



Planetary Magic Principles: Mars

A class by Rufus Opus (Joshua
Gadbois)





Introduction

- Review Jupiter in Chain of Manifestation
- Mars the Lesser Malefic : Big Bads vs Little Bads
- War - War is certainly not minor or petty, but the motivations for aggression against others often are petty indeed. "All wars are resource wars" is an axiom, and at the end of the day we see that resources are always what people are fighting about, but when we look at the aggression in Ukraine, for example, we can see it is motivated by petty greed and avarice. It was greenlit based on appeals to the ego of Putin, to establish himself as a modern Czar. It's not a matter of necessity, it is a matter of pride, or dignity, and the greed of the oligarchs.
- The egotistical, the petty, the tyrannical, the headstrong war lord who rules by might, and whose regimes' offspring are fear, and terror.
- While he is often the cause of such things, we must bear in mind that he is also the one who ceases all these things.
- We have a secret way of dealing with him, to get him to bring peace to troubled situations, to turn from his gleeful revelry in pain and blood. It is revealed in his Orphic hymn, and in the stories of his life, his love, his children, and his ... well, his mom.



Qualities of the Planet

- The essence of the sphere of Mars is Violence and Force.
- not Gibor, or Strength, but Pachad, or Fear. The Fear of God is the beginning of Wisdom, as the saying goes, and this “Fear of God” is what Pachad translates as. It is the fear of his wrath.
- Is it Righteous?
- Might makes right
- Violent Entitled Youth
- God of the Cops
- Meanness



From the Myths

- His Parentage
- Warrior God
- The Cop God
- Mother's Best Boy
- God of Horses
- Ithon (Red-fire) and Phlogios (Flame), Konabos (Tumult) and Phobos (Panic-fear),
- "his car-steeds, bare him down into the fight, the coursers which to roaring Boreas grim-eyed Erinnyes bare, coursers that breathed life-blasting flame: groaned all the shivering air, as battleward they sped."
- Ovis Terrorque Pavorque (Fear and Dread), the horses of Mars [Ares].

A painting depicting a warrior in ornate golden armor, likely representing the god Ares, holding two young children. The scene is set in a dark, cavernous space with a large fire burning in the background, casting a warm glow. The warrior's face is partially visible as he looks down at the children. One child, a girl with blonde hair, is being held close to his chest, while the other, a boy in a red tunic, is being held in front of him. The overall mood is intimate and protective.

The children of Ares

- **ANTEROS** God of reciprocated love (or contrarily of unreciprocted love), son of Ares and Aphrodite.
- **DEIMOS** God of fear, a son of Ares and Aphrodite.
- **ENYALIOS** (Enyalios) A war-god son of Ares and Eris.
- **EROS** God of love, a son of Ares and Aphrodite.
- **HARMONIA** Goddess of harmony, daughter of Ares and Aphrodite.
- Harmonia and Cadmus turned to snakes because he killed ares's snake, said to be his child
- **NIKE** The goddess of victory was, according to some, a daughter of Ares. (She was usually called a daughter of Pallas and Styx.)
- **PHOBOS** God of panic, son of Ares and Aphrodite.
- The Spartoi (Sown-ones) were earth-born warriors sacred to the god Ares. They were born fully-grown and armed from the soil, ready for battle, when the teeth of Ares' sacred Drakones were sown in the earth. Kadmos of Thebes sowed a batch of these warriors, of which only five survived. Another batch was sown by Jason at Kolkhis in his quest for the Golden Fleece. The Spartoi were regarded as sons of Ares, for the Drakones were children of the god, and the warriors seeded from them.
- the family of Polyphonte [mother of the giants] descended from him

Beasts of Aries

- Drakon, killed by Harmonia's husband Cadmus
- THE DRAGON KHOLKIKOS - Guardian of Golden Fleece set by Ares to protect it
- Horses
- Fire breathing bulls raised on the plains of Ares used by Jason to till the soil that he created the armed men from serpent teeth
- Arrow-shooting birds guarded sanctuary of Ares founded by amazons
- BARN OWL (Greek aigolios), EAGLE-OWL (Greek buas), VULTURE (Greek gups), WOODPECKER (Greek ipne)
- SERPENT (Greek drakon)
- The poisonous serpent was sacred to Ares. In ancient art he was often shown holding a serpent, or with a serpent-device on his shield.



