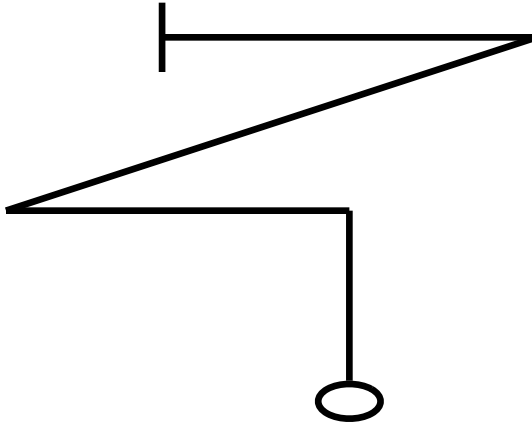
Fastos - Demonolatry



Spirit that knows the true tongue of the Demons, and the secrets of demonic communion. Having close association with Demons, he knows their hidden attributes, powers and weaknesses.

Fastos appears as a spectral figure, semitransparent, and often will partially fade in and out of manifestation, making his unique facial features difficult to distinguish, although many have reported him to have a face covered in scars, as if his skin had been burned completely. His eyes likewise appear to have been damaged, as they are devoid of color, the iris seeming a pale gray.

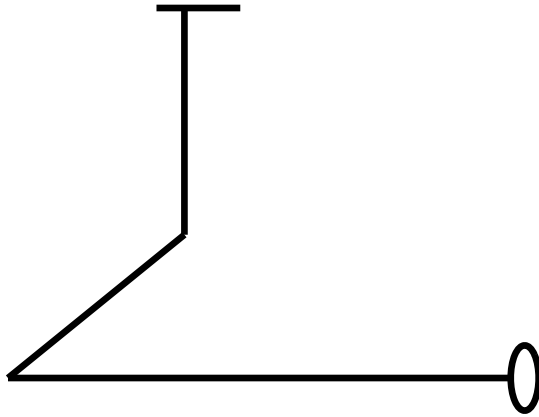
Meton - Angelolatry



Spirit that knows the pure tongue of Angels, and the secrets of angelic communion. He can answer all questions of the origins of the Angels, of their purpose, their powers and their hindrances.

Meton appears as an older man whose hair has just begun to whiten with age. He is pleasant to speak with and to behold, although there is an obvious sadness in his eyes. He will never speak of this if asked.

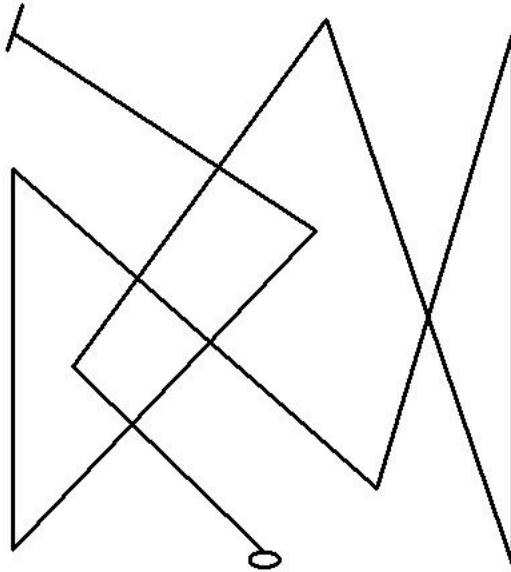
Atron - Necromancy



Spirit that knows well the ways of the Spirits and of the dead. He teaches the manner by which both may be constrained promptly, yet graciously. For this, Atron is disliked among the Spirits.

The Spirit Atron appears as a man near death, barely a hair left on his head or a tooth in his mouth. Around his body rests a watery, blue aura, and with him always comes a spiritual heaviness in the air. It is advised to spend as little time with Atron as possible, as his presence is quite literally sickening.

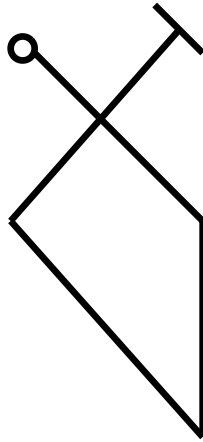
Pendralion - Wealth



When summoned, Pendralion comes seated on a large throne. He possesses a younger appearance than most astral dignitaries, yet such does not distract from the air of nobility that he carries.

Pendralion has complete knowledge and influence over the currents of material power, wealth and stately influence. His instruction, if followed, can alter the course of empires and set men up as kings.

Iadon - Wealth

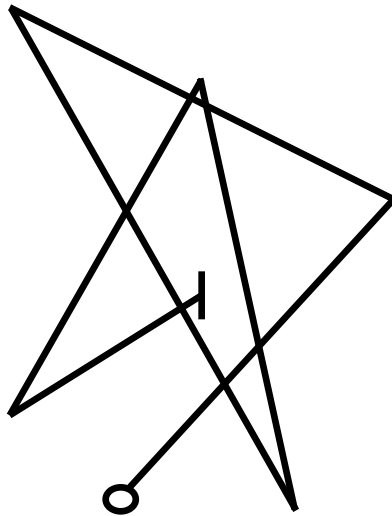


Demon having power over all forms of wealth and abundance. Iadon comes quickly to the call of the adept. His face is usually covered in shadows which seem to move with him. The only of his features clearly visible are his eyes, which are rarely focused on one object at a time, and the glint of his jagged teeth when he speaks.

Iadon seems gracious, as he is very quick to aid the magician in acquiring wealth. Beware, however, for although the demon always gives more than is needed, he will take back more than is had.

It is not wise to hold company with Iadon for longer time than is needed, as he holds strong sway with those with whom he is familiar.

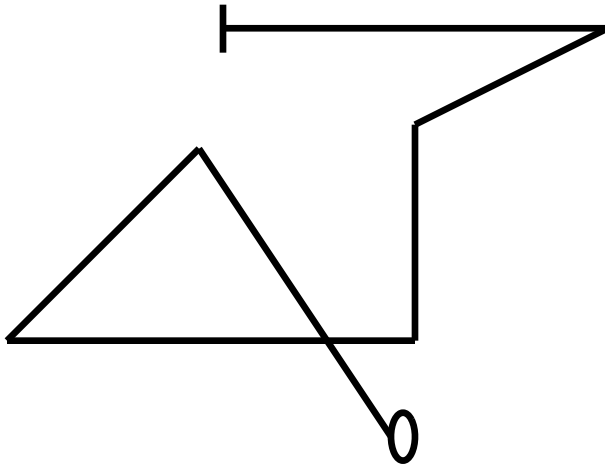
Ladilok - Mind Control



Ladilok most usually appears before the magician dressed in a red and black gown which seems to be perpetually swept in the astral winds. When not speaking, her bloody lips nearly always remain in a seductive simper. Becoming trapped by her gaze and allowing the emotions to rise at her presence is almost common when dealing with Ladilok. The magician must guard himself against himself when doing so.

Ladilok views mortal women as slaves and as playthings for spirits and men both. It is therefore her pleasure to enslave any woman on the behalf of the Sorcerer, to do with as he commands. She will ensnare the thoughts and deepest feelings of any woman desired with incredible ease.

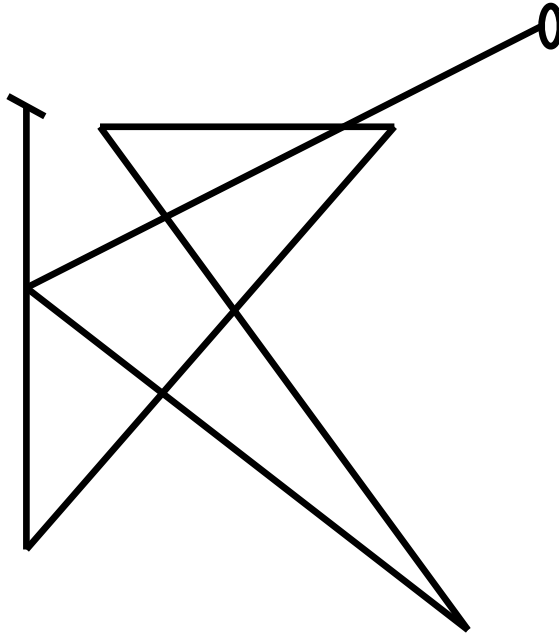
Acheron - Mind Control



Acheron is the only angel found in this Grimoire with wings. These wings stretch out from his back with a giant span so great that it is difficult to see the edges. There is a kindness in his appearance, bested only by a look of pure authority.

Acheron is a mighty angel who possesses the ability to sway men in the Magician's benefit. Although this is a potent facility, it seems sallow next to the absolute sense of peace that Acheron carries with him. A portion of this Divine peace is left with the Summoner after the Angel has departed, the likes of which dispel all darkness, fear and trepidation.

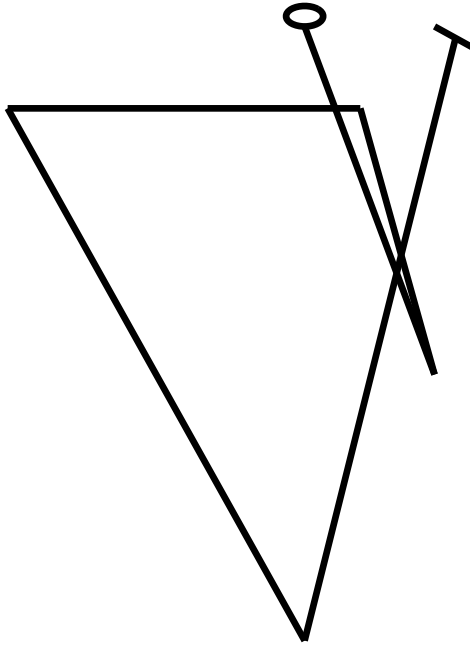
Lukorst - Wealth



Beneficial Angel able to bring any amount of gold, silver and pearls as may be needed. Lukorst appears as a tall man encompassed in golden light. This light is the force which attracts all beneficial things to both him and to those that he leaves his essence with.

Lukorst will respond to the request of the magician with haste, and will supply him with as much wealth as is needed. It is advised to only ask for what is necessary; however, as this Angel holds no respect for greed.

Parion - Prestige

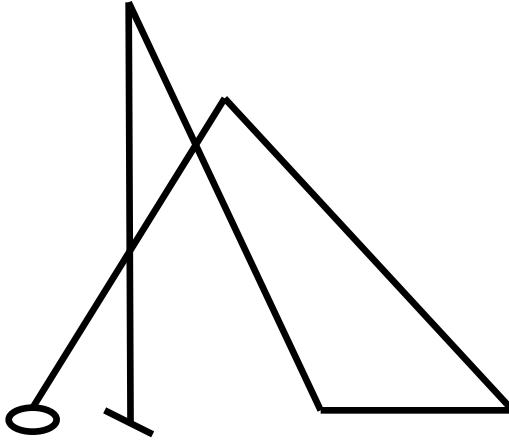


Parion manifests as a beautiful demon, younger in appearance than most astral dignities. A certain fire burns in his eyes, a passion for all that can be. He comes robed in violet silk embroidered with gold. His speech is very direct, yet very proper.

Parion distributes all forms of title and recognition. He can easily raise a beggar to a king. He is master at showing the Sorcerer what he could become if only he played by a new set of rules.

Greed and material exaltation are the fundamental principles by which Parion operates, and in such realms is he the greatest ally.

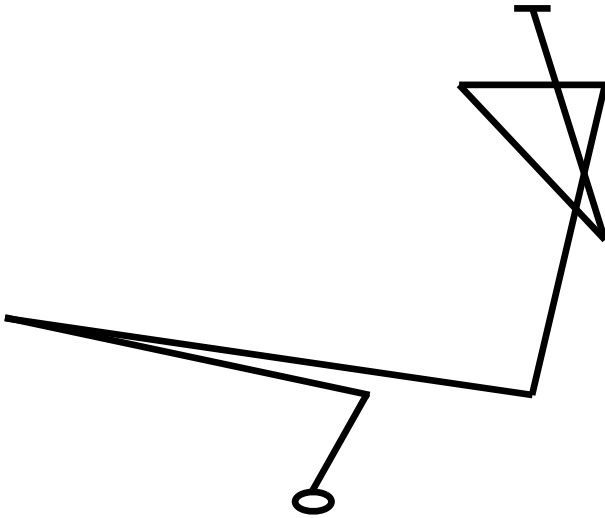
Deggal - Ascent



Deggal comes enveloped in Divine Light which shines so brightly that it is difficult, if not completely impossible, to make out any of the Angel's features. Deggal's voice seems to issue not from his mouth, but from his mantel of light, beaming forth into the ears of the Magician.

