



Ancient
Conjurations
& 
Invocations

Revised Second Edition

Warning & Disclaimer

Ancient Conjurations & Invocations is a collection of 22 spells for contacting and communicating with the other side. These spells are not recommended for the inexperienced or fearful. They are updated versions of invocations and rituals used hundreds and sometimes thousands of years ago. Even then, users were cautioned about their powers and admonished to take great care in their workings. Great care has been taken to update the language used when written and to retain the original intent and cadence as much as possible.

Absolute control, based on knowledge and experience, is of the utmost importance when conjuring-up or communicating with spirits. The conjurations and invocations contained in this book are recommended for experienced practitioners only and the publisher and distributor of this collection or any of its parts shall be held harmless against and free from all liabilities. The purchaser, user, owner or holder of this collection, by their possession of it in whole or in part, shall stand noticed and agree that they are solely liable for their actions and the outcomes. These spells are distributed as curios only and intended for entertainment.

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A Summoning of the Spirits General

⌘
for the will of the conjurer...



SUMMONING the Spirits General is call to the Kings, Dukes, Governors and Commanders of the legions for the gathering of the forces to a single will. No frivolous call, this summons should be only performed when the importance of the need is such as to not bring wrath and retribution upon ye.

Three candles need be lighted and placed in the form of a triangle. On a piece of natural paper, the form as follows must be drawn:

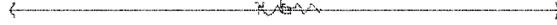


This must be placed in the center of the candle's triangle and a circle must be drawn round the whole. Speak ye now the following Prayer of Protection:

Oh great and eternal virtue of the highest, which through thy disposition, these being called to judgment, Vaicheon, Stimulamaton, Esphares, Tetragrammaton, Oloram, Cryon, Esytion, Existion, Eriona, Onela, Brasim, Noym, Messias, Soter, Emanuel, Sabbath, Adonay, I worship thee, I invoke thee, I implore thee with all the strength of my mind, that by thee, my present Prayers, consecrations, and conjurations be hallowed and wheresoever wicked spirits are called, in the virtue of thy names, they may come together from every shore, and diligently fulfill the will of me the conjurer. Fiat, fiat, fiat, Amen.

The Continuation of the Summoning of the Spirits General

for the will of the conjurer...



Next is the invocation for the aid of the spirits:

I beseech thee by all the means I can, by thy holy names, grant me thy virtue and power, that I may be able to cite before me, thy spirits which were cast down that they may speak with me, and dispatch by and by without delay, and with a good will, and without the harm of my body, soul or goods.

Gather thee now spirits of the Seven Winds and the Four Corners that all may pay heed to thy worker.

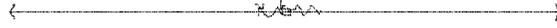
When the presence of the spirits is felt, ask quickly yet clearly that for which ye have called them. Make no long nor laborious entreatment of it lest ye tarry and lose favor. When ye have made request, dispatch and dismiss in earnest so that none may linger long and wreak havoc.

Cite the Dismissal of the Spirits:

Go now, take thy leave spirit unto the place predestinated and appointed for thee, where the eternal virtue of the highest hath appointed thee, until I shall call thee again. Be thou ready unto me and to my call, as often as I shall call thee, upon the promise and pain of everlasting damnation.

Burn the paper with the flame of one of candles and bury its ash in consecrated ground.

To Locate Treasure Hidden in the Earth...



ON a Saturday, in the early hours of the evening, write the following characters on a piece of natural paper.



Draw a circle on the ground and speak aloud the following invocation:

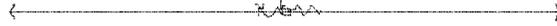
Cimeries, ruler of twenty legions,
Ride now upon thy midnight steed,
With thy power imbue this tool,
That its use might be governed by thy hand,
And its strength bring honor to thy name.

Lay the paper on the spot where ye believe treasure may be buried. If treasure therein lies, the paper shall burn.
But, if no treasure there is buried, the paper shall not burn.

Once ye have completed thy search, whether treasure be found or not, Cimeries must be dismissed.



