J. Thorp

# Walking The Hidden Path

**A Book of Demonic Magic** 

By J. Thorp



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Hail Leviathan!

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#### Introduction



Demonic magic is the practice of invoking the power of the demons in aid for your purpose. This is done respectfully through invocation, not rudely through evocation. This means there is no commanding. This process should be harmonious, the energies equally shared between the demon and you. You send the demon energy and in that process, the demon shares his/her energy with you.

To practice demonic magic you do not have to be a religious demonolator. As long as you are not forcing the demons against their will, you should haves solid results. Demonic magic is not for dabblers. It is a serious system of magic that is centuries old.

#### Some basics to remember:

 Although demonolators do not believe in karma per se, we do believe that if you throw a curse, it must be justified.
 Typically, Leviathan judges whether or not it is warranted. Do not go around throwing curses left and right. Take time to think about it seriously before you do so. Go with your intuition on this

- The maxim of 'keep silent' is one of the most important parts of magic. Do not talk about your workings. This can dissipate the effectiveness a great deal. For instance, if you perform a love working and tell one of your friends about it, they can, in turn, tell the person you are trying to use magic on. This can completely wreck the outcome of your magic. It is best that no one hears of your working so they cannot affect the result.
- The energy you put into the universe will be crucial in how well your magic works as well. The more you want something, and the more you work for it, you are likely to get it. If you do your working one time and do not follow up, the magic may be weaker and not manifest. Sometimes one working IS enough, other times, you really have to work hard for it.
- Timing your magic is not essential, but may help it work better. If you desire, take a look at the moon phase and the astrological correspondences of the day

- you begin and end your magical operation. I suggest the *Old Farmer's Almanac* for this purpose.
- Remember that a ritual you create
  yourself may have more power for you
  than a pre-written ritual. Spontaneous
  rituals can be very powerful as well.
  Let things go with the flow. See what
  happens. You may wish to use written
  rituals if you are a beginner or have
  trouble memorizing things. This does
  not affect the power of the magic that
  you perform.

#### Responsible Magic

Keep in mind that responsible magic is in your hands. Always assess each situation that you wish to influence with magic. Is the situation appropriate for magic? What are the likely outcomes? Will the working harm anyone unintentionally? Make sure you cover all of your bases. Think of all possible outcomes *before* you begin. If the magic is going to affect another person, be prepared for any response. Most Demonolators do not prescribe to the so-called 'three-fold law.' Magic is done for other people if you wish, as long as you are prepared for the manifestation of the ritual. Typically, I ask the person who I

am doing magic for first. You do not have to do this, especially if it is something covert such as love magic or cursing. Demonolators believe that as long as you analyze your intentions beforehand, and are ready for the results (whatever they may be), then the magic will not backfire. The belief among Demonolators is that if you use magic stupidly or incorrectly, it can and will affect you. Demonolators generally do not believe that the magic will rebound and send ill effects upon the castor, unless the magic is used carelessly. So, the guideline is: **Be** careful of what you do – and think before you do it.

This book was written to help give ideas to those who wish to practice demonic magic and serve as a practical manual for the practitioner. The ideas in this book are by no means the only ideas out there.

The development of your own system of magic is a very important learning process. As long as you follow the guidelines of responsible magic, you will be successful in all that you do.

Hail Leviathan!

## What is Magic?



#### **Definitions**

#### Crowley's Definition of magic:

Magic is the Science and Art of causing change to occur in conformity with will.

#### Dictionary.com:

The art that purports to control or forecast natural events, effects, or forces by invoking the supernatural.

- a. The practice of using charms, spells, or rituals to attempt to produce supernatural effects or control events in nature.
- b. The charms, spells, and rituals so used.

#### Pagan definition of magic:

Magic is finding your connection to the Earth and all that is natural, alive and moving in the universe! It binds all that exists together.

Magic is living in balance with the flow of life, and knowing that you are a vital force within that flow. Magic is everywhere! In the trees, rain, stars, and in the sea. It is the spark that quickens a seed to rise up from the soil.

Magic is laughter, joy, wonder and truth of the world around us!

It is the subtle enchantment that reminds us not to waste a single moment of this gift that we call life! Magic is not greed, or power, or pretense...It is real. It exists. And it works.

Magic is the mystery that lies in the secret soul of the world. It is the essence of creation. What we imagine, we have the power to create!

MAGIC IS WITHIN YOU.