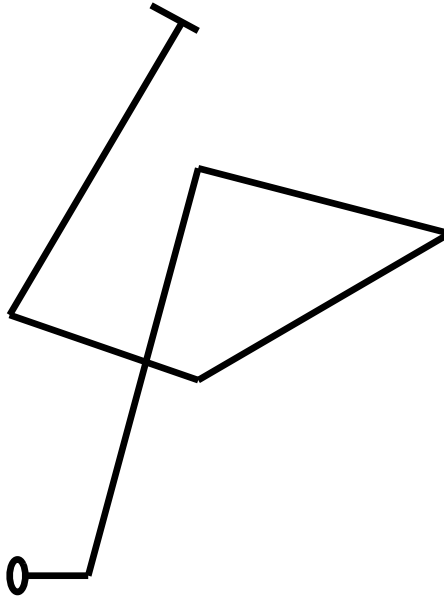
Deggal will surround the Magician in a similar light, which will serve to show to manifest one's greatest qualities and exemplify the Godliness within. Such is the influence of this covering of light that all who see the magician within its grace will inquire of his name and will seek after his presence.

Abartala - Wisdom



Abartala appears as a tall, thin black man nearly 30 years in age. The Spirit is clothed in dusty, brown robes. He has little hair left on his head, and his eyes do not seem to focus well. Abartala is a great Spirit that will guide the Magician on any path he may wish to pursue. His advice is comforting, and his wisdom is priceless. There is little in the way of religion and the occult that he has not aided in the formation of.

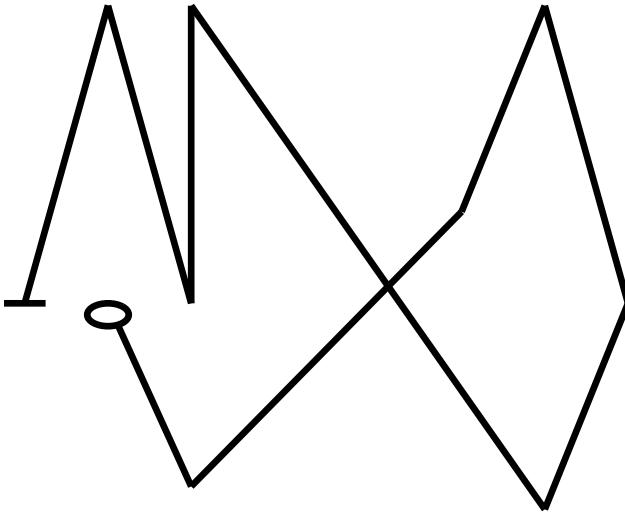
Hekaltor - Destruction



Hekaltor does not manifest in any solid form, but rather comes to the call of the Magician as a culminating darkness, an oily black shapeless mass. His voice may first take the form of electrostatic popping sounds, eventually causing the formation of words.

Hekaltor causes disputes and turmoil among people, nations, churches and even planes of existence. He can effortlessly bring chaos to any situation or any life.

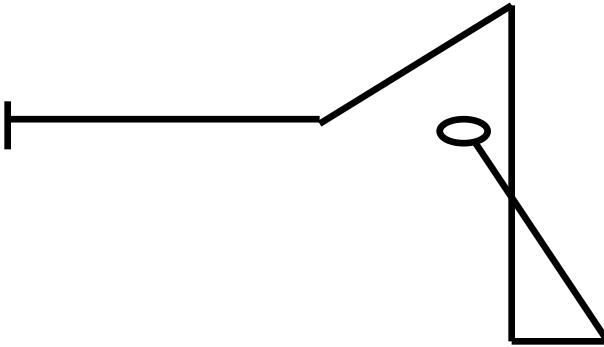
Disodioria - Mind Control



Disodioria's appearance may shift between a beautiful, young, innocent virgin and an old crone. Often, in speaking, she will mumble and rant on subjects of absolutely no relation, as if she were her own victim.

Disodioria whispers madness into the ears of men, confusing their thoughts and leading them into insanity. A great ally and an awful foe.

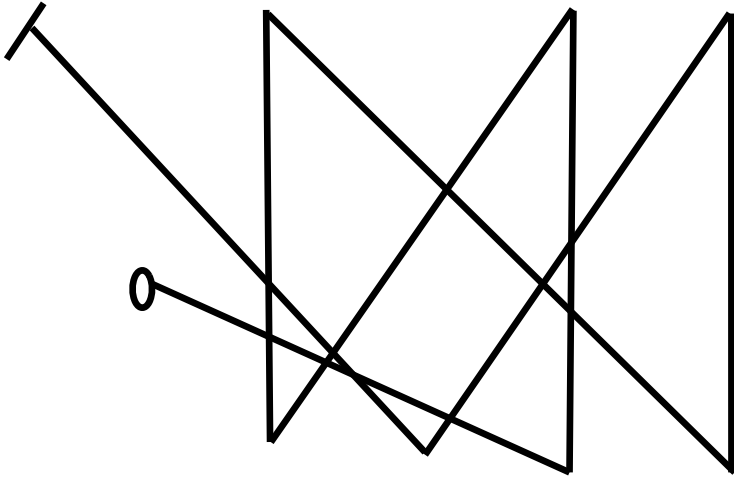
Maelta - Prestige



A great Spirit that may first appear as a falcon or as any type of tropical bird, but immediately assumes the shape of a man dressed in simple clothing. He says very little concerning this odd initial manifestation. Maelta shows himself as a tall, healthy man with long, brown hair and blue eyes.

Maelta reveals the secrets and keys of gaining command, authority and nobility. This Spirit can give to the Magician exercises and practices that will allow him greater control over the perception of others. His advice is simple, but is empowering without end.

Satagraal - Soul Travel

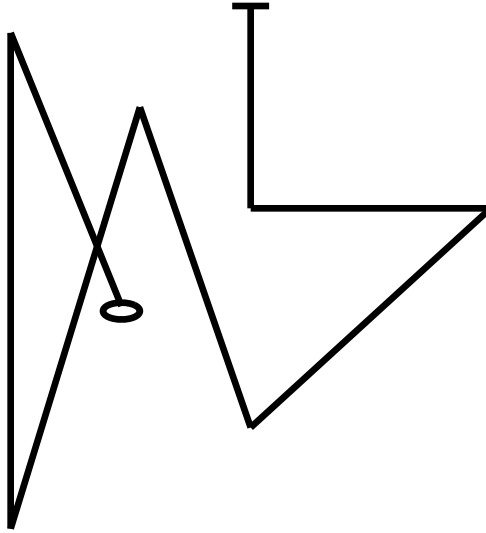


Grand Demon reigning over the currents of seership, self-projection and prophecy. Satagraal appears as a muscular man seated on an obsidian throne. His long straight hair is black as well, and his eyes are a piercing green. He usually speaks only a few words in the duration of his manifestation, and those few are chilling.

A thick, blue aura surrounds Satagraal, increasing with each second he is seated on this plane. His eyes are constantly glancing at the air above, descrying the flight of things that even the most adept Seer cannot behold.

It is advised to not be hasty or reckless in calling forth this Grand Demon, as the force of his summoning tears the veil between the realms without restraint.

Paltator - Clairvoyance

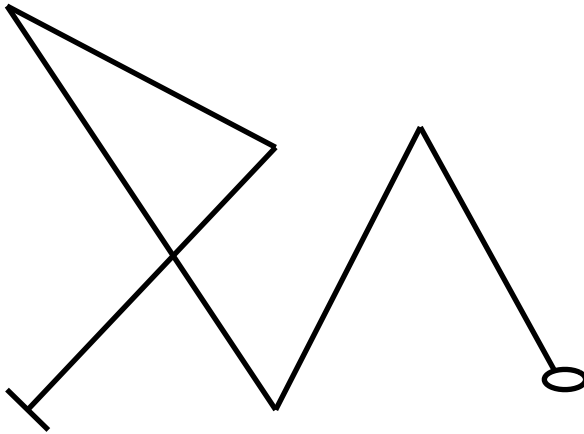


Paltator is androgynous, and possess both an extremely masculine and extremely feminine appearance at once. This Angel usually comes dressed in violet robes and is soft-spoken and kind.

The most marked sign of Paltator's coming, however, is the rapid awakening of the Higher senses as the Angel first begins to materialize before the evocator.

Paltator blesses with the gift of Sight and will teach the magician how to fully access and utilize this gift.

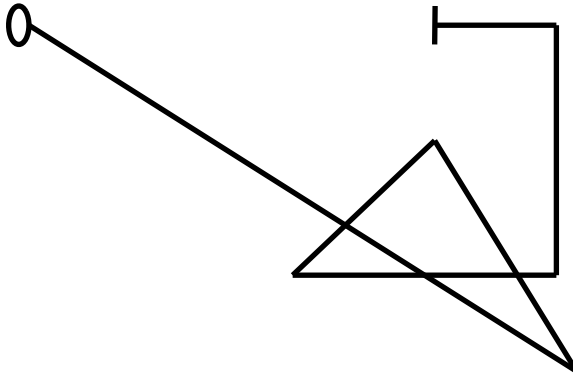
Sastan - Clairvoyance



Spirit that will guide the magician in developing his Higher faculties. Sastan first appears in the form of a large salamander, which the Sorcerer must promptly command to take on a human shape. This being done, Sastan will assume the appearance of a large man with darkly tanned skin and long white hair.

Sastan will guide the magician in developing and perfecting clairvoyance, clairaudience and many other forms of Seership. He also claims to know the secrets of shapeshifting, and will share these with one who is ready.

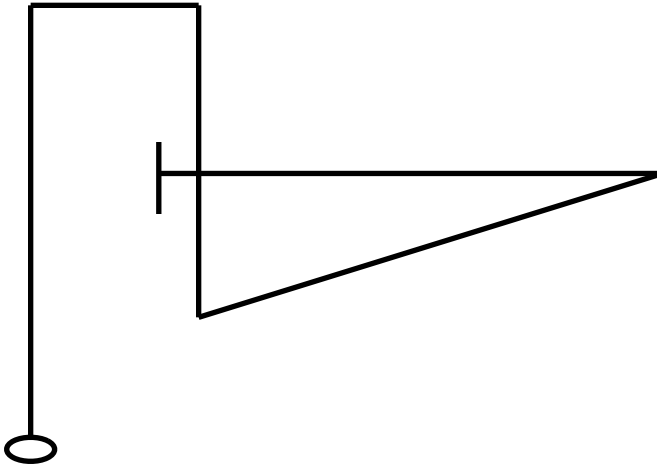
Fortiar - Destruction



Fortiar appears as a bald man robed in coarse, brown material. The magician may find it disconcerting to look directly at the Demon's face, as his eyes have no iris or pupil, but are entirely white. He will notice the aversion, however, and will be offended by it.

Fortiar has the power to bind or even destroy the gifts of another, the permanence of which depending solely on the victim's own magickal skill.

Thalos - Soul Travel

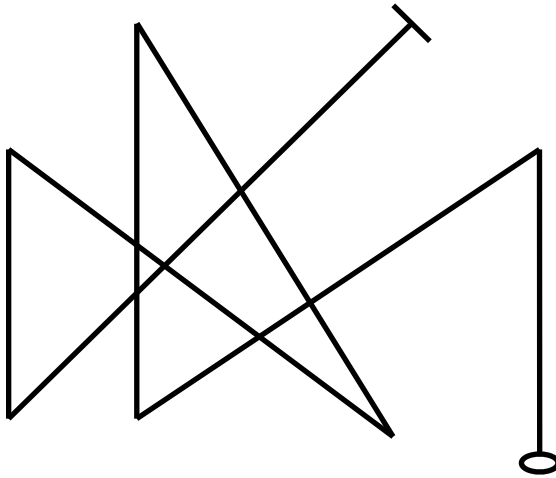


Thalos does not take a solid manifestation, but will appear instead as a culmination of wind, or as an airy spirit who is seen one second and invisible the next. Even in this manner, it is still undeniable that the Spirit is present when he is. Thalos' voice issues from the windy space before the magician as a current of air which surrounds the Sorcerer with the words that are spoken.

Thalos will guide in the methods of True Self-Projection, teaching his student how to rise from his body and enter the realms of finer substance. Mastery over the Astral Body of Light is possible when working with Thalos.

Once he is certain that the basic procedures of Self-Projection are mastered, Thalos will begin to give the magician the secret keys to the portals of the Astral Realm.

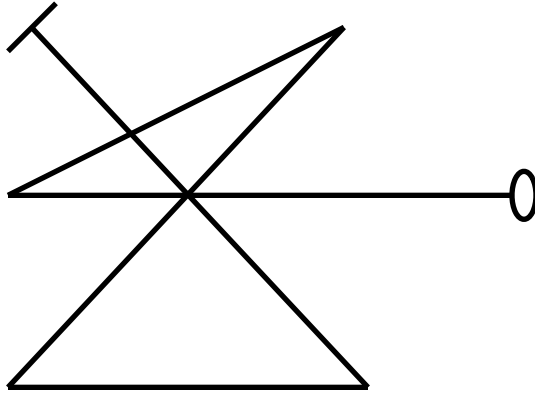
Terratur - Necromancy



Terratur is a black and terrible Lord, a demonic juggernaut standing as tall as two or three men and appearing to have the strength and muscle of at least ten strong warriors. Although he carries with him no weapons, the Grand Demon possesses the air of a warlord nonetheless. His head is shaven and throbs with veins, his massive jaw constantly clenched and his narrow eyes never wandering away from his object.

Terratur rules over the Kingdom of the Dead, as the keeper of Souls and the warden of Hell. When he speaks, it is not his voice that is heard, but the voices of the Dead speaking in unison, clamoring at once from his mouth.

