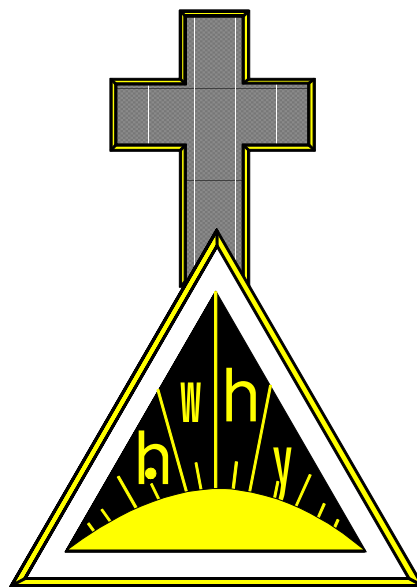


The Hermetic Order Of The  
**GOLDEN DAWN** Intl.

**GEOMANCY PART THREE**

**HOW TO PERFORM A  
GEOMANTIC READING**



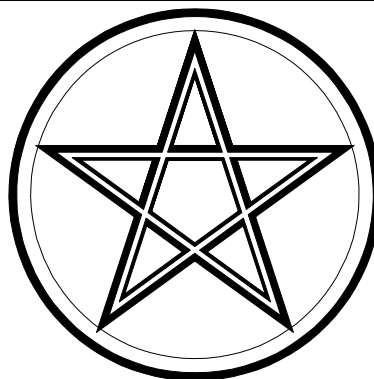
**PRACTICUS 3 = 8**

The querent should take a clean piece of white paper and at the top of the paper draw an Invoking Pentagram of Earth inside a circle. The circle should be drawn before the pentagram. It is very important that even the little arrow pointing at the direction of the start of the pentagram and the direction of the line should be drawn, next to the pentagram. It doesn't have to be large, but it must be there to indicate that it is an Invoking Pentagram. After this is done, the ruler and the sigil of the ruler should be placed in the center of the pentagram. You must remember that geomancy must begin with a specific question. Therefore the proper sigil relating directly to the question must be employed. For example, if the question is of a mercurial nature, say concerning science, knowledge, books, testing, intellect, or trickery, then the sigil of Taphthartharath should be drawn in the center of the pentagram. If the question deals with sorrow, death, karma, or restriction in a particular matter, then the sigil of Zazel should be placed within the pentagram. If the question is in the area of feasting, prosperity and good fortune, then the sigil of Hismael of Jupiter should be included in the center of the pentagram. If the question should deal more with victory, war, fighting, battle, or destruction, then the sigil of Bartzabel, the ruler of Mars, should be placed in the center of the pentagram. If the question deals with aspects of a Solar nature such as power, magistry, success, and health, then the sigil of Sorath should be placed in the center of the pentagram. If the question deals with love, music, pleasure, and desire, then the sigil of Kedemel of Venus should be placed in the center. If the question deals with fishing, traveling, pregnancy, fluctuation, or emotion, then the sigil of Chashmodai should be placed within the center.

Please re-read and re-study your lesson on planetary attributions in the Theoricus grade to make sure that you have a thorough understanding of the nature of the planetary attributions. That lesson will help you tremendously in understanding the nature of the question and which planet it relates to.

The question itself should also be written on the paper slightly above the pentagram. Some feel that it is absolutely essential, and we do tend to agree, that the question itself should be repeated audibly, as well as the name of the ruler followed by a short but meaningful sentence concerning the matter of the divination itself.

**WARNING:** The invocation of Hru, learned in the Neophyte grade, must be employed as well as the planetary sigil of the spirit, placed in the center of the pentagram, during all workings in this form of divination.



So starting with your clean white piece of paper, you have drawn an Invoking Pentagram, have written out the question, and have repeated it out loud along with the ruler's name. Now you are going to make sixteen lines. The lines will go across the page from right to left and you will make an undetermined number of dots and dashes, allowing your hand to mark freely, never really lifting from the paper. You will draw down and do the same thing, maybe creating only two or three dots. Go to the next line and again draw across the page several dots and dashes. That will be line three, etc., continue until you have completed all sixteen lines. You can also just randomly dash all across the page. This prevents a conscious counting.

It is from these sixteen lines and dashes that have been drawn on the page that the first four geomantic figures will be obtained. These are called the Four Mothers. It is from the four primary Mothers that all other geomantic schemes and figures will be derived. As an additional note, it is very important to be relaxed, calm, and unprejudiced while focusing on the question. The only thought that should be in your mind while performing these procedures is the question.