War God

- Ares is the Personification of battle-death, blood lust, and weapons
- God of War Averted - Peace? Lol
- Sack and Defense of cities
- Rebellion and Civil Order
- Brigands and Banditry
- Violence and Rage





His Blessings tho

- **NISOS (Nisus)** A king of Megara (southern Greece) who possessed a purple lock of hair which guaranteed his throne. The magical lock was probably a blessing bestowed by his father Ares. When Nisos' daughter Skylla betrayed him by cutting off the hair, he chased after her, but the girl leapt off a cliff before he could catch and punish her. Ares (most likely) then transformed the pair into birds - predator and prey - allowing Nisos to exact his revenge on the girl for eternity.
- **TEREUS** A king in Thrake (north of Greece) whose wife and sister-in-law slew their infant son and fed him to the king. When he discovered their crime, they fled to escape, and sympathetic gods transformed them into birds - nightingale and swallow. However, Ares (most likely), sympathetic to his son, transformed the king into a hawk, so that he could exact his vengeance for eternity on the two women.
- **HIPPOLYTE** A queen of the Amazones (of Asia Minor), to whom Ares gave his own war-belt (and probably a full set of armour as well) as a symbol of her warrior-spirit. Herakles was sent to fetch the belt as one of his twelve labours. He probably also gave her the flock of arrow-shooting birds which guarded his most important temple amongst the Amazones. Also Penthesileia, another Queen of the Amazons
- **DIOMEDES** A king of Bistonia in Thrake (north of Greece), who was given a herd of man-eating mares by his father Ares. Herakles was sent to fetch the mares as one of his twelve labours.
- **AEETES** A warlike king of Kolkhis (on the Black Sea) who earned Ares favour with his devotion and was rewarded with a Drakon to guard the god's sacred grove and its treasure the Golden Fleece. While the Fleece remained in the shrine, Ares guaranteed that Aeetes throne would be secure. The god also bestowed on him the cuirass which he had won in the War with the Gigantes

Summarizing the Qualities of the Sphere of Mars

- He is of violence, spite, and mean spirited punishment in his enforcement of the laws.
- He is entitled and arrogant.
- He has been wronged, and is ready to punish those who do wrong in his eyes, often in spiteful ways
- He is also the one who can stop that
- Even his boons are mean, and cause harm
- He can be defeated



Magical applications of the forces of Mars

- Mars magic is mean spirited, and vexatious. It should be used carefully. If you're a bad person, you can see all the bad ways to use it to do bad things.
- If you're a good person, you make offerings to Mars to get his spirits to work for you instead of against you. To punish those who do wrong, and to stop punishing those who do good.
- I use the forces of Mars for protection, and reversal magic, and for self discipline. In moderation, they are good for encouragement and energy, they are fiery, but they need to be tempered. All things that need activity applied, that need legs to make them manifest are goaded by the forces of Mars.
- You don't ask for justice from Mars, you ask for punishment, or the cessation of punishment. There is no love in him, except for Aphrodite, and that's not for marriage, it's for sex.
- Which is the secret from the hymn.
- To lovely Venus [Kypris], and to Bacchus [Lyaaios] yield, to Ceres [Deo] give the weapons of the field;
- When you are seeking to avert the punishment of yourself, or others, you make offerings to Venus to calm him, and then you ask Mars to go to Venus, with offerings of wine. You get him drunk and laid, and he turns his attentions elsewhere.



Sorcerous path: Changing the material world

- **Powers of the Pentacles of the Key of Solomon**

What to expect when you do the practical magic of the sphere

- Things calm down. Sources of trouble that you were unaware of get taken care of and you don't have to deal with them any more. It's great, things just get better.
- People stop working against your efforts, and find ways to help you instead.
- Your friends leap to your defense.