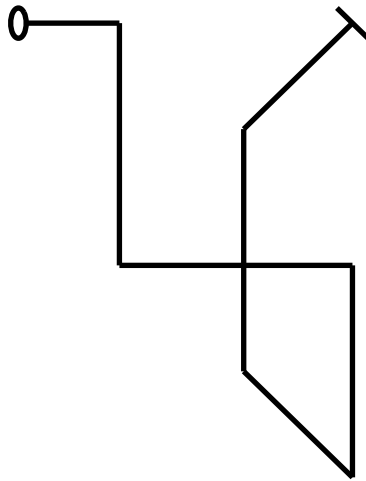
Targal - Necromany



Targal manifests as a young, cunning man, full of guile and contest. He is always dressed in burnished black leather from neck to feet, matching the black hair that falls lightly to his shoulders. The magician may find brief annoyance at the smirk that is always on Targal's face.

The Demon Prince will carry any wicked soul from his burning pit of pain into the Triangle before the Sorcerer. He will also bind the shadows of the dead to obedience and truthfulness.

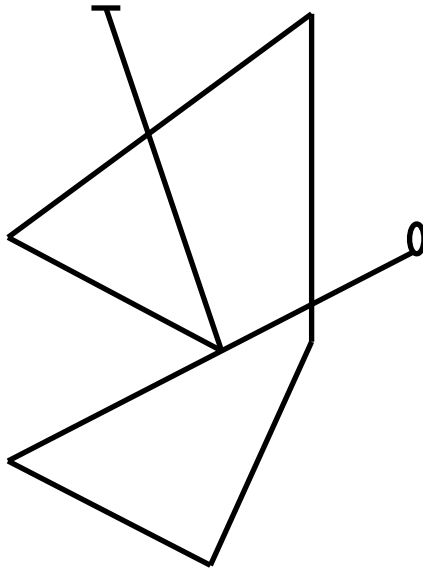
Saltanat - Necromancy



Saltanat appears as a weary man, his once white garments covered in dust and ashes. Similar to the other Angels given in this Grimoire, Saltanat is surrounded by a radiant aura despite his weathered appearance. His voice is also in contrast with his demeanor, carrying a cheery and almost sing-song melody as he speaks.

Saltanat will send for any person having died a good man to stand before the magician. Although the Angel can constrain them to be obedient and truthful, the Dead may not be able to answer all questions of existence after the flesh.

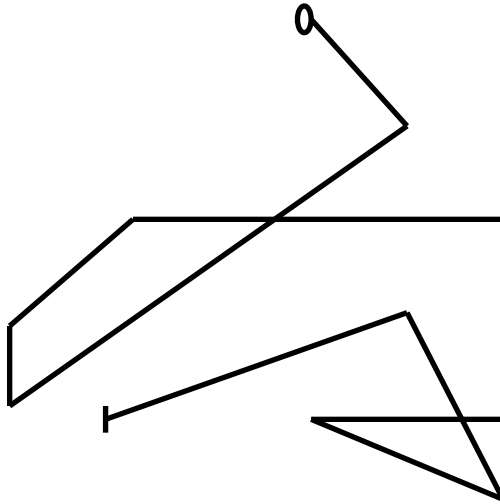
Phaltorn - Necromancy



Phaltorn appears as a semitransparent specter holding in his right hand a leather-bound book covered in grey dust and in his left hand a long, iron chain. When he speaks, Phaltorn's voice seems to be coming from far away, distorted and muffled by the distance, although his materialized image stands only inches away.

Phaltorn teaches the secrets of rousing the Dead to visible appearance and conversing with them through various means. He also teaches the methods of binding them so their information is true and accurate and their obedience is ensured.

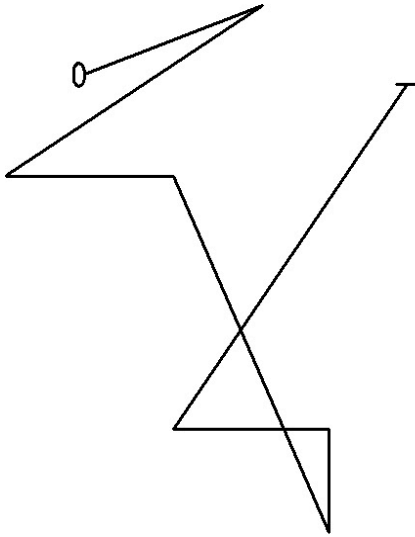
Heptomaltor - Destruction



Heptomaltor is beloved of the Grand Demon Terratur. The ugliness of this Demon is so overwhelming that the magician will find it difficult to look at him during the Summoning. Heptomaltor appears to be something other than beast, yet his manifestation is most certainly not human. His voice is hoarse, and is obviously forced in order to communicate in a manner understood by human ears.

Heptomaltor will torture any soul that disobeys the Sorcerer with fire and with scorpions. It is said that the Demon can also do the same to the enemies of the Sorcerer, although there must be good cause to call him from his place in the underworld to do so.

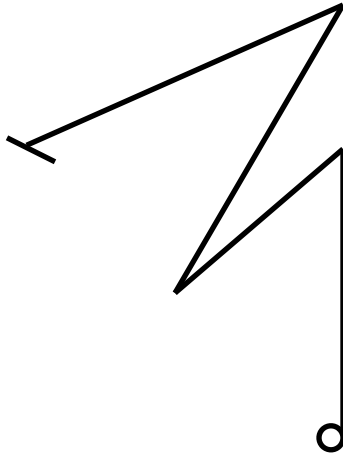
Mestorat - Self-Defense



Mestorat manifests as a muscular man with well groomed hair and fierce eyes. The Angel appears with no covering on his torso and a white sarong covering the lower half of his body.

Mestorat will protect the magician from the shadows of the Dead, should they rise from their graves without having been Summoned and seek to devour the living. If the Angel is seen in this task, he will be carrying a large, golden sword and will be surrounded in a brilliant light, chasing the Dead into the caverns of Hell.

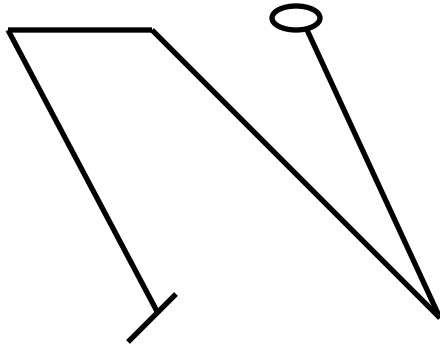
Lotir - Love



Lotir appears seated on a large white throne made of pearl. With her come several angels who worship her on her throne and sing praises of her majesty and grace. Lotir is possessed of porcelain skin that is in constant glow. Her blond hair is always in perfect waves, dancing on shoulders and her back. Her eyes are dreamy, as if she always is seeing in her mind the face of the one she loves, and on her red lips is a smile that is only seen on a young girl who has just received her first kiss from her true love.

Lotir rules over love and all matters of the heart. She is concerned, however, only with that which is True Love, never playing fool's advocate in lustful and gluttonous emotions. If love is True, Lotir can rearrange the stars to bring it to fruition.

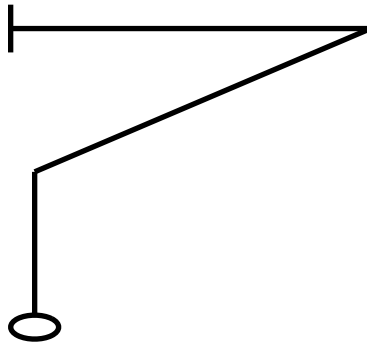
Saspu - Love



Saspu manifests as a beautiful male angel with a strong chest and broad shoulders. Yet, there is a definite kindness and even femininity that is apparent in him, as well as a boyishness that contrasts harshly against his muscular appearance. His hair is short and in tight curls, and his lips are red and soft. Saspu's voice is always gentle, and he is always genuinely concerned with whatever situation is brought before him.

Saspu will bring love and friendship into the life of the magician, or to another whom the magician shall name. This Angel will gracefully refuse to perform any type of mind control magick, but will give alternative methods to achieve an even better result.

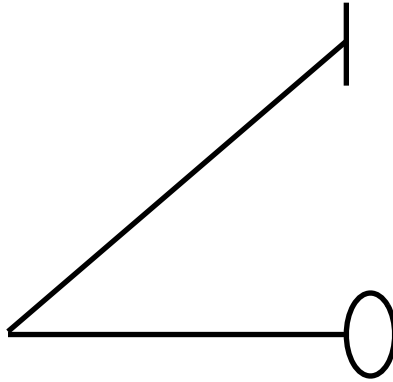
Kret - Mind Control



Kret manifests as a man with reptilian features. His grey skin at times is scaled and at others is slick and oily. His eyes have no iris, but only large, black pupils. His speech is quiet, and is often enunciated with a hiss. While speaking, Kret usually stares directly into the eyes of the Evocator. Maintaining a “staring competition” with this demon is likely to make the Sorcerer disoriented, dizzy and may even cause him to fall into a slight trance, giving the Demon Kret power over the evocation.

Kret will beguile any desired woman and deliver her to the Sorcerer with remarkable speed. The duration of the enchantment upon her, however, is short, and necessitates quickly taking advantage of the magickal result. The Demon can be constrained to divulge his secrets to the Summoner, so that he may use its power at any time.

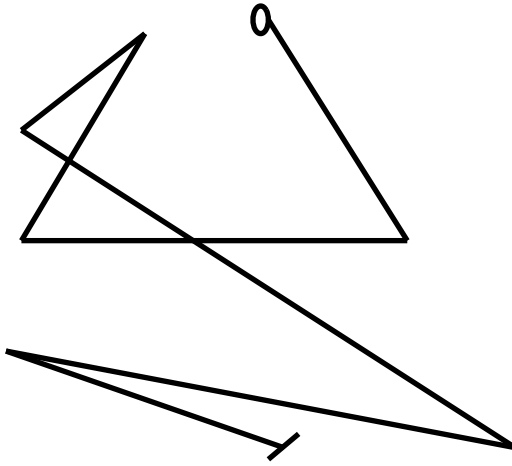
Tul - Love



Tul appears as a tall man, older in years yet still very full of life and love. He wears a giant smile and always carries with him a beaming star in his eyes.

Tul will reveal to the magician that summons him the secrets and the knowledge of love and Soul Mates. He can see the heart's truth, and knows what must be done to win the love of another, or to find love within oneself.

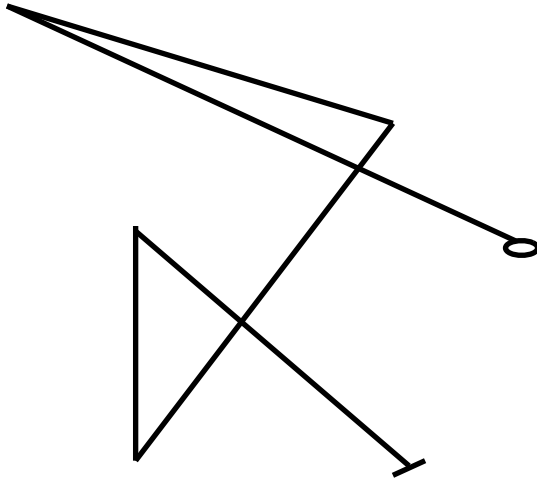
Adakamon - Destruction



Adakamon manifests as a muscular man wearing a leather battle dress studded with polished steel. His long, shiny black hair is tied behind his head. His face is hard, his jaw bulging with his teeth clenched. His constant glare seems to melt all he surveys. When the Grand Demon speaks, there is heard a rumbling behind him, every word punctuated with the slight thunder of his Kingdom.

Adakamon is the Lord of all murder, war, rape and bloodshed. He is the Grand Demon of misery and suffering.

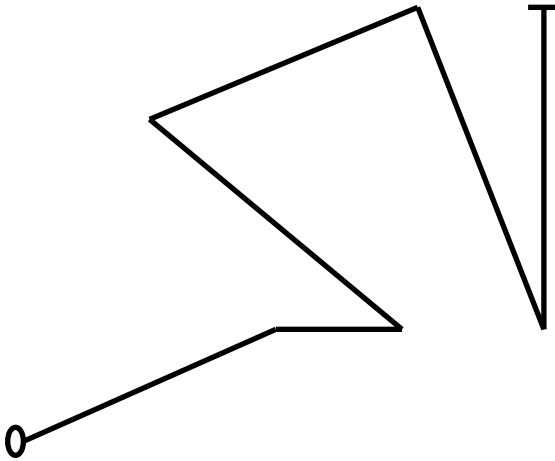
Keltar - Mind Control



Keltar's manifestation shifts throughout the period of an evocation, the most dramatic shift being when he is given his command. The demon always takes the form best suited to the specific work he will be engaged in. At times, his image will be entirely unintelligible to human logic and understanding. When working with this demon, anticipate all dreadful things.

