



A Modern Approach to the Art of Drawing Spirits into Crystals

A Method of Conjure Magic Derived
from Trithemius' 16th century
Grimoire, The Arte of Drawing Spirits
into Crystals





Life is hard.
Magic helps.

What is Magic?

- For the purposes of this class, we're going to consider "magic" to be the activities we use to bring present and interact with the entities of an unseen realm using occult symbols within a ritual setting to change the natural world in accordance with our desires.
 - Activities
 - Bring Present
 - Interact with
 - Occult Symbols
 - Natural World
 - Desires
- BJ Swain: "Magic in the context of spirit work is applying leverage, which could be in the form of a relationship, special knowledge, the manipulation of symbols or materials, or even our own power, to elicit responses from the spirit world to create our desired outcomes in the natural world."



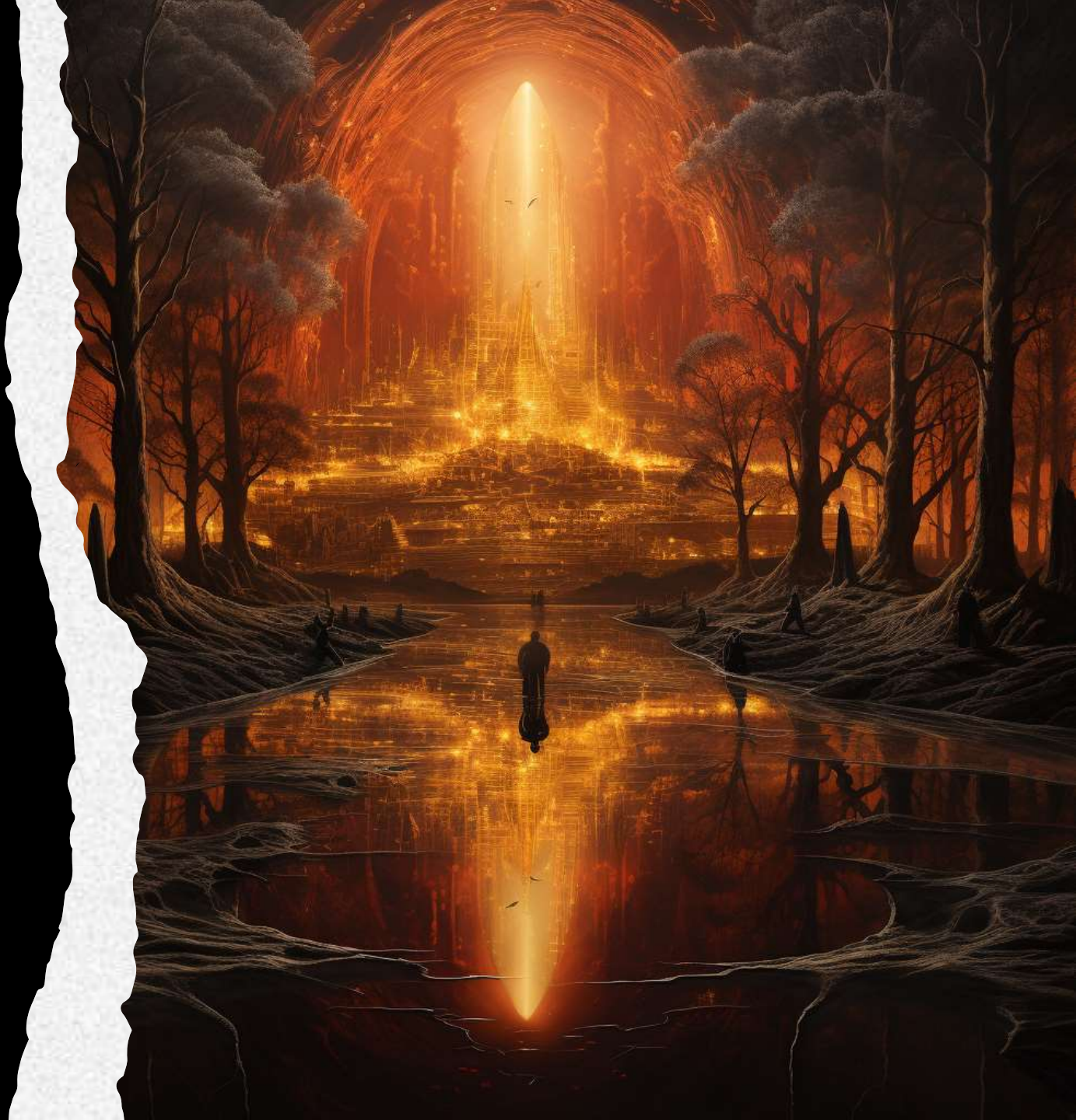


This Presupposes a few key things:

- That there is an invisible world
- That there are entities in the invisible world
- That they affect/control/impact the visible and experienced world
- That they can be called by humans
- That they can communicate with humans
- That they will answer and help us

How do we know this?

- Cosmologies are the key
- Tell the Creation myth, explains who we're working with, what they do, what they like, how to communicate with them
- Every grimoire has one
- Every magician has one
- Your magic reflects your cosmology
- Your life proves it or it's garbage



What's a Cosmology

- Your reasons for believing the details around such things are your reasons.
- Hopefully you have a rich and robust cosmology that provides you with a firm framework to address all of these things.
- They explain what's going on in both the visible and the invisible worlds.
- It's our map of what we're experiencing.
- It provides explanatory force, explains why things are happening, and gives us the ability to predict what will happen when we do this.





Gods

- Deities of all types
- Not apparently subject to greater wills
- Represent the intelligent and active parts of the forces they represent
- More Personality, less patience
- Royalty

Angels and Demons

- Messengers
- Daimones, little gods, the smaller spirits of the sphere
- Choirs, Legions, etc.
- Administrators and overseers of the forces represented
- Familiars



Elemental Kings

- Primary kings of the elemental realms
- Oversee all of existence that we experience
- Standard elements





Tutelary Spirits

- Porphyry's god
- Socrates' genius
- Supernatural Assistant
- Become a god when you get the god
- Genius from Agrippa
- HGA Abramelin/Samekh
- Spirit Guides



Nature Spirits and Ghosts

- Nature Spirits
 - Genius Loci
 - Satyrs, Nymphs, Fair Folk
 - Elemental Choirs/Legions
- Ghosts of the local dead
 - Shades of less than 6 weeks
 - Unfinished Business
 - Conjured with Hekate/Hermes/Bune/HGA



Sources of Spirit Lore

- E.g. I conjure Venus spirit, ask for sex, meet three attractive potential sex partners over next two weeks. I can predict what will happen with this tech.
- Stories of Venus explain what she's like and what she influences, tell us her roles and her names. Her lore informs us of her abilities and the things she influences, the things that in turn influence her.
- These are the magical links to the spirits. Spirits are the parts of the "vibe" that you can talk to. Herbs are the parts of the vibe that are plants. Animals, scents, the affiliation with the planetary classification system tells us more about that vibe that is expressed through the parts, and gathered when similar parts are gathered.
- Take a symbol and do something symbolic to it. Lore is how we learn the symbols and the symbolic things to do with them.