#### My idea of magic:

For me, magic is a part of my Demonolatry practice, even though I am a religious Demonolator first and foremost. I often invoke the power of the demons to aid me in a situation in which I need extra support.

Magic is a force from within; you are basically taking your internal desires and manifesting them externally. Candles, sigils, herbs, dolls and the like are just props – to help you focus your energies towards your goal. They only have power if you *give* them power.

So my idea of magic is rather practical instead of mystical. It serves as a basis for my purpose. Magic is not supernatural because you are taking your energy, your desire, and your strength and putting it into images, words or ideas in the physical world.

People often think that working magic is a secret and mysterious thing, but it is not. The answers are right in front of you. It is just a matter of looking in the right places.

#### How magic works:

How magic works is dependent on three elements: Intent, visualization, and willpower. If you combine these three, you are good to go. Intent is the basis of your magic. You must have a clear idea of what you want to happen. Be specific, but not down to every little detail. If you are too specific, the universe will have a more difficult time with your request. It cannot be 'all or nothing.' Give the universe some slack and you will find your request granted.

Visualization is the next step. Have a picture of what you want in your mind. Spend time seeing what you want come true. Do not think, "I would like the job," instead, change your thought into "I WILL get the job."

Lastly, willpower is the next important step in magic. Have the strength of will to make things happen. DESIRE the outcome of the working.

Magic will work more effectively if you follow the working with action in the everyday world. For example, you want to get a new job. You decide to work some magic, by burning a green candle with some Belphegore oleum on it. You invoke him and request a new job. Is this enough alone? No. You must start looking for a job by reading the paper or searching on the Internet. By doing this, you are solidifying the magical working. It is more likely to work this way.

#### **Synchronicity**

This is the coincidence of events that seem to be meaningfully related to one another. Carl Jung originated this theory. How does this apply to magic and Demonolatry? When your magic manifests itself and your desire is met, it seems like a coincidence, but it really isn't.

Meaningful coincidence is part of magic. If you accept this theory, it is easier to perform magic and forget about it. Leaving it up to the demons is the best thing to do, because if you worry about your working constantly, it nullifies the effects of it. If you worry too much, you can ultimately end up affecting the results of the magic without even realizing it. The power of positive and negative thought are prominent in magic. By being positive, you will more likely gain your desire than if you consistently think negative thoughts such as "It will never come true. It's a pipedream." Be sure that the magic WILL work, and you will have a better outcome.

#### Things to remember:

 Magic is not a quick fix to your problems. It is best to try to solve your issues externally first. If you feel like magic would benefit your need, do it. If you depend on magic to remedy every little thing, you probably will not get the results you want. Forcing magic in any way effects how it works. If you want something that is out of your league, and you try to force it, chances are it will not work because it's just not meant to happen.

- Follow up the magic in the real world by making things happen in your life in a non-magical way. Look for that job; protect yourself by getting a deadbolt on your door, scope out perspective relationships with people by making yourself known.
- As I said above, forget about your magical working. Let it go, release it into the universe. The more you worry, the more energy you waste. Being positive about anything makes the energy you put out more effective.
- Do not curse people just because you can. Make sure it's justified. Examples of this would be if someone murdered or raped/molested a family member, hurt you or deceived you in some horrible way that has ruined your life, or has cast significant negativity upon you. There are more reasons for

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- cursing than this, but I can't list them all. Ask Leviathan if you are not sure.
- Do not abuse your power or it will abuse you.
- Try not to ask for the impossible. You cannot force someone to love you through magic you have to know the person and the feeling must be mutual. Also, money does not fall from the sky you have to earn it. These are examples of the virtually impossible. Realize that you can only go so far with magic. Be realistic with your intentions and you will not be disappointed.

## **Magical Timing**



If you want to add a punch to your magical operations, try using these techniques. These are purely optional. These are general correspondences. If you wish to associate a Demon with these, go by your gut instinct. Also, you may wish to try some independent research on this subject if you are further interested.

#### Days of the Week

*Monday* – Moon. Monday is a yin or receptive (female) energy the colors are white, silvers, creams and light grays. These are the colors for women's mysteries, protection, emotions, dreams, clairvoyance, home, family, medicine, female fertility, messages, theft and voyages.

**Tuesday** – Mars. Tuesday is a yang or male energy day, ruled by the planet Mars, its colors are reds of all shades and some oranges. These are the colors for courage, revenge, power over enemies, higher education, endurance, violence, fast action,

surgery, breaking away of negative energies, matrimony, war, prison, hunting, politics and physical competitions, leadership, any blood healing, lust.