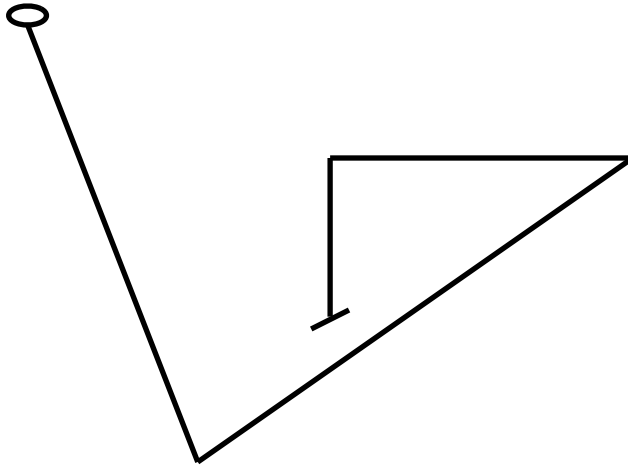
Keltar slays men by diverse methods and in painful ways. His preference, however, is to slay by fire.

Methsan - Destruction



Methsan appears in a manner like unto a man that has been dead for weeks. His skin is sagged and torn away in parts, his innards are beginning to spill out from the cavities in his stomach and he reeks of general decay, the most noxious odor one has ever smelled. Methsan is the Demon that poisons the blood and the air of men, and causes their organs to decay within them. His victims are assured the slowest and most painful death.

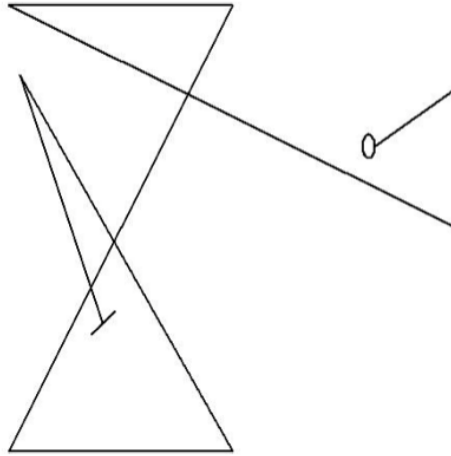
Gorka - Destruction



Gorka appears in the same image as the figures seen within the Towers of Night and Flame. He wears a robe, the hood of which obstructs the magician from viewing his face. His voice is remarkably clear, and carries an authoritative ring.

Gorka slays men by their own hands, or by the hands of other men. He will rouse friends to slay friends, mothers to slay their children, husbands to slay their wives.

Enkidorat - Ascent



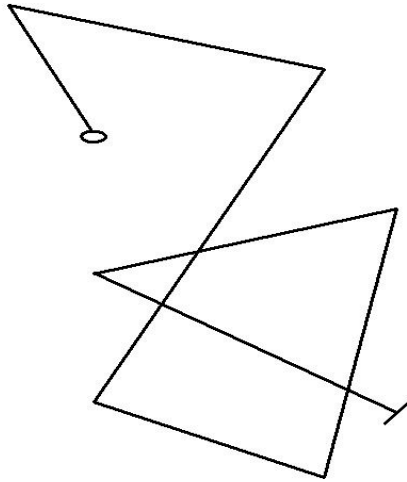
As Enkidorat begins to materialize before the evoking magician, an unseen angelic choir can be heard singing praises of Ascent from all directions.

Enkidorat appears as a glorious angel, robed in a material which seems to have been woven from a piece of the Divine itself. His blond hair flows past his shoulders and his indigo eyes reflect the secrets of Eternity.

When he speaks, the Grand Angel's voice does not issue from his mouth, but rather comes from above like a rolling thunder that is soft yet still causes all of creation to tremble.

Enkidorat is the Grand Angel of Ascent. He is the balancer of Karma and instructor of Gods. He possesses all of the knowledge of the tools of Godhood, but will only endow the magician with that which he is prepared to receive.

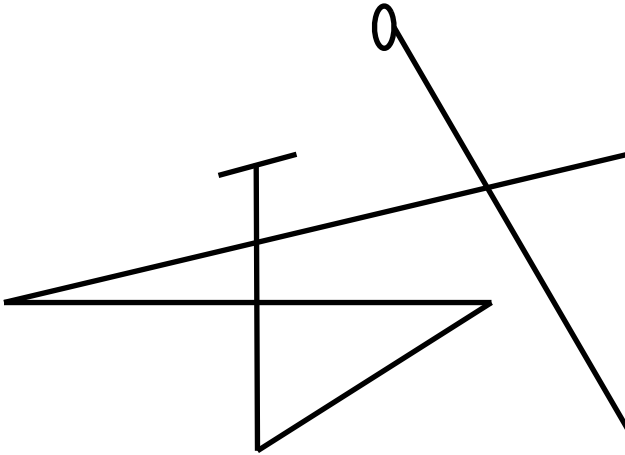
Pontimas - Ascent



Pontimas appears as an old man, beaming with wisdom and compassion. The magician will be in awe at how quickly Pontimas can be trusted and becomes a confidant. There is no secret or wicked past that would cause this Spirit's understanding eyes to look away.

Pontimas will guide the evocator in clearing his karma and ridding himself of his negative attachments. He gives remarkable spiritual exercises that will aide in this process, bringing the Summoner closer to his own Divinity. Pontimas knows that even the darkest conscience can be cleansed and that even the brightest soul needs improvement.

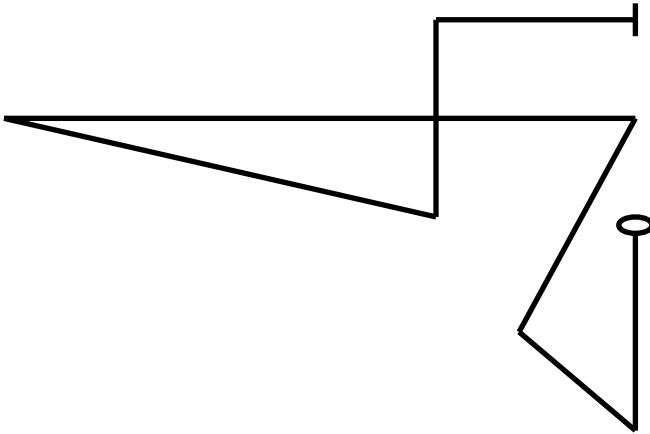
Sakatos - Ascent



Sakatos manifests as a strong angel riding in the center of a whirlwind. His arms are outstretched, fingers touching the walls of the wind tunnel. His voice is strong and clear even above the swirling din around him.

Sakatos will clear any obstacle from the magician's path of Ascent and will chase chaos away with the mighty wind that surrounds him.

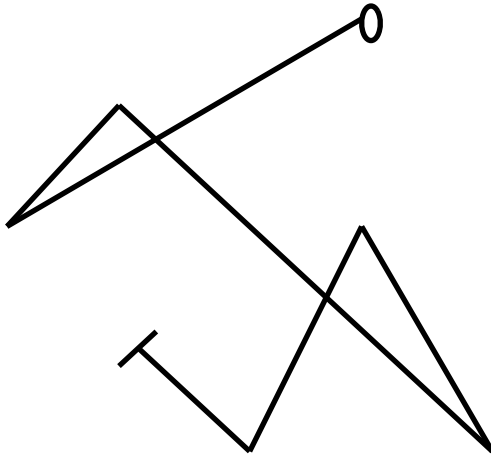
Ismaelta - Self-Defense



Ismaelta appears as a mercenary, fully armored in tarnished steel and armed with a large sword and several knives sheathed in his armor.

The Demon will find and destroy any force, person, or sorcerer that would keep the Evocator from his work. Once he is summoned, Ismaelta will guard the Operator at all times.

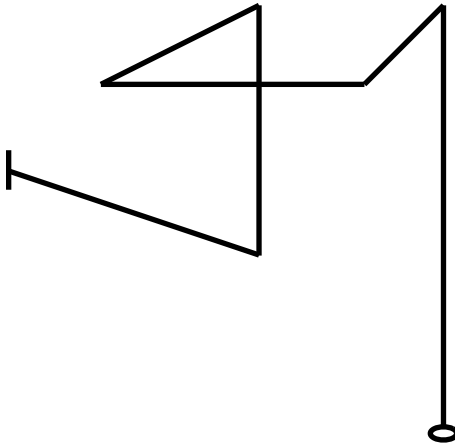
Alkalon - Alchemy



Alkalon appears as a very noble man surrounded by a golden aura. The most notable thing about his manifestation is that the Spirit seems to take on a more solid manifestation than any other, at times having a form that is so concrete that he could pass as a physical being in a crowd of people.

Alkalon teaches the magician how to transform copper into gold, how to create matter from energy, to change stones into bread and, most remarkably, how to translate the self into the Divine.

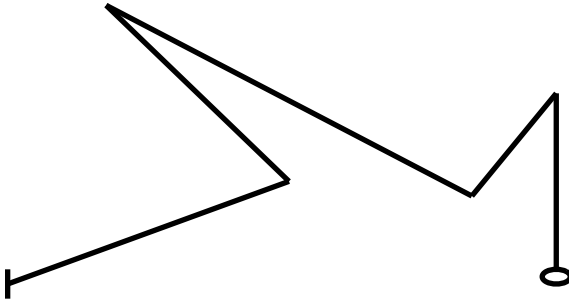
Tanazal - Mind Control



Tanazal manifests suddenly before the Operator, and appears to have difficulty maintaining his form, as the solidity of it fades and reappears in full vibrancy throughout the evocation. The Demon wears a long black cloak over solid black clothing. His dark hair barely falls to his shoulders. His eyes are almost always green when he first appears, but change colors as the evocation proceeds.

Tanazal causes men to chase after shadows and false powers, as to never find the True Path. He is a most dangerous demon, creating a spiritual labyrinth that is nearly inescapable.

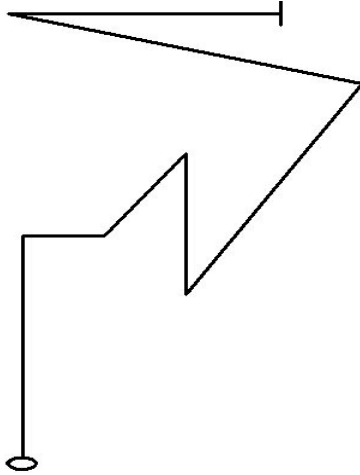
Letana - Strength



Letana comes as beautiful but pure woman, young yet still very wise. She wears a lacy, white gown that covers her slender body. Her blue eyes are always slightly moistened with tears of compassion.

Letana gives courage and strength when despair prevails.

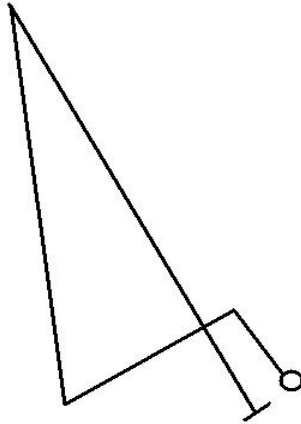
Frotasch - Strength



Frotasch appears as a definite apparition, manifesting on the physical plane in a subtle and semi-transparent form. He will explain, if asked, that doing so allows him to more quickly dissolve his materialized form and re-enter the Astral Plane with greater ease.

Frotasch will guide the magician through the veils and portals of the Astral Plane, teaching him the secrets of gaining power over each. In time, under the Angel's direction, the magician will even learn to move above the planes of causality into the domain of the Gods.

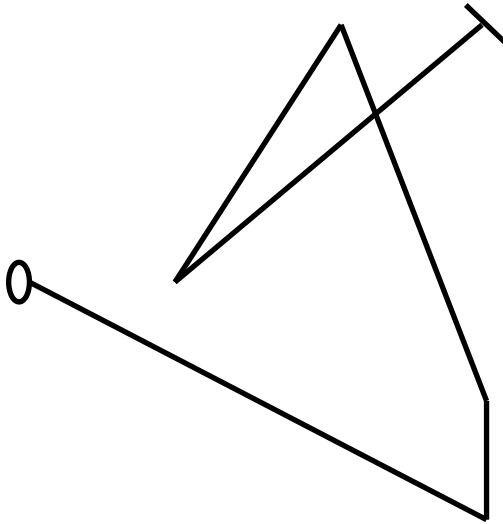
Haask - Ascent



Haask appears as a sentinel, large in size and build and well armed. He wears no headdress or helmet, the masculine features of his face clearly visible. His blond hair is tied behind his head in a tight ponytail

Haask will give to the Adept that has prepared himself the tools and weapons of the Gods. He will explain what each is used for and will give exercises by which one may be prepared to receive them.

Zadkal - Education

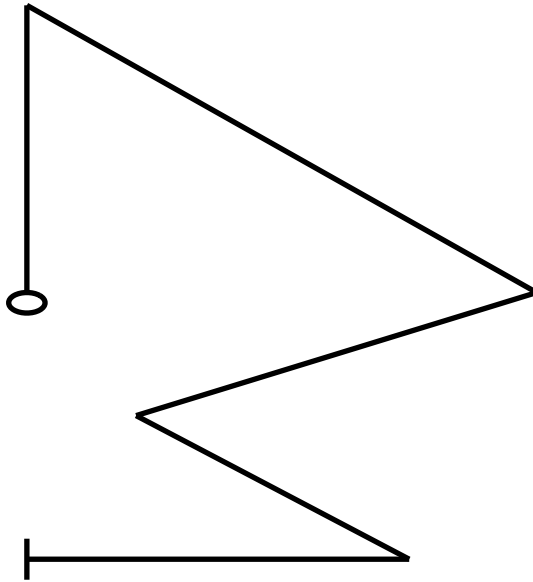


Zadkal appears as a slender young man with short hair and soft skin. He speaks in a manner similar to a child that is full of knowledge that he cannot contain. When asked a direct question, however, the Grand Spirit's agelessness and wisdom is irrefutable.

