

This book is for those, who are seriously interested in black magic. People with prejudices and the mob should stay away from here: they would only toddle in darkness and be highly indignant. The described black magic rituals are not without danger and are consequently unsuitable for people who are not mentally in good constitution. Take heed to follow all instructions the way they are described. Without the necessary precautions every ritual will turn to your disadvantage, confusion and total destruction. On the contrary, by following the instructions with precision, you will achieve a complete success in all your enterprises. Finally I have to mention that here nothing is written for the skeptic people and it will not help them.

Black magic is the selfish perversion of magical arts to destroy others, or for personal gain. The conscious use of black magic rituals for the exercise of evil. The black magician is a person who wants power for himself. A magician may summon the Devil or one of his demons and remain a white magician, so long as the purpose for the summoning is benevolent. Black magicians are usually those who made a pact with the Devil. They invoke diabolic and infernal powers by black magic rituals and spells.

Above all be patient with some of the pages in this e-book as they may take a while to load due to the content and size of the information herein.

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1: The Black Mass



The Black Mass combines various elements:

- Belief in a pagan deity stigmatized by Christians as the Devil,
- Use of the Mass for material ends,
- And parodies of orthodox Christian ritual.

The Black Mass is a magical ceremony and inversion or parody of the Catholic Mass that was indulged in ostensibly for the purpose of mocking God and worshipping the devil; a rite that was said to involve human sacrifice as well as obscenity and blasphemy of horrific proportions. The origin of the belief in the Black, or Satanic, Mass goes back to medieval magic and witchcraft, yet no one really knows the early history of this magical act, for there exists no single reliable, first-hand description.

A witch who said she was present described a Black Mass at a Sabbath in France in 1594. She claimed that the ceremony had taken place on St. John's Eve in a field with about sixty people present. The celebrant wore a long black

cloak devoid of the customary cross, and his assistants were two girls; while a slice of turnip, black (either stained or putrid), was used instead of consecrated bread.

Other stories of the Black Mass include mention of black triangular or hexagonal hosts and a black chalice; of mocking screams of "Beelzebub! Beelzebub! Beelzebub!" instead of speaking the holy words of consecration; of wine that may be either urine or blood drunk from a human skull;

or celebrants naked beneath sleeveless vestments decorated in brilliant colours with such subjects as a naked and spread-eagled woman, a rampant pig or bear or goat; of sacramental wafers (incorporating menstrual blood and semen) being burnt or stabbed, and consecrated wine being poured contemptuously on to the floor; of missals bound in wolf skin or even human skin; of feasts on roasted human flesh; of frenzied sexual orgies and new-born children being crucified alive or baptized in holy oil, strangled and offered as a sacrifice to Satan; of naked bodies being used as altars; of young boys' throats being cut to provide blood for the chalice, with prayers to the demons Asmodeus and Astaroth; of Christian prayers being said backwards; of black candles made from human fat; of parts of the Mass being read backwards; of "Satan" being substituted for "God" and "evil" for "good"; of crosses being tattooed on the soles of the feet so that the symbol of Christ is continually trodden underfoot.

Eric Maple, a leading authority on witchcraft, goes so far as to assert that the Black Mass is an illusion, fostered by the press, that never played any part in witchcraft.

The Abbe Boullan (1824-93), a defrocked Catholic priest who believed that he was a reincarnation of John the Baptist, is reported to have celebrated a Black Mass in vestments on which an inverted crucifix was embroidered, with a pentagram tattooed at the corner of his left eye (the left being the side of evil). He recommended the ceremonial sacrifice of a child at the high point of the Mass, and the use of consecrated hosts being mixed with faeces as a cure for nuns who complained they were tormented by devils.

The occultist Aleister Crowley devised satanic rituals, but the intention appears to have been anti-Christian rather than criminal.

The Church of Satan has based its much publicized diabolism upon a rejection of the Christian ethics of self-denial and humility.



The Black Mass (Jules Michelet, La Sorcière, 1911)

Definition: A Black Mass is a parody of the Catholic mass sometimes practiced by wealthy opponents of the Church in the Dark Ages. Some so-called 'black masses' were performed by priests to curse enemies, a practice condemned by the church. While this practice was ascribed to witches during trials, it is unlikely it was practiced by common people.

Modern Satanists sometimes perform a 'black mass' for theatrical effect, but it is not a standard practice in Satanism or modern witchcraft.



2: Witchcraft Initiation Rituals



There are three grades or degrees in contemporary witchcraft. They are, in ascending order of importance:

1. Priest and Witch of the Great Goddess;
2. Witch Queen or, in the case of a male, Magus; and
3. High Priestess or High Priest.

The first degree:

In the first degree the candidate is led naked, blindfolded and with his hands tied behind his back, into the "Circle of Power". After various occult mutterings from the leader of the coven, the postulant receives the five-fold kiss (on feet, knees, genitals, breast and lips) and forty strokes of the scourge, and takes an oath of secrecy:



Myth and legend provide colourful ingredients from which today's Satanic worshippers often draw their inspiration. The picture shows newly appointed disciples at the court of Satan.

"I, X. . . ., in the presence of the Mighty Ones do of my own free will and accord most solemnly swear that I will ever keep secret and never reveal the secrets of the Art except it be to a proper person, properly prepared, with a Circle such as this. And that I will never deny the secrets of the Art to such a person if he or she be vouched for by a Brother or Sister of the Art. All this I swear by my hopes of a future life mindful that my measure has been taken and may my magical weapons turn against me if I break this my solemn oath."

It can safely be said that no oath has so often been broken as this one; for the "secrets of the Art" have been recorded in books, shown on television and described in the popular Press. Following the administration of the oath, the candidate is handed various implements, known as the "working tools of the Art", and has their use explained to him.

For example, he is given the athame, a black-hilted knife, the design of which Crowley and Gardner took from the old textbook of magic known as the Key of Solomon, and told that with it he can "form all Magic Circles, dominate, enslave and punish all rebellious spirits and demons and persuade angels and good spirits".

Finally, the candidate is informed that he is now "Priest and Witch of the Great Goddess".

The second degree:

The second degree again incorporates scourging; the aspirant is asked whether he is willing to "suffer and be purified in order to learn", and after he has answered in the affirmative duly receives forty strokes of the scourge. The leader of the coven then states that "in Witchcraft thou must ever give as thou receive, but triple", and the candidate is instructed to administer 120 strokes of the scourge to the initiator.

These proceedings being concluded, the "legend of the Goddess" is then either read out aloud or, in some covens, acted as a mystery play. This "legend" is a variant on the classical myth of Persephone and concludes with the words:

"There are three great events in the life of Man; Love, Death and Resurrection in a new body. Magic rules them all. For to make Love perfect you must return at the same time and place as the loved one, remember the past and love again."

At the end of the reading or play the aspirant is led around the Circle and it is proclaimed to the "Mighty Ones of the Elements" that a new Magus or Witch Queen has been consecrated.

The third degree:

The third degree is centered on ritual sexual intercourse in the Circle between the candidate and the initiator. The rite is of little interest except to voyeurs and in many covens it takes place in symbolic form only. When this latter course is

followed, the magic knife (athame) is solemnly dipped into a chalice of wine and the onlookers are informed that "as is the Woman to Man so is the Cup to the Athame".



3: The Angelic Court



The angelic court consists of nine orders of angels (three hierarchies each of three orders). Since the devils were angels who had rebelled and fallen, they maintain their rank as ex-angels.

First Hierarchy:

Seraphim

Cherubim

Thrones

Second Hierarchy:

Dominions

Principalities

Powers

Third Hierarchy:

Virtues

Archangels

Angels



4: Hierarchy of the Devils



First Hierarchy:

1. Beelzebub was Prince of the Seraphim, and next unto Lucifer. All the chief of the nine choir of angels are fallen. Of the choir of Seraphim there fell at first Lucifer, Beelzebub and Leviathan, who did all revolt. Michael was the first that resisted Lucifer, and the rest of the good angels followed him, so that now he is the chief among them.
2. Leviathan is the Prince of the same order, and is the ringleader of the heretics, tempting men with sins that are directly repugnant unto faith.
3. Asmodeus is of the same order. He continues a Seraphim to his day, that is, he burns with the desire to tempt men with his swine of luxuriousness, and is the prince of the wantons.

4. Balberith is Prince of the Cherubim. He tempts men to commit homicides, and to be quarrelsome, contentious, and blasphemous.
5. Astaroth, Prince of the Thrones, is always desirous to sit idle and be ease. He tempts men with idleness and sloth.
6. Verrine is also one of the Thrones, and next in place unto Astaroth, and he tempts men with impatience.
7. Gressil is the third in the order of Thrones, and he tempts men with impurity and uncleanness.
8. Sonneillon is the fourth in the order of Thrones, and he tempts men with hatred against their enemies.

Second Hierarchy:

9. Carreau, Prince of Powers, tempts men with hardness of heart.
10. Carnivean is also a Prince of powers, and does tempt men to obscenity and shamelessness.
11. Oeillet is a Prince of Dominions. He tempts men to break the vow of poverty.
12. Rosier is the second in the order of Dominions, and by his sweet and sugared words, he tempts men to fall in love.
13. Verrier is Prince of Principalities, and tempts men against the vow of obedience.

Third Hierarchy:

14. Belias, Prince of the order of Virtues, tempts men with arrogance.
 15. Olivier, Prince of the Archangels, tempts men with cruelty and mercilessness toward the poor.
 16. Iuvart is Prince of Angels.
-



5: Devils and the Seven Deadly Sins



Some demonologists drew up a hierarchy of devils and ascribed to them power to provoke people to commit the seven deadly sins:

Lucifer - Pride

Mammon - Avarice

Asmodeus - Lechery

Satan - Anger

Beelzebub - Gluttony

Leviathan - Envy

Belphegor - Sloth



6: Names of Power



The names of gods and others that have been handed down through generations are considered to be significant and effective in magick because they contain and transmit the power of the god or demon. The various grimoires contain names of power which are used during incantation in the construction of a magick circle when the relevant names are chanted over and over again, in the course of evoking spirits and making them obey the magician's wishes. The pronouncing of a name of power automatically brings the power of the god or demon into operation, and the repeated chanting of the name not only taps the power of the entity being summoned, but also works the magician up into a state of frenzy in which supernatural forces and his own inner energy become united and reach a pitch where he is satisfied that he is able to compel the spirit to appear and obey commands.

Such names of power are:

Abac, Achides, Achilla, Adam, Adonai (ADNY), Agios, Agia,
Agnon, Aldal, Alpha, Asmoedeas, Aumgn, Beroth,
Buseeognition, Cados, Craton, Delgaliel, Derisor, Destatur,
Diaton, Ehyeh, El, El Oristan, Eloa, Elohim, Emmanuel,
Gabriel, Gomeh, Guthae, Guthor, Hain, Havayoth, Helim,
Hilay, Hudac, Iat, Ischyros, Isis, Jehovah, Laaval, Ledieha,
Lendiction, Lon, Mach, Maton, Melekh, Messiah, Metatron,
Michael, Milia, Monachiel, Muriton, Noth, Ob, Omega,
Panthon, Pentessaron, Radisha, Raphael, Ruach, Sabaoth,
Sadai, Sechiel, Shaddai, Sibylla, Sifton, Sorthie, Sorthios,
Sorthis, Tegra, Tetragrammaton, Tistator, Uriel, Venibbeth,
Yah and Yod He Uau He (YHVH).

7: Conjuring Spirits

The Magick Instruments required for conjuring Spirits

The Magick Wand

The magick wand or rod is a symbol of authority. It is an important weapon and symbol of supreme power. In witchcraft the wand should be made of hazel, having no branches or offshoots.

In necromancy the wand should be made of a graveyard tree and is an emblem of death.

The wand must be cut and trimmed on the day and in the hour of the Sun with the magick athame, while the following characters must be inscribed upon it on the day and in the hour of Mercury:



Let the following words be recited when the writing is finished:

"O ADONAY, most Holy and most Powerful, vouchsafe to consecrate and bless this Rod, so that it may possess the required virtue, O most Holy ADONAY, to whom be honour and glory for ever and over. Amen."

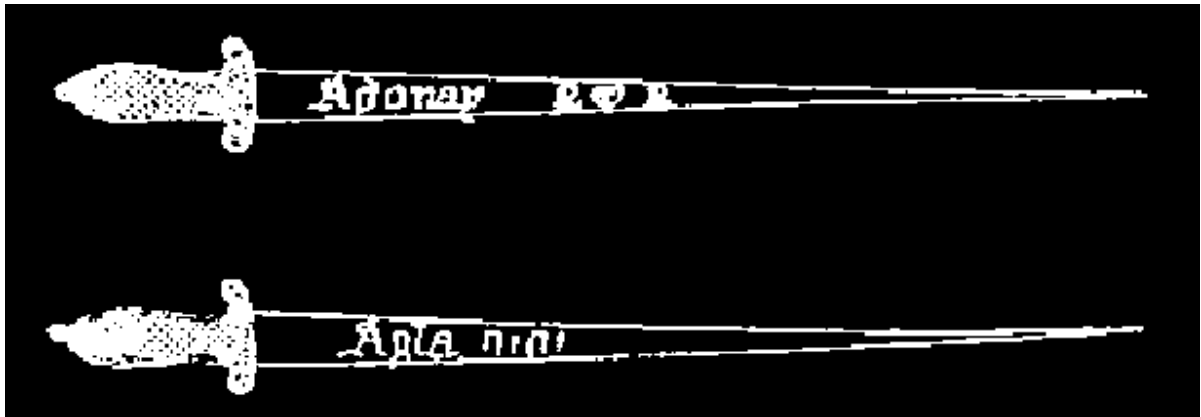
Lastly, the instrument should be aspersed, fumigated, stained with sacrificial blood and put away in the silken cloth. The magician always keeps his wand, when not in use, wrapped in silken cloth, of any colour except black or brown.

Athame or Arthame

The witch's black-hilted knife, allegedly endowed with magical properties. It is used for drawing the magick circle as described in grimoires and textbooks on magic. It has always

magick symbols or characters engraved on the one-sided blade, and sometimes the handle is also decorated.

The Magick Sword



Magick Robes

Their colours and design have symbolic significance. To put on a robe is a sign of assuming a frame of mind suitable to the ceremony to be performed.



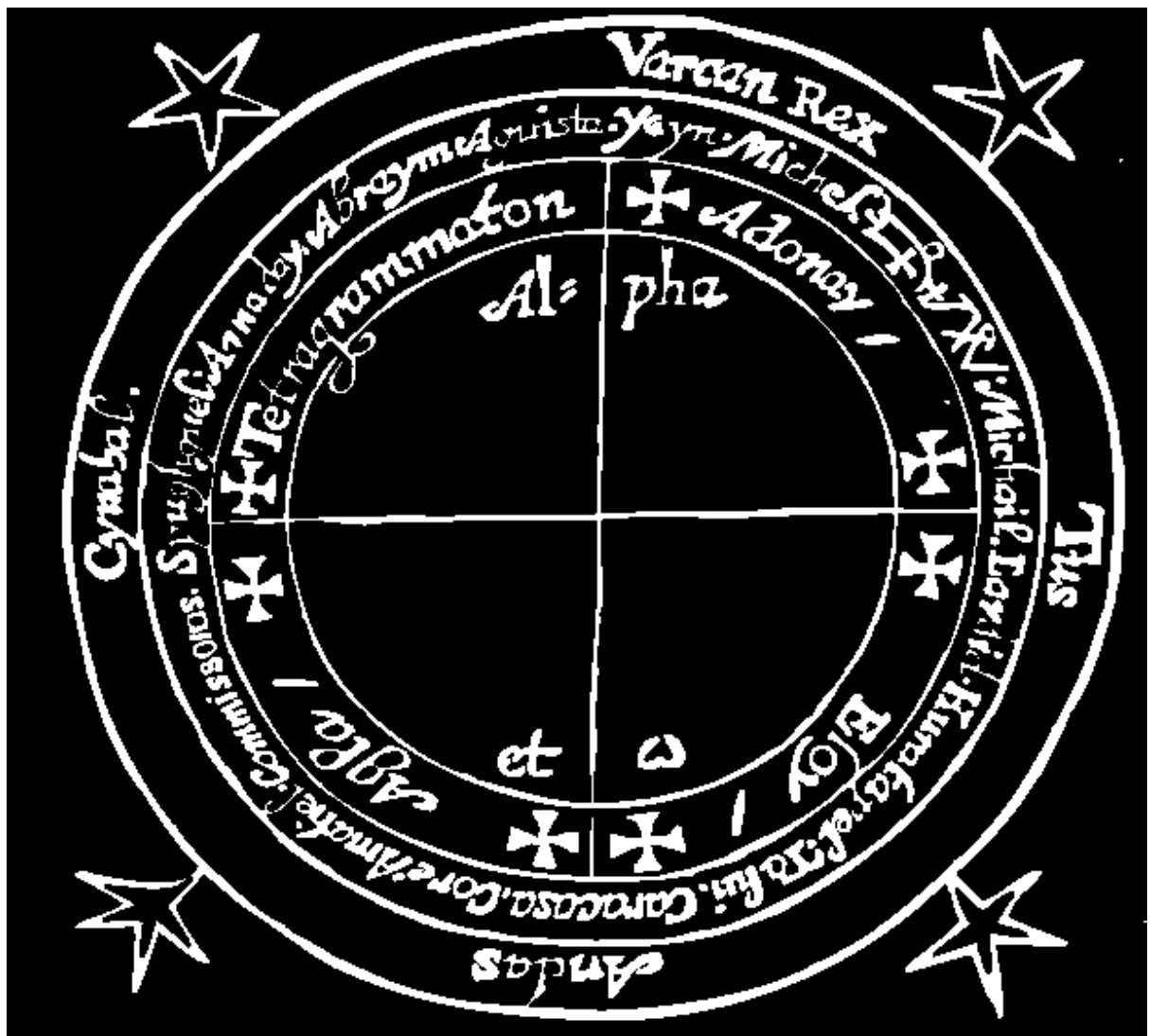
8: *The Magick Circle, and the Composition thereof*

The form of the circle is not always one and the same; it is according to the order of the Spirits that are to be called, their places, times, days and hours. Before making a Circle, it ought to be considered in what time of the year, what day, and what hour, that you make the Circle; what Spirits you would call, to what Star and Region they do belong, and what functions they have. When the Circle is finished, you shall proceed.

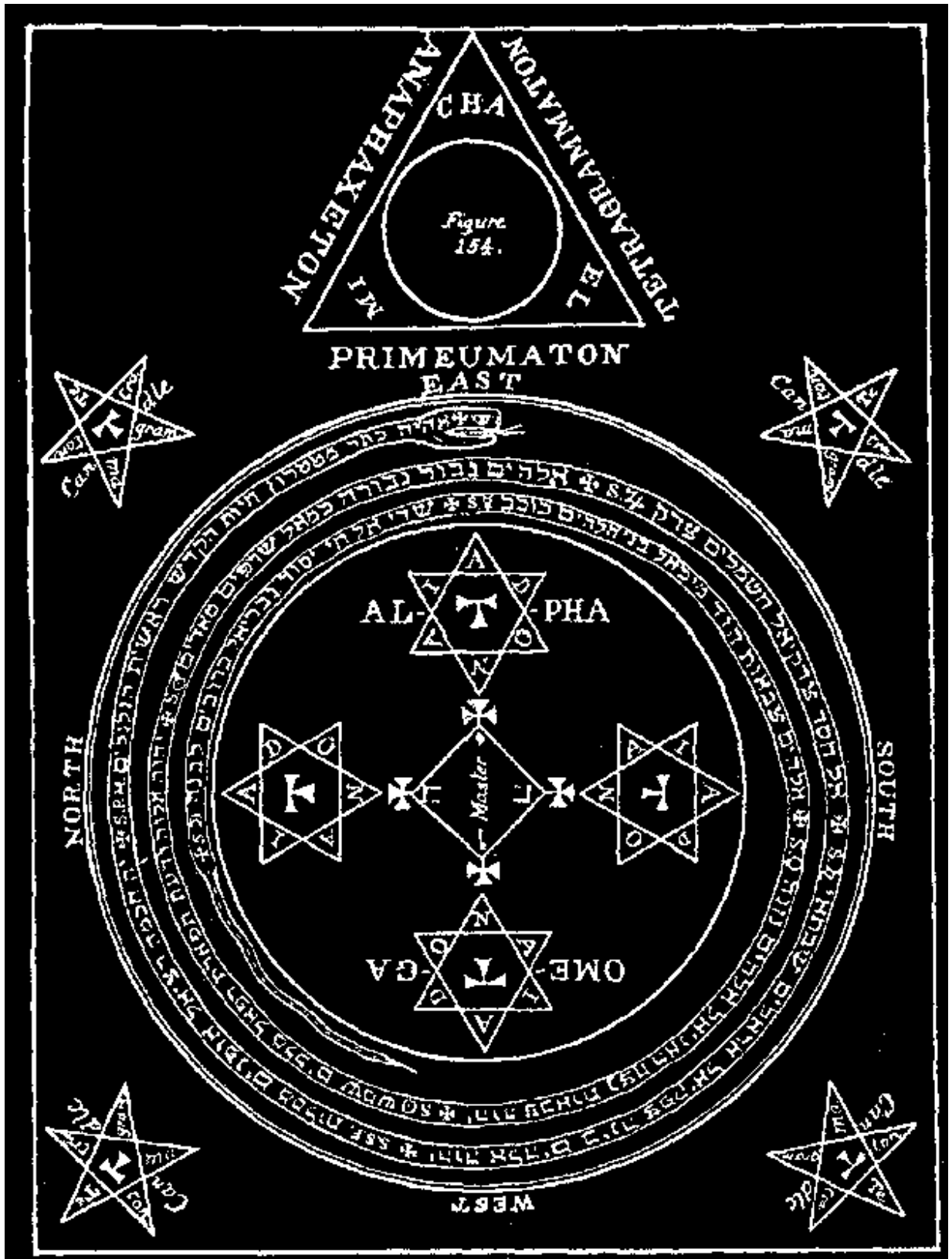
A magic circle for all conjurations (16th century):



Example of another magick circle:



Example of a magick circle from the Goetia, with the magick triangle outside of the circle in which the spirit should appear:





9: The Evocation of Evil Spirits



If you intend to call any evil Spirit to the circle, you must first of all to consider and know his nature, to which of the planets it agrees, and what offices are distributed to him from the planet.

This being known, find a place fit and proper for his evocation, according to the nature of the planet and the quality of the offices of the same spirit.

For example, if his power be over the sea, rivers or floods then choose a place on the shore.

In like manner, choose a convenient time, both for the quality of the air, which should be serene, clear, quiet and fitting for the spirits to assume bodies, and for the quality and nature of the planet, day or night.

These things being considered, let there be a magick circle framed at the place elected, as well for the defence of the master as for the confirmation of the spirit. In the circle

itself there are to be written the general divine names, and those things which do yield defence unto us; the divine names which do rule the said planet, with the offices of the spirit himself; the names, finally, of the good spirits which bear rule and are able to bind and constrain that spirit which you intend to call. If you would further fortify your circle, you may add characters and pentacles agreeing to the work. So also, and within or without the circle, you may frame the seal of the spirit.

Moreover, the operator is to be provided with lights, perfumes, unguents and medicines compounded according to the nature of the planet and spirit, which do agree with the spirit. The operator can also be furnished with holy and consecrated things for the defence of the master and his fellows. Such are holy papers, lamens, pictures, pentacles, swords, sceptres and garments.

When all these are provided, the master and his fellows being in the magick circle, and all those things which he uses, let him say the conjuration with a loud voice and a convenient gesture and countenance.

Let him then rest a little, looking about him to see if any spirit does appear, which if he delays, let him repeat his conjuration as before, until he has done it three times. If the Spirit be still pertinacious and will not appear, let him begin to conjure him with divine power, but in such a way that all the conjurations and commemorations do agree with the nature and offices of the spirit himself. Reiterate the same

three times, from stronger to stronger, using abjurations, contumelies, cursing's and punishments.

After all the courses are finished, again cease a little, and if any spirit shall appear, let the master turn towards him, receive him courteously, and, earnestly entreating him, let him require his name. Then proceeding further, let him ask whatsoever he will.

But if in anything the spirit shall show himself obstinate or lying, let him be

bound by convenient conjurations, and if you still doubt of any lie, make outside the circle, with the consecrated sword, the figure of a triangle or pentacle, and compel the Spirit to enter it. If you would have any promise confirmed upon oath, stretch the sword out of the circle, and swear the Spirit by laying his hand upon the sword.

Then having obtained of the Spirit that which you desire, or being otherwise contented, license him to depart with



courteous words, giving command unto him that he do no hurt. If he will not depart, compel him by powerful conjurations, and, if need require, expel him by exorcism and by making contrary fumigations.

When he is departed, go not out of the circle, but stay, making prayer for your defence and conservation. All these things being orderly performed, you may depart.

But if your hopes are frustrated, and no spirit will appear, yet for this do not despair, but, leaving the circle, return again at other times, doing as before. And if you shall judge that you have erred in anything, then you shall amend by adding or diminishing, for the constancy of reiteration does often increase your authority and power, and strikes terror into the spirits, humbling them to obedience.

Black magic is the selfish perversion of magical arts to destroy others, or for personal gain. The conscious use of black magic rituals for the exercise of evil. The black magician is a person who wants power for himself.. A magician may summon the Devil or one of his demons and remain a white magician, so long as the purpose for the summoning is benevolent. Black magicians are usually those who made a pact with the Devil. They invoke diabolic and infernal powers by black magic rituals and spells.



I invoke and conjure thee, O spirit (name of the spirit), and, fortified with the power of the Supreme Majesty, I strongly command thee by BARALAMENSIS, BALDACHIENSIS, PAUMACHIE, APOLORESEDES and the most potent princes GENIO, LIACHIDE, Ministers of the Tartarean Seat, chief princes of the seat of APOLOGIA in the ninth region; I exorcise and command thee, O Spirit N., by Him Who spake and it was done, by the Most Holy and glorious Names ADONAI, EL, ELOHIM, ELOHE, ZEBAOJH, ELION, ESCHERCE, JAH, TETRAGRAMMATON, SADAI: do thou forthwith appear and show thyself unto me, here before this circle, in a fair and human shape, without any deformity or horror; do thou come forthwith, from whatever part of the world, and make rational answers to my questions; come presently, come visibly, come affably, manifest that which I desire, being conjured by the Name of the Eternal, Living and True God, HELIOREM; I conjure thee also by the particular and true Name of thy God to whom thou owest thine obedience; by the name of the King who rules over thee, do thou come without tarrying; come, fulfill my desires; persist unto the end, according, to mine intentions.

If the spirit comes not at the rehearsing of this Conjunction, as without doubt he will, proceed as follows, it being a Constraint:

The Constraint

I conjure thee, O spirit (name of the spirit), by all the most glorious and efficacious Names of the Great and Incomparable Lord the God of Hosts, come quickly and without delay, front whatsoever part of the world thou art in; make rational answers to my demands; come visibly, speak affably, speak intelligibly to my understanding. I conjure and constrain thee, O Spirit (name of the spirit), by all the aforesaid Names, as also by those seven other Names wherewith Solomon bound thee and thy fellows in the brazen vessels to wit, ADONAI, PRERAI, TETRAGRAMMATON, ANEXHEXETON, INESSENSATOAL, PATHEMATON and IJEMON; do thou manifest before this circle, fulfill my will in all things that may seem good to me. Be disobedient, refuse to come, and by the power of the Supreme Being, the everlasting Lord, that God Who created thee and me, the whole world, with all contained therein, in the space of six days; by EYE, by SARAY, by the virtue of the Name PRIMEMATUM, which commands the whole host of Heaven; be disobedient, and behold I will curse and deceive thee of thine office, thy joy and thy place; I will bind thee in the depths of the bottomless pit, there to remain until the Day of the Last judgment. I will chain thee in the Lake of Eternal Fire, in the Lake of Fire and Brimstone, unless thou come quickly, appearing before this circle, to do my will Come, therefore, in the Holy Names ADONAI, ZEBAOJH, AMIORAM; come, ADONAI commands thee.

When the spirit appears, say the following.

Welcome of the Spirit

Welcome, spirit, welcome art thou unto me; I have called through Him who created Heaven, Earth and Hell, with all contained therein, and thou hast obeyed, also by the like power. I bind thee to remain affably and visibly before this circle, within this triangle, so long as I need thee, to depart not without my license, till thou hast truly and faithfully fulfilled all that I shall require.



11: Conjunction for Cassiel





Saturday **H** Casiel Ruler.

Conjuro & confirmo super vos Casiel, Macotem
et omnes Angelos, fortis & potentis & per nomen
Adonai, Adonai, Adonai, Eie, Eie, Eie. Et in
nomine Cados, Ima vel Ima, Saclay, Sa, Iur
et omni formatoris seculorum qui septimo die
mundi creavit & per illum qui in bene placito suo
et illis Israel in hereditatem observandum dedit et
reformator inde bonam in alio secula remissionem
et per nomina Angelorum servientium in
presenti principi & per nomen Angelus magni & per
nomen Saturnus & per nomen stellum que
& per nomina predicta sanctum sigillum eius
sc. etc.

See the Conjurat[i]on of ceremonial magic.
Saturday in magic.

H
Casiel



12: Conjuration for Lucifer

Lucifer, Ouyar, Chameron, Aliseon, Mandousin, Premy,
Oriet, Naydrus, Esmony, Eparinesont, Estiot, Dumosson,
Danochar, Casmiel, Hayras, Fabelleronthon, Sodirnot,
Peatham, come, Lucifer. Amen.

Conjuration for Astaroth

Astaroth, Ador, Cameso, Valluerituf Mareso, Lodir, Cadomir,
Aluiel, Calniso, Tely, Pleorim, Viordy, Meus Calmiron,
Noard, Nisa Chenibranko Calevodium, Brazo, Tabrasol,
Come, Arastoth. Amen.

Conjuration for Beelzebub

Beelzebuth, Lucifer, Madilont, Solymo, Saroy, Ameclo,
Segrael, Praredun, Adricanorom, Martiro, Timo, Cameron,
Phorsy, Metosite, Prumosy, Dumaso, Elivisa, Alphross,
Fubentronty, Come, Beelzebuth. Amen.

O spirit (name of the spirit), because thou hast diligently answered my demands, I do hereby license thee to depart, without injury to man or beast. Depart, I say, and be thou willing and ready to come, when so ever duly exorcised and con red by the sacred rites of magick. I conjure thee to withdraw peaceably and quietly, and may peace continue forever between me and thee. Amen.



14: Pact with the Devil

A Pact with the Devil and a Nobleman in Pignerole in
1676.



A Pact with the Devil

1. Lucifer, you are bound to deliver to me immediately 100,000 pounds of money in gold!
2. You will deliver me the first Tuesday of every month 1,000 pounds.
3. You will bring me this gold in current money, of such kind that no only I, but also all those to whom I may wish to give some, may use it.
4. The foresaid gold must be not false, must not disappear in one's hand, or turn to stone or coals. It should be metal stamped by the hands of men, legal and valid in all lands.
5. If I need a considerable sum of money, no matter when or for what purpose, you are duty bound to deliver to me secret or buried treasure. Nor need I fetch it myself from wherever it may be hidden or

buried, but you must deliver it into my hands, without any trouble to me, to wherever I happen to be at one time, to dispose of according to my own wishes and pleasure.

6. You are bound to cause no injury to my body and limbs, and do nothing to weaken my health, but preserve me from human illnesses and injury for 50 years.

7. If, contrary to our expectations, I should happen to become ill, you are bound to procure for me proofed remedies to help me regain my previous good health as soon as possible.

8. Our agreement is to begin on this date.. In the year 1676, and to end on the same day in 1727. You are not to tamper with this period or encroach on my rights, or make a false reckoning (as you have often formerly accustomed to do).

9. When my time has finally run out, you are to let me die like all other men, without any shame or disgrace, and be honorably buried.

10. You are bound to make me loves and accepted by the King and all the aristocrats, by high and low, men and women, so that I may always be assured of good will and affection, and that everybody will grant without question what I may desire of them.

11. You are bound to transport me (and any other) without injury to the ends of the world, wherever I desire, no matter how far distant. You are to make me immediately so expert in the language of that place that I shall be able to speak it fluently. When I have satisfied my curiosity sufficiently, you will bring me back again, uninjured, to my home.

12. You are bound to protect me from all harm from bombs, firearms, and other weapons, so that nothing may strike me and injure my body or limbs.

13. You are bound to assist me in my dealings with the King and help me prevail over my special enemies.

14. You are bound to provide me with a magic ring so that whenever I put it on my finger I shall become invisible and invulnerable.

15. You are bound to give me true and thorough information, without distortion or ambiguity, about any question I ask of you.

16. You are bound to give me advance warning of any secret plot against me, and to give me ways and means to thwart those plots and to bring them to naught.

17. You are bound to teach me whatever languages I may desire to learn so that I can read, converse, and express opinions as perfectly as if I had known them

thoroughly from childhood.

18. You are bound to endow me with good sense, understanding, and intelligence, so that I can discuss all problems logically and can give an informed opinion about them.

19. You are bound to protect and look after me in all courts of justice and council chambers of King, Bishop or Pope, before whom I might be summoned.

20. You are bound to protect me and my household from injury, whether domestic or foreign, from theft, and from harm.

21. I am to be permitted to lead my life in outward appearance like a good Christian, and to attend divine service without your interfering.

22. You are bound to teach me how to prepare medical prescriptions and the correct use and administering of them in dosage and weight.

23. If on any occasion, skirmish or fight, I should be attacked or set upon, you are to take up the challenge for me and produce help and assistance against all enemies.

24. You are bound to prevent anyone, no matter whom, for knowing about your accord and compact.

25. As often as I desire your presence, you are to

appear to me in a loving and agreeable form, never in a frightening or horrible shape.

26. You are to see that each and every person shall do my bidding.

27. You are to promise me and bind yourself to keep unbroken these clauses, individually and collectively, and to comply assiduously with all of them. If you fail me in the slightest degree or display any negligence, then this pact and accord is null and void and of no force whatever.

28. In return for the foregoing promises, I swear and vow to deliver into your power several men and women. Furthermore, I renounce God, the most Holy Trinity; I wholly renounce the vows made for me at baptism. I step forward with you in a new alliance and submit myself to you both in body and soul, forever into eternity.



15: Necromancy





The picture shows John Dee and Edward Kelley practicing Necromancy.

The blackest of all the black arts is undoubtedly necromancy, the ancient method of communication with the dead. The art of raising the dead and controlling their spirits takes its name from Greek words meaning "dead" and "divination".

Necromancy can be divided into two main branches:

Divination by means of ghosts, and divination from corpses. The second method leads to the disinterment of

corpses and rifling of graves for grisly charms which magicians and witches consider necessary for the effective performance of the magical arts.

Necromancy is a universal practice of great antiquity, only the profoundly initiated, brave and single-minded magician has any chance of success in such a venture, always considered to be extremely dangerous, for not only is a pact with the Devil necessary, but it is thought that the "astral corpse" has an intense desire to live again and could, by absorbing life-energy from living creatures, prolong its life indefinitely, thus, unless he has taken adequate precautions, the magician might be in great danger.

To evoke the dead the magician needs to obtain the help of powerful spirits, both for his own protection and to compel the corpse or ghost to submit to his will. A spell from ancient Greece calls upon the powers of the mighty Kore, Persephone, Ereshkigal, Adonis, Hermes and Thoth, to bind the dead. According to a ritual described by Seneca, the Roman dramatist, the summoning of the dead involves not only a burnt sacrifice but a blood-drenched altar.

Scent and odours must be carefully produced from burning substances for their powerful influences. Elaborate preparations include careful study of the positions of the planets, and especially of the moon and the influence of Saturn.

The site for the operation has to be chosen with care, the most favorable is some lonely crossroads, a vault, a ruin, an unfrequented forest, or a blasted heath.

Once a time is decided upon for the operation, a series of concentric circles of power must be drawn on the ground within which are inscribed crosses and other symbols, together with holy names of God. The circle must be blessed and consecrated, with the magician and his assistant standing at its centre, protected by the holy names from all danger. Then, wand in hand, the magician summons the dead to rise, using names of power.

Eliphas Levi and other magicians have suggested the need for some attempt at identification between the living and the dead, as for example the presence of a portrait, and a

portion of bread which the ghost would be invited to consume. In his evocation, the magician summons the dead by name and, if he is successful, he has to face the frightening ordeal of a phantom screaming and gibbering with rage at having been compelled against its will to return to the realms of the living. Sometimes the dead appears in the shapes of furious beasts raging about the circle and threatening to tear the sorcerer to pieces.

When the dead finally decides to submit to the magician's will he often becomes transformed into a naked man who is willing to answer the questions put to him.

After the operation it is necessary to dismiss the dead, who usually vanishes amid clouds of sulphur. Under no circumstances the magician should leave the protection of the magic circle before this. He also has to remove all flowers from the place and after burning them, to bury the ashes deeply in the earth.

The whole operation is fraught with terrible dangers, for the slightest departure from the rites could involve the destruction of the operator and even inflict injuries upon his soul.

Definition: Necromancy is the act of conjuring the dead for divination. Necromancy is not to be confused with conjuring devils or demons for help. Necromancy (nekros, "dead", and manteia, "divination"). Necromancy is a special mode of divination by the evocation of the dead. This e-book provides general information about Necromancy. The classic case of necromancy is the witch of Endor, described in the Bible (1

Samuel 28), who summoned the spirit of Samuel in the presence of Saul. Necromancy is divination by raising the spirits of the dead. Necromancy in history. Methods of Necromancy. Necromancy has had a long and very disparate history between cultures and generations. The practice of consulting the dead.

Jews and Christians are both forbidden from practicing necromancy. As long as man has believed in the spirits of the dead, he has believed that there is some way to summon them. Or divination by means of the spirits of the dead, from the Greek work `nekos', dead; and `manteria', divination. It is through its Italian form nigromancia that it came to be known as the "Black Art". Contact with the Dead.

Necromancy is a dark and dangerous practice so make sure that you stand in your magic circle to protect yourself from evil spirits this form of spiritism was popular in the late 1880's to the early 1900's. The name for this form of spiritism is necromancy. Necromancy is divination by raising the spirits of the dead. The word derives from... Talking to the Dead. Necromancy is communication with the dead and is absolutely forbidden by Holy Scripture.

Necromancy - The practice of supposedly communicating with the spirits of the dead in order to predict the future.

The media is full of mediums!

from beyond the grave. The rituals of Necromancy are a part of magic that few modern Witches have tried to execute.



16: Summoning a Spirit from a Tomb



Under normal circumstances the dead do not return as ghosts. If they do there must be a special reason. It follows that if a living person desires to establish communication with the dead on his own terms, in other words, to summon a spirit from his last resting place in defiance of his wishes, it is necessary to institute the most elaborate precautions that magick provides as insurance against becoming the victim of the ghosts righteous anger. Moreover there is always the possibility that the summoned ghost is nothing other than a demon in disguise.



Churchyard necromancy, a specialized branch of the art, requires a special technique.

As the hour of midnight struck, the magician, having undertaken the preliminary rites, intones in a sepulchral voice:

"The dead rise and come to me!"

Then he advances into the churchyard scattering graveyard earth about him. In summoning the dead from the tomb he cries:

"Ego sum te peto et uidere queo!"

To dismiss the dead he commands:

"Return to the Kingdom of the Chosen!"

Some occultists are of the opinion that the magician, in calling upon the spirits of the dead, in reality summons not the ghost but the astral corpse.

Necromancy was practiced by John Dee and Edward Kelley.

There is an old print depicting Dr John Dee's assistant, Edward Kelley, standing in a churchyard, holding a magic wand and reading from a book of spells, while his assistant illuminates the macabre midnight scene with a flaming torch. In the light can be seen a newly-resurrected corpse rigid in its shroud. The two sorcerers have taken the precaution of placing themselves at the centre of a magic circle, inscribed with the names of certain protective angels "Raphael, Rael, Miraton, Tarmiel and Rex".

The use of corpses as ingredients of charms and philters is closely associated with necromancy, and is one of the best known techniques of witchcraft. Death by violence, or any premature termination of life, enhances the magical value of human flesh, since it can then be assumed to contain some element of unconsumed vitality within it.

In the early 16th century was written: "Some take a small piece of buried corpse, especially the corpse of anyone who has been hanged or otherwise suffered a shameful death . . . the nails or teeth . . . the hair, ears or eyes . . . sinews bones or flesh." The demand for simile ghoulish remains, particularly the flesh of anabaptized babies, was responsible for many graves being rifled. Among the best-known cases involving human flesh in magic was that of the Irish witch, Alice Kytetfy, who was accused of using the hair of a corpse and the skull of a thief in one of her formulas. A moss that grew on the skull of a hanged man was always in considerable demand.

To declare that necromancy of the old type is quite dead would perhaps be premature. Innumerable churchyard desecrations still take place.



17: Necronomicon



The Necronomicon was attributed by H.P. Lovecraft, the writer of horror stories, (1890-1937), to Abdul Alhazred, a mad Arab poet of the Yemen; he was supposed to have written the work in the year 950 at Damascus. The original Arabic text went through several translations, according to

Lovecraft, the most recent being in 17th century Spanish, a translation into English having been made by John Dee.

During the forty-odd years following Lovecraft's death in 1937, a variety of interested parties inquired whether he had had access to a genuine manuscript or whether it had been solely the product of his invention. The English "King of the witches", Alex Sanders at one time claimed to have a copy, but all that interviewers were allowed to see was a document clearly written and decorated by Sanders himself.

In 1978 a volume was published under the title of the *Necronomicon*, "The lost masterpiece of occult literature and a disturbing account of the dark side of creation." With a long introduction by Colin Wilson, it included essays by several writers on aspects of Lovecraft's works. But the central part of the book comprised some pages reproduced from an anonymous manuscript in the British Museum; "The Necronomic a Commentary" by Robert Turner; an erudite article on a computer analysis of the Enochian language in Dee's *Liber Logaeth* - and "Fragments from the *Necronomicon* deciphered from a unique Elizabethan cryptogram". It is to be hoped that all those who came across this volume were not persuaded to believe that it was anything other than a clever and elaborate spoof.

Spells from the Necronomicon:

The Conjuraton "The Binding of the Evil Sorcerers"

Alsi ku nushi ilani mushiti
 Itti kunu alsi mushitum kallatum kattumtum
 Alsi bararitum qablitum u namaritum
 Ashshu kashshaptu u kashshipanni
 Eli nitum ubbiraanni
 Ili-ia u Ishtari-ia ushis-su-u-eli-ia
 Eli ameri-ia amru-usanaku
 Imdikula salalu musha u urra
 Qu-u imtana-allu-u pi-ia
 Upu unti pi-ia iprusu
 Me mashtiti-ia umattu-u
 Eli li nubu-u xiduti si-ipdi
 Izizanimma ilani rabuti shima-a dababi
 Dini dina alakti limda
 Epu-ush salam kashshapi-ia u kashshapi-ia
 Sha epishia u mushtepishti-ia
 Is mass-ssarati sha mushi lipshuru ruxisha limnuti
 Pisha lu-u ZAL.LU Lishanusha Lu-u Tabtu
 Sha iqbu-u amat limutti-ia kima ZAL.LU litta-tuk
 qi-ishrusha pu-uttu-ru ipshetusha xulluqu
 Kal amatusha malla-a sseri
 Ina qibit iqbu-u ilani mushitum

*NOTE: SINCE THIS IS A VERY DANGEROUS
 INCANTATION I HAVE LEFT OUT 1 VERSE SO IF
 IT IS TRIED IT WILL NOT WORK!*

The Conjunction "XILQA XILQA BESA BESA" or "A Most Excellent Charm Against the Hordes of Demons" etc.

Arise! Arise! Go far away! Go far away!
Be shamed! Be shamed! Flee! Flee!
Turn around, go, arise and go far away!
Your wickedness may rise to heaven like unto smoke!
Arise and leave my body!
From my body, depart in shame!
From my body flee!
Turn away from my body!
Go away from my body!
Do not return to my body!
Do not come near my body!
Do not approach my body!
Do not throng around my body!
Be commanded by Shamash the Mighty!
Be commanded by Enki, Lord of All!
Be commanded by Marduk, the Great Magician of the Gods!
Be commanded by the God of Fire, you're Destroyer!
May you be held back from my body!

NOTE: THIS SPELL IS LISTED COMPLETE

"Another Binding of the Sorcerers"

Ssalmani-ia ana pagri tapqida duppira

Ssalmani-ia ana pagri taxira duppira
Ssalmani-ia iti pagri tushni-illa duppira
Ssalmani ini ishdi pagri tushni-illa duppira
Ssalmani-ia ana qulqullati tapqida duppira
Ssalmani-ia ina igari tapxa-a duppira
Ssalmani-ia ina askuppati Tushni-illa duppira
Ssalmani-ia ina bi'sha duri tapxa-a duppira
Ssalmani-ia ana GISHBAR tapqida duppira

*NOTE: SINCE THIS IS A VERY DANGEROUS
SPELL A VERSE HAS BEEN LEFT OUT
FOR YOUR SAFETY! IT WILL NOT WORK IF
READ LIKE THIS !*

"The Conjuraton of the Mountains of MASHU"

May the mountain overpower you!
May the mountain hold you back!
May the mountain conquer you!
May the mountain frighten you!
May the mountain shake you to the core!
May the mountain hold you in check!
May the mountain subject you!
May the mountain cover you!
May the mighty mountain fall on you!
May you be held back from my body!

NOTE: THIS SPELL IS COMPLETE!

Notes: What is the Necronomicon? Where and when was the Necronomicon written? Who was Abdul Alhazred? What is the printing history of the Necronomicon? What is the content of the Necronomicon? What are the "Old Ones"? How are the "Old Ones" Evoked? Why is the Necronomicon connected with Norse mythology? Why did the novelist H.P. Lovecraft claim to have invented the Necronomicon? Who was Nathan of Gaza? Where can the Necronomicon be found? History of the Necronomicon. The Names Necronomicon and Al Azif. Quotations from the Necronomicon. Contents of the Necronomicon. Fake Necronomicons. Necronomicon FAQ. **WARNING: The NECRONOMICONS magick is nothing to fool with and it may expose you to psychological forces with which you cannot cope. Remember if you fool with the incantations, you were warned! THIS IS NOT A FARCE!!!** As a former follower in the ways of the Occult I can guarantee the legitimacy of this.

18: Powerful Seals



(from Dr. Johannes Faust's "Miracle and Wonder Book"

or "The Black Raven"

or also called "The Threefold Coercion of Hell")

The following seal helps your emotions and also your body.

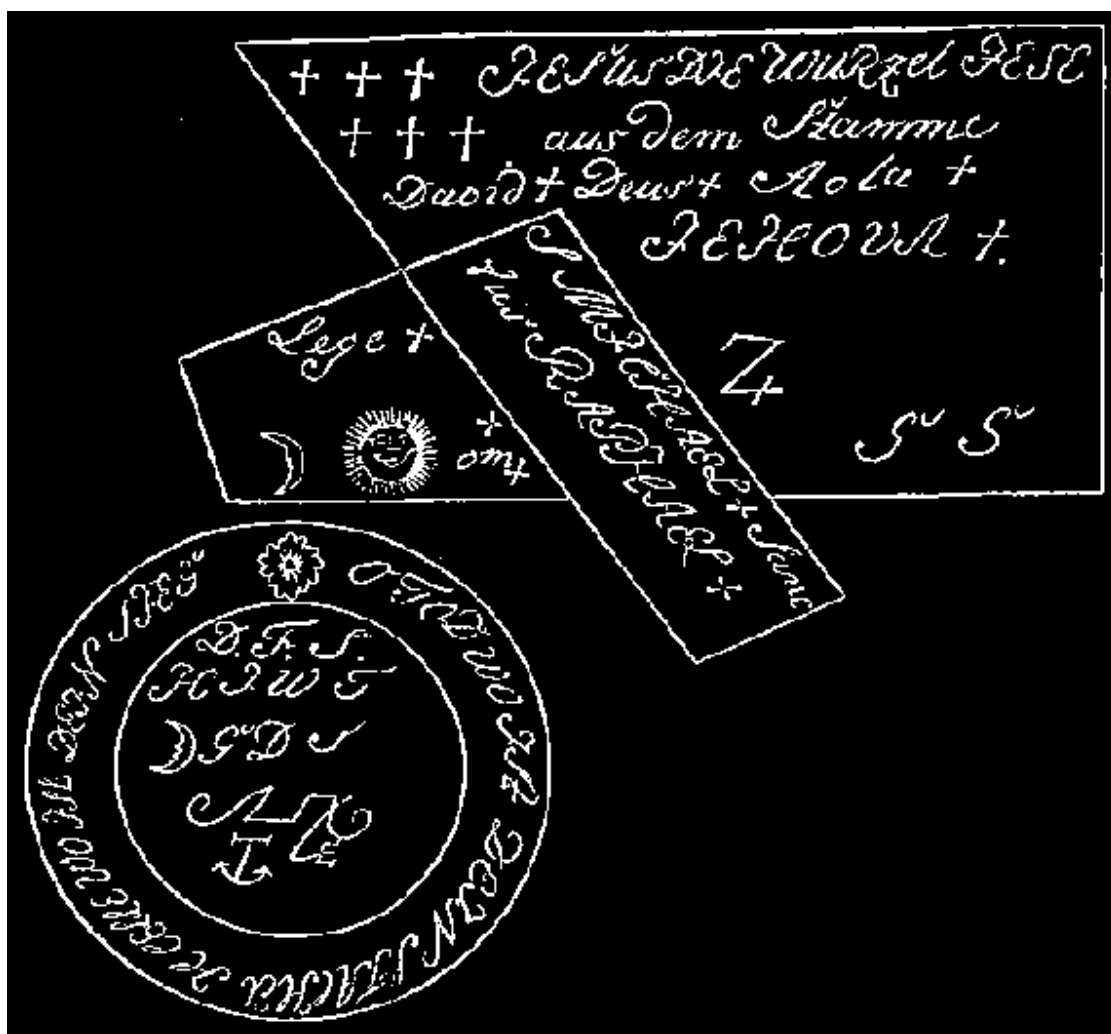
Engrave the seal in gold in the hour of the Sun on Sunday
before Sunrise.

If you carry it on you, nobody can harm your body.

You will also win in everything that you begin.

Everyone will be afraid of you.

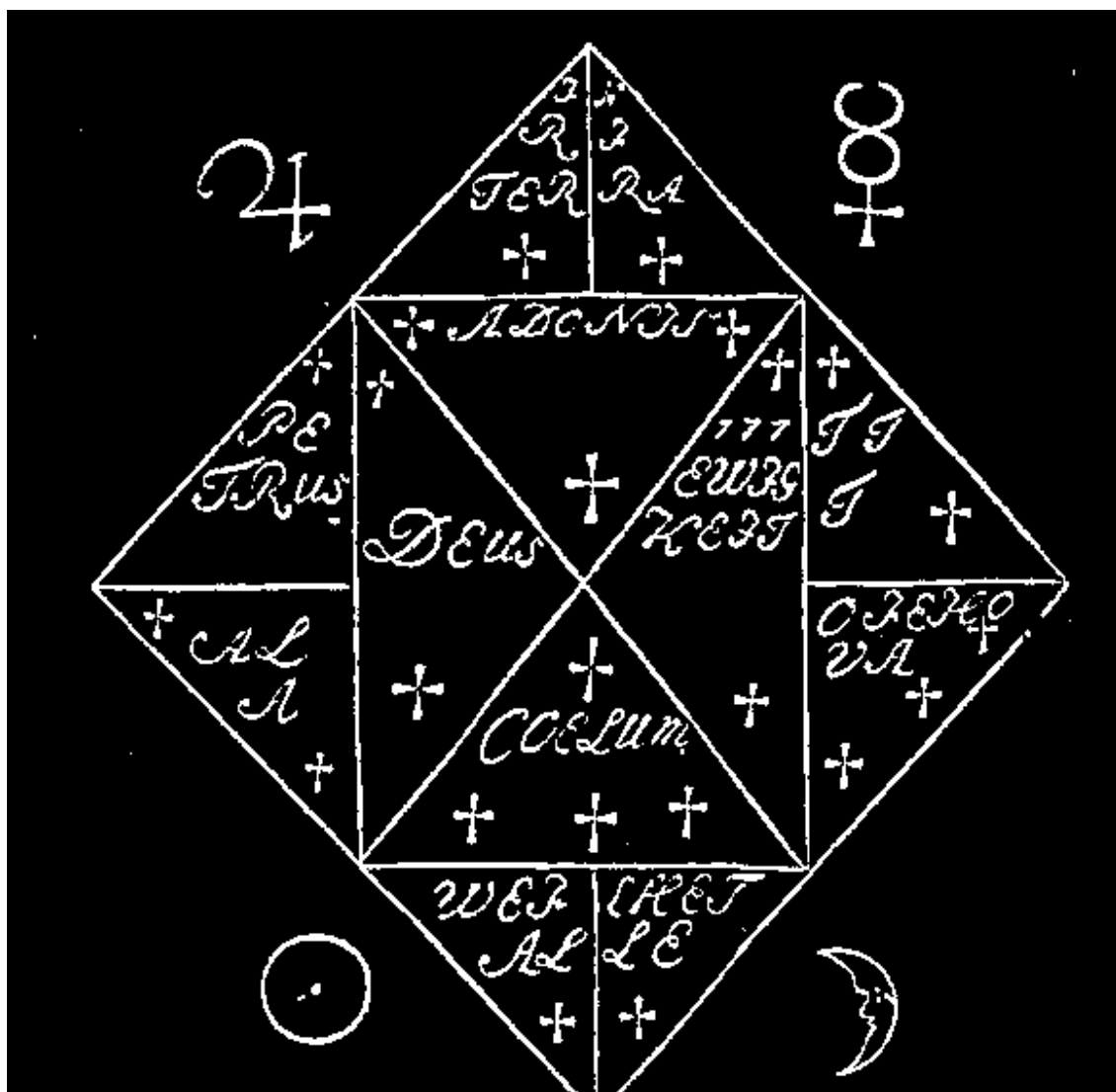
With this seal, you can also make yourself invisible when
you put it onto yourself in the hour of the Sun.



The next one is a seal with which you can bind and coerce
all infernal spirits when you show it to them during citations.

When you engrave this seal on silver and put it on a treasure, it will cause the treasure to rise and the treasure will be yours for certain and all spirits will leave the treasure.

This is the most powerful seal that you will ever find:





19: Abramelin Magic



The system of magic contained in *The Book of the Sacred Magic of Abra-Melin the Mage*, allegedly of 15th-century origin but probably dating from the 18th, which was translated into English by MacGregor Mathers and which strongly influenced both Mathers and Aleister Crowley. The 'sacred magic', which dispenses with much of the complicated paraphernalia and ceremonial of the European tradition of ritual magic, is based on the principle that the material world is the creation of evil spirits which can be controlled by the magician, provided he has first acquired the 'knowledge and conversation' of his Holy Guardian Angel, a being taken by practitioners of the system to be the magician's true self. Once he has achieved this, he can use the spirits (which can again be interpreted as factors within himself) as his servants. The book contains a large collection of magic squares - arrangements of letters which represent wishes in the magician's mind and which give effect to these wishes, though they are said to be extremely dangerous to use without the proper preparation.

The Abramelin Squares

"To excite every Description of Hatred and Enmity, Discords, Quarrels, Contentions, Combats, Battles, Loss, and Damage."

Notes:

The Symbols of this Chapter are manifested in part by the Angels, and in part also by the Evil Spirits.

BEEZZEBUB performs the Operations hereof.

The Familiar Spirits cannot well execute the Operations of this chapter.

Instructions: Name aloud the person or persons you wish to damage, and move the Symbol under whose class they come. But if it be not for yourself that you are operating, but for two or more other persons, you should still name such persons aloud, and move the Symbols of the class or classes under which they come. Also, if possible, it is a good thing to touch them with the Symbol, on the bare skin, if you can.

(1) To excite Quarrels and Fights.

K	A	N	N	A
A	Q	A	I	.
N	A	T	A	.
N	I	A	Q	A
A				

(2) For Enmity in general.

S	E	L	A	K
E				
L				
A	I	A	R	E
K				

(3) For Enmities of Kings and of the Great.

R	O	Q	E	N
O		O		.
Q	O	I	O	R
E				
N	E	Q	O	R

(4) For particular Enmities.

A	T	L	I	T	I	S
T						
L	O	Q	O	S	A	T
I						
T	A	S	O	Q	O	L
I						
S						

(5) For Enmities among Women.

O	T	S	A	M	A	H
T						
S						
A						
M	A	K	A	R	O	S
A						
H						

(6) To cause a General War.

S	I	N	A	H
I	R	A	T	A
N				
A	X	I	R	O
H	A	R	O	Q

(7) To render any one unfortunate in Combat.

S	A	T	A	N
A				
T				
A				
N				

(8) To put Discord in an Army.

L	O	F	I	T	O	S
O						
F						
I	K	O	N	O	K	I
T						
O						
S						

(9) For a particular Discord.

G	I	B	O	R
I				
B	I	L	E	T
O				
R				

(10) To sow Discord among Ecclesiastics.

N	O	K	A	M
O	R	O	T	A
K	O	B	A	K
A	T	A	M	O
M	A	K	O	N

(11) For every description of Vengeance.

K	E	L	I	M
E	Q	I	S	A
L	I	V	O	K
I	S	O	G	A
M	A	K	A	M

(12) To cause Battles, Losses, etc.

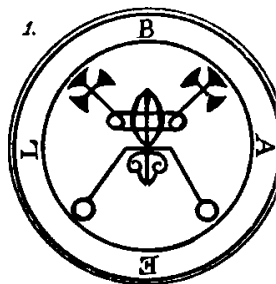
K	E	R	A	B	A	H
E	M	I	R	V	T	A
R						
A	R	O	Q	O	R	A
B						
A						
H						

20: Deamons of the Goetia,
their Seals and Abilities (Part 1)



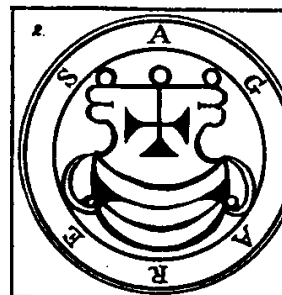
If you intend to call any evil spirit, you must know the seal of this spirit, which you must draw on parchment during the ritual. The following pictures show the seal of evil spirits from the goetia.

Bael:



He appeareth
in divers
shapes,
sometimes
like a Cat,
sometimes
like a Toad,

Agares:



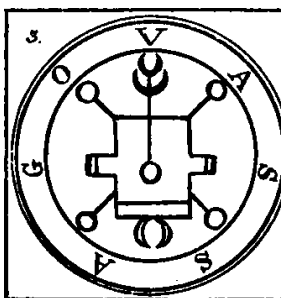
He teaches
all
Languages
or Tongues
presently. He
hath power
also to

and
 sometimes
 like a Man,
 and
 sometimes all
 these forms
 at once. He
 speaketh
 hoarsely.
 This is his
 character
 which is used
 to be worn
 as a Lamen
 before him
 who calleth
 him forth, or
 else he will
 not do thee
 homage.

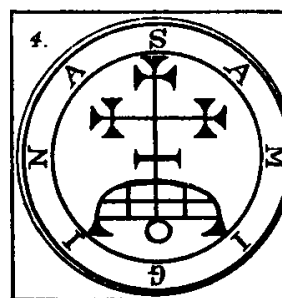
destroy
 Dignities
 both Spiritual
 and
 Temporal,
 and causeth
 Earthquakes.
 He was of
 the Order of
 Virtues.

Vassago:

Samigina:



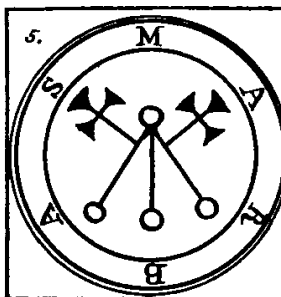
This Spirit is
 of a Good
 Nature, and
 his office is
 to declare
 things Past



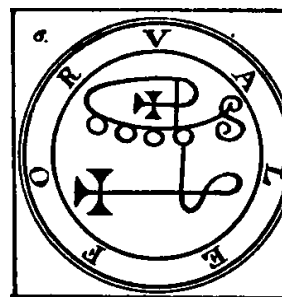
He appeareth
 in the form
 of a little
 Horse or
 Ass, and
 then into

and to Come,
and to
discover all
things Hid
or Lost.

Human
shape doth
he change
himself at
the request
of the
Master. He
speaketh with
a hoarse
voice. He
ruleth over
30 Legions
of Inferiors.
He teaches
all Liberal
Sciences, and
giveth
account of
Dead Souls
that died in
sin.



Marbas:
He
answereth
truely of
things
Hidden or



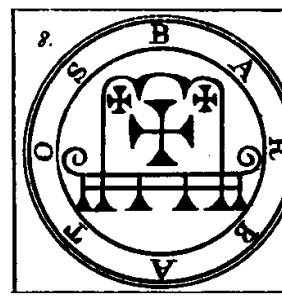
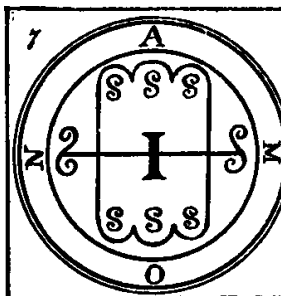
Valefor:
He is a good
Familiar, but
tempteth
them he is a
familiar of to

Secret. He
 causeth
 Diseases and
 cureth them.
 Again, he
 giveth great
 Wisdom and
 Knowledge
 in
 Mechanical
 Arts; and
 can change
 men into
 other shapes.

steal.

Amon:

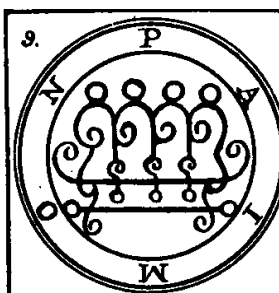
He telleth all
 things Past
 and to Come.
 He procureth
 feuds and
 reconcileth
 controversies
 between
 friends.



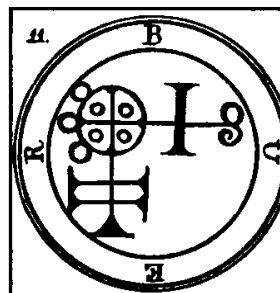
Barbatos:

He giveth
 understandin
 g of the
 singing of
 Birds, and of
 the Voices of
 other
 creatures,
 such as the
 barking of
 Dogs. He
 breaketh the

Hidden
 Treasures
 open that
 have been
 laid by the
 Enchantment
 s of
 Magicians.
 He is of the
 Order of
 Virtues, of
 which some
 part he
 retaineth
 still; and he
 knoweth all
 things Past,
 and to come,
 and
 conciliateth
 Friends and
 those that
 be in Power.



Paimon:
 This Spirit
 can teach all
 Arts and



Buer:
 He teaches
 Philosophy,
 both Moral

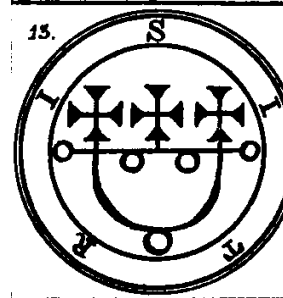
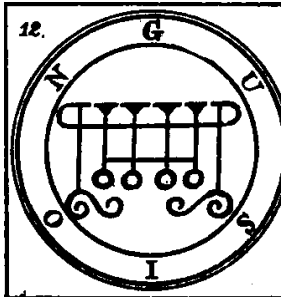
Sciences, and
other secret
things. He
bindeth or
maketh any
man subject
unto the
Magician if
he so desire
it. He giveth
good
Familiars,
and such as
can teach all
Arts. He is
to be
observed
towards the
West. He is
of the Order
of
Dominations.
Now if thou
callest this
Spirit
Paimon
alone, thou
must make
him some

and Natural,
and the
Logic Art,
and also the
Virtues of
all Herbs
and Plants.
He healeth
all
distempers in
man, and
giveth good
Familiars.

offering.

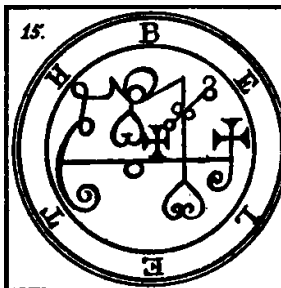
Gusion:

He telleth all things, Past, Present, and to Come, and showeth the meaning and resolution of all questions thou mayest ask. He conciliateth and reconcileth friendships, and giveth Honour and Dignity unto any.



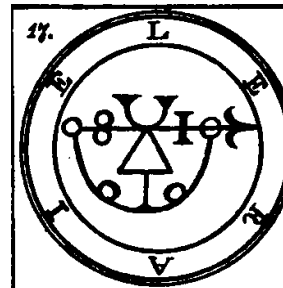
Sitri:

He enflameth men with Women's love, and Women with Men's love; and causeth them also to show themselves naked if it be desired.



Beleth:

He is very furious at his first appearance, that is, while



Leraje:

He causeth all great Battles and Contests; and maketh

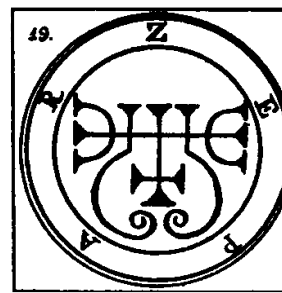
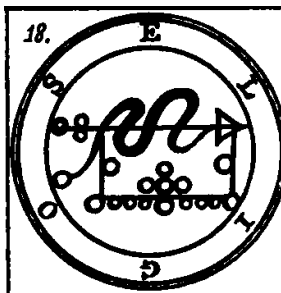
the Exorcist
layeth his
courage; for
to do this he
must hold a
Hazel Wand
in his hand,
striking it
out towards
the South
and East
Quarters,
make a
triangle,
without the
Circle, and
then
command
him into it
by the Bonds
and Charges
of Spirits as
hereafter
followeth.
And if he
doth not
enter into
the triangle,
at your

wounds to
putrefy that
are made
with Arrows
by Archers.

threats,
 rehearse the
Bonds and
Charms
 before him,
 and then he
 will yield
 Obedience
 and come
 into it, and
 do what he
 is
 commanded
 by the
Exorcist.

Eligos:

He
 discovereth
 hidden
 things, and
 knoweth
 things to
 come; and of
Wars, and
 how the
Soldiers will
 or shall



Zepar:

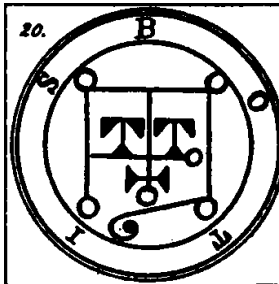
His office is
 to cause
Women to
 love **Men,**
 and to bring
 them together
 in love. He
 also maketh
 them barren.

meet. He
causeth the
Love of
Lords and
Great
Persons.

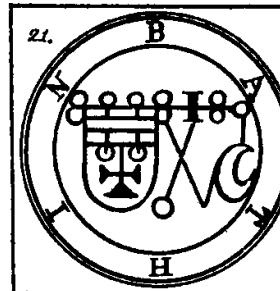
Bathin:

Botis:

He knoweth
the Virtues
of Herbs and
Precious
Stones, and
can transport
men
suddenly
from one
country to
another.

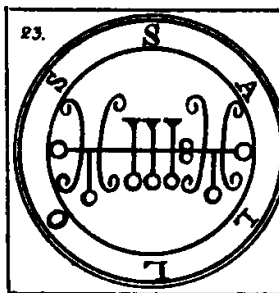


He telleth all
things Past,
and to Come,
and
reconcileth
Friends and
Foes.

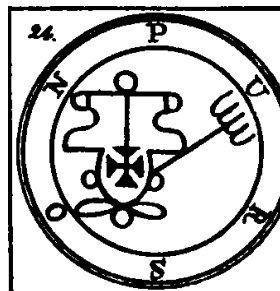


Sallos:

Purson:



He causeth
the Love of
Women to
Men, and of
Men to
Women.

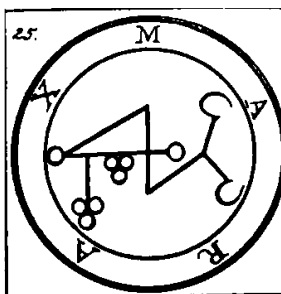


He knoweth
all things
hidden, and
can discover
Treasure,
and tell all
things Past,

Present, and
to Come. He
can take a
Body either
Human or
Aërial, and
answereth
truly of all
Earthly
things both
Secret and
Divine, and
of the
Creation of
the World.
He bringeth
forth good
Familiars.

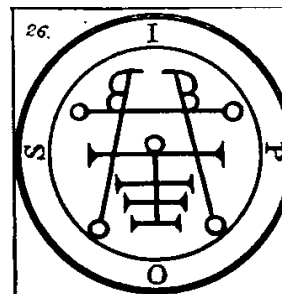
Marax:

His office is
to make
Men very
knowing in
Astronomy,
and all other
Liberal
Sciences;



Ipos:

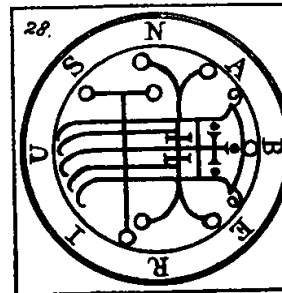
He knoweth
all things
Past,
Present, and
to Come. He
maketh men
witty and
bold.



also he can
 give good
 Familiars,
 and wise,
 knowing the
 virtues of
 Herbs and
 Stones which
 be precious.

Aim:

He maketh
 thee witty in
 all manner
 of ways, and
 giveth true
 answers unto
 private
 matters.

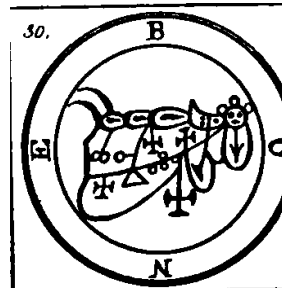
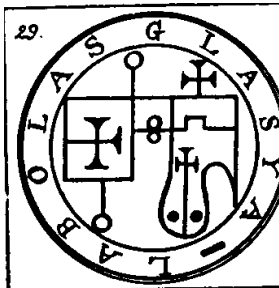


Naberius:

He maketh
 men cunning
 in all Arts
 and Sciences,
 but especially
 in the Art of
 Rhetoric. He
 restoreth lost
 Dignities and
 Honours.

Glasya-
 Labolas:

He teacheth
 all Arts and
 Sciences in
 an instant,



Bune:

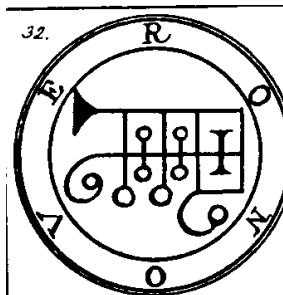
He speaketh
 with a high
 and comely
 Voice. He
 changeth the

and is an
 Author of
 Bloodshed
 and
 Manslaughte
 r. He
 teacheth all
 things Past,
 and to Come.
 If desired he
 causeth the
 love both of
 Friends and
 of Foes. He
 can make a
 Man to go
 Invisible.

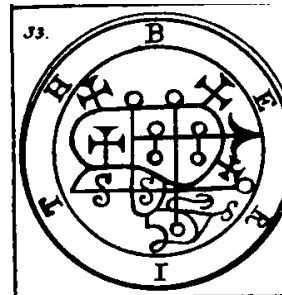
Place of the
 Dead, and
 causeth the
 Spirits which
 be under him
 to gather
 together
 upon your
 Sepulchres.
 He giveth
 Riches unto
 a Man, and
 maketh him
 Wise and
 Eloquent. He
 giveth true
 Answers
 unto
 Demands.

Ronoue:

Berith:



He teacheth
 the Art of
 Rhetoric very
 well and
 giveth Good
 Servants,
 Knowledge



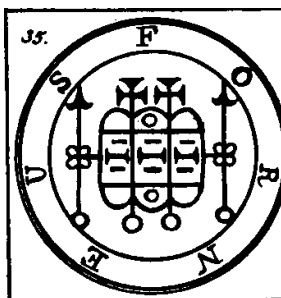
He giveth
 true answers,
 Past,
 Present, and
 to Come.
 Thou must
 make use of

of Tongues,
and Favours
with Friends
or Foes.

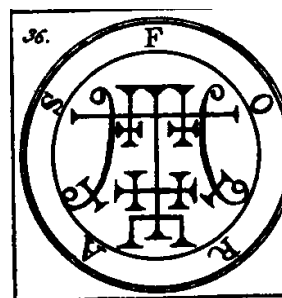
a Ring in
calling him
forth, as is
before
spoken of
regarding
Beleth. He
can turn all
metals into
Gold. He can
give
Dignities,
and can
confirm them
unto Man.
He speaketh
with a, very
clear and
subtle Voice.

Forneus:

Foras:



He teacheth,
and maketh
men
wonderfully
knowing in
the Art of
Rhetoric. He



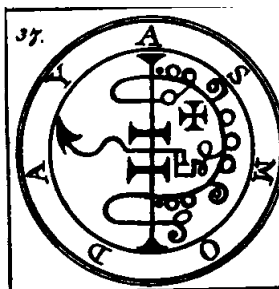
He can give
the
understandin
g to Men
how they
may know
the Virtues

causeth men
to have a
Good Name,
and to have
the
knowledge
and
understandin
g of
Tongues. He
maketh one
to be beloved
of his Foes
as well as of
his Friends.

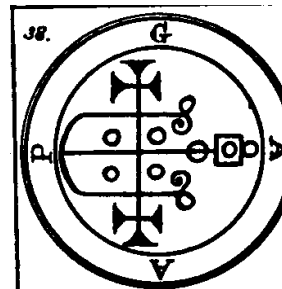
of all Herbs
and Precious
Stones. He
teacheth the
Arts of
Logic and
Ethics
in all their
parts. If
desired he
maketh men
invisible, and
to live long,
and to be
eloquent. He
can discover
Treasures
and recover
things Lost.

Asmoday:

Gäap:



He giveth the
Ring of
Virtues; he
teacheth the
Arts of
Arithmetic,
Astronomy,

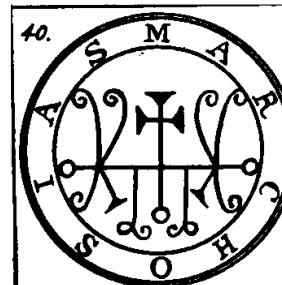
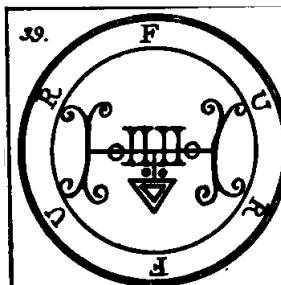


He can
deliver
Familiars out
of the
Custody of
other
Magicians,

Geometry,
 and all
 handicrafts
 absolutely.
 He giveth
 true and full
 answers unto
 thy demands.
 He
 maketh one
 Invincible.
 He showeth
 the place
 where
 Treasures
 lie, and
 guardeth it.

Furfur:

Also he will
 wittingly
 urge Love
 between
 Man and
 Woman. He
 can raise
 Lightnings
 and



and
 answereth
 truly and
 perfectly of
 things Past,
 Present, and
 to Come. He
 can carry
 and re-carry
 men very
 speedily from
 one
 Kingdom to
 another, at
 the Will and
 Pleasure of
 the Exorcist.

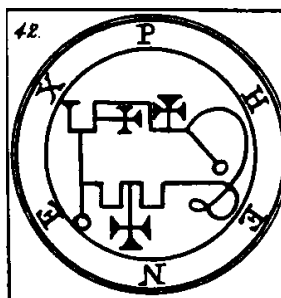
Marchosias:

And he is a
 strong
 fighter. He
 was of the
 Order of
 Dominations.

Thunders,
 Blasts, and
 Great
 Tempestuous
 Storms. And
 he giveth
 True
 Answers
 both of
 Things
 Secret and
 Divine, if
 commanded.

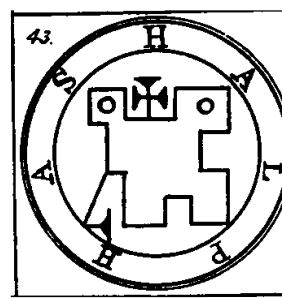
Phenix:

He is a
 Poet, good
 and
 excellent.
 And he will
 be willing to
 perform thy
 requests. He
 hath hopes
 also to
 return to the
 Seventh
 Throne after



Halphas:

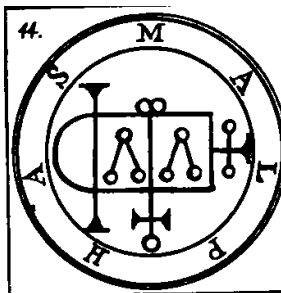
He speaketh
 with a hoarse
 Voice. His
 Office is to
 build up
 Towers, and
 to furnish
 them with
 Ammunition
 and
 Weapons,
 and to send
 Men-of-



1,200 years
more, as he
said unto
Solomon.

Malphas:

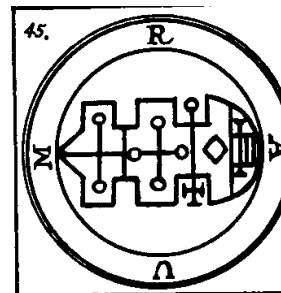
He can build
Houses and
High
Towers, and
can bring to
thy
Knowledge
Enemies'
Desires and
Thoughts,
and that
which they
have done.
He giveth
Good
Familiars. If
thou makest
a Sacrifice
unto him he
will receive it
kindly and
willingly, but



Warto places
appointed.

Räum:

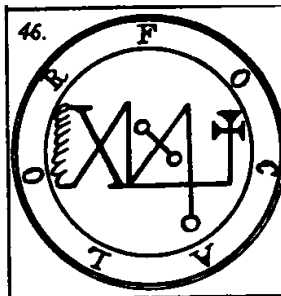
His office is
to steal
Treasures
out King's
Houses, and
to carry it
whither he is
commanded,
and to
destroy Cities
and Dignities
of Men, and
to tell all
things, Past
and What
Is, and what
Will Be; and
to cause
Love between
Friends and
Foes. He
was of the



he will
deceive him-
that doth it.

Focalor:

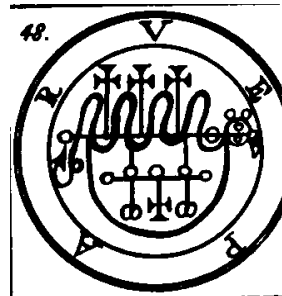
His office is
to slay Men,
and to
drown them
in the
Waters, and
to overthrow
Ships of
War, for he
hath Power
over both
Winds and
Seas; but he
will not hurt
any man or
thing if he be
commanded
to the
contrary by
the Exorcist.
He also hath
hopes to
return to the



Order of
Thrones.

Uepar:

His office is
to govern the
Waters, and
to guide
Ships laden
with Arms,
Armour, and
Ammunition,
etc., thereon.
And at the
request of
the Exorcist
he can cause
the seas to
be right
stormy and
to appear full
of ships.
Also he
maketh men
to die in
Three Days
by



Seventh
Throne after
1,000 years.

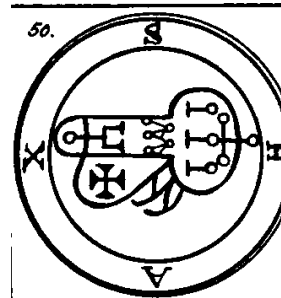
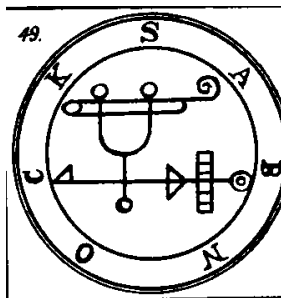
Putrefying
Wounds or
Sores, and
causing
Worms to
breed in
them.

Sabnock:

His office is
to build high
Towers,
Castles and
Cities, and-to
furnish them
with Armour,
etc. Also he
can afflict
Men for
many days
with Wounds
and with
Sores rotten
and full of
Worms. He
giveth Good
Familiars at
the request

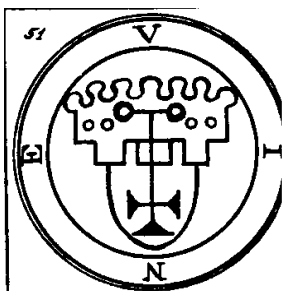
Shax:

His Office is
to take away
the Sight,
Hearing, or
Understandin
g of any
Man or
Woman at
the command
of the
Exorcist; and
to steal
money out of
the houses of
Kings, and
to carry it
again in
1,200 years.
If

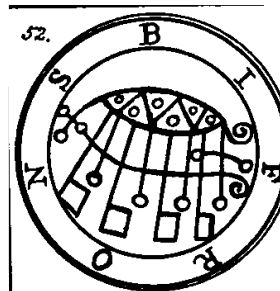


of the
Exorcist.

commanded
he will fetch
Horses at
the request
of the
Exorcist, or
any other
thing. But he
must first be
commanded
into a
Triangle, O,
or else he
will deceive
him, and tell
him many
Lies. He can
discover all
things that
are Hidden,
and not kept
by Wicked
Spirits.



Vine:
His Office is
to discover
Things

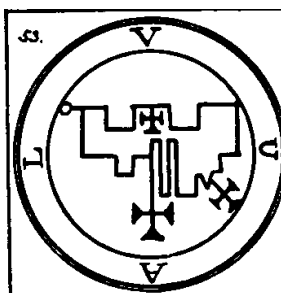


Bifrons:
His Office is
to make one
knowing in

Hidden,
 Witches,
 Wizards,
 and Things
 Present,
 Past, and to
 Come. He, at
 the command
 of the
 Exorcist will
 build
 Towers,
 overthrow
 Great Stone
 Walls, and
 make
 the Waters
 rough with
 Storms.

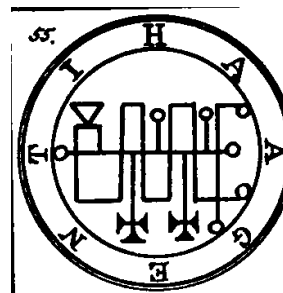
Astrology,
 Geometry,
 and other
 Arts
 and Sciences.
 He teacheth
 the Virtues
 of Precious
 Stones and
 Woods. He
 changeth
 Dead Bodies,
 and putteth
 them in
 another
 place; also he
 lighteth
 seeming
 Candles upon
 the Graves
 of the Dead.

Uual:



His Office is
 to procure
 the Love of
 Woman, and
 to tell

Haagentie:



His Office is
 to make
 Men wise,
 and to
 instruct them

Things Past,
 Present, and
 to Come. He
 also
 procureth
 Friendship
 between
 Friends and
 Foes. He
 was of the
 Order of
 Potestates or
 Powers.

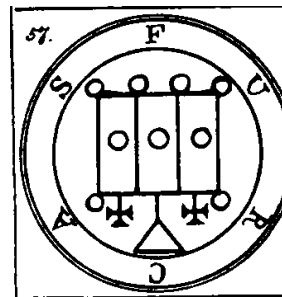
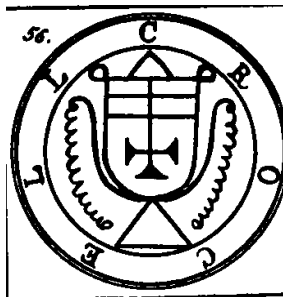
in divers
 things; also
 to
 Transmute
 all Metals
 into Gold;
 and to
 change Wine
 into Water,
 and Water
 into Wine.

Crocell:

Furcas:

He, at the
 Command of
 the Exorcist,
 will produce
 Great Noises
 like the
 Rushings of
 many
 Waters,
 although
 there be
 none. He
 warmeth

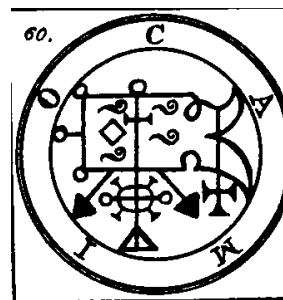