Hermes Spell – Lore as Conjure

Hear Thy names in Heaven:

*Lamphen Ouôthi : Ouasthen Ouôthi : Oamenôth :
Enthomoukh*

for these names are in the Quarters of the Heavens.

Yes, I know Thee, and I know what are Thy Shapes:

in the East Thou hast the figure of an Ibis;

in the West Thou hast the figure of a Dog-baboon;

in the North Thou hast the figure of a Snake;

in the South Thou hast the figure of a Wolf;

and I know Thy Plant: the Grape that is an Olive;

and I know Thy Wood, for it is Ebony.

Yes, I know Thee, Hermes, who Thou art and also

where You're from, which town: Hermopolis.

, Lord Hermes,
n one], and give me:
and grace, fair face, charm, good living,
d strength of every man and woman.

nes in Heaven:^[8]

Ὡωθι · Οὐασθεν Οὐωθι · Ὀαμενωθ · Ἐνθομουχ

ôthi : Ouasthen Ouôthi : Oamenôth : Enthomoukh

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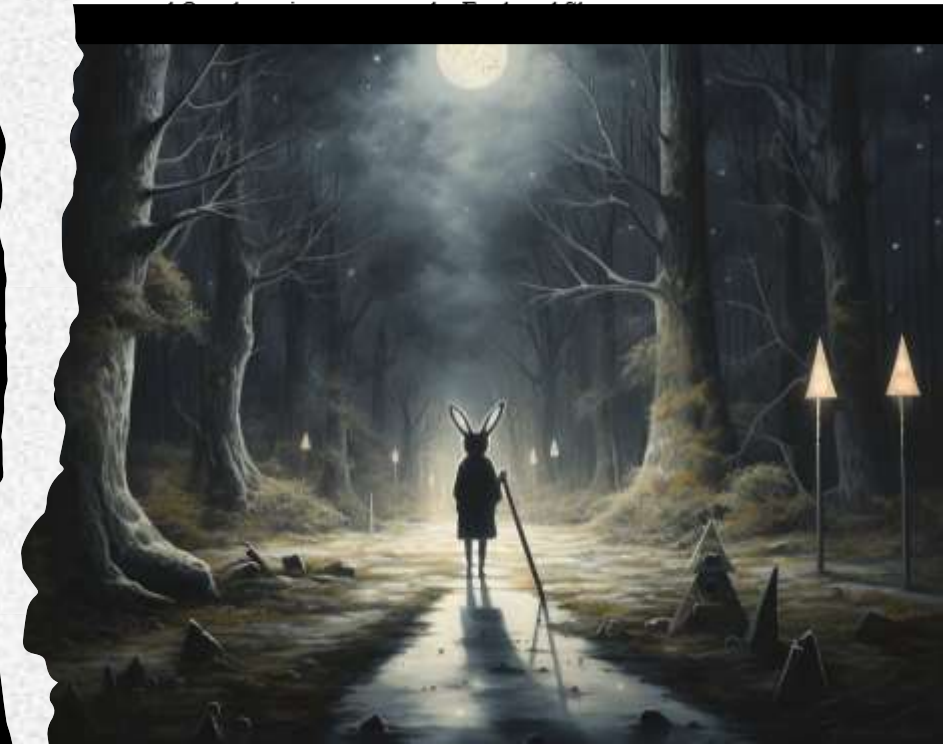
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Your Right to Conjure

- Describe the relationship between you as a magician and the spirits as creators and maintainers of experienced existence
 - Witch blood
 - The Chosen People
 - Reincarnated/Awakened Old Souls
 - Shaman's wound
 - Initiatory path



RO's Cosmology, Theology, and Soteriology

- Everything we know about from the Hesiod mostly happened and Zeus took over as King, and we had the heroic age, like it says
- One day Zeus was troubled, and visited Night
- Received a prophetic vision of him recreating the universe
- He swallowed the source of creation and took over everything
- Everything unfolded from him
- He selected those gods that he wanted to keep and they emerged from him, recreating the history we have from Hesiod, unfolding as we know it, all the gods he manifested from himself, including the little Zeus who goes on to consume the source.
- He manifests as all of us as well, the manifest realm.
- The unmanifest is the Mind of Zeus, the infinite sea of pre-cognate potential
- It swells and ebbs and tides all around us, we experience the tips of it, the scintillating fractal points of electrons on our nerves, influencing and interacting as active pools of consciousness, directing and working in concert with other pools of consciousness
- Everything that can be is here with us now, and the rituals we do concentrate the essences, the elements, the forces that manifest here below into conscious concentrations that we can direct through our words
- We are what he's managed to evolve into so far. We are conscious and aware, we are figuring out right and wrong, we are creating worlds as we see fit. Each of us is an aspect of him, with the full potential of that, but also the inherent limitations that come from our ignorance. Our ignorance of how to not hurt people is a reflection of his, and as we are refined, so also do we refine god.
- By making a perfect life for ourselves, we teach ourselves how it's possible

In summary...