Zadkal is the Grand Spirit of all science and art. In these arenas he is expert and will teach them to perfection with the greatest patience and preciseness.

Although all of the entities listed in this grimoire have legions of familiars which the magician may employ if he only asks, Zadkal is one of the few that will first offer to assign these to aid in the magician in his studies. It is advised to take full advantage of this offer.

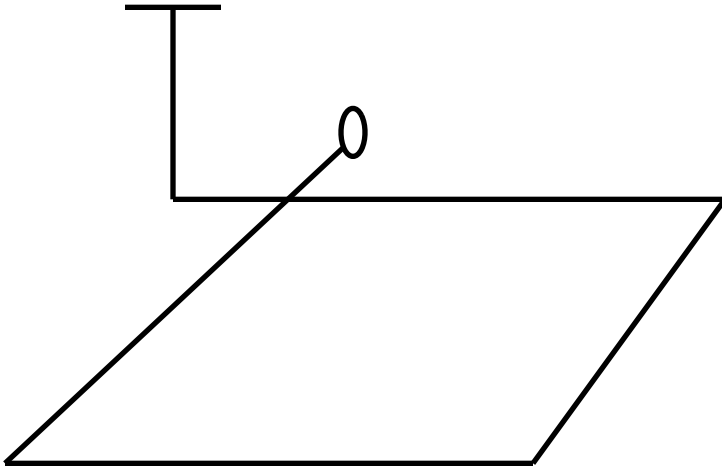
Luttal - Education



Luttal appears as an old man with long, white, unkempt hair and disheveled clothing. He is always possessed of a fanatical expression, constantly frantic about the next discovery he can aid in manifesting.

Luttal teaches the movements of the stars and the alignment of the planets. In teaching, Luttal has the ability to project images of what he is explaining into the air or a skrying device.

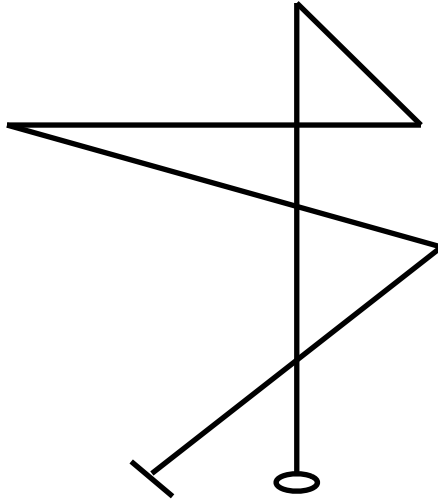
Xeroph - Education



Xeroph appears as a strong man whose hair is just beginning to grey. He wears the attire of a Sultan, loose white pants and shirt tied at the waist with a silver sash. His full, grey beard is well groomed.

Xeroph teaches the secrets of gems and stones, and how such may be used for power and wealth. His main focus is to show that all things have energy and life, and to teach his student how this force may be utilized to its fullest potential.

Rantka - Healing



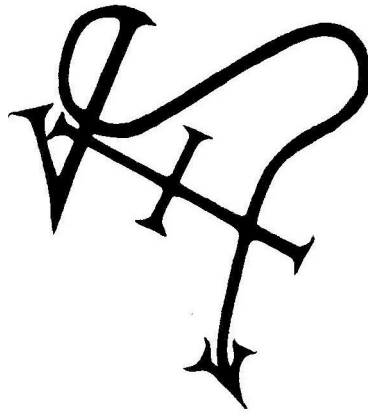
Rantka appears as a healthy man with short, dark hair that is always well groomed. He is clean shaven, and his white robes are perfectly fitting. This precision that he demonstrates in his appearance is also heard in his speech.

The Angel Rantka teaches both magickal and scientific methods of healing, and will show the Summoner how the two are inseparably linked.

Along with instruction in the methods of directing healing energy and using medical techniques to their appropriate ends, Rantka teaches the use of herbs and minerals to both heal the body and enliven the mind.

Although he prefers to teach the magician to heal, the Angel can cure any disease with a touch when constrained to do so.

For'tash - Self-Defense



For'tash materializes as a strong man laden with iron armor. He seems to stand at least seven feet tall. Upon his head sits a Corinthian helmet, hiding his entire face under the tarnished metal.

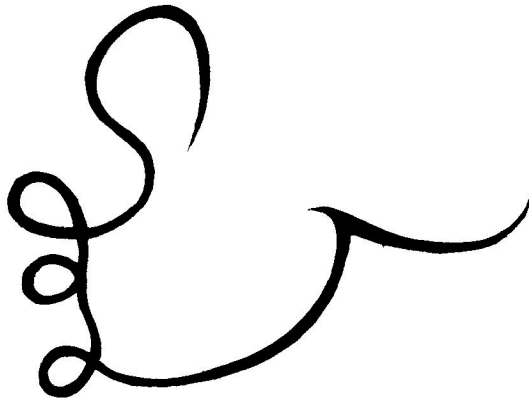
In my evocations of Azazel and his legions, instead of setting out a Triangle of Manifestation, I would simply lay out the Circle of Demonic Pacts, facing towards the north, where my brazier fumed with incense that soon filled the room. The spirits would materialize wherever they chose, and For'tash always chose to appear on my right, in the east.

For'tash has the power to overthrow your enemies, formed or unformed. He removes obstacles from your life, and even more remarkably, from yourself. All that is needed, while he stands beside you, is to name your obstacles in writing, vivifying the words with the recognition of their impediment on your path, and with your intention to have them explanted. Once the words are written, meditate upon them, and envision your life without them. For'tash will feed your mind with a clear vision of this, and will aide in magnifying this imagination until it is

brought to life and within your own self, the obstacle no longer exists. Finally, burn the paper with the obstacles written thereon, and, naming your obstacles aloud, ask that For'tash remove them from your path.

Such will be made manifest in short time.

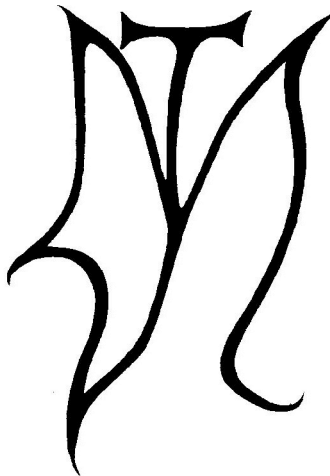
Salas'ash - Wealth



Salas'ash is able to bring money to you rather quickly. The greatest shortfall is that he is not able to generate continual success in any endeavor, or in general, but is able to deliver a single sum of money within hours, or at longest within days.

I have seen that it is important when working with Salas'ash that you not demand any particular amount of money. Simply release your desire for financial gain to him, and he will deliver all that is needed.

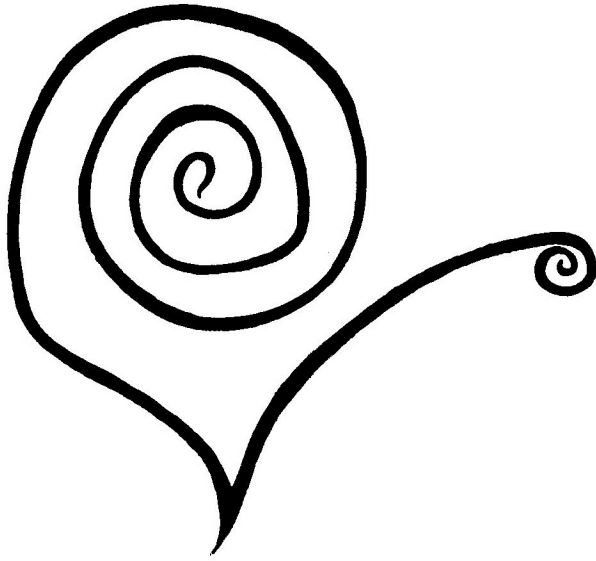
Kiltan - Mind Control



Lord Kiltan is a Duke, commanding two thousand demons beneath him, all of which will surround the person of the Operator's choosing and will implant any idea, thought, or emotion into that person's being.

The method by which this is done is through a type of conveyed telepathy. Once you have summoned him, write on the ground, either in the dirt beneath you or in sprinkled flour on the floor the name of the person that you wish to influence. Bring into your mind or your emotions that which you wish to implant, and focus on it strongly, as if it were your own natural thought or feeling. As you do this, such will be gathered and siphoned from you by Kiltan, who will then transfer such to his demons, who have already surrounded your target. Continue to hold the visualization and the identification as long as you are able, allowing Kiltan to take all of this from you. Once you can no longer hold the concentration, His demons will continue to feed this into your target indefinitely.

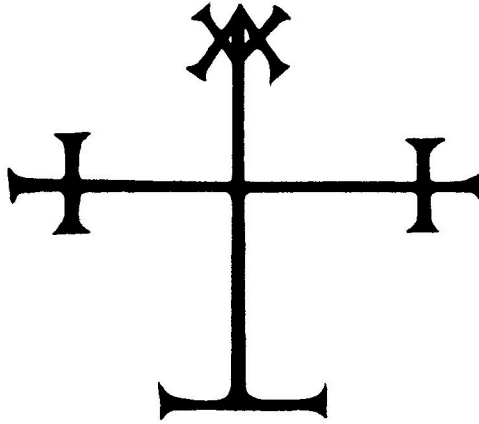
Glas'yos - Healing



The demon Glas'yos shows himself as a small figure whose every feature is obfuscated by the immense radiance of light emanating from him, shining in all directions, chasing away shadows of confusion.

While in its simplest manifestation, this demon's power can be used to bring clarity to a situation, when pushed further, Glas'yos is able to alleviate depression, paranoia, anxiety, and many other psychological impediments, as well as to bring calamitous situations to a peaceful resolution.

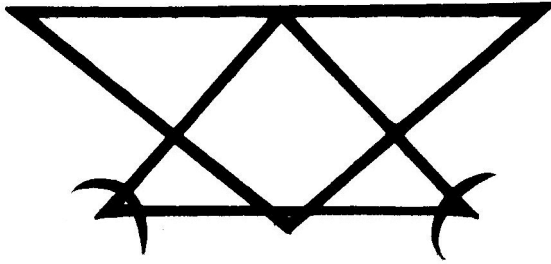
Hent'yos - Healing



Hent'yos possesses the ability to raise the spiritual “vibrational rate” of anything whatsoever. Such vibrational acceleration can heal a variety of diseases, and can cure depression and other psychological and emotional disorders. If pushed to an even further extreme, however, Hent'yos' power can cause a heightened vibration at a molecular level, which can cause the piece of matter in question to shatter.

One application of the incredible abilities that Hent'yos possesses is in accelerating the natural evolution of the target. When applied to objects and lifeforms, this will have little effect, as the evolutionary span is so incredibly vast that even a dramatic increase would not be apparent. When applied to situations and obstacles, however, you will see problems resolving themselves faster and more smoothly than expected.

Abryaiyan - Education

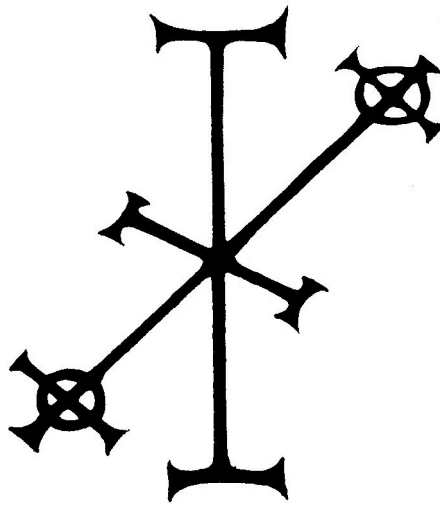


Abryaiyan appears as an old, diminutive, white man. He speaks slowly, but if you call him, be sure to pay attention to every word. Of all the demons in the House of Anatel, Abryaiyan seems to be the most knowledgeable.

Abryaiyan is the Initiator into the Secret Sciences. Once evoked, his very presence will set into motion subtle and even mundane forces, resulting in your gradual understanding of the nature of spirituality, and of existence as a whole. Once this process has begun, however, it cannot be halted.

If you desire knowledge or understanding that is more specific and less imposing than that offered by Abryaiyan, simply write your query on a piece of paper, and trace Abryaiyan's sigil over the words. Do not call him into full materialization, but charge and open that sigil and be prepared with pen and paper to copy the flood of information that will descend to you.