To Make Gusoin Appear in a Crystal...



GUSOIN rules forty legions. He answers questions concerning all things, present, past, and future, expounding all questions. He is known to reconcile friends and to bestow honors. He is very powerful and his appearance is best contained and minimized.

A circle should be drawn upon the ground and a clear crystal should be positioned in it in the darkness so as to catch the light of a candle's flame.

The following invocation should be spoken to induce the conjuration:

I conjure thee Gusoin by the eternal virtue of the highest, the one who is the beginning and ending of the circle of life, that thou Gusoin do now appear, in this crystal stone or any other instrument, at my pleasure, to me and to my fellow, gently and beautifully, in the fair form of a young lad, without hurt or damage of our bodies or souls, and do proceed to inform and show, without any guile or craftiness, all that we do desire or demand of thee to know, by the power of the highest, who shall come to judge the quick and the dead, and the world by fire, Amen.

Gusoin should continually be summoned until he shall appear. Once appeared, questions may be asked. Do not forget to discharge him at the end of the interview.

74

The Conjunction of Zepar

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to bring the love of another...



DRAW a circle upon the ground and having so done, call upon these names,

Orimoth, Belimoth, Lymocke,

and whence called, say thus:

I conjure thee up by the names of the angels Satur and Azimor, that ye attend to me in this hour and do send unto me a spirit called Zepar, Duke and leader of twenty-six legions, that he may appear as the soldier and that he shall fulfill my commandments and desires and that the understanding of my words shall linger with him for so long as I shall see fit and proper.

Having so spoken this invocation, the presence of Zepar shall be made manifest. And upon Zepar should thy burden of love desired be laid. And ye must speak clearly to him so that he shall understand thy request and so that no error be made and thy desire then remains unrequited.

And having so spoken thy needs, Zepar must then be dismissed and sent back, according to form, so that he shall not linger and delay in his departure.

~u

An Invocation to Bind an Unknown Spirit



so that neither harm nor mischief be done...



WHEN ye believe a spirit is lingering and causing mischief or bringing undue harm, they must be bound unto ye that thy word they shall follow and a dismissal they shall obey. To accomplish this most easily a circle must be drawn on the ground and the following invocation must be recited:

I call upon Amaymon king of the east, Gorson king of the south, Zimimar king of the north, Goap king and prince of the west, that thee shall attend my words. An unknown liege is upon me and hath refused to take their proper leave. Go thee now Amaymon, Gorson, Zimimar and Goap unto Baell and plead my request that this unknown spirit be bound unto mine word and that no resting place may they take, not in the sun, the moon, the twelve signs, the clouds, the air, the sea, the man nor woman nor beast nor earth nor that from it. Let this unknown spirit be bound unto mine word that to ignore shall they suffer the punishment of pain and great suffering. I conjure and constrain the unknown spirit that now immediately thou be obedient unto me, at all times hereafter, and to those words of mine pronounced, according to thine oath and promise: else let the great curse of the great and eternal virtue of the highest, the anger of the great and eternal virtue of the highest, the shadow and darkness of everlasting condemnation be upon thee unknown spirit for ever and ever, and for thy great disobedience thou are worthy to be condemned.

Next, shall the Dismissal of the Spirit be spoken and the unknown spirit discharged to stand judgment for its disobedience.



The Conjunction of Bileth

74

for the bidding of the conjurer...