- Using Secret Tech for Calling on invisible entities (spirits) to do what we want
 - “Calling on” Spirits
 - Invocation vs. Evocation vs. Conjururation
 - Spirits: What are we calling on?
 - Gods, Angels, Intelligences, Daimons, Spirits, Ghosts, Demons, and Shades
 - By what right do you call upon them? METIS
 - Who you are – Crown of creation, made in god’s image (I’m RO BITCH!)
 - Who you know – your HGA, friend in Jesus, Scirlin
 - What you know – your city, Hermopolis, your wood, ebony – all the secret lore we build into our implements in hours and days
 - What you’ve done – by my baptism, by my initiation, by my witch blood, by my attainment, by my oath, by your oath, by the forces of this hour and this day or the wounds of christ or whatever else in your cosmology Horatio.
 - My recommended path:
 - Initiations into the Seven Spheres
 - Initiations into the Elements
 - Obtaining a Supernatural Assistant
 - Daily Meditations on your essential god-ness, and what that’s all about ffs.
 - Other ways: Initiations, Awareness, Birthright, Pact, Metis, Supernatural Assistant, Secret Knowledge of the Spirit (names, seals, hours, cities, wood, incense)





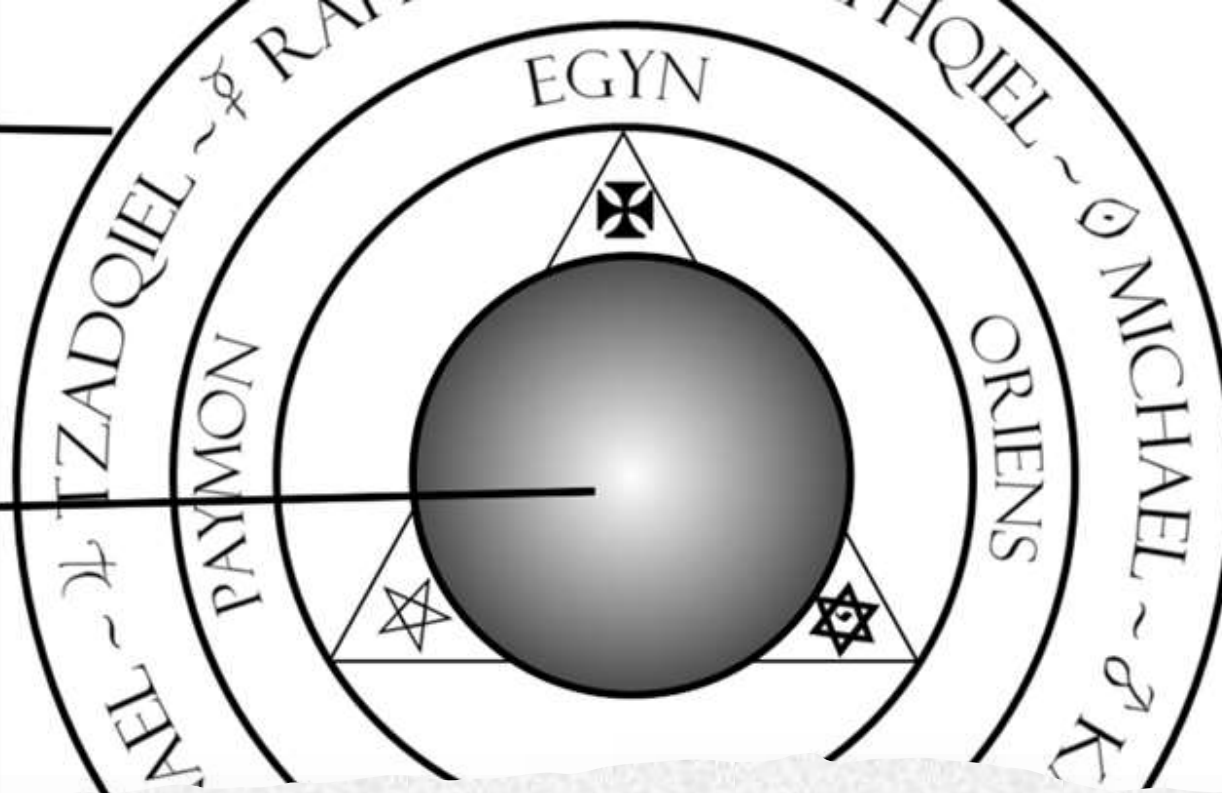
Technology