Sa'ahtlar - Destruction



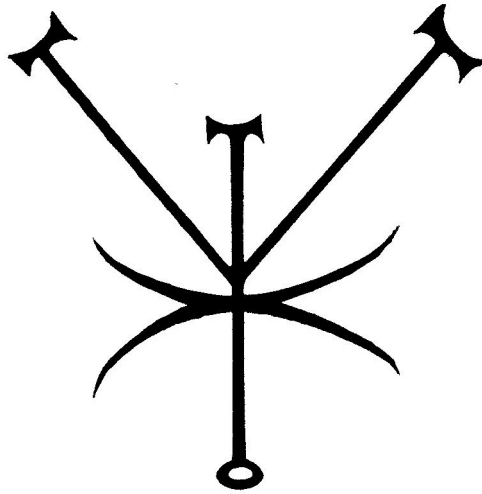
Sa'ahtlar appears as a finely-dressed gentleman. One aspect of his appearance that I found particularly startling was that his clothing, his hairstyle, his trimmed mustache, and his speech is reflective of the style associated with the early 1900's United States upper class. This is a stark variance with the manifestation of spirits usually in centuries-old fashion.

I've not been able to discern why he appears in this manner, but have noticed that when he is issued his task, his form shifts from the above described gentleman into a reptilian creature definitely not human, but more like a sort of dragon or giant winged serpent.

Sa'ahtlar possesses the power to weaken your enemies so that they can no longer work against you in any manner. He is able to disperse entire armies in confusion and inability.

I have also found that the demon's power is not relegated to human or spirit aggressors alone, but can equally be applied to unformed or circumstantial obstacles.

Grah'aht'talion - Mind Control

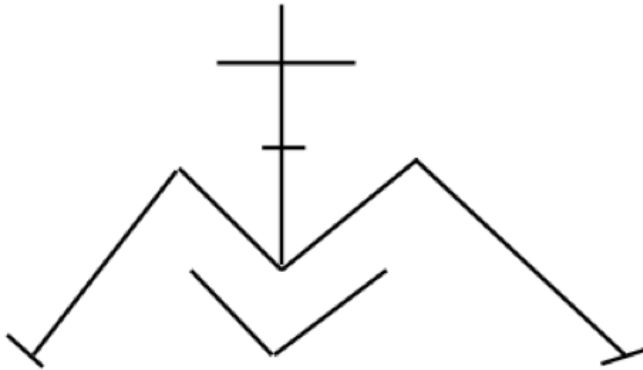


Grah'aht'talion is a powerful demon having dominion over the thoughts, emotions, and behaviors of humans.

He appears as an emaciated, naked man whose skin is grayed and ashen, as a corpse. Despite his undress, when I have summoned him I have found it difficult to pay attention to his sagging skin with ribs and bones threatening to push out of it, as his eyes emit a sort of black light, a mesmerizing glow.

Normally, I would advise that you look away from such hypnotic eyes, but with Grah'aht'talion, allowing yourself to become lost in his gaze will transport your mind into the Infernal Empire directly, and into the region of It that is controlled by him, which is a gloomy, dead, and cobwebbed forest, wherein your communion with this demon will reach a new depth, and he will be able to teach you his secrets more intimately.

Suhn'tal'ock - Prestige

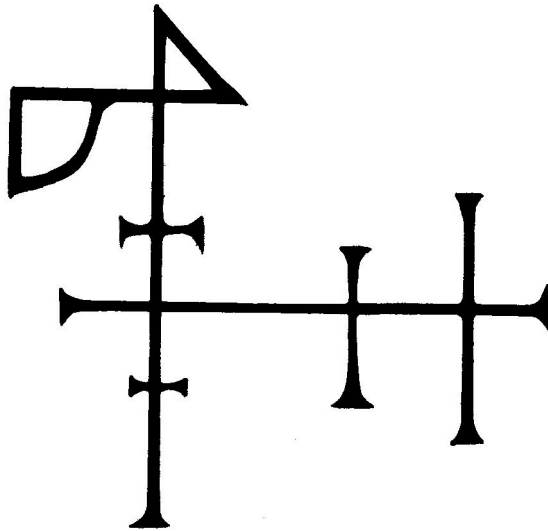


Suhn'tal'ock is one of Azazel's strongest leaders, as he possesses not only the knowledge but also the power and the resources to raise an entire empire out of nothing, and to increase it exponentially and limitlessly.

It is said that Suhn'tal'ock existed long before the Infernal Empire, while many of the legions were brought into existence after the Empire had flourished, and that it was through his abilities alone, combined with Azazel's grand vision, that brought the fullness of the Infernal Empire into existence.

Suhn'tal'ock can do the same for the Evocator, taking the raw visions of the Summoner and bringing them to life in the world. Once the process of building your own Empire in the world has begun, repetitive evocations of Suhn'tal'ock will help you expand your Empire in every conceivable manner.

Kru'vest - Self-Defense

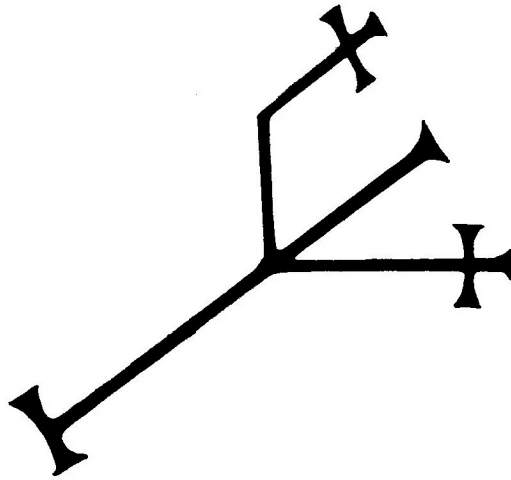


Kru'vest is a demon of protection, appearing in golden armor from crown to foot. In the several evocations I have performed in order to call Kru'vest, I have yet to hear him speak. In the instant of his manifestation, however, it has been clear that I am untouchable, until the moment that he departs.

While I have experienced amazing degrees of protection from Kru'vest, against physical assault, accidental injury, and even financial loss, I have been told by Ant'harratu that Kru'vest is capable of even protecting the Summoned against death.

For some reason, it seems that Kru'vest's power endures only a short time, and so he must not be called until the dangerous moment is at hand, lest his protection fade before it is needed.

Dra'talon - Destruction

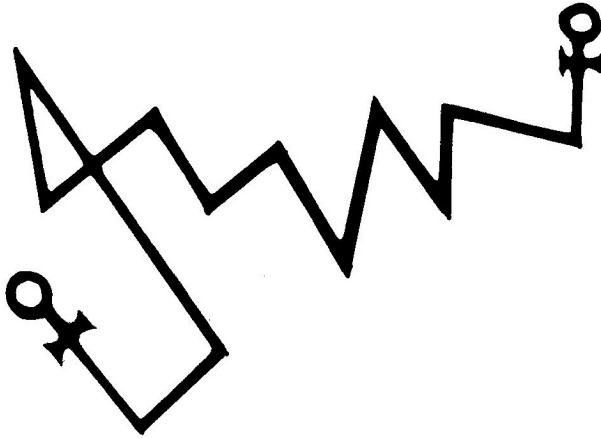


Dra'talon appears as a spirit cloaked in shadows, only his ocean-blue eyes piercing the black fog that surrounds him. I have also noticed a marked drop in the perceived ambient temperature upon his materialization.

Dra'talon acts as a demonic assassin. Once he is directed towards an enemy, he will attack that victim day and night, plaguing him or her with anxiety, depression, mania, and even hallucinations, which culminate in complete madness, preceding a violent and unavoidable death.

This demon is not to be evoked for any other reason than to torture and kill an enemy, as once he is set on his victim, he cannot be recalled.

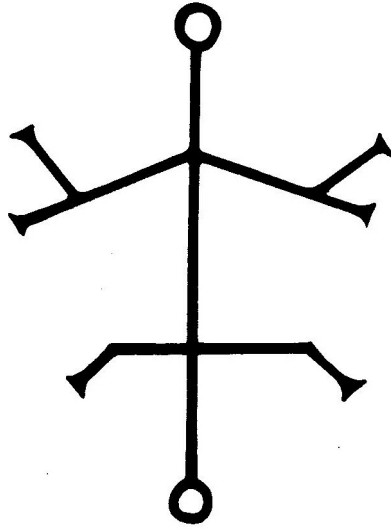
Ahl'far'dahn - Survival



Ahl'far'dahn is able to bring you food, water, and provide you shelter in the most dire circumstances.

The modern application that I've found for Ahl'far'dahn's power is the ability to bring the necessities of life to you, supplying the very basics of life in emergency situations. He works faster than most spirits and demons centered around wealth, but he can only bring exactly what is absolutely needed, rather than that which is desired.

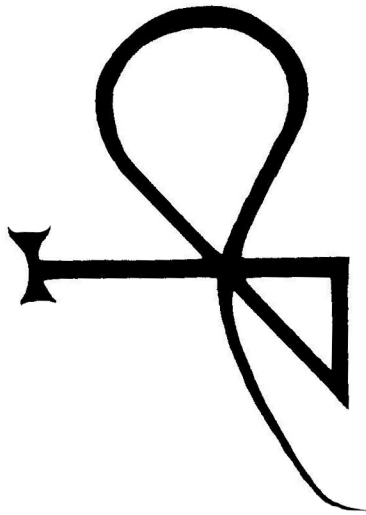
Hass'cotor - Animals



Hass'cotor can harness the power of animals, bringing you guides and protectors in the form of animals familiars, either physical or astral.

Hass'cotor can also teach you how to communicate with animals as higher intuitive beings, and thereby learn how to better access your own intuitive nature.

Eriesh'taetohl - Ascent

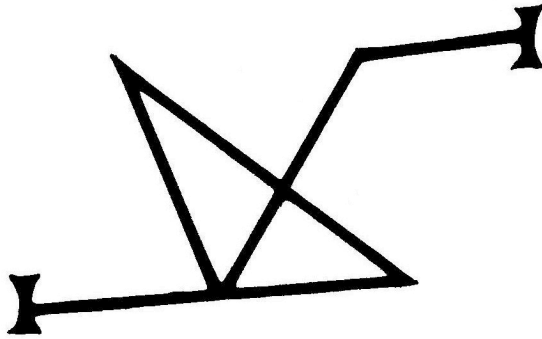


Eriesh'taetohl appears in the north as a figure covered in an azure cloak. He holds a tall, silver scepter topped with a quartz globe in his right hand. When he speaks, his words seem not to come from his mouth or from his person at all, but instead emanate from the scepter's orb.

Eriesh'taetohl possesses the secrets of immortality. Summoning him, you may learn the truth about reincarnation, the pre-human existence of the Soul, and the spiritual destiny of human consciousness beyond the physical plane.

This demonic Nether can instruct you in methods of manipulation of your spiritual bodies which will allow not only for a consciously controlled reentrance into a physical body, but also for the dissolution and rematerialization of form over distances.

Ant'harratu - Ascent



Ant'harratu materializes first as a vapor or a thin smoke filling the northwestern part of the Temple. After spiraling about for several moments as if surveying the Temple for danger or trickery, his form materializes as a figure cloaked and hooded in black. Often, the Gateway of Pacts is emblazoned on the chest of his robe, or on the part of his hood covering his forehead, not embroidered into the astral material, but burning like a psychic brand.

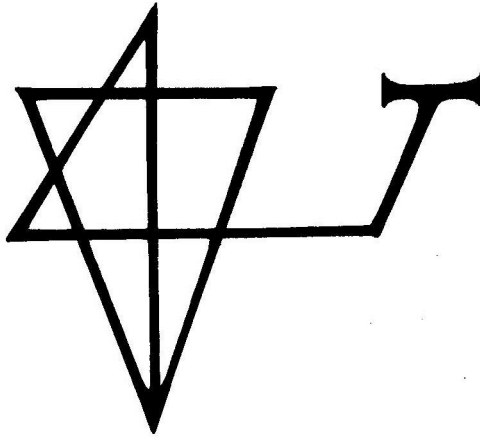
Ant'harratu is possibly the most powerful of all the Nethers. He is a maker of miracles. He claims to have taught sorcery to the priests of Babylon, Egypt, and Olmec.

It was by Ant'harratu's invisible hand that many of the miraculous alterations in my own life and circumstances were brought about.

Once called on to fulfill a task, Ant'harratu is relentless, even at the dismay of the Evocator. He begins working on the goal immediately, and foresees the best route to achieve the most complete satisfaction of the desire. As I experienced, he will often find it necessary to remove obstacles from your path, which can cause momentary anxiety in the Operator, as it seems a reversal

of the original command. However, bearing with the changes unto the conclusion will result in a much more fruitful end than any human mind could organize.

Eshtalishtu - Alchemy



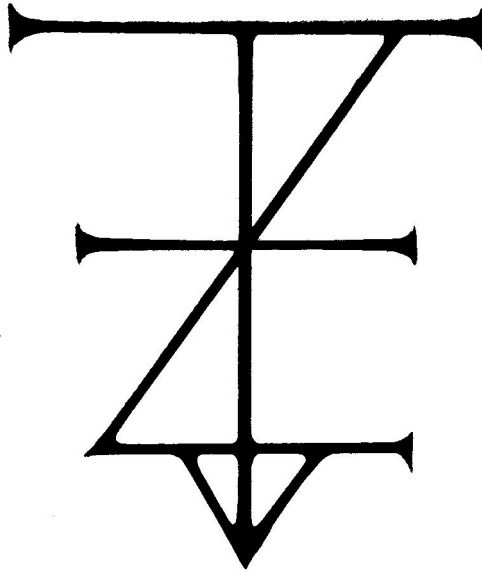
Eshtalishtu manifests as a beautiful, slender, nude man, his body and head absent of any hair at all. A peculiar radiance beams from within him, making his skin appear to glow with a faint blue energetic light.