Devotional path

- Initiations into the Sphere of Mars
- What to expect when you do the devotional magic
- Types of devotional magic
- Personal Anecdotes and Advice
- The following list is how I've worked with Mars
- Protecting my boundaries – I conjure the Archangel Cammael whenever I move into a new place, or a new situation. I ask for protection of my belongings, my loved ones, and my health and my fortune. I set the spirits over my stuff to protect the things I love.
- Reversing attacks – I regularly return attacks, real or imagined to their sources.
- Healing diseases – Whether it's cancer or the common cold, aches and pulled muscles, aggravated inflammations all respond well to the healing talisman from the Key of Solomon
- Anger Management – It's a process, but I have overcome a lot of the extreme emotions I have, and have not gone to jail for getting mad in years.

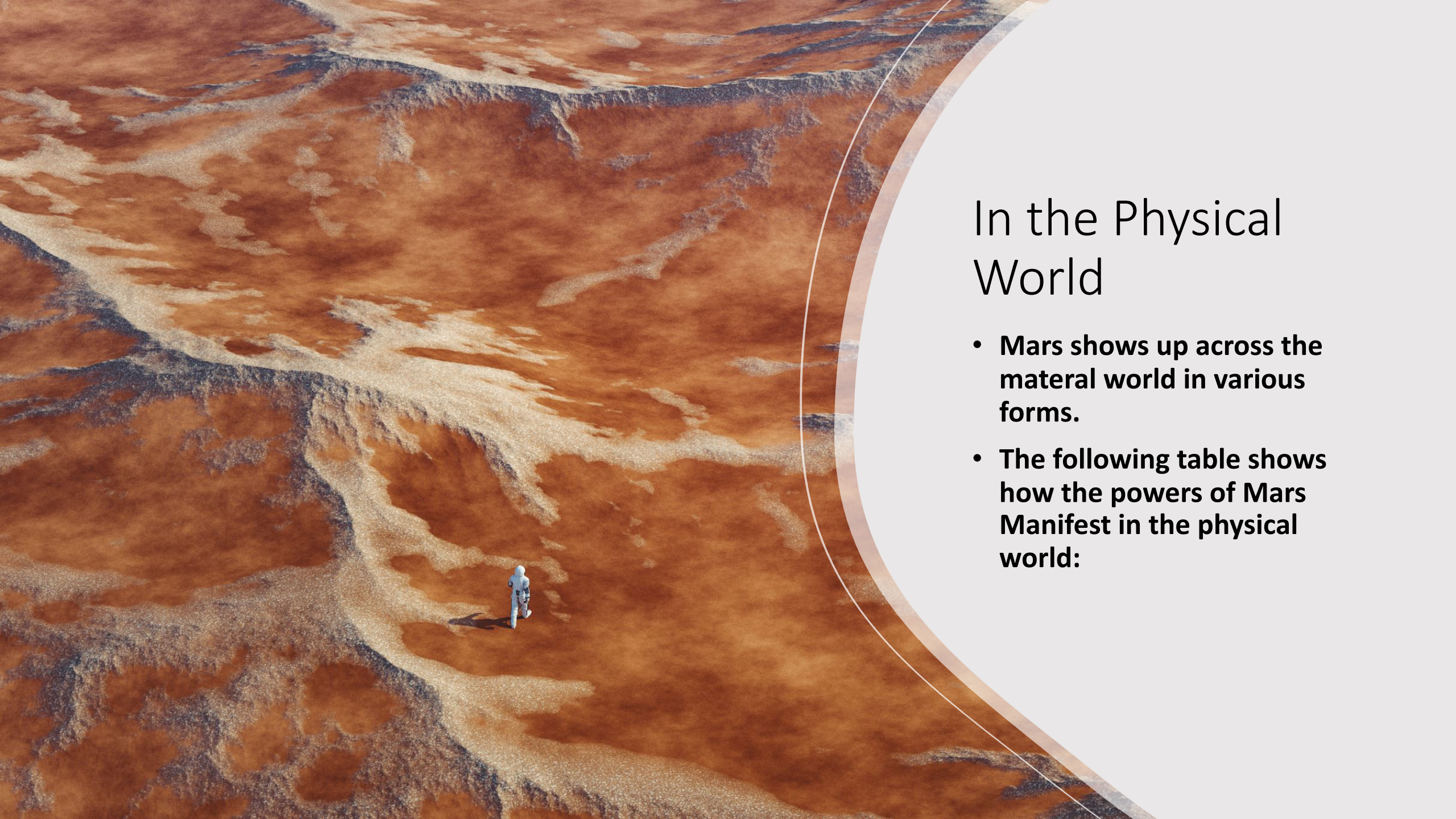
A woman with long dark hair, wearing a brown sari, is kneeling in a desert landscape. She holds a glowing, fiery sphere of the Earth in her hands. In the background, two Mars rovers are visible on the horizon under a hazy, orange sky. The overall scene is bathed in a warm, reddish-brown light, suggesting a Martian environment.