.....	X
.....	X
.....	X X
.....	X X
.....	X
.....	X X
.....	X
.....	X X
.....	X X
.....	X
.....	X
.....	X X
.....	X
.....	X X
.....	X X

The first Geomantic Mother would be attributed to the South, the second to the East, the third to the North, and finally the fourth to the West. To obtain the Four Mothers, count the number of squigs, lines, and dashes in each line. Determine at the end of each line whether it is odd or even. The first four lines numbered one through four will comprise our first Mother, five through eight will comprise our second Mother, nine through twelve will comprise our third Mother, and lines thirteen through sixteen are the fourth and final Geomantic Mother figure.

So let's create the first Mother in an example form. Let us say that line one has seven dots. Since this is an odd number you will put one X or one big dot in the right hand column. Let us say that line two has thirteen marks. You then place an X underneath the first X because again this is odd, only calling for one major dot or X. Let us say that line three has six dots. You will then go to the far right hand column and

place two X's side by side. Let us say that line four has sixteen dots. Again, this being even, you will place two X's beneath the two X's that were drawn from line three. Thus, the first Mother is Fortuna Minor. Now you must find the second Mother. This will be determined again from lines five through eight. Let us assume that line five has fifteen points, line six has sixteen points, line seven has seventeen points, and line eight has fourteen points. This equals a combination of odd, even, even, making our second figure on our second Mother, Amissio. Amissio would be attributed to the East. Remember that the first Mother is attributed to the South, the second to the East, the third to the North, and the fourth to the West. We would continue onward until all of the four Mothers were obtained.

<b>The Four Mothers</b>				
	Fourth West	Third North	Second East	First South
First Daughter, four uppermost points}--	X X	X X	X	X
Second Daughter, four next points}--	X	X X	X X	X
Third Daughter, four next points}--	X X	X	X	X X
Fourth Daughter, four last points}--	X X	X	X X	X X
	Rubeus	Fortuna Major	Amissio	Fortuna Minor
<b>The Four Daughters</b>				
	Fourth	Third	Second	First
	X X	X X	X	X
	X X	X	X X	X
	X	X	X X	X X
	X X	X X	X	X X
	Albus	Conjunctio	Carcer	Fortuna Minor

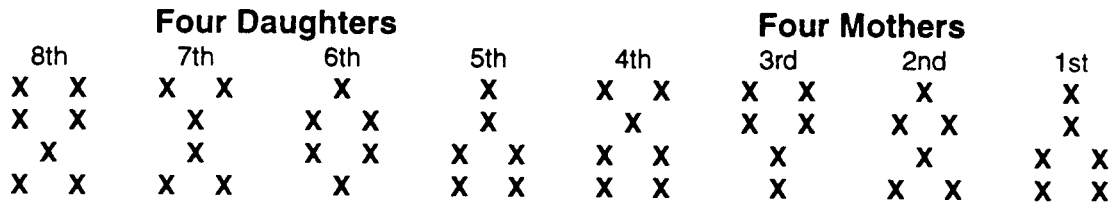
Now we have the four Mothers. The next step is to write them out from right to left. This is very important. You will write the first figure, which is south, and it is Fortuna Minor. The second figure would be in the east and it is Amissio. The third figure is in the north, which is Fortuna Major. The fourth figure in the west is Rubeus. These are the four primary Mothers and from these are derived the next eleven figures.

If you look at the top part of each Mother, the top dot of the four Mothers, you form four lines. This forms the first Daughter. The second line of the points from the Mothers, as they are in a row, form the second Daughter. The third line of the points of the Mothers form the third Daughter. The bottom line of the Mothers forms the fourth Daughter (it is acceptable to have scratch paper handy when doing these calculations).

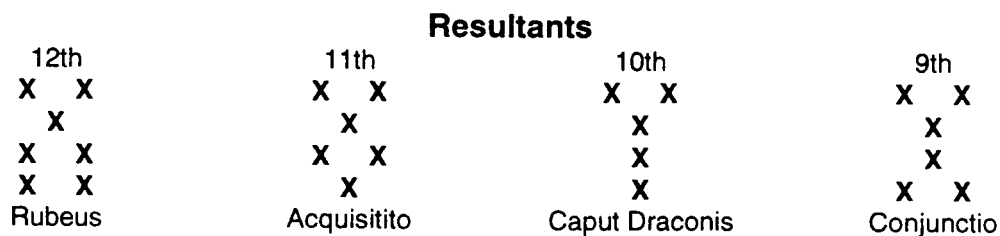
So to recap, you first create the Four Mothers. Below them you will derive the Four Daughters. The first Daughter is placed below the first Mother. The second Daughter is placed below the second Mother. The third Daughter is placed below the third Mother and the fourth Daughter below the fourth Mother.