Wednesday – Mercury. Wednesday is a yang, or male energy ruled by the planet of communications, Mercury. Wednesdays colors are yellows, grays, violets, and opalescent colors. Wednesday has the energies of mental clarity, communications, writing, strategy, divination, young people, knowledge, business negotiations, teaching, addictions, reason, debt, fear, loss, self-improvement and healings. This day is also good for groups and travel.

Thursday – Jupiter. Thursday is a yang or male energy ruled by Jupiter, the planet of abundance and luck. The colors are royal purple and royal blue. This day has the energies of luck, growth, expansion, generosity, male fertility, older men, masculine side of the female, legal matters, health, honor, wealth, clothing, desires, men's professions and spiritual attainment.

*Friday* – Venus. Friday is female or yin energy ruled by Venus the planet of love. Its colors are pink, aqua, greens and pastels. Friday has the energies of love and pleasure,

peace, romance, marriage, attraction, friendships, gentleness, ease, partnerships, art, music, sexual matters, affairs of the heart, physical beauty, scents and perfumes, social activities, women's problems, protection and affairs.

Saturday – Saturn. Saturday is female or yin energy ruled by Saturn the energy of discipline and structure. Its colors are blacks, dark purples, dark gray, and indigo. Saturday has the energies of obstacles to overcome a block, spirit communication, meditation, life, freedom, self-discipline, protection, but also limitations to give or break energies, locating lost items and people, the elderly, endings, death, the destroying of disease and pests, constricting and those constricting you, psychic defense, and cursing.

**Sunday** – Sun. Sunday is yang or male energy ruled by the Sun, its colors are Oranges, yellows, gold, white and this day has the energies of health, leadership, healing, prosperity, self-knowledge, happiness, ego, hope, joy, strength, individuality, authority figures, fathers, husbands, protection, power and spirituality, promotions, power and fortune.

#### **Moon Phases**

#### New Moon

New Moon workings can be done from the day of the new moon to three-and-a-half days after. The new moon is for starting new ventures, new beginnings. Also love and romance, health or job hunting.

#### Waxing Moon

From seven to fourteen days after the new moon, the waxing moon is for constructive magic, such as love, wealth, success, courage, friendship, luck or health.

#### Full Moon

From fourteen to seventeen-and-a-half days after the new moon this is a prime time for rituals for prophecy, protection, and divination. Any working that needs extra power, such as help finding a new job or healing for serious conditions, can be done now. Also for love, knowledge, legal undertakings, money and dreams.

#### Waning Moon

From three-and-a-half to ten-and-a-half days after the full moon, the waning moon is used for banishing magic, for ridding oneself of addictions, illness or negativity, also cursing.

#### Dark Moon

From ten-and-a-half to fourteen days after the full moon, the dark moon is a time for ridding oneself of bad habits, binding, for exploring our darkest recesses and understanding our angers and passions. Also bringing justice to bear.

#### **Planetary Hours**

A system devised by ancient astrologers that assigned one of the seven planets then known to each hour of the day. The first hour of sunrise was ruled by the planetary day ruler (Sunday, Sun; Monday, Moon; Tuesday, Mars; Wednesday, Mercury; Thursday, Jupiter; Friday, Venus; Saturday, Saturn) and each hour thereafter governed by the next faster moving planet in rotation from Saturn to Jupiter, Mars, Sun, Venus, Mercury, Moon and back to Saturn throughout the twenty-four-hour period. Planetary energy

was thought to be focused during the days and hours associated with a planet.

The purpose of the planetary hours in magic is simple. If you want to time everything together, so your magic will be more auspicious, use these hours. They are available in various magical texts and on the Internet as well.

## **Candle Magic**



Using candles is one of the simplest forms of magic. It is one of my personal favorites because there is so much you can do with a candle and anyone can perform it without fail

## What you will need to perform candle magic:

- The candle(s) itself
- Oleums
- Incense
- Blessed water
- Lancet (if you wish to use blood)
- Small etching tool

Now I will go over the necessary steps to take before a candle is burned for magical purposes.

Choose the appropriate candle. Candles come in a variety of shapes, sizes and colors. Choose what color is appropriate for your working. *When in doubt, use a white candle*.