Table of Practice

Scrying Medium

Burner

Wand

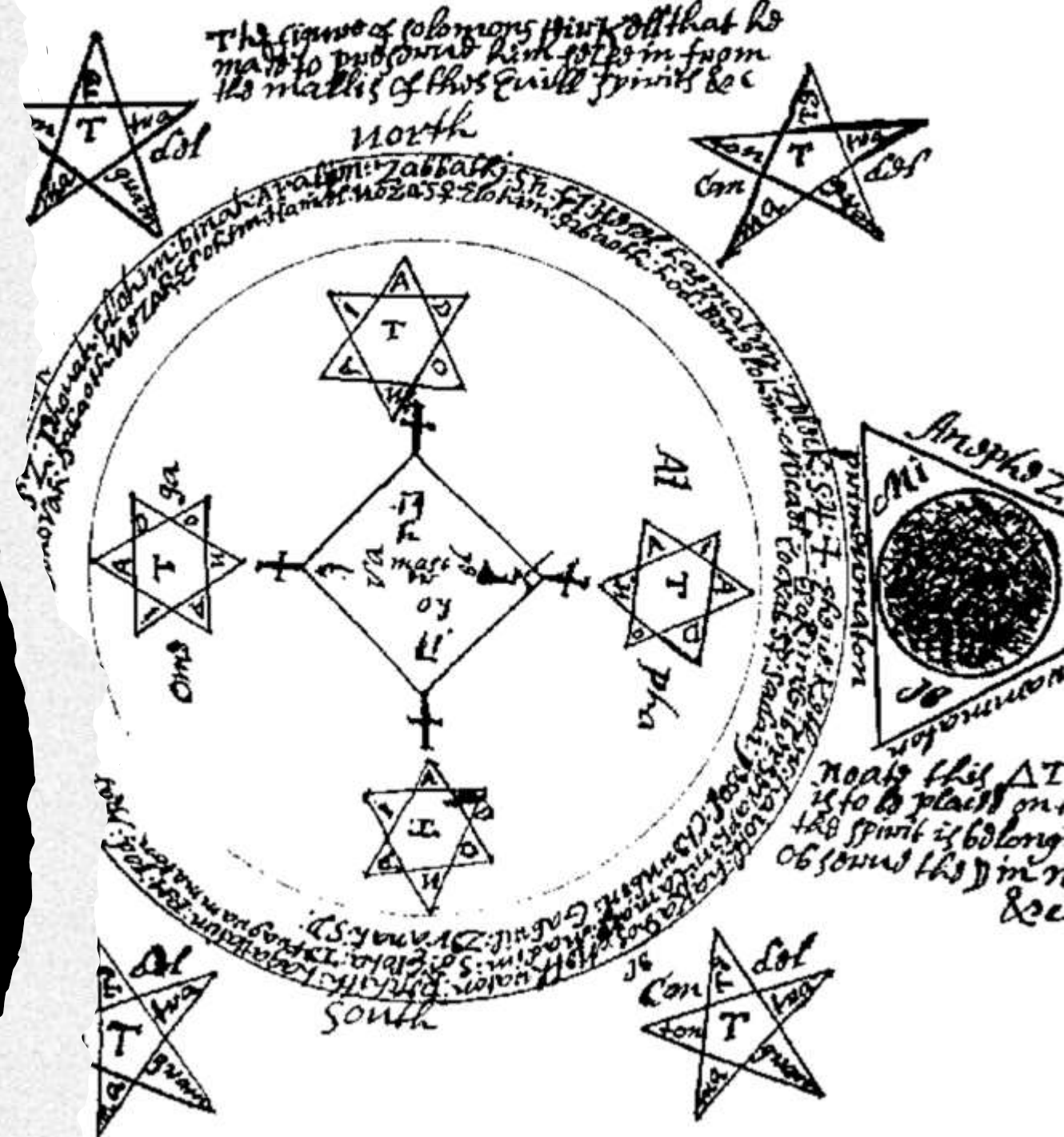


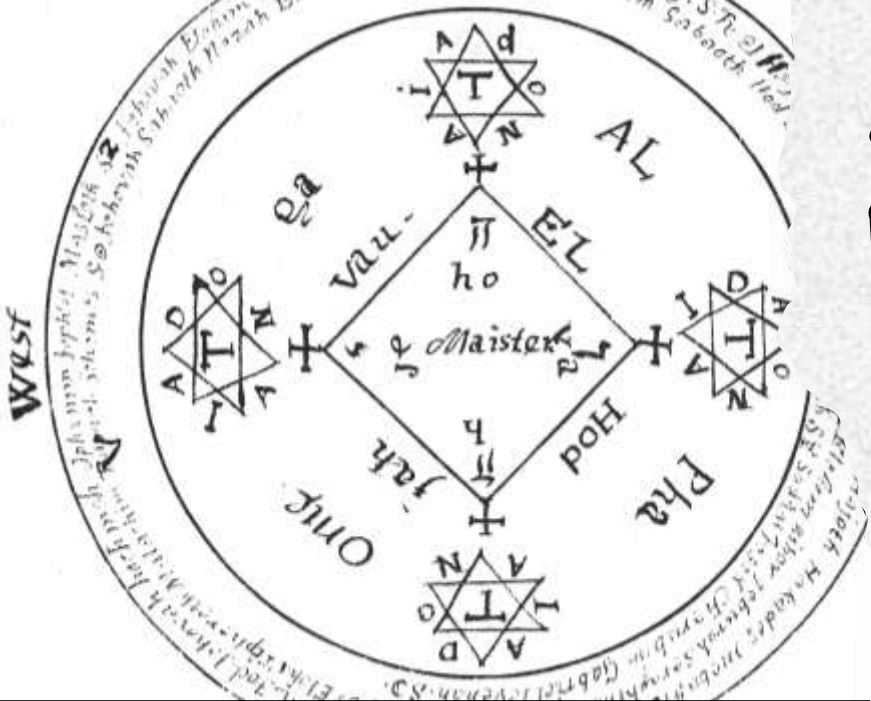
Ritual Implements

- The Magician
 - Holy robes and symbolic things
- Tools
 - Wood - Wands harvested at dawn on Wednesday
 - Fire - Incense is our prayers rising to the heavens
 - Stone - Thick Air Condenses spirits
- Table of Practice
- Script

On the Magic Circle

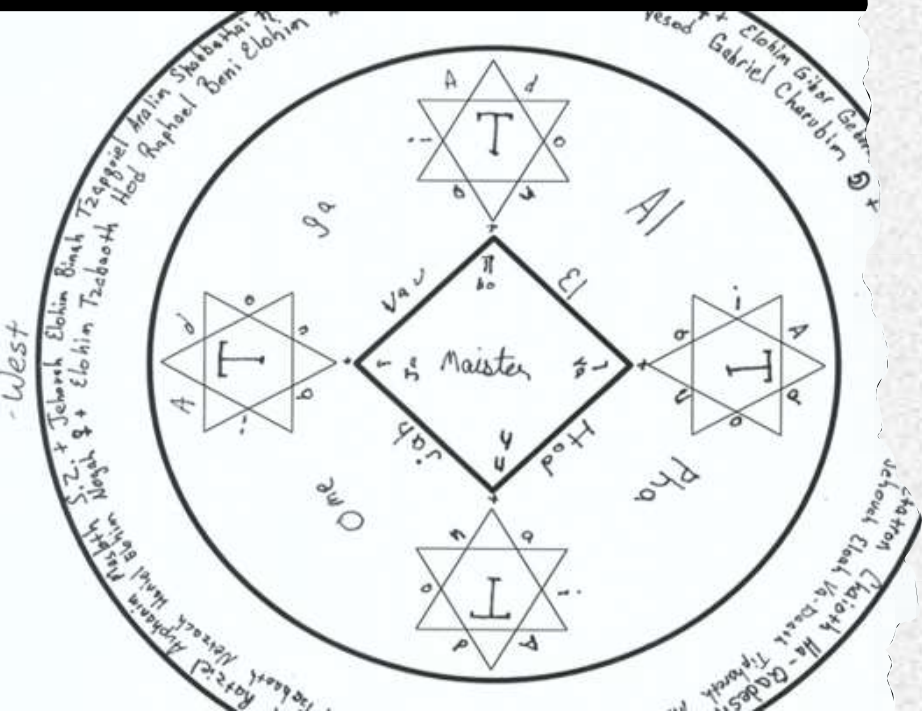
- Agrippa book 2, chapter 23
- Squares and Cubes – Foundation, Ben ben stone, altar
 - Elements
- Circles – protection, round and round we go
 - Cosmology reflected shows your place at the center of everything
- Triangles – Materialization points
- Table of Practice





The Magic Circle of the Lemegeton's Goetia

- Informs why I felt ok stripping down the Trithemian stuff
- Seven Gates of Initiation
- Painted a circle in my garage, kinetic initiations
- Lightning flash of revelation: Creating the magic circle on paper stirs up all the energies of the spheres and is itself a form of initiation, more than sufficient to meet the needs of the corpus hermeticum, that is, being reminded that you are an image of god with all the powers of creation at your disposal.