BILETH is a great and terrible king and the ruler of eighty-five legions. A circle must be drawn upon the ground and the conjurer must not step in. When Bileth is called up by a conjurer, he will appear rough and furious, to deceive him. And the conjurers must compose themselves and take heed to courage, and with a wand or branch of oak in hand, must reach out toward the east and south, and draw a triangle without besides yet intersecting the circle so that Bileth may when refusing to enter the circle, be drawn through the triangle and commanded into the circle that he may be suitably constrained. If Bileth the king be more stubborn, and refuse to enter into the circle through the triangle, and the conjurer shows fear, certainly Bileth will never fear nor regard him after. The following invocation need be spoken to invoke the presence of Bileth:

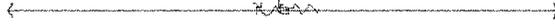
I conjure thee Bileth to appear, before the conjuration be read over four times, and that visible to appear, as the conjuration is written, and to give me good counsel at all times, and to come by those things hidden and secret, and all other things that is to do me pleasure, and to fulfill my will, without any deceit or tarrying; nor yet that thou shalt have any power of my body or soul, earthly or ghostly, nor yet to perish so much of my body as one hair of my head. I conjure thee Bileth by these words, and by their virtues and powers, I charge and bind thee by the virtue thereof, to be obedient unto me, and to all the words aforesaid, and this bond to stand between thee and me, upon pain of everlasting punishment and suffering, Fiat, fiat, fiat, Amen.

And after Bileth hath appeared and audience been taken, all questions put to him being dutifully answered, he should be discharged according to the order of dismissal. And should Bileth prove stubborn to take his leave, the Dismissal of the Spirit should be repeated three times even though he may seem gone.

The Conjunction of Balam



for the discovery of things past...



BALAM is a great king of the order of dominations. He governs forty legions and speaks with a hoarse voice, but answers all things perfectly and honestly regarding the past.

Balam is a congenial spirit and easily managed if properly summoned.

A circle should be drawn according to form and the following invocation should be spoken aloud to conjure him up:

I conjure, charge, and command ye, and every of ye, Sirrael, Malanthan, Thamaor, Falaur, and Sitrami, ye infernal kings, to put into this circle the spirit Balam, learned and expert in those things past. I charge ye, ye noble kings, that the said spirit may teach, show, and declare unto me, and to my companions, at all hours and minutes, both night and day, the truth of all things, both bodily and ghostly, in this world, whatsoever I shall request or desire, declaring also to me my very name. And this I command in thy part to do, and to obey thereunto, as unto thy own lord and master.

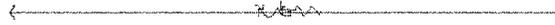
When Balam's presence is felt or seen, all that ye ask he shall answer and if the thing ye ask he knoweth not, no reply shall come.

All things answered and done, saith now the Dismissal of the Spirit unto Balam that he may depart in peace.



The Invocation of Forneus

for the turning of a foe...



THE invocation of Forneus is intended for the purpose of gaining the friendship of a foe. It is a powerful invocation and well-suited. A circle must be drawn and into the circle ye must place a piece of natural paper formed to a square and drawn thusly as follows, taking care to copy the symbols into the four corners and to write the name of the foe ye wish to turn:



The following invocation need be spoken to conjure up the presence of Forneus so that he may attend thy desire:

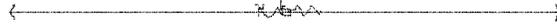
I conjure, constrain, command, and bind the spirit of Forneus by the two edged sword, except thou be obedient, the sword cut thee in pieces, and condemn thee into the pit of everlasting pain where the fire goeth not out, and where the worm dieth not, that thee attend my will and command and that this person be brought to me no more as foe but as a friend. So this I ask and so shall it be.

The invocation having been spoken, the paper should be burned in the fire and the spirit of Forneus dismissed by the Dismissal of the Spirit.

The Conjunction of Paimon



for communication with a spirit...



PAIMON is constrained by divine virtue to stand before the conjurer and do their bidding. He is a liaison to the realm of the spirits and hath the ability to provide the presence of a desired spirit for the purpose of communication. He bindeth them that resist him in his own chains, and subjecteth them to the conjurer. Great caution must be taken in the conjuration of Paimon as he is able to bring undesirable and dangerous spirits as well as the chaste and honorable.

Upon the calling up of Paimon, the conjurer must look to the northwest as this is his house. A circle must be drawn and the words of the invocation must be spoken aloud in a clear and firm voice as follows:

I conjure thee Paimon by the power of the everlasting virtue of the highest that thou shalt appear in my presence and do my bidding lest thee suffer the everlasting torment and suffering for thy disobedience. Let thee in my presence do no harm that no hair of my head or evil, bodily or ghostly befall me. Let thee in my presence allow no spirit take hold and linger beyond their calling so that thee may suffer for their trespass.