Mars in our Experienced World



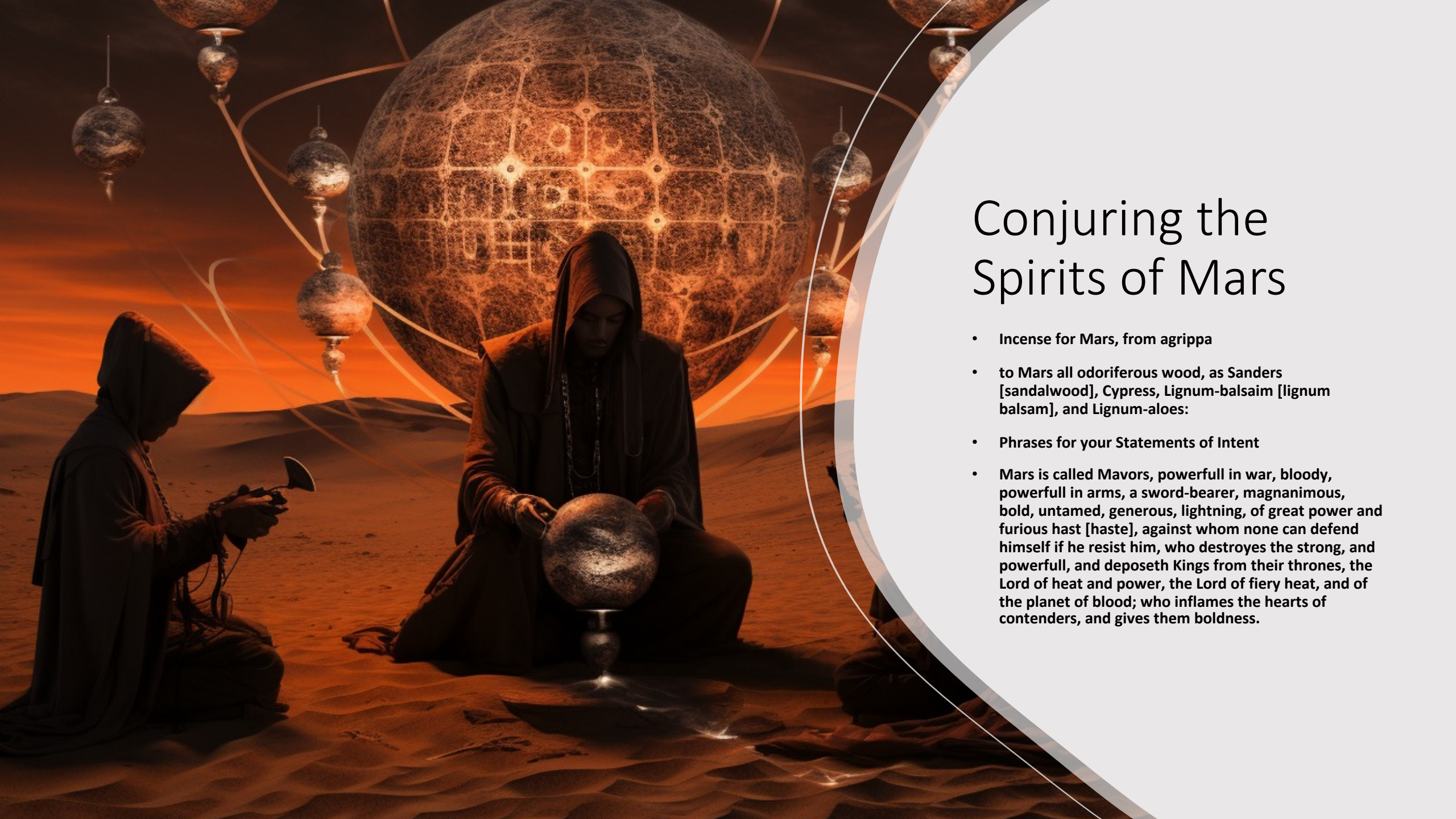
In the Human

- Body
- Part of the Body – some set Mars over the blood, and veins, the kidneys, the bag of the gall, the buttocks, the back, motion of the sperm, and the irascible power.
- things under Mars are good for the head, and testicles, by reason of Aries, and Scorpio
- Ten parts intrinsic of man. – Gall.
- Hole in the head attributed to the planet (there are seven) – Right Nostril
- Inner World
- Emotions – boldness, contention, and anger;
- Inner Sense – Hearing
- Amongst tastes – bitter tastes, tart, and burning the tongue, and causing tears:
- Spirit
- Part of your Soul – the irascible:
- Divine Gift – By the seven Planets as it were by instruments, all powers are diffused into man from the Supreme fountain of good: truth; not to be terrified, constant courage and fortitude, a fervent desire of animosity, the power of acting and the practice, and an inconvertible vehemency of the mind. Corruption of the Human Soul – Mars then sendeth down covetousnes, evil occasions to get wealth, and tyranny:
- Actions and dispositions
- but Mars rules over Barbers, Chirurgions, Physitians [physicians], Sergeants, Executioners, Butchers, all that make fires, Bakers, Souldiers [soldiers], who are every where called Martial men.
- Countenance – A sowre [sour], fierce, cruell, angry, rough countenance, and gesture, are ascribed to Mars, Mars makes a man red, of a red hair, round face, yellowish eyes, of a terrible, and sharp looks, bold, jocund, proud, crafty. Red colours, and burning, fiery, flaming, violet, purple, bloody, and iron colours, 4 resemble Mars..



In the Physical World

- Mars shows up across the material world in various forms.
- The following table shows how the powers of Mars Manifest in the physical world:



Conjuring the Spirits of Mars

- Incense for Mars, from agrippa
- to Mars all odoriferous wood, as Sanders [sandalwood], Cypress, Lignum-balsaim [lignum balsam], and Lignum-aloes:
- Phrases for your Statements of Intent