*The Magic Wand to be used in
the invocation of the Holy Spirit.*

*Two Holy Wax Lights
used in the
Invocation
by the
Chrystal.*

*The true
which must
the same na.
mode*

*The magic Circle
of a simple construction
in which the operator
must stand or sit
when he uses
the Chrystal*

*These
Table*

Pub. by the London & Wm.

r pellucid crystal, of the bignes
r round each way alike; then, w
t a small plate of pure gold to
estal, as you may see more ful
e crystal with these characters

ds the name "*Tetragrammato*
phael;"¹ which are the four
ole on which the crystal stan

ets and angels ruling them, v
he earth.³ Let them be all wr
ts pedestal: this being done
which thou shalt proceed to



RO's Interpretation

- Seven angels and planetary symbols arranged according to the Scale of the Number four, as if you were looking up
- Four spirit kings, arranged according to the Scale of the Number Four
- Triangle of Manifestation in the Center
- Scrying device goes in there



Lamens, Seals, and Sigils

- Worn over the heart during conjuration
 - Can be held in left hand during conjuration
 - Can be hand written, printed, drawn, or engraved
 - Can be used with the conjure box
 - Lemegeton has the seals on the back
- Planetary Lamen
 - Twelve names of god on the outside
 - Name of Spirit in Hebrew
 - Hexagram with:
 - Name of Spirit in English
 - Symbol of spirit from Magical Calendar Tycho Brahe
 - One pentagram for each spirit conjured, no less than four, indicates to me they represent the elemental kings that are there all the time at least.



Lamens



Use your Words: Oratory is Conjure

- Making the invisible real through arial spirits
- [Trithemius: The art of drawing spirits into crystals \(esotericarchives.com\)](http://esotericarchives.com)
- Ask God to let you see, enlighten you
- Ask God to bless the stone and allow the magician to see the spirits in the stone because he's good and make it work out to the accomplishment of what I want
- Consecrate the space
- Ask God to bless the fire
- Call the spirits – Invoke Evoke Etc.
- Talk to them
- Write what they say in your special book
- Send them on their way



When they arrive

- Scrying – use your imagination, let them project weird shit; you may interact with them in the vision
 - Taking it seriously vs. not
- Getting your desires
 - Advice on Phrasing your statements of intent
 - Include lore
 - Speak from the heart
 - Ensouling objects/consecrating talismans
 - Read spells and hymns and say mantras
 - Ask the spirits to bless the components
 - Ask them to enliven the spirit of the object and use it as a focal point to influence space around it
 - Say what the talisman is supposed to do, quote the psalm as it were
 - Spells
 - Conjure the spirits, then put your spells together
 - Have the spirits bless the ingredients to do what they are supposed to do in the spell
 - Offerings
 - Air spirits like smells and things that evaporate and burn
- Making Pacts with spirits
 - Do that anyway so you don't have to conjure them every time



Sending them on their ways

- As you came in peace, so go forth in power
- Next couple of weeks, look for opportunities and evidence
- Do divinations, take pictures, make notes
- If it doesn't happen in two weeks, do it again

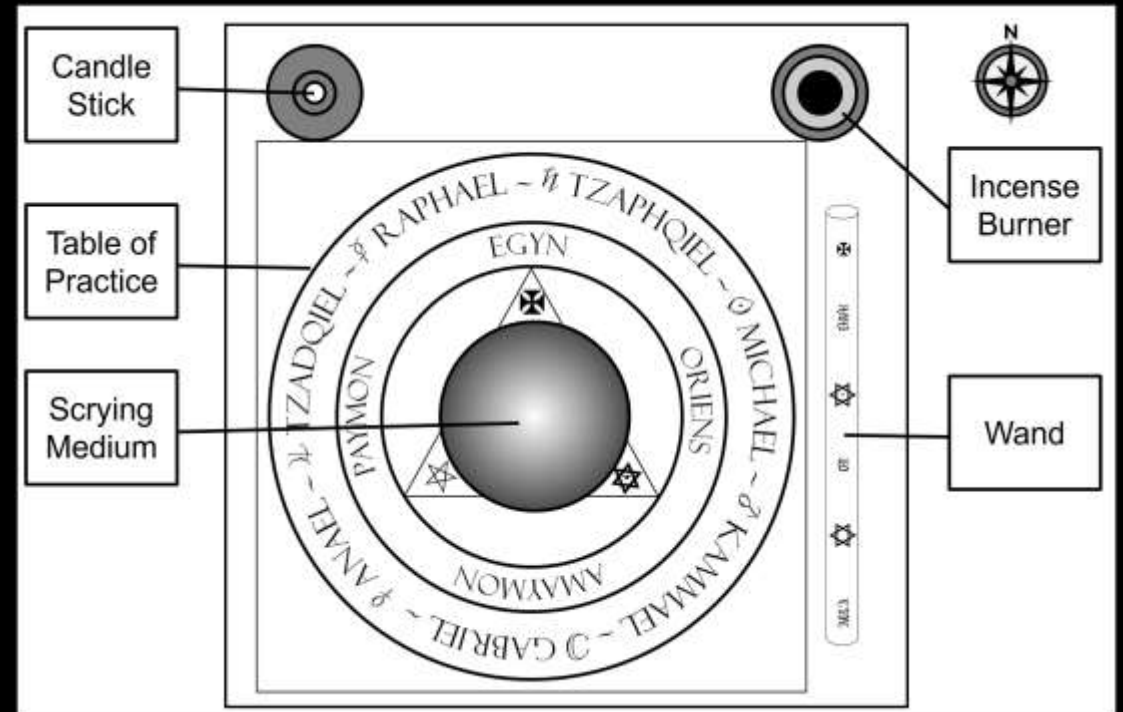
Table of Practice

- 7 Planets
- 7 Archangels
- Four Elements
- Triangle of Manifestation
- As above so below with a yod, basically a shiva-lingam for people into that
- Maltese cross representing the crossroads
- Pentagram representing Aphrodite Ouranos