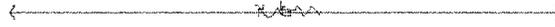
I conjure thee Paimon that thou shalt act as mediator in my communication and that thou shalt now offer me access to the spirit (name the name of the spirit with which ye wish to communicate) so that I may learn of them and theirs. Fail not in this calling and in thy chains need be let them be bound that they may do what of them I ask and answer all of them that I ask.

The invocation having been spoken, ask of the spirit thou hath called what ye will. And when concluded, the engagement desired to end, the spirit brought forth by Paimon shall need be discharged first and finally, then Paimon need be dismissed so that he shall not linger and come to be disruptive.

The Conjuring of Shax

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for the truth of many things...



SHAX is a dark and powerful lord over thirty legions. With a hoarse and subtle voice he doth miraculously take away the sight, hearing and understanding of any person whoso may ever injure the conjurer. He is thought to be faithful in all commands and although he promise to be obedient to the conjurer in all things, is not so, he is a liar, except he be brought into a triangle, and there he shall speak divinely, and tell of things which are hidden, and not kept of wicked spirits, he promises good familiars, which are accepted if they be not deceivers.

A triangle must ne drawn upon the ground and within it a circle so as to deceive Shax into believing he is within a circle. Without the circle, he will not appear, and without the triangle he shall only utter lies. When ye have done this thing recite ye this invocation:

I conjure thee Shax, in the name of Bileth and Belial, their power and retribution and to their virtues and powers I charge thee Shax, that thou shalt not take leave from thy place and constraint, nor alter thy bodily image to deceive but shall thee remain in the form that thou hath been given the ableness to have appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration. I conjure thee Shax, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Shax, by the highest and their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, to share the truths of many things and in all other things my will to be quickly fulfilled: I charge thee upon pain of everlasting condemnation, Fiat, fiat, fiat, Amen.

When finished, dismiss him by the Dismissal of the Spirit.

The Incantation of Naberius

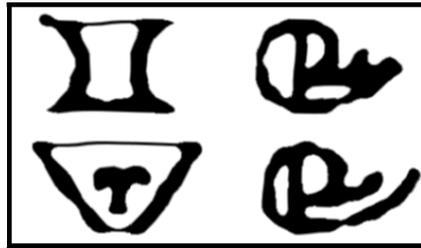
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for protection and peace...



WHEN ye feel the need for protection or peace from a troubled or disruptive spirit or another who hath brought unrest to thy life, the Incantation of Naberius should be worked to eliminate these troubles and rebuke them that hath wrought them upon ye.

The protection of Naberius must be sought on the twelfth day of the month in the early eve, after the sun hath set. A single candle should be lighted and set upon a table and in its center. Round the candle shall a circle be drawn. On a piece of natural paper ye should inscribe the following symbols in their order:



The paper should be placed in the circle. The invocation to Naberius for assistance need be spoken in this way:

I charge thee Naberius, governor of nineteen legions, that thee shall hear mine command and to ignore thee shall suffer in the everlasting fire by the will the virtue of the highest. Hear thee Naberius that the trouble wrought by another shalt be banished and not offered entrance more in that thee be bound to the pain of everlasting torment for thy disobedience. So I ask thee Naberius, so let this be done.

The spirit Naberius should be discharged. The paper should be carried with ye so to carry the power of Naberius at thy side.

The Conjuring of the Spirits



and the proper precautions...



WHEN ye shall call upon any spirit, ye must know the spirit, ye must know the spirit's name; ye must also fast and be clean from all pollution three or four days prior. By so doing, the spirit shall be more obedient to ye and easier to control. A circle should be drawn upon the ground and in this circle ye must not stand and in it the spirit must remain until the spirit hath been duly discharged and dismissed. And the spirit should be called firmly and confidently. No fear should exist in thy voice, lest it be sensed and turned against ye. A ring of gold or silver should be held in thy hand, and ye and thy companion or companions (for ye should never be alone) must first recite the following Prayer so that no spirit shall annoy ye or that the conjuration should have no effect.