**Bless** the candle with incense smoke and salt water.

**Charge** the candle. Hold the candle in your hands and focus on the desire of the ritual.

Carve the candle with the sigils, symbols, names, or whatever you wish. This can be done with a small dagger, a pin, needle, or tack. Whatever you wish should be transmitted and carved into the wax.

The last step is to **dress** the candle with oleums. Use the oleum(s) of the Demons that you are working with. You may also wish to mix some of your blood into the wax as well. Light the candle when you feel it is ready.

**Prayer** and **meditation** are the foundations of candle magic (or any magic that is). I like to sit and pray in front of my altar, holding my prayer cord.

A **prayer cord** is a piece of cord that is knotted nine times to represent the **Nine Divinities**. On each knot, I pray. This is very effective for me. Any prayer or meditation should help the magic along. You may also wish to chant the Demon's **enn**, or his/her name while the candle is burning. Make sure

you use the present tense in your wording as well.

Instead of "I need the car." Say, "I have the car." Visualization is also an important part of magic. You need to be able to see what you want in your mind's eye. A nice clear view is essential to the outcome of your magic.

#### Other Things to Do

There are some other optional things you can do to make your candle magic more successful.

- After putting oleum on the candle, roll it in an herbal mixture that matches your ritual working. When burning the candle, be careful of the herbs catching fire place the candle either on aluminum foil or in a bathtub while burning.
- Place a sigil on parchment beneath the candleholder. Keep it there until the magic manifests. Burn it when you see the results.
- Burn the candle at the appropriate times. Check correspondences such as day of the week, moon phase, planetary

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hour, etc. See the magical timing chapter for details.

## **Herbal Magic**



Working with herbs is one of my favorite forms of magic. Herbs are like sponges. Their capacity for holding and spreading energy is great. Even when the herb is dried, it still has a life force within it. There are many different ways of working with herbs for magical purposes. I will go over some of them, but there are so many ideas out there that there is much room for making up your very own recipes.

#### **Incense and Oleums**

Incense is a natural part of ceremony for many different religions. The focus put on the right mixture of herbs, resins, flowers, and roots and burning them in a censer adds power to whatever you are doing. I put a lot of faith in my incense mixtures. The smoke itself purifies the area you are working in, adds a mystical air by setting the mood for ritual, aids the ritual you are performing with its own power and energy, and just smells good!

Oleums are mixtures of herbs steeped in oil. These are used for anointing just about anything. Oleums are made for specific demons or other intentions. They are used in religious rituals along with magical rituals.

Oleums are very versatile. There is much more information on incenses and oleums in my book, "*Demonolatry Blends: A Formulary.*"

#### Sachets or Magic Bags

Herbal sachets or magic bags are simple to make and work very well. Items that you will need are as follows (these are optional; depending on what you want in the bag):

- Herbs, roots, flowers, resins
- Stones, feathers, bones, runes
- Parchment to burn and add to the bag
- Oleums to anoint the bag
- A personal item such as fingernails, hair, or blood
- A bag of your chosen color or a piece of cloth and a tie

First of all, invoke your demonic circle (see the book *Modern Demonolatry* for instructions) and call the demon in which you want to work with. *See the demons by purpose list later in this book*.

Take the ingredients one by one and bless them in the name of your preferred demon.

Add power to them by visualizing and focusing upon your goal.

Put the ingredients into the bag or on the piece of cloth and tie it closed.

Formally charge the bag in the name of the demon that you are working with.

Carry the bag on your person.

Anoint the bag with oleums weekly.

I recommend discarding the bag in 6 months, or when your goal has materialized. After this, throw it into a moving body of water or bury it.

#### An example of a magic bag:

#### Personal Power

- -Bloodroot
- -Red Devil's Claw
- -Mandrake root
- -High John the Conqueror

Stones: Smoky Quartz, Quartz.

Color of bag: Purple

## Sigil Magic



A sigil is simply a sign or image that has magical properties. The purpose of a sigil is to direct your subconscious mind to accomplish the desires or needs of your conscious mind. Your subconscious mind requires symbolism created by the conscious mind to motivate it to accomplish your desires. A sigil is the image, a symbol that has meaning to your conscious mind- and can be sent to your subconscious to "will" it to achieve your desire.

#### **Designing Sigils**

Another aspect of sigil magic is creating your very own sigil. Making a sigil for your purposes is a powerful magical act. The more energy you put into the sigil, the more it will work.

Designing your own sigil is rather simple. I suggest going into a meditative state and set loose your imagination. Draw what comes to you, let the energy flow from your hands to the pen, and then to the parchment.