Altar Layout

- Candle Stick
- Table of Practice
- Scrying Medium
- Incense Burner
- Wand



Principles of Planetary Magic

Maximized Manifestation and Materialization



8 Sessions beginning
17 September
4:00 P.M.

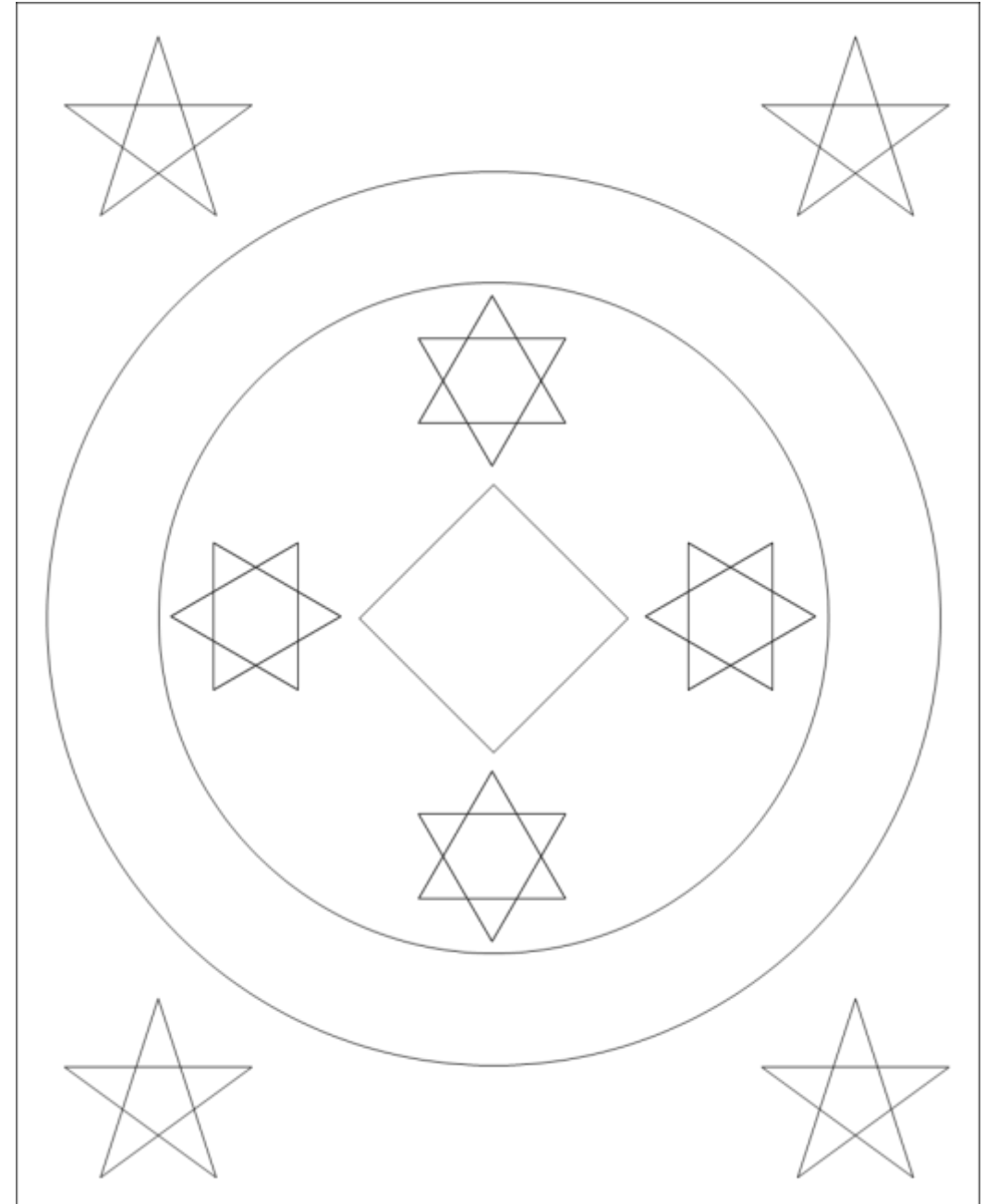
\$25/Session

Seven Spheres Classes

- Planetary Magic Class - \$225 total
 - Class 1: Planetary Magic Overview
 - Principles of Planetary magic
 - Gates of manifestation, each applies traits related to its imagery, qualities of experienced existence
 - Conjunction Technique
 - Classes 2-8: For each planet:
 - General Information
 - What the planet can help you with
 - Common Correspondences
 - Personal Anecdotes
 - Entities of the Sphere
 - Gods of the Sphere
 - Intelligences of the Sphere
 - Common spirits I work with from the Sphere
 - Sorcerous path
 - What to expect when you do the practical magic of the sphere
 - Types of magic that you do with the sphere to get the mundane material things
 - Devotional path
 - What to expect when you do the devotional magic
 - Types of magic that you do with the sphere to build up its momentum in your life

Extra Material for
Conjure Purposes

Magic Circle Blank



Elemental Kings from Clavis Inferni

Uricus East

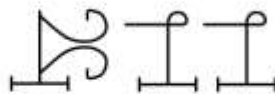
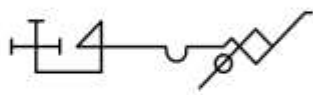
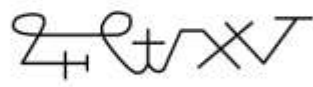
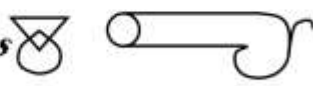
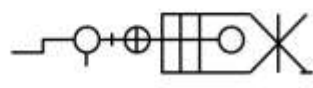
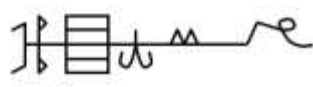


Magmon
South

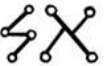
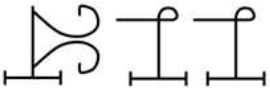
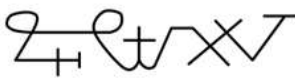
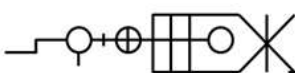
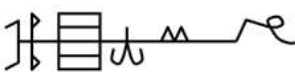
Paymon
West