The Prayer of Protection

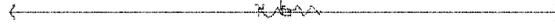
Oh great and eternal virtue of the highest, which through thy disposition, these being called to judgment, Vaicheon, Stimulamaton, Esphares, Tetragrammaton, Oloram, Cryon, Esytion, Existion, Eriona, Onela, Brasim, Noym, Messias, Soter, Emanuel, Sabbath, Adonay, I worship thee, I invoke thee, I implore thee with all the strength of my mind, that by thee, my present Prayers, consecrations, and conjurations be hallowed and wheresoever wicked spirits are called, in the virtue of thy names, they may come together from every shore, and diligently fulfill the will of me the conjurer. Fiat, fiat, fiat, Amen.



The Incantation for Wealth



and the giving over...



ON the second night of the full moon, three candles of beeswax need be lighted and placed in the form of a triangle on the top of a table and in its center.

In the center of the triangle, ye shall place a cup of wine and into the wine, a single coin whose worth matters not.

The following invocation should ye recite aloud:

Spirits of the earth, sky and sea, upon this night of the second full moon I beseech thee that thee intervene for mine part. Let neither harm nor evil come mine way, nay, neither bodily nor ghostly on this night and at this hour. I summon thy power in the name of Baell, Paimon and Agares that mine request be attended and thine hands be laid firmly upon this night. Let suffer no more the empty coffer thy worker who hath called thee to this place.

Upon fear of retribution, pain and punishment, cast forth thine legions to gather all that be mine due. Allow them keep not that which is mine but offer over instead at thy command. So, this worker doth ask and so by the power invoked in the names of the three, Baell, Paimon and Agares, shall it be so.

When this incantation hath been cast, the spirits should be duly discharged. The candles should be extinguished in the reverse order they were lighted, the coin should be removed from the wine, the wine should ye drink and the coin should ye carry and never spend.



The Dismissal of the Spirit

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which must never be forgotten...



SHOULD any spirit be called up, be they good or evil, devil or angel, and should they be engaged upon by thy own free will to appear before ye, they must, upon completion of the needed engagement, be dismissed or discharged. For if ye by thy own invitation summon them and then fail to discharge them, they shall have no reason to leave and may linger long in a place they should not be and havoc and dire consequences may ensue.

The following dismissal must be given them in firm and solid tone so that no question remains as to thy intent as the conjurer of their presence:

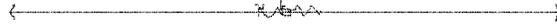
Go now, take thy leave spirit unto the place predestinated and appointed for thee, where the eternal virtue of the highest hath appointed thee, until I shall call thee again. Be thou ready unto me and to my call, as often as I shall call thee, upon the promise and pain of everlasting damnation.

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The Conjuring of Harborim



to gain power...



HARBORIM is a strong duke and commands twenty-six legions. He hath the power to grant intelligent power but is wrathful when his gift be misused. Only the purest of heart and intent will find favor with Harborim.

The conjuring of Harborim should only be done for the power to improve or to right a wrong deed. Harborim will suffer the worker to be true.

Draw a circle upon the ground and recite this invocation:

I conjure thee Harborim, in the names of the highest, Baell, Bileth and Belial, their power and retribution and to their virtues and powers I charge thee Harborim, that thou shalt not take leave from my sight, nor alter thy bodily image that thou hath been given the ableness to have appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration. I conjure thee Harborim, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Harborim, by the highest and their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, to impart unto me the intelligent power that wrongs may be righted, foul deeds undone and a lasting better may be thereby made and in all other things my will to be quickly fulfilled: I charge thee upon pain of everlasting condemnation and torment, Fiat, fiat, fiat, Amen.