Remember this: A sigil you create for yourself will not have the same meaning or power to someone else.

#### Pre-Drawn Sigils vs. Your Own

In Demonolatry, there are many sigils that were received by people through the demons. These work very well. If you do not feel in tune with these sigils, it is best to design your own. This is appreciated by the demons because it's more personal to you. Whatever method you prefer will be well-received by the demons.

#### What are the uses of sigils?

There are many uses of sigils. One, you can honor a demon by putting their sigil on parchment, anointing it with oleum, dropping a bit of blood on it, and burning it. This is the more religious aspect of sigils. You can also use them for magic. Pick the appropriate demon for the working you are doing. The sigil can be used on parchment, candles, wood, stone, and any other object you can think of. Focusing energy upon the sigil, making it alive with power will serve your purpose well.

#### **Empowering Any Sigil**

This is how I empower my sigils. It is the most effective technique that I have used. Remember what I said above: The more personalized you make and empower your sigils will work better for you.

I draw the sigil in dragon's blood ink and add any other symbols that I wish. I put a few drops of oleum on the sigil, add some blood, and then I lay it down upon the altar. I focus all of the energy through my hands and into the sigil. I may even add a word to chant or a demonic enn. I visualize the sigil glowing with energy. Then I leave the sigil on my altar as long I need to. When I am finished with it, I burn it and scatter the ashes outdoors.





# **Taglocks/Personal Items**



When performing magic for either yourself or another person, it is helpful to have a taglock or an item from that person. The most common are:

- Hair
- Blood
- Menstrual blood
- Fingernails
- Saliva
- Urine
- Sexual fluids
- Sweat

Use these at your own risk. They are very powerful items because they link the magic to the person who it is being performed for.

# **Group Magic**



#### The Group Structure

The Demonolatry sect is composed of three groups of people; those who are students, those who are adepts, and those of the priesthood. Each person in the sect is important.

There are ranks, but according to the Courtesies of the Sorcerer, "A sorcerer of lesser rank is not inferior and should not view another of the greater rank as a threat, but as an equal and one to be learned from." This is the same for those of a greater rank as well.

In group magical workings the tasks of the ritual are divided up according to gifts. The priesthood evaluates what the strengths and weaknesses are for each person in the sect.

For instance, people who can project energy can charge oleums, incenses, and candles and can speak the words of power during the ritual. Those who can build energy can construct the circle. Those who can absorb energy can close the rite. These are examples of splitting up duties within a sect.

It is recommended that if you do magic with other people, it is best for a group not to exceed five members. The reason for this is that the more people you have, the harder it is for all the people within the group to focus on the same outcome. If the group is larger than five members, there is a higher possibility of someone's mind wandering off into another subject. If there are several magical goals within the group, do each one at a time, or in separate rituals.

It is imperative that everyone who is in the group doing magic with you should want the same thing as you do. Without want and desire, where is will?

#### **Group Issues**

There are many intricacies within a sect, such as the way it is organized, led, and maintained. Each sect member should feel comfortable with his/her fellow Demonolators. When the energy within a group is harmonious, the magic will work better. However, if there is one negative

person in a sect, it can affect everyone. Some people do not realize that they are putting out negative thought forms. That is why the job of the High Priestess and High Priest is so important – they usually can sense this about a person when they meet them. If there is such a person in a sect, it is vital that the situation be fixed or the negativity will take down the whole group.

# Are group rites more powerful?

Group rituals *may* be more powerful than solitary ones, but this is not always true. Working in a group does contribute to a stronger focus of will, and this can increase the likeliness of the magic working faster and more effectively. However, it depends on each individual person. A lot of Demonolators are practicing alone and the personal energy they put out is more than enough to manifest their desires. It is up to you to decide which method you prefer based on what is most powerful to you.

# **Raising Power**

There are many ways to raise energy. I will discuss some of them here.

- Chanting a demonic enn, or a chosen word.
- Emanating the energy from the bottom of the toes, into your hands while touching an item.
- Sitting in a circle with palms facing upwards. Directing the energy out of your root chakra into the circle. This conjoins each person's will towards the objective of the rite.
- Dancing!
- Meditation and prayer. It is helpful to use a prayer cord. Note: A prayer cord has nine knots in it for each of the Nine Divinities. It is typically your patron/matron's color or even a color corresponding to your magical purpose.

I am sure there are many more methods of raising power. These are just some examples from techniques I have used in the past.