Egyn North

Planetary Angels

ΠΔΠΧ	Seraphim		ΔΠΥΥΥ	Sphere of the Prime Mover
ΠΠΠΔ	Cherubim		ΧΔΘΤΔ	Sphere of the Zodiac
ΥΔΠΧΧ ΠΠΠΔ	Thrones		ΧΔΤΘΥ	♄
ΧΧ	Dominions		ΧΔΤΤΥ	♅
ΓΔΔΥ ΥΔΠΧΧ	Powers		ΧΔΥΩ	♆
ΠΠΧΧ	Virtues		ΧΩΔΥ	♇
ΓΠΧΖΥ ΠΠΠΔ	Principalities		ΧΔΔΧΠ	♈
ΓΠΧΖΥ ΥΔΠΧΧ	Archangels		ΧΘΓ	♉
ΔΓΨ	Angels		ΧΔΓΔΔ	♊

Planetary Angels English

	<i>Seraphim</i>		Metatron	<i>Sphere of the Prime Mover</i>
	<i>Cherubim</i>		Jophiel	<i>Sphere of the Zodiac</i>
	<i>Thrones</i>		Tzaphqiel	
	<i>Dominions</i>		Tzadqiel	
	<i>Powers</i>		Cammael	
	<i>Virtues</i>		Michael	
	<i>Principasities</i>		Annael	
	<i>Archangels</i>		Raphael	
	<i>Angels</i>		Gabriel	

The Angels and their Spheres

Metatron *Sphere of the Prime Mover*

Jophiel *Sphere of the Zodiac*

Tzaphqiel ♃

Tzadqiel ♄

Cammael ♀

Michael ☿

Annael ♀

Raphael ♀

Gabriel ☾



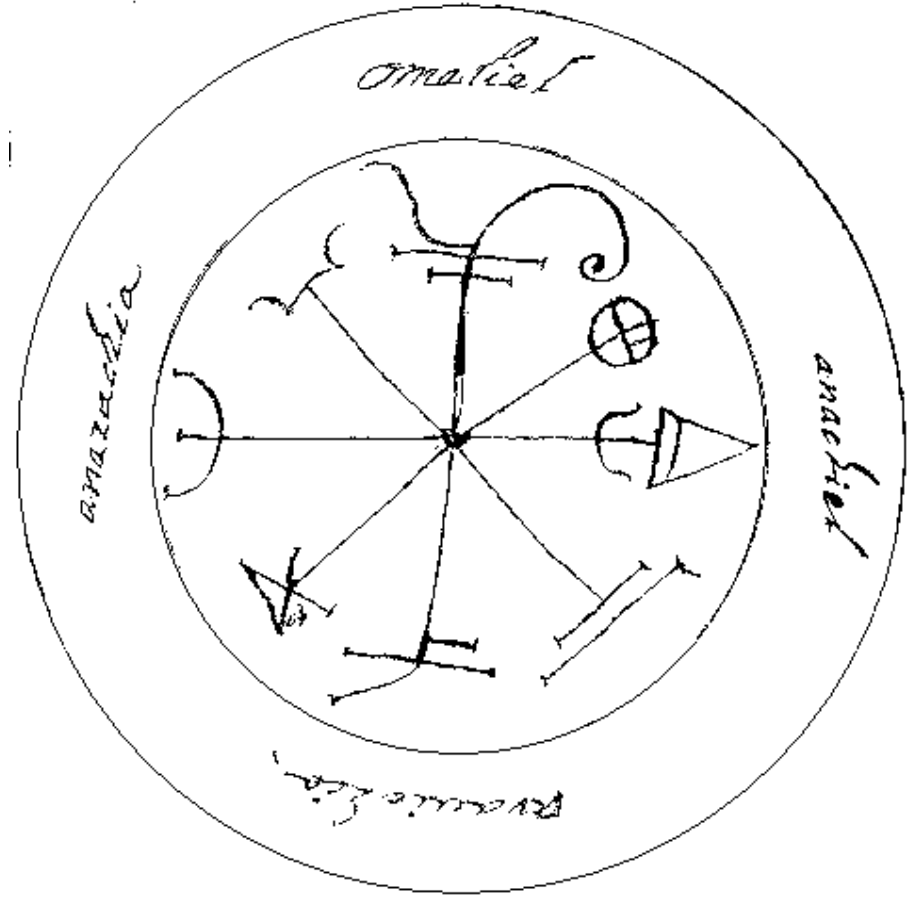
Talisman Spirits

- Four spirits for each planet

Saturn	Omeliel, Anachiel, Arauchiah, and Anazachia,
Jupiter	Netoniel, Devachiah, Tzedeqiah, and Parasiel
Mars	Madimiel, Bartzachiah, Eschiel, and Ithuriel
Sun	Shemeshiel, Paimoniah, Rekhodiah, and Malkhiel
Venus	Nogahiel, Acheliah, Socodiah (or Socohiah) and Nangariel.
Mercury	Kokaviel, Ghedoriah, Savaniah, and Chokmahiel
Moon	Schioel, Vaol, Yashiel, and Vehiel

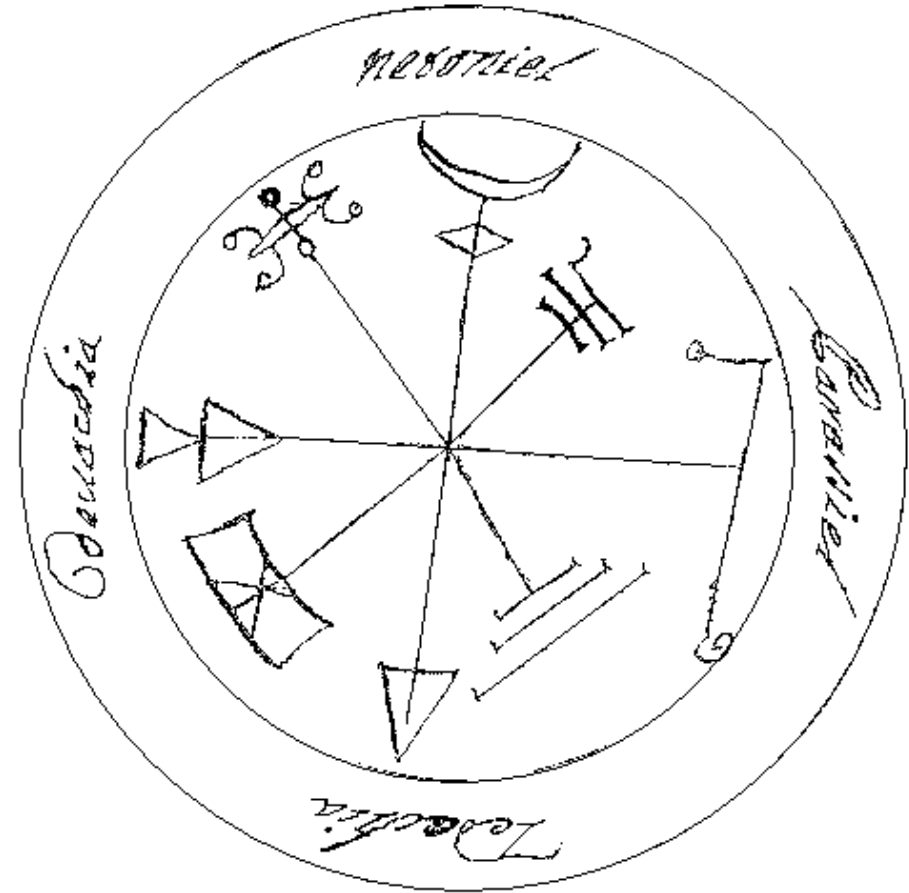
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- Omeliel, Anachiel, Arauchiah, and Anazachia,