From these eight figures, the Four Mothers and Four Daughters, four more figures will be derived. These are called the Four Resultants or Four Nephews. The first Nephew is obtained by adding the points of the first and second Mother and

making a determination of whether the sum of the points is odd or even and then forming a new line of one or two points. Even would be two dots and odd would be one dot, just like in the formation of the Mothers. The second Nephew is now calculated in the exact same manner from the third and fourth Mother. The third Nephew is calculated in the exact same way from the first and second Daughter. The fourth Nephew is calculated from the third and fourth Daughter. Please look at the examples that are on this page and study them in-depth.



The twelve geomantic figures that we have derived are the Mothers, Daughters, and the Resultants or Nephews and these comprise the twelve geomantic figures used in divination. But in addition to this, we can also derive three subsidiary figures called the Right Witness, the Left Witness, and the Judge. The Right Witness is derived from the first and second Nephew in the same way as the Nephews are derived from the Mothers and Daughters. The Left Witness is derived similarly from the third and fourth Nephew.



The Judge is derived in the exact way as the two Witnesses, but from the Witnesses.

At this point we now have a total of fifteen figures. They are the Four Mothers, the Four Daughters, the Four Resultants or Nephews, Right Witness, Left Witness, and the Judge. Keep in mind that the twelve figures will give our basic understanding and answer to the question. The lesser three, the Right and Left Witnesses and the Judge, are of a lesser importance and are really not considered at all in the light of the component figures of the scheme, but only as an aid in the general judgement. The

two Witnesses have no major significance in the divination except that they are the root from which the figure known as the Judge is derived.

There is one final figure that is often times used and that is the figure known as the Reconciler. The Reconciler many times is used for adding the judgment by combining the Judge with the figure and the particular house that signifies the demand or the question.

## Special Note

The Judge, as stated earlier, is formed from the two Witnesses and therefore is a synthesis of the whole figure. If the Judge is a good figure, the figure is good and the judgment will be favorable. The opposite is also possible. The Judge will always consist of an even number of points, never odd. After adding together the four lines of four points comprising the Judge, the sum should be an even number. If the sum of the Judge figure is odd, it will show that a mistake has been made in the calculation somewhere along the line and that the querent must go back and check the figures.

For examining the Reconciler, the sixteenth figure, you will remember that it is created by combining the Judge with the figure in particular house signifying the demand. In our example, the Judge is Populus. The second figure in the example is Amissio. Their combination will also yield Amissio. It is possible to stop here. The reading can be obtained from the Judge.

In the Theoricus grade, you were given a whole list of house attributions and geomantic meanings as an aid to help understand the basic outcome of the geomantic figure. Therefore, you can look at the Judge and get a general idea. This may not be in-depth enough or provide adequate clarification. So consequently, the twelve geomantic figures are assigned to the twelve houses of the heavens on an astrological chart. The first figure goes to the tenth house, the second to the first house, the third figure goes to the fourth house, the fourth figure goes to the seventh house, the fifth figure goes to the eleventh house, the sixth figure goes to the second house, the seventh figure goes to the fifth house, the eighth figure goes to the eighth house, the ninth figure goes to the twelfth house, the tenth figure goes to the third house, the eleventh figure goes to the sixth house, and the twelfth figure goes to the ninth house. In the Golden Dawn system, we prefer to stay with the classical zodiacal layout, which is a square, not a circle, for geomantic workings.