#### **Summary:**

- Make sure that everybody knows what your goals are for the ritual. That way each person can focus on the same thing.
- Keep the magic as simple as possible. If the magical rite you are using has a large number of props, make sure every person understands what each item is for. For example, if you are using a green candle for money drawing, a sachet with herbs, a piece of parchment with a sigil, tell the group what the all of the items represent. This avoids confusion.
- Give each member something to do, even if it is as simple as setting up the ritual chamber. This will make them feel useful. The more harmonious the atmosphere is, the better the magic will work. The energy from helping others evokes a positive feeling throughout ritual.
- Do not waste time and power on frivolous magical workings.
- Remember the three elements of magic: Intent, Visualization, and Will. These are explained in an earlier chapter.

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• If the magic is too personal to you, it may be best to perform it alone. Sometimes people in a group will not be able to empathize with your situation as well as you can.

# List of Demonic Correspondences



# **Dukanté Hierarchy**

Note: The correspondences of the Nine Demonic Divinities came from Richard Dukanté's grimiores. The others have come from my experiences with ascension on the Demonic plane (except for the Goetic correspondences). Keep in mind that these may not make sense to everyone – if you feel that a correspondence in this book doesn't jive with you, use your own instead. Also, some Demons will have the same color, herb, or what have you. Just remember that if two Demons have the same color or other correspondence, the way it is used makes all of the difference.

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#### The Nine Demonic Divinities

#### **Belial** – Earth elemental.

- Colors: Green, brown, black.
- Direction: North.
- Holy Day: December 21<sup>st</sup>.
- Month: December.
- Season: Winter.
- <u>Ritual</u>: Initiation, new beginnings, winter solstice.
- Herb: Patchouli.
- Element: Earth.

# *Lucifer* – Air elemental.

- <u>Colors</u>: Yellow, white.
- Direction: East.
- <u>Holy Days</u>: March 21<sup>st</sup> and November 13<sup>th</sup>.
- Month: March.
- Season: Spring.
- <u>Ritual</u>: Enlightenment, spring equinox, initiations.
- Herb: Wormwood.
- Element: Air.

#### *Flereous* – Fire elemental.

- <u>Colors</u>: Red, orange.
- Direction: South.
- Holy Day: June 21<sup>st</sup>.
- Month: June.
- Season: Summer.
- <u>Ritual</u>: Baptism, love, action, solstice.
- Herb: Sandalwood, Sage.
- Element: Fire.

### Leviathan – Water elemental.

- <u>Colors</u>: Blue, grey.
- Direction: West.
- <u>Holy Days</u>: May 1<sup>st</sup> and September 21<sup>st</sup>.
- Month: September.
- Season: Autumn.
- <u>Ritual</u>: Emotions, initiation, equinox, healing, fertility.
- <u>Herb</u>: Calamus.
- <u>Element</u>: Water.

# *Satan* – The Whole, the All.

- Colors: All.
- Directions: All.
- Holy Days: All.
- Months: All.
- Season: All.
- Ritual: All.
- Herb: All.
- Element: Spirit.

### *Verrine* – Positive polarity.

- Colors: Blue, white.
- Direction: Northwest.
- Month: November.
- <u>Season:</u> Late autumn.
- <u>Ritual:</u> Healing.
- Herb: Bayberry.
- Element: Airy part of water.

# Amducious – Negative polarity.

- Colors: Orange.
- Direction: Southeast.
- Month: May.
- <u>Season</u>: Late spring.
- <u>Ritual:</u> War, action, dispelling negativity.
- Herb: Black mustard.
- <u>Element:</u> Watery part of fire.

# *Unseré* – Fertility and sorcery.

- Colors: Green, white.
- <u>Direction</u>: Northeast.
- Month: February.
- Season: Late winter.
- <u>Ritual</u>: Wisdom, patience, motherhood.
- Herb: Narcissus.
- <u>Element</u>: Watery part of earth.

# *Eurynomous* – Demon of death.

- Colors: Black, white.
- Direction: Northwest.
- Holy Day: October 31<sup>st</sup>.
- Month: October.
- Season: Late autumn.
- <u>Ritual</u>: New beginnings, death, rebirth, celebration of death, Halloween.
- Herb: Mullein.
- Element: Earth.