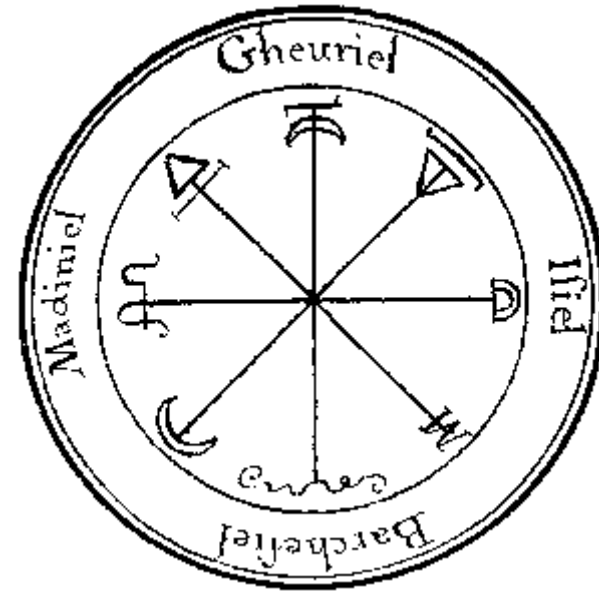
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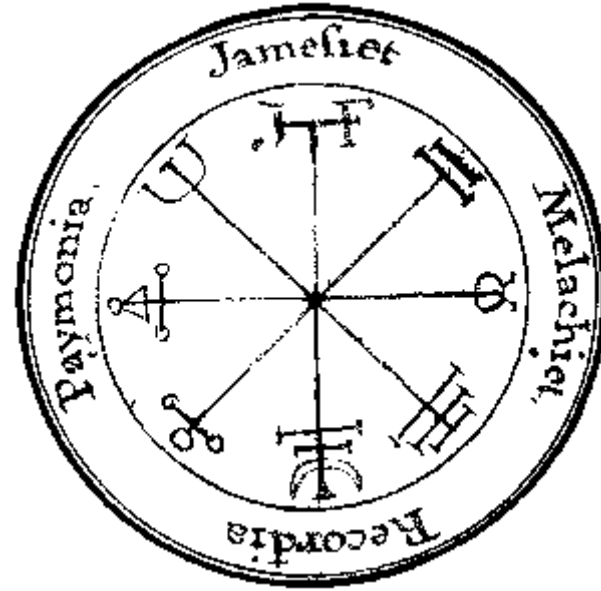
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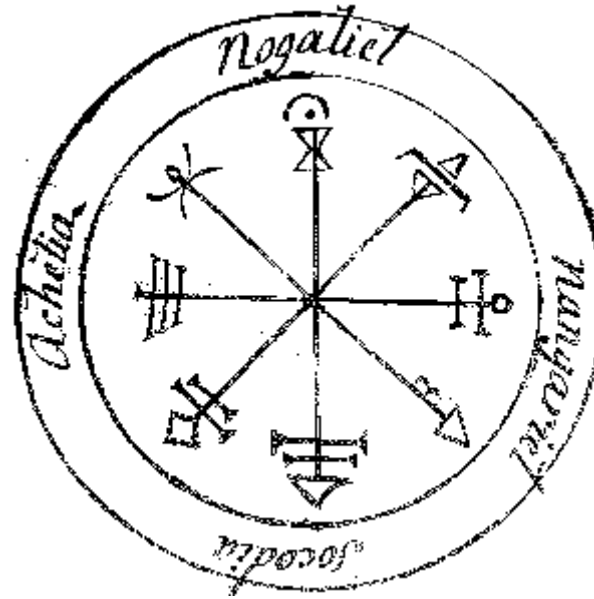
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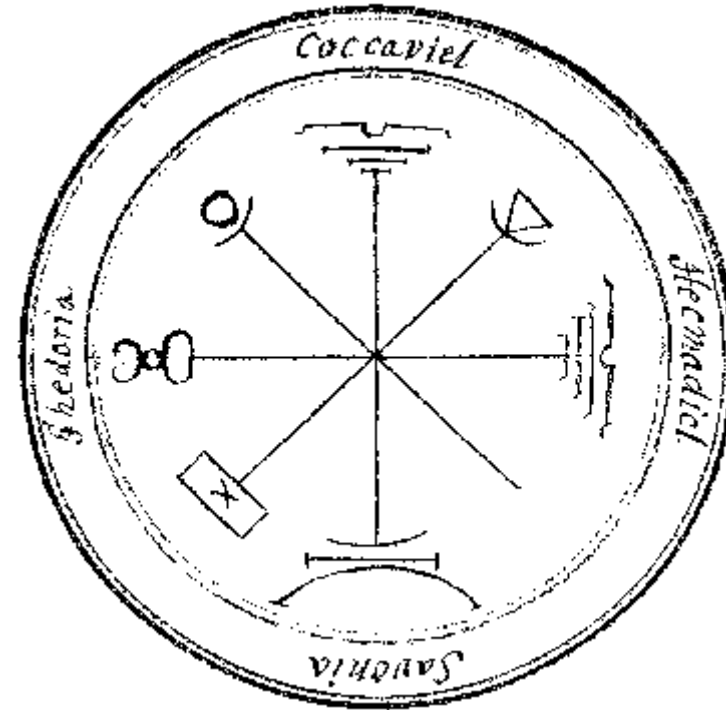
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