Eshtalishtu holds the knowledge and the power of transmutation. When evoked, he is quick to explain that the assertion of modern “alchemists” that “True Alchemy is the transmutation of impure human elements into that which is divine” is entirely false, and indeed is quite the opposite of reality. According to Eshtalishtu, the greatest alchemy is the transmutation of the Divine Particle into matter. This understanding furthers the idea presented to me throughout this entire ninety-day Operation that this physical realm is not the impure and outcast plane of existence, but that it is the final condensation of an intentional spiritual will.

Eshtalishtu can teach you, when evoked, some very elementary rituals which can be used for the most

miraculous ends, even for the materialization of objects of matter seemingly from nothing.

Mehmi'on - Evocation

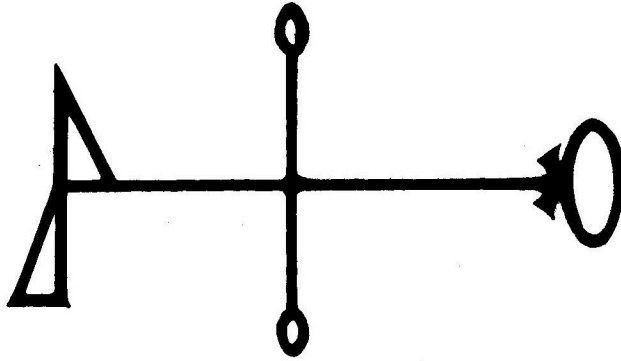


Mehmi'on materializes in the southeast, behind the Evocator's right shoulder as he faces north. It is impossible to cause him to materialize before you, however, or to turn to face him, as he refuses to allow himself to be seen.

His voice is a whisper, with a serpentine hiss, although there is nothing seemingly deceptive about him.

Mehmi'on knows the secrets of binding spirits, and can instruct you in methods of constraining any entity whatsoever to your will. These teachings can also be extended to the binding and constraint of any person.

Etli'osh - Strength

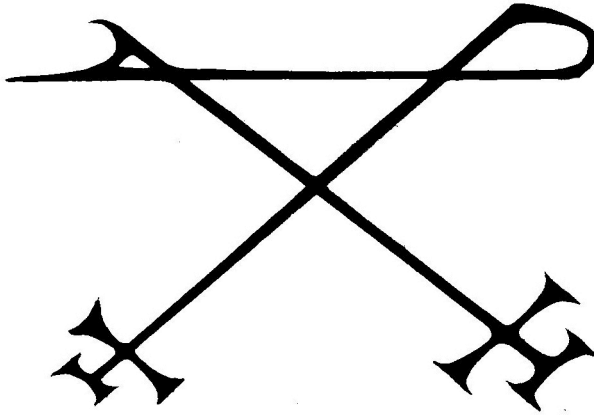


Etli'osh appears as a figure more beautiful than any angel, although he is most certainly a Nether Lord under Azazel, a most furious demon.

Et'liosh is capable of raising power to the omnipotent degree, the likes of which he can employ to the immediate accomplishment of any goal in a seemingly miraculous result.

If requested, Et'liosh will teach you how to do the same, how to harness any required amount of raw power and how to direct that towards any goal in your life, regardless of the apparent difficulty of naturally achieving such a goal.

Lae'ti'kohl - Prestige



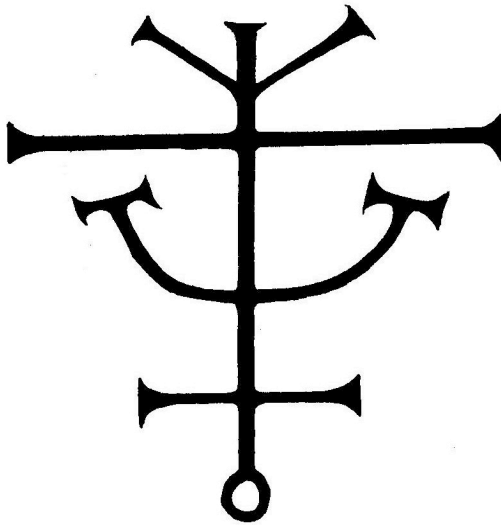
Lae'ti'kohl is a demoness mastered in the art of warfare, of the more cerebral sort. She plans, manipulates, and plants seeds that are sure to bring victory.

Her skills are easily transferred into the planning and the development of earthly situations.

If your intent is simply to call Lae'ti'kohl and ask her to move in your life, all that will be needed is for you to tell her how you want your life to look in a specified distance in the future, and she will begin to bring that to pass.

A much better route is to bring a list of questions into the evocation, where she can instruct you on the alterations that you need to make to bring your life to the position that you desire, thus putting all of the control into your hands, and teaching you most of all that you alone hold the power to your destiny.

Khro'syas - Necromancy



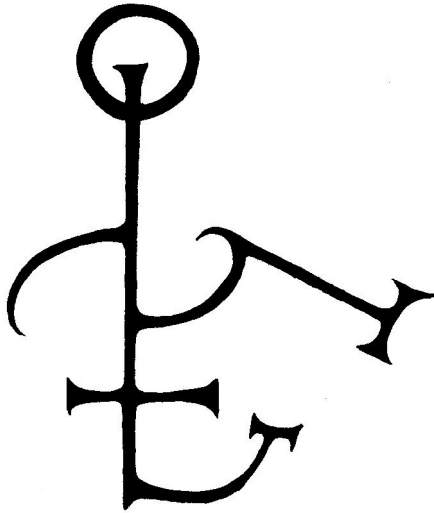
Khro'syas is a Demonic Priest Lord of the dead. He appears, like many demons in the House of Retztael, wearing a dark purple hooded robe, with only the lower part of his face showing.

When summoned, you may ask Khro'syas to raise up the shadow of any deceased person. The demon's form will fade and in his place the form of the requested will rise, appearing and speaking as the person in life would, and retaining all of the knowledge possessed in life.

The risen dead cannot speak of the afterlife, however, as they do not remember dying at all, but are projections of that individual in life.

With such power, Khro'syas can teach you the secrets of necromancy, and how you can use the power of the dead in your magickal operations. He also teaches the forbidden knowledge of the use of body parts, organs, and bones from the dead.

Alak'than - Ascent



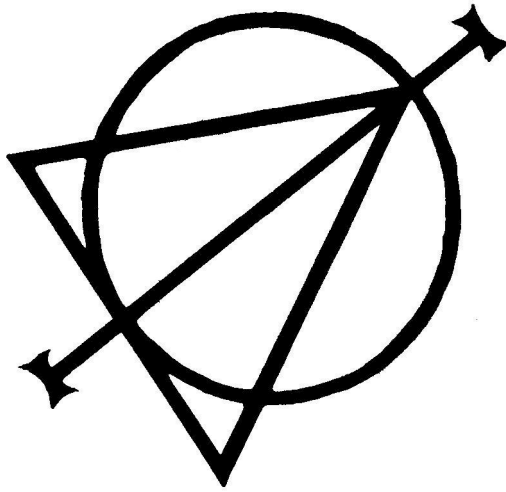
Alak'than holds the secrets of immortality. He can teach you methods of transference of what is often called the “soul” into other bodies, or into other states which will survive the human body.

The demon's initial instruction on the nature of spiritual immortality dispel any idea of reincarnation or afterlife sociality, and instead will dissect for you the reality of the evanescence of human identity, or samsaric consciousness.

In a great deal of Alak'than's teachings, the recurrence of the theme of spiritual antitransmigration is prevalent, as I first approached the demon interrogating him on how I could translate the flesh, and instead learned that the flesh is the gloried position, that this physical world is the untested landscape, and that we are the gardeners of our own destiny.

If you were to learn from this one demon alone, your understanding of existence and your place in it will forever be changed.

Fro'ghla'tasch - Love

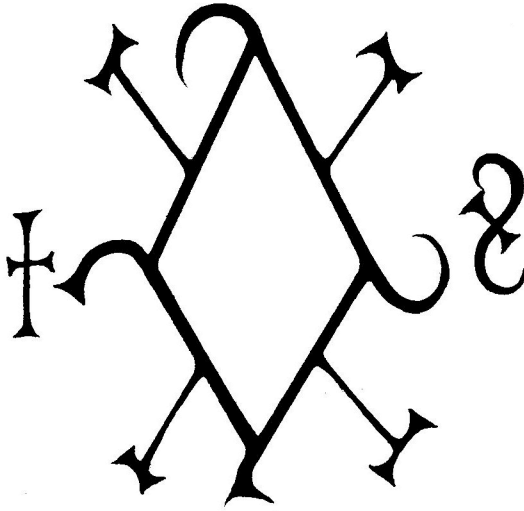


Fro'ghla'tasch often materializes first in the form of an animal, and then quickly assumes the shape of a man or a woman. Since I have yet to collect notes from other Evocators on this demon, I only have my experience to draw from, and from that experience I have seen that Fro'ghla'tasch most often initially comes in the form of a wolf, and then most often changes into the form of a woman in a long, tight, silken dress. I imagine that the subconscious desires of the Evocator are accessed in order to create an alluring image to manifest in, though, and would therefore change with each Evocator.

Fro'ghla'tasch is capable of fulfilling every sexual, intimate, or emotional need, calling into the life of the Evocator a lover, spouse, a friend, or any person that is able to help fulfill the specific needs of the Evocator, whether such a person already exists in his or her life and is

unresponsive, or if that person is called out of a crowd of strangers from great distances to the Summoner's doorstep.

Krehl'a'teral - Psychic Abilities

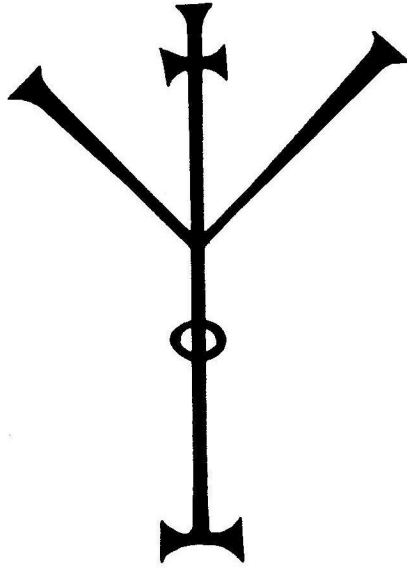


Krehl'a'teral is the master of miracles. He can teach you how to perform the most miraculous spectacles, and how to produce the most extravagant phenomena, such as invisibility, levitation, pyrokinesis, telekinesis, illusion projection, and transmutation.

When you first begin to learn from Krehl'a'teral, your manifestations of phenomena will be short and sporadic. The intensity, solidity, and longevity of your productions will increase with time.

If your desire is to master these materializations, brace yourself for years of daily study with the demon Krehl'a'teral, as his works require intense discipline and dedication.

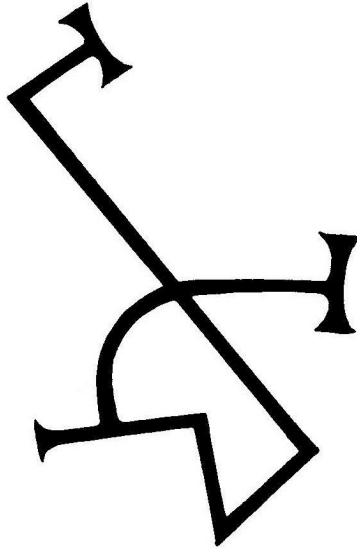
Ahk'laht'esh - Time



Ahk'laht'esh is the Master of Time. He can make time seemingly come to a halt momentarily, as well as slow down for short periods, or accelerate for short periods, allowing your perception of time to pass more quickly or more slowly, depending on your needs. When he does so, he will always remind you that what is taken must be paid back. If you have asked that a period of time be slowed down, the following period of time will accelerate, with the opposite holding true as well.

Ahk'laht'esh can teach you rituals that will effect the past, and can open gateways into the future through which you can travel to view decades or even centuries beyond.

Hah'kla'tor - Evocation

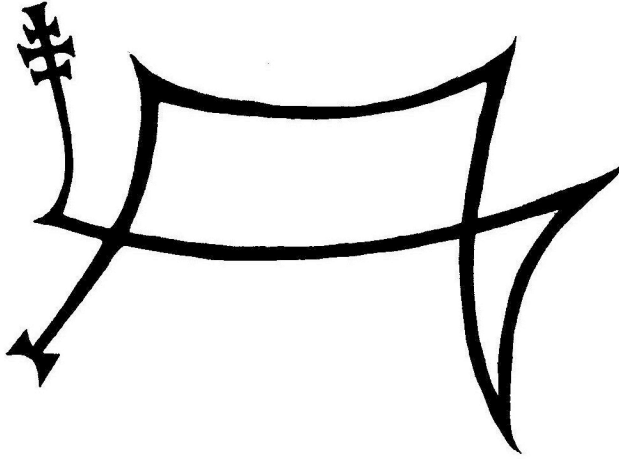


Hah'kla'tor appears as a demon in a grey, hooded robe. His face appears to have been stripped of skin, leaving bloody tissue and some bone showing. As he speaks, his every word seems to be spat out in pain.