# Other Demons of the Dukanté Hierarchy:

#### **Belphegore** – Mastery, gain, money, hatred.

- Color: Green.
- Direction: North.
- Holy Days: March 31<sup>st</sup>, April 9<sup>th</sup>, and May 13<sup>th</sup>.
- <u>Season</u>: Spring.
- <u>Ritual</u>: Gain, money, jobs, mastery, cursing.
- Herb: Lemon Balm.
- Element: Earth.

#### *Beelzebuth* – Lord of Lords.

- Color: Brown.
- Direction: Northeast.
- Season: Autumn.
- <u>Ritual</u>: Money, prosperity, luck.
- <u>Herb</u>: Tobacco.
- <u>Element</u>: Earthy part of air.

# **Delepitoré** – Demoness of magic, divination, ascension.

- Color: Blue.
- <u>Direction</u>: East and West.
- <u>Season</u>: Early winter.
- <u>Ritual</u>: Knowledge, magic/sorcery, divination, ascension onto the Demonic plane.
- Herb: Hibiscus.
- <u>Element</u>: Earthy part of water.

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# *Mesphito* – Keeper of the book of death.

- Colors: Black and gray.
- Direction: Northwest.
- <u>Ritual</u>: Knowledge, secrets, sorcery.
- Herb: Mandrake.
- Element: Earth.

*Azlyn* – Weaves the threads of things to come, future, divination.

- Color: Purple, blue.
- Direction: West.
- <u>Ritual</u>: Divination, wishes (tangible ones), influence upon the mundane as well as the Demonic plane, motherhood.
- Herb: Bladderwrack (seaweed).
- Element: Water.

#### **Sonnillion** – Demoness of hate.

- Color: Violet.
- Direction: Southwest.
- Month: July.
- Season: Midsummer.
- <u>Ritual</u>: Letting go of anger, cursing, balancing, focus.
- Herb: Pine.
- <u>Element</u>: Firey part of water.

#### *Abaddon* – Advisor, hatred, vengeance, war.

- Color: Red.
- Direction: South.
- Ritual: Cursing, binding, bidding.
- Herb: Hemlock.
- Element: Fire.

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#### **Ammon** – Demon of domination.

- <u>Color</u>: Purple, brown.
- Direction: Southeast.
- Ritual: Binding, compelling.
- Herbs: Licorice root, High John.
- Element: Fire.

#### **Rosier** – Demon of love.

- <u>Colors</u>: Red, pink.
- <u>Direction</u>: West.
- <u>Ritual</u>: Long-term love relationships, self-love.
- Herbs: Rose and cinnamon.
- Element: Water.

#### **Astarte** – Demoness of love.

- <u>Color</u>: Magenta (reddish pink).
- Direction: Southwest.
- <u>Ritual</u>: Love relationships, finding a soul mate.
- Herbs: Vervain.
- Element: Watery part of earth.

# *Ashtaroth* – Priestess of friendship.

- Color: Mauve.
- Ritual: Finding friends, platonic love.
- Herb: Lemon.
- Element: Earth.

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#### Asmodeus - Demon of lust.

- Color: Crimson.
- Direction: South.
- <u>Ritual</u>: Lust workings, sexual magic.
- <u>Herb</u>: Agrimony.
- Element: Fire.

# **Baalberith** – Prince of dying.

- Color: Black, gray.
- Direction: North.
- Holy Day: October 31st.
- <u>Ritual</u>: Death, rebirth, protection of the dead.
- Herb: Solomon's Seal.
- Element: Earth.

# **Babeal** – Keeper of graves.

- Color: Gray.
- Direction: All.
- Holy Day: October 31<sup>st</sup>.
- <u>Ritual</u>: Death, rebirth, protection of cemeteries.
- Herb: White sage.
- Element: Earth.

# *Verrier* – Demoness of herbal knowledge, healing.

- Color: Light green.
- <u>Direction</u>: Northwest.
- Month: November.
- Season: Late autumn.
- <u>Ritual</u>: Healing, earth, knowledge of herbalism.
- Herb: Myrtle.
- Element: Earthy part of water.

# *Ronwe* – Demon of knowledge.

- Color: Yellow.
- Direction: East.
- <u>Ritual</u>: Knowledge, creativity, learning, enlightenment, inspiration.
- Herb: Sandalwood or vanilla.
- <u>Element</u>: Airy part of earth.

# Svengali – Demon of vengeance.

- Colors: Orange, bronze, red.
- Direction: South.
- <u>Ritual</u>: Cursing, hatred, vengeance, protection from grave danger.
- Herb: Coriander.
- Element: Fire.