When Harborim doth appear, speak ye in firmness and peace that he may find favor with thine bequest and purity in ye heart. Dismiss him with suitable dispatch by the Dismissal of the Spirit.

An Incantation for Binding a Faerie in a Stone

and stopping its mischief...



FAERIES are notorious for their mischief and are difficult to stop. The incantation that follows is used for binding a faerie in a stone and stopping their mischievous and harmful acts.

A smooth stone should be selected from the bottom of a river or stream. The stone should not be bigger than the fist of a man and should have no bright coloring about its exterior.

The stone should be laid in a bed of freshly turned soil on the seventh eve of the month. A circle should be drawn in the soil round the stone with a wand or branch of oak.

The following invocation ye should speak to summon assistance in thy task:

Spirits of the Seven Winds, circle thee now this stone. Draw forth from the legions of thy strength a noble soldier, able in the art of war and deception and predisposed with cunning and trickery.

A faerie of a mischievous turn hath settled in its way and great harm doth it seek to incur.

Spirits of the Seven Winds draw forth from thy legions this single spirit. Send it to its task that thy commandments it may keep under the fear of retribution and disfavor in thine eyes. Let thy servant soldier do thy bidding at mine behest that this faerie be bound in this stone to time eternal and thereby meddle no more.

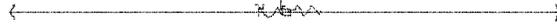
Spirits of the Seven Winds, as this I ask, so therefore, let it be so.

The stone should be placed at the entrance of thy house so that the faerie be captured and bound. The stone should never again be moved lest the motion release the faerie.

An Incantation for Skill



in the desired arts...



SKILL is best achieved by an invocation that speaks directly to the spirit of the desired art. The arts are themselves named after the spirits and so are addressed in the name of the art.

Three fresh leaves of an oak should be placed on a table and surrounded then by the placement of five lighted candles of beeswax so as to form the five points of a pentacle. A circle should then be drawn around the whole and no more should any enter or leave the circle.

The desired art must be addressed by name and her invocation ye should speak in a soft yet firm voice:

Spirit of (name the art), I summon thee to this place that thee may attend to mine desire of skill in thine beauty.

Spirit of (name the art), I summon thee in the power of the everlasting virtue of the highest that thee attend.

Thy skill I desire so as to honor the virtues of thine art. Let this pass between us that thee suffer not the pain of torment for thy disregard and the two edged sword in its swift and unyielding justice might stay its blade from thee.

Grant thy skill now that thee shall enjoy the product of mine labors in thy name. So this I ask, so this let be so.

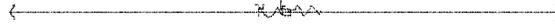
Having spoke the invocation, dismiss the spirit. The candles should be extinguished and the leaves should be rolled and buried in freshly turned soil.



An Incantation for Fortune

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in the varied ways...



FORTUNE is best sought a single event but may be drawn for the general and varied ways. The incantation may be cast on any day save the day of the thirteenth of the month, lest bad fortune befall ye.

On a piece of natural paper, ye should draw the symbol as shown:



The incantation that follows here should be spoken afore a lighted candle that be the sole light of a dark room:

Spirits of Luck and Fortune may mine voice be heard that thee not forsake mine acts but tend to the ways that befall me let not they be done in poorness. Follow this worker the way of the virtue in the time of the sun and the moon and the twelve signs that thou shalt not let arise the spirit of misfortune upon mine path and in its lead let this worker be misled.

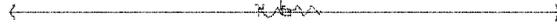
Empower thy symbol with thine fortune and with let pass thy skill. So I ask thee, so let be.

Dismiss the spirits according to form and call. The candle should now be extinguished, the paper properly placed and kept upon thy person and carried with ye always when fortune is the need.

~u

An Invocation of the Lost Souls


for answers...



THE Lost Souls be wanderers and gatherers of information unknown to those with task at hand. They are the bearers of the light to the obscure corners of the realm. Much truth and knowledge may be gained from them but caution must be made to avoid prolonged engagements as they seek rest and a home and need to continue on their journey lest they be doomed to forever search.