- Mars is called Mavors, powerfull in war, bloody, powerfull in arms, a sword-bearer, magnanimous, bold, untamed, generous, lightning, of great power and furious hast [haste], against whom none can defend himself if he resist him, who destroyes the strong, and powerfull, and deposeth Kings from their thrones, the Lord of heat and power, the Lord of fiery heat, and of the planet of blood; who inflames the hearts of contenders, and gives them boldness.

Epithets of Ares

- **The ones below are great for just about all purposes Martial.**



Hymn of the sphere

- Homeric Hymn 8 to Ares (trans. Evelyn-White) (Greek epic B.C.) :
"Ares, exceeding in strength, chariot-rider, golden-helmed, doughty in heart, shield-bearer, Saviour of cities, harnessed in bronze, strong of arm, unwearying, mighty with the spear, O defender of Olympos, father of warlike Nike (Victory), ally of Themis, stern governor of the rebellious, leader of the righteous men, sceptred King of manliness, who whirl your fiery sphere [the star Mars] among the planets in their sevenfold courses through the aither wherein your blazing steeds ever bear you above the third firmament of heaven; hear me, helper of men, giver of dauntless youth! Shed down a kindly ray from above upon my life, and strength of war, that I may be able to drive away bitter cowardice from my head and crush down the deceitful impulses of my soul. Restrain also the keen fury of my heart which provokes me to tread the ways of blood-curdling strife. Rather, O blessed one, give you me boldness to abide within the harmless laws of peace, avoiding strife and hatred and the violent fiends of death."
- Orphic Hymn 65 to Ares (trans. Taylor) (Greek hymns C3rd B.C. to 2nd A.D.) :
"To Ares, Fumigation from Frankincense. Magnanimous, unconquered, boisterous Ares, in darts rejoicing, and in bloody wars; fierce and untamed, whose mighty power can make the strongest walls from their foundations shake: mortal-destroying king, defiled with gore, pleased with war's dreadful and tumultuous roar. Thee human blood, and swords, and spears delight, and the dire ruin of mad savage fight. Stay furious contests, and avenging strife, whose works with woe embitter human life; to lovely Kypris (Cypris) [Aphrodite] and to Lyaios (Lyaesus) [Dionysos] yield, for arms exchange the labours of the field; encourage peace, to gentle works inclined, and give abundance, with benignant mind."