#### *Tezrian* – Priestess of battle.

- Color: Red.
- Direction: Southeast.
- Ritual: Cursing, hatred, wisdom/power.
- Herb: Red rose, dragon's blood.
- <u>Element</u>: Firey part of earth.

# *Lilith* – Feminine mystique, power.

- Colors: Red, purple, black.
- Herb: Black cohosh.
- Element: Air.

# **Goetic Hierarchy:**

# Kings -

• Color: Yellow.

• Herb: Frankincense.

• Metal: Gold.

• Planet: Sun.

Bael (Fire)

Vine (Water)

Paymon/Paimon (Water)

Balam (Earth)

Belial (Fire)

Zagan (Earth)

Asmoday (Air)

Purson (Earth)

Beleth (Earth)

#### Dukes -

• Color: Green.

• Herb: Sandalwood.

• Metal: Copper.

• Planet: Venus.

Agares (Earth)

Barbatos (Fire)

Gusoin (Water)

Zepar (Earth)

Aim (Fire)

Bune (Earth)

Astaroth (Earth)

Berith (Fire)

Focalor (Water)

Vapula (Air)

Amducious (Air)

Vepar (Water)

Uvall (Water)

Crocell (Water)

Alloces (Fire)

Murmur (Fire)

Gremory (Water)

Haures (Fire)

Dantalion (Water)

Bathin (Earth)

Sallos (Earth)

Elgios (Water)

Valfar/Valfor (Earth)

### Marquis -

• Color: Violet.

• Herb: Jasmine.

• Metal: Silver.

• Planet: Moon.

Decarabia (Air)

Cimejes (Earth)

Andrealphus (Air)

Andras (Fire)

Amon (Water)

Naberius (Fire)

Ronove (Air)

Forneus (Water)

Marchosias (Fire)

Phenex (Fire)

Sabnock (Fire)

Shax (Air)

Leraje (Fire)

Oriax (Air)

### Princes -

- Color: Blue.
- Herb: Cedar.
- Metal: Tin.
- <u>Planet</u>: Jupiter.

Vassago (Water) Sitri (Earth) Ipos (Water) Stolas (Air) Orobas (Water) Seere (Fire)

### Presidents -

- <u>Color</u>: Orange.
- Herb: Storax.
- Metal: Mercury.
- Planet: Mercury.

Gamigin (Water)

Marbas (Air)

Buer (Fire)

Botis (Water)

Marax (Earth)

Glasya-Labolas (Fire)

Foras (Earth)

Gaap (Air)

Haagenti (Earth)

Caim (Air)

Ose (Air)

Amy (Fire)

Volac (Earth)

Malphas (Air)

# Earls -

- Color: Red.
- <u>Herb</u>: Dragon's Blood.
- Metal: Copper or silver.
- Planet: Mars.

Furfur (Fire)
Halphas (Air)
Raum (Air)
Bifrons (Earth)
Andromalius (Fire)

#### Knights -

- Color: Black.
- Herb: Myrrh.
- Metal: Lead.
- Planet: Saturn.

Furcus (Air)

# **Demons Listed By Purpose**

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# **Love -- Lust -- Relationships -- Compassion**

Rosier

Astarte

Ashtaroth

Astaroth

Asmodeous

Agrat-bat-mahlaht

Eisheth Zenunim

Lilith

Naamah

Asafoetida

Rashoone

Taroone

### Hatrid -- Vengence -- Anger -- War

**Amducious** 

Andras

Merihim

Abbadon

Satanchia

Lucifuge Rofocale

Agaliarept

Feurety

Sargatanas

**Nebiros** 

Baal

Sonnilion

**Tezrian** 

Olivier

Mephestophiles

Dumah

Proserpine

Belphegore

Svengali

# **Life -- Healing**

Unsere

Verrine

Verrier

Belial

# **Death**

Eurynomous Baalberith

Babael

# **Nature**

Belial

Lucifer

Satan

Flereous

Leviathan

Rimmon

Dagon

Rahab

Seriel

# **Money -- Prosperity -- Luck**

Behemoth

Belphegore

Asmodeous

Astaroth

Oeillet

Olivier

Beelzebub

Mammon

# **Knowledge -- Secrets -- Sorcery**

Ronwe

Pytho

Lucifer

Leviathan

Baalberith

Unsere

Delepitorae

Mesphito

Luithian

Abbadon

Verrier

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