Light a single candle that it may act as a beacon. Draw a circle upon the ground and speak ye the following invocation:

Pray thee now Lost Souls, take but a minute's rest and in thy rest find solace that thee might no longer wander.

I do bind thee and constrain thee into mine will and power; that thee being thus bound, may come unto me in great humility, and to appear in thine circles before me visible, in fair form and shape of human kings, and to obey unto me in all things, whatsoever I shall desire, and that thee may not depart from me without mine discharge.

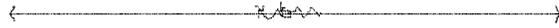
And if thee do against mine precepts, I will promise unto thee that thee shall descend into the profound deepness of the sea, except that thee do obey unto me.

Having summoned them, ye may ask what ye wish, but remember be quick to ask and quick to listen.

Having finished, the spirits must be dismissed with the Dismissal of the Spirits and the candle should be extinguished lest no latecomers arrive unwelcome and unnoticed.



An Invocation for Discovering Truth



TRUTH be an elusive spirit that chooses to whenever possible to remain hidden. Truth will not come readily when called nor remain long. The following incantation can be used to summon up Truth on a single subject but is only effective when Truth is summoned in honesty and good will. Truth cannot be tricked or cheated and will not heed the frivolous call.

A single candle of beeswax should be lighted and placed on a table away from the draft and chill. Two pieces of natural paper need be torn to the length of three finger's breadth and the width of two finger's breadth. On each need be written the choices from which Truth shall choose. A bowl of clean water should be placed on the table at thy front and a circle drawn round the bowl. Once the circle be drawn, no more should thy hand pass in.

The following invocation need be spoken aloud and with a firm and somber voice:

In the name of Vvull, I summon thee Truth that thee may choose of these and show that pure. By the virtue of the highest of thee, I command thee come forth lest thee suffer the pain of disobedience.

Fold each piece of paper singly and cast them together into the water, not allowing thy hand cross into the circle. That piece which doth unfold first be the answer of Truth and that which unfolds last be the lie. When Truth hath made its choice, dismiss the spirit, extinguish the candle and dispose of the water on freshly turned soil.

If ye receive no answer, Truth hath not found thine workings favorable and it may be that no true choice was presented.



A Conjunction of Haagenti

⌘
for gaining wisdom...



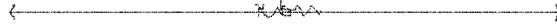
HAAGENTI is a great president over thirty-three legions. He hath the ability to change metals to gold, water to wine and wine to water, and to make one wise in all things. His power is fearful and care should be taken upon his summoning that no dread appears on thine countenance lest weakness be perceived and Haagenti gain power over ye. Haagenti should not be summoned too frequently. Having drawn a circle to constrain Haagenti, speak ye the following invocation aloud:

I conjure thee Haagenti, by the Spirits of the Seven Winds and by their virtues and powers I charge thee Haagenti, that thou shalt not depart out of my sight, nor yet to alter thy bodily shape, that thou art appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration, that be written in this book. I conjure thee Haagenti, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Haagenti, by all the words aforesaid, and by their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, how to come to know things hidden in the earth, or in the water, and how to come to dignity and knowledge of all things, that is to say, of the magick art, and of grammar, dialect, rhetoric, arithmetic, music, geometry, and of astrology, and in all other things my will quickly to be fulfilled: I charge thee upon pain of everlasting condemnation, Fiat, fiat, fiat, Amen.

Once summoned, ye can ask of Haagenti what ye wish. Do not hesitate with thine questions, lest Haagenti should become annoyed and disruptive. When ye have finished, dismiss the spirit with the Dismissal of the Spirit.

The Summoning of Phoenix


for the melody...



PHOENIX is a great Duke and appears at first in the form of the bird Phoenix with a child's voice. Before he will be still before the conjurer, he will sing many sweet melodies. Then the conjurer and companions must beware that he gives no ear to the melody, but must bid him take human form. Then will he speak marvelously of all wonderful sciences. He is an excellent poet, obedient and governs twenty legions.