On the Muses and Bachae

- The Muses are the daughters of Zeus who inspire people to create things based on the Sphere they represent. In some Orphic traditions, they were coupled with a corresponding Faun or Bacchus. The Bacchus represented the “knowing” of the power of the planet, and the Muse represented the way that knowledge is expressed in the human world.
- “Hence he is not inebriated by any Bacchus, who hath not first been coupled to his Muse.”



Spirits for Ceremonialists

- **Ceremonialists have identified the following aspects that can be used in conjure rites:**
- **God: Elohim Gabor**
- **Choir: Powers**
- **Archangel: Cammael**
- **Terrestrial Spirits** Madimiel, Bartzachiah, Eschiel, and Ithuriel
- **Seal of the Terrestrial Spirits:**

Tables of the Planets: Mars

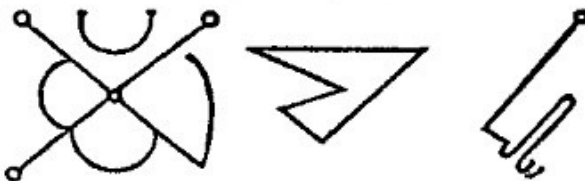
11	24	7	20	3	א
4	12	25	8	16	ב
17	5	13	21	9	ג
10	18	1	14	22	ד
23	6	19	2	15	ה

The Seales or Characters.

Of Mars.

Of the Spirit of Mars.

Of the Intelligence of Mars.



The Table of the Sun in his compass.

In Hebrew notes.

- Chap. xxii. Of the tables of the Planets, their virtues, forms, and what Divine names, Intelligences, and Spirits are set over them.
- From Agrippa:
- *But let us hasten to explain the tables severally. The second is called the table of Mars, which consists of a Quaternian drawn into it self [i.e. 4 times 4], containing sixteen particular numbers, and in every line, and Diameter four, making thirty four. Now the Sum of all is 136. And there are over it divine names with an Intelligence to good, with a spirit to bad, and out of it is drawn the Character of Mars, and the spirits thereof. They say that if it be impressed upon a Silver plate with Mars being powerfull, and ruling, it conduceth to gain, and riches, favor, and love, peace, and concord, and to appease enemies, to confirm honors, dignities, and counsels, and dissolve enchantments if it be engraven on a corall.*
- To Conjure:
- God: Adonai אדני
- Intelligence: Graphiel גרפיאל
- Spirit: Hismael גרפיאל



Images of the Astrological Talismans

- You can engrave the following images on various stones to get the results described. I include them for reference in case you want to use the imagery in creating your own talismans, or to draw the forces of the spheres.
- From the operations of Mars they made an Image in the hour of Mars, Mars being in the second face of Aries, in a Martiall stone, especially in a Diamond; The form of which was a man armed, riding upon a Lyon [lion], having in his right hand a naked sword erected, carrying in his left hand the head of a man; they report, that an Image of this kind rendreth a man powerfull in good and evill, so that he shall be feared of all; and whosoever carryeth it they give him the power of enchantment, so that he shall terrifie men by his looks when he is angry, and stupifie them;
- they made another Image of Mars for the obtaining of boldness, courage, and good fortune in wars, and contentions, the form of which was a souldier armed and crowned, girt with a sword, carrying in his right hand a long Lance; and they made this at the hour of Mars, the first face of Scorpio ascending with it.