Hah'kla'tor knows the secrets of trapping the full life force, or "soul" of humans. One of his minor workings would act upon the living, stealing a large portion of their life force and leaving them open to disease, depression, and even death. He can teach you a much more powerful form of trapping souls, however, in the conducting of a ritual of human sacrifice.

He can teach you how to make vessels which will hold such souls indefinitely, and how these can be used in powerful rituals.

Mammy'aon - Inspiration

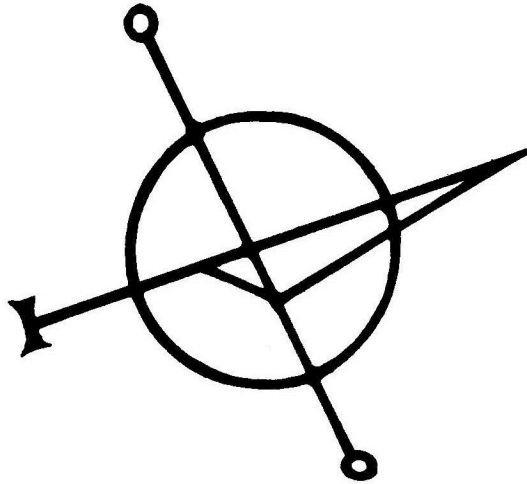


Mammy'aon appears in the north or sometimes in the west as an adolescent boy. Often, Mammy'aon comes dressed in a shoulder-slung robe or a tunic, although he has on a few occasions materialized without clothes at all. His features have not developed any great degree of gender distinction, and in fact, when he does appear nude, he is quite genitally asexual.

Mammy'aon is a sort of demonic muse, able to inspire artists, sculptors, painters, writers, and performers. After evoking Mammy'aon, or even simply charging and opening his sigil, you will be assaulted by new ideas, insights into projects, and will likely find it difficult to pull yourself away from your art. The inspiration received, however, seems to gradually become darker and more morose with time. Unless you are seeking such macabre inspiration, as well as the obsession that his inspiration

brings, it is best to evoke Mammy'aon and reap his influence for a short time. In order to stop his influence, you will need to evoke him once more, as his power seems to activate indefinitely until he is specifically requested to withdraw it.

Mak'ta'lahn - Education



Mak'ta'lahn appears as a non-humanoid figure, almost as a sphinx, possessing a hairy and pawed body like a lion, long, hairless, nearly reptilian-scaled arms ending in three-fingered hands, and a raptor-like head, still covered in hair, but also possessing a large, hooked beak and bird's eyes.

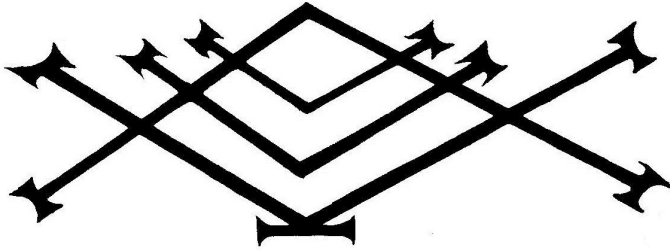
Despite his appearance, this Nether's voice is quite soft and comforting.

Mak'ta'lahn is a master of mechanics. At face-value, this implies that he is able to fix that which is broken, whether made of metal or of flesh. The greater understanding of his ability, however, is in his knowledge of universal and even dimensional mechanics.

Although Mak'ta'lahn is not an expert communicator, often rattling off explanations of processes that no human mind has even considered, nor have we developed the vocabulary to understand, when pressed for

information on any particular issue, he is able to direct you in very simple and often mundane actions which will cause a considerable shift in your reality through mechanical causality.

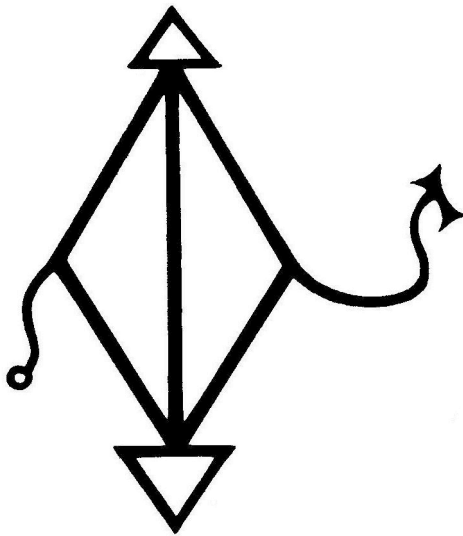
Tah'ka'yat - Clairvoyance



Tah'ka'yat is a demonic lord whose ethereal mind seems to be planted in a point outside of time altogether, as he is capable of looking into the past and the future with the same ease as the present. In conversation with him, he will often speak without relying on tense, or will refer to future or past occurrences as if they are happening in the present. Initially, this makes for confusing conversation, but once you learn to integrate this form of speaking into your own vocabulary, you'll begin to receive glimpses of the way that Tah'ka'yat perceives time.

Obviously, Tah'ka'yat is able to utilize his abilities to predict the future, but if his teachings are applied consistently, they will also allow you a greater degree of clairvoyance and your methods of divination will be catapulted beyond what is thought to be possible by most professional readers.

Yash'alten - Education

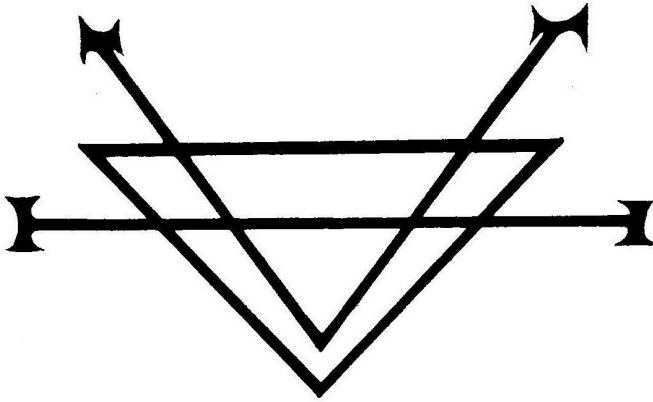


Yash'alten is a demonic lord under Azazel who appears as a spirit engulfed in blue flames. The demon's form will appear quite solid, and then will fade, nearly disappearing, before returning to visible solidity again, as if experiencing some sort of difficulty in maintaining his form. Throughout a single evocation, I have witnessed this shifting occurrence up to twenty-one times.

Yash'alten holds precise knowledge of every galaxy, star, and planet in the universe, and can provide detailed information concerning those planets which do indeed bear life similar to our own. In speaking with him on these, however, it is clear that he refuses to use our modern classifications and names for the various celestial bodies, either relying on terms from ancient astronomy, or calling them by names never before heard on earth.

The demon can also advise you of the magickal or occult properties of the stars, planets, and moons, and their various alignments.

Pent'osch - Strength

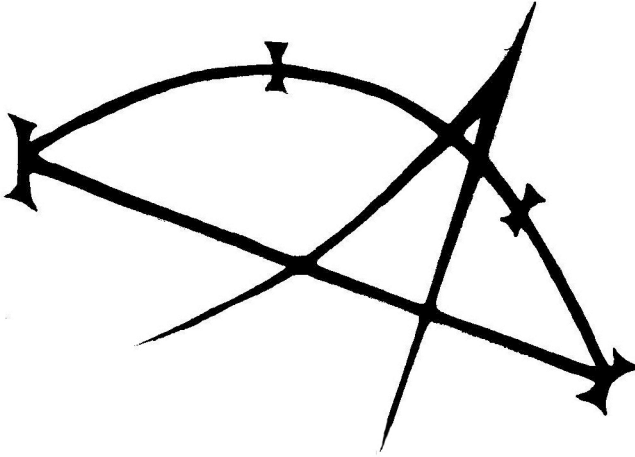


Pent'osch is able to make incredible changes in the seemingly circumstantial procession of events, often by altering one or two minor things which then have a ripple effect on the entire timeline for that circumstance.

With this ability, Pent'osch can derail negative situations in your life, no matter how immovable they may seem to be. He is also able to put your life on the track that you desire quite easily.

It is best, when working with Pent'osch, to partner with him in making these changes, rather than just setting him loose in your life. In doing so, you'll discover the simplicity of changing even the most difficult situations, and in establishing the sort of Empire that you want to manifest in your life by planting very small seeds.

Halah'thor - Wealth



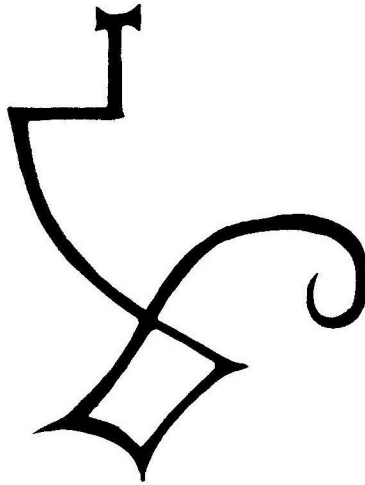
Halah'thor is a Demonic Lord who appears as a refined gentleman, his hair neatly trimmed, his face clean shaven, and dressed in a tuxedo. In questioning him on his appearance, he has revealed that through the ages he has assumed the presentation of the era's common conception of wealth.

Halah'thor has the power to help you establish a career that will not only provide for you financially, but will also align with your greater destiny.

"If you are creating certain prosperity for yourself, this alone is not your Empire," Halah'thor told me. "Every aspect of your life must be made perfect, and perfection in this manner is not misery, but is joy and sense-satisfaction in all things that you do, all things that you have, and all things and people in your life."

Indeed, Halah'thor can materialize an enviable existence in which you are wealthy, happy, passionate, and moving in the direction of your own destiny.

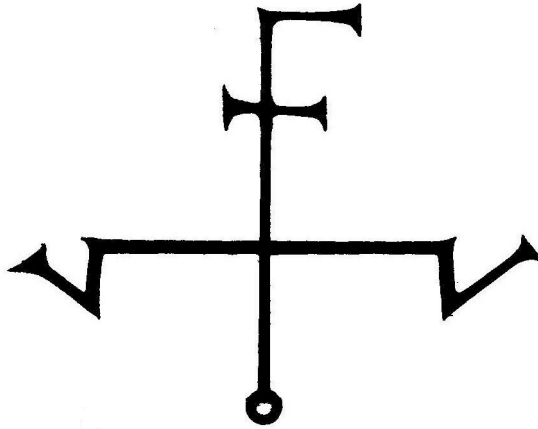
Byr'than - Education



Byr'than is an earthy Demon Lord, possessing detailed knowledge of all minerals, gems, metals, and stones. Some are drawn to him for excavation projects, mining, and the finding of precious metals, as he is indeed able to direct you towards success in these endeavors.

Byr'than's real value, in my opinion, comes from his knowledge of the occult or spiritual applications of this knowledge. He can teach you how to use these solid substances to enhance various occult faculties, as well as how they can be used in practical ritual goals.

Ala'tahl'sta - Education

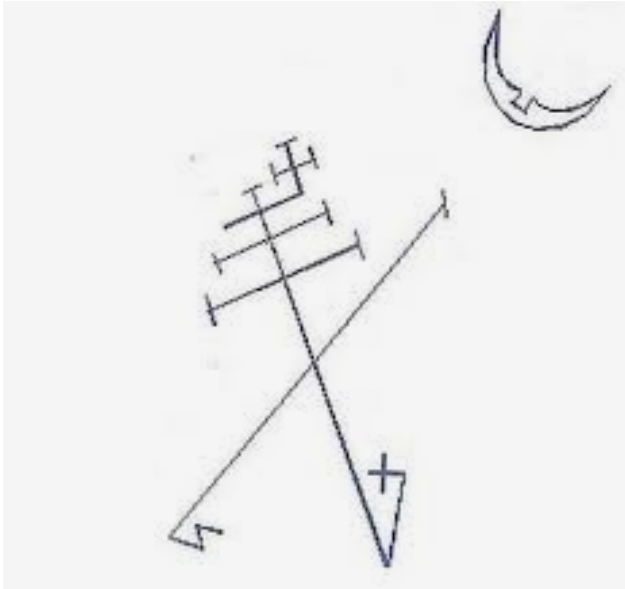


Ala'tahl'sta appears as an elderly woman, slender, with flowing white hair. Her voice is soft and kind, but she speaks very directly, not engaging in conversation outside of her area of specialization.

Ala'tahl'sta teaches the secrets of combining physical elements, such as plants, stones, bones, organs, and insects to create powerful talismans which can be applied to any ritual goal whatsoever.

I have personally witnessed the potency of her teachings, having put to use several of her combinations, and having seen dramatic and nearly instantaneous results.

Mephistopheles - Black Magick



Mephistopheles is the Grand Master of the Secret Arts, and can teach you the most arcane secrets of ritual and black magick.

Conclusion

The information given 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 Evocation Training Course, as the full 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, Evocation fulfilled "To Will."