Phoenix must be kept focused on the task at hand and should never be allowed to wander without the circle.

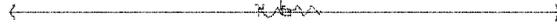
Draw a circle upon the ground and recite the following invocation aloud:

I conjure thee Phoenix, in the names of Baell, Paimon and Zagan and by their virtues and powers I charge thee Phoenix, that thou shalt not depart out of my sight, nor yet to alter thy bodily shape, that thou art appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration, that be written in this book. I conjure thee Phoenix, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Phoenix, by all the words aforesaid, and by their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, to give to me thy melodies and poetry, and in all other things my will quickly to be fulfilled: I charge thee upon pain of everlasting condemnation,
Fiat, fiat, fiat, Amen.

When Phoenix appears, stay quiet and listen but if he should linger long on one single note or word, he must be distracted and redirected with a question. When the engagement is complete, dismiss Phoenix with the Dismissal of the Spirit.

The Summoning of Flauros

⌘
against thine enemy...



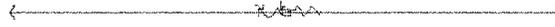
FLAUROS a strong Duke appears at first in the form of a terrifying leopard. In human form, he shows a terrible countenance, and fiery eyes. Flauros answers truthfully in all things present, past and future. Flauros should never be placed in a triangle, for he will lie in all things and deceive in other things, and beguile one on others. He is constrained by divine virtue, to burn and destroy all the conjurers' adversaries. And if he be commanded, he suffers the conjurer not be tempted. Flaurose hath twenty legions under him. To summon Flauros, the conjurer must be free from fear and of a quiet mind in the face of terror. Flauros is accommodating and will willfully obey the strong conjurer. A circle need be drawn upon the ground and the following invocation need be recited firmly and facing the south:

I conjure thee Flauros, in the names of the highest and their power and strength of will and by their virtues and powers I charge thee Flauros, that thou shalt not depart out of my sight, nor yet to alter thy bodily shape, that thou hath been given the ableness to have appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration. I conjure thee Flauros, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Flauros, by the highest and their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, to give to me thy aid and comfort, and in all other things my will quickly to be fulfilled: I charge thee upon pain of everlasting condemnation, Fiat, fiat, fiat, Amen.

When Flauros doth appear to ye, speak quickly of thine business with him so that he may be earnestly discharged. Dismiss him with the Dismissal of the Spirit.

The Conjuring of Andrealphus


to gain skillful logic...



ANDREALPHUS governs thirty legions. He is an expert at geometry and measurements; he can turn the conjurer into a subtle and skillful debater.

The conjuring of Andrealphus requires a skilled and practiced conjurer who shall be ready to engage the spirit if needed to control him. No word that Andrealphus speaks should go unheeded yet not all shall be truthful.

Draw upon the ground a circle and speak ye aloud this invocation:

I conjure thee Andrealphus, in the names of the highest and their power and strength of will and by their virtues and powers I charge thee Andrealphus, that thou shalt not depart from my sight, nor alter thy bodily shape, that thou hath been given the ableness to have appeared in, nor any power shalt thou have of our bodies or souls, earthly or ghostly, but to be obedient to me, and to the words of my conjuration. I conjure thee Andrealphus, by all thrones, dominations, principals, potentates and virtues, and by their virtues and powers. I conjure and charge, bind and constrain thee Andrealphus, by the highest and their virtues, that thou be obedient unto me, and to come and appear visible unto me, and that in all days, hours, and minutes, wheresoever's I be, being called by the virtue of the highest, thou shalt look ready to appear unto me, and to give me good counsel, to give to me thy aid and skillful logic, and in all other things my will quickly to be fulfilled: I charge thee upon pain of everlasting condemnation, Fiat, fiat, fiat, Amen.

When Andrealphus doth appear, speak directly to him and allow thine eye not waver lest he should deceive ye in some trickery.

When ye have finished with him, he should be firmly dismissed with the Dismissal of the Spirit.