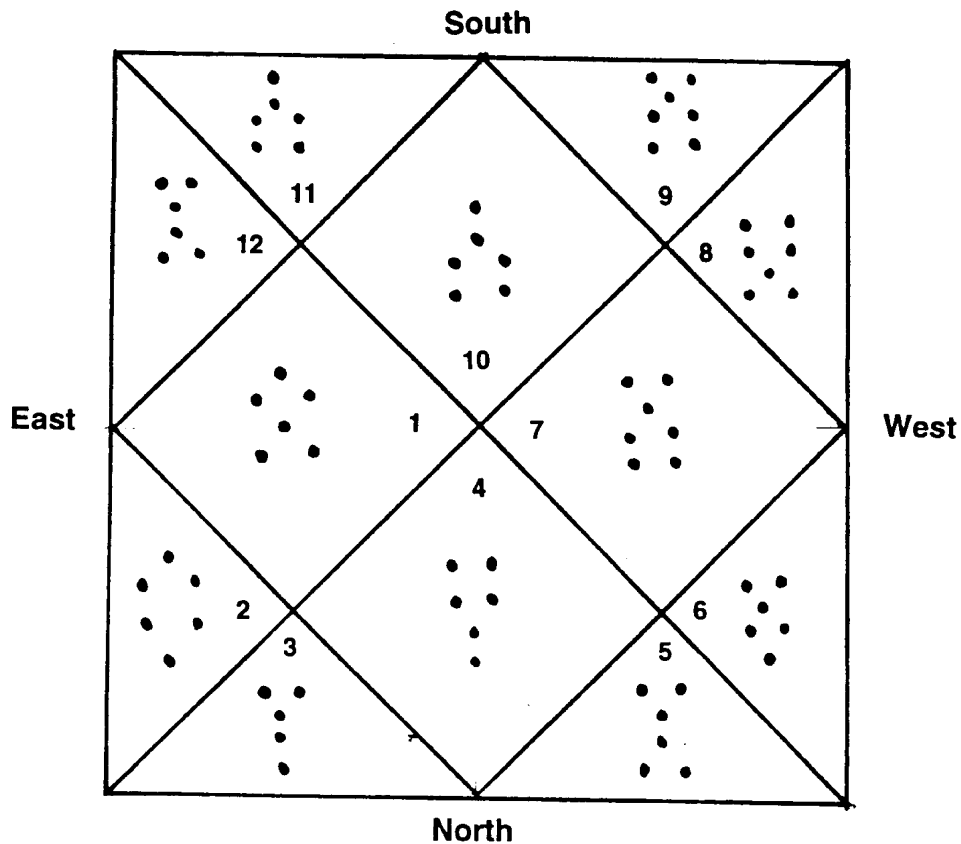
Now you will fill in the geomantic figures in their corresponding houses. You may write them in by just writing out their name or draw in the actual geomantic figure. For a permanent record, it is not a bad idea to do both. Now you will look at each geomantic figure as it relates to the houses and the nature of the houses. Although you have memorized the nature of the houses in the Theoricus grade, here is a rough outline as an aid.

a	First House	Self, Physical Body
b	Second House	Money, Property, Personal Worth
c	Third House	Brothers, Sisters, Short Journeys
d	Fourth House	Primary Parent, Land, Property, End of Matters
e	Fifth House	Children, Pleasure
f	Sixth House	Servant, Uncles, Aunts, Sickness
g	Seventh House	Love, Marriage, Partnership, Public Enemies, Law Suits
h	Eighth House	Death, Will, Pain, Anxiety, Legacy
i	Ninth House	Long Journeys, Voyages, Science, Divination
j	Tenth House	Rank, Honor, Profession, Employment
k	Eleventh House	Friends, Hopes, Wishes
l	Twelfth House	Sorrow, Fears, Punishments, Secret Enemies, Institution, Restrictions

These house attributions are basic. They are not as comprehensive as in the Theoricus grade. If you need to go back and review your attributions, then do so.

Now you will look at your chart in the Theoricus book where we listed every particular geomantic figure and generally what it means in each particular house. With practice and in time, for the most part, these will be memorized. For example, we know that *Acquisitio* generally is good for profit and gain. However, if *Acquisitio* shows up in the twelfth house, it would mean evil, pain, and loss. If it shows up in the fourth house, it would mean good fortune and success. Another brief example would be *Fortuna Minor*. It means good for gain in all things when a person has hopes to win, in competition if you will. If *Fortuna Minor* shows up in the twelfth house, it would be good in all aspects. You will also find a list in *The Golden Dawn* by Llewellyn beginning on page 532. Again, these do not need to be totally memorized, but with time and practice, they will become second nature to you. One who really wishes to master geomantic work should take the time to memorize them.

Here is a basic understanding as geomancy relates to Astrology. When a figure is found in a particular house, the figure is strong when it is in its own house. It is very strong when it is in its exaltation. It is strong in its triplicity, but the figure is very weak in its fall, its detriment. To determine if a figure is in its detriment, notice if it is opposite of its own house. The geomantic figures can also be attributed to the planets and to the zodiacal signs. They are obtained by understanding which zodiacal sign rules which particular house. This was gone over in the Theoricus grade as well. The first house is where the ascendant answers to Aries, the second to Taurus, the third to Gemini, and so forth. Above is a small chart that will help you to better understand this.



Caput Draconis is strongest in the dignities of Jupiter and Venus. Cauda Draconis is strongest in the dignities of Saturn and Mars.

A warning: when Rubeus or Cauda Draconis fall in the ascendant of the first house, the figure should be destroyed without any question. Do not get frightened if this happens. An L.B.R.P. should be performed along with the B.R.H. if it is possible. If you are in a public place, just visually allow the Divine Light to descend on you and attempt another reading two hours later.

There are some basic ideas, pointers that you may want to keep in mind. Now that your figures have been thoroughly arranged on a map of the heavens in an astrological chart, you will want to determine what house the question refers to. For example, if you are asking about your physical body, it would be the first house. If you are asking about your worth and finances, it might be the second house, etc.. The next step that you will want to take is to look at your Witnesses, which lead to your Judge. Look at the Judge and get a general outline as to whether it is favorable or otherwise and to what particular way, and write it down. Next, what you will want to look at is the connection between repeated figures in the house in question and in any other house. For example, does a particular figure show up in a house in question and other houses? This may give you some intuitive clues as to the nature of the reading and the answer. The next thing after this is to look at the table of the figures in their houses (this was outlined for you in the Theoricus grade under Introduction to Geomancy) and see what kind of considerations there may be. After this, you will want to give some



special attention to the four houses which will signify the end of this particular matter. This may also assist you in the formation of a Reconciler figure, which is created from the figure of the house required and the Judge. Take note as to what figure develops and whether it harmonizes or not. Make a note as to all that you have written down and whether it is good and/or evil. Let your Neschamah take over and form a final judgment. Remember, in money matters, you always want to take special consideration of where the fortune falls.

A summary of the basic stages of geomancy would be as follows:

- 1) If Rubeus or Cauda Draconis is in the ascendant, destroy the figure. Do an L.B.R.P. and wait at least two hours to do another reading.
- 2) You should always note the house in which the question belongs. See if the figure there resides in another house as well.
- 3) Form the Judge from the two Witnesses. The Judge is a basic answer, not an end all answer and many times it is incomplete and inaccurate.
- 4) See what section the part of fortune may be in if the question deals with money.
- 5) See if the figure in the house is strong or weak. See if it passes or resides in any other house.
- 6) See if the figure is sextile, trine, square, or in opposition. (Note) Examine the position of the figures in the houses in terms of their astrological aspect between the houses. Consider aspects such as sextiles, quintiles, squares and trines. Note which figures are well aspected and which are badly aspected to the figure located in the house as relating to the question. Write down the aspects. You should be putting good on one side and evil on the other, recording all the strengths and weaknesses, friendliness or hostility, with the figure in the house required. This particular step is only for an extremely detailed reading. It is advisable to get a good book on astrology that will give you an outline of sextiles, quintiles, squares, and trines. It is not the purpose of this particular lesson to do so, but outside sources will illustrate to you how to determine a square, quintile, sextile, or a trine.
- 7) Notice the amount of friendly or unfriendly figures in the reading.
- 8) Take note of the figure in the fourth house. This will always signify the outcome.
- 9) If possible, form a Reconciler from the Judge and the figure in the house to which the demand or question pertains. Read the Reconciler independently.

## NOTE

For the Practicus grade it is only necessary to be able to place the figures in the astrological chart, to take note of what figure falls into the house of question, to take note of what figure falls into the fourth house, determine if there are duplicated figures in the house of question and other houses and what this could signify, and formulate a chart and Reconciler. The use of trines, squares, oppositions, and so forth are for more detailed readings and are optional but highly recommended by the Order. They are not required for testing in this particular grade. A good reference is *The Astrologer's Handbook* by Francis Sakoian and Lewis N. Acker. It is a very good reference guide for further, in-depth study of astrology.

Geomancy can be as detailed as you want to make it. It can be a very exact science or it can be a very basic method of divination and understanding of life's problems. The only way to understand geomancy thoroughly is to continue to use it and practice it over a period of time. In addition, there is much research occurring in the area of utilizing other methods of creating the Mothers, such as using various-sided dice as used in many role playing games. You may be able to utilize almost any method in your use of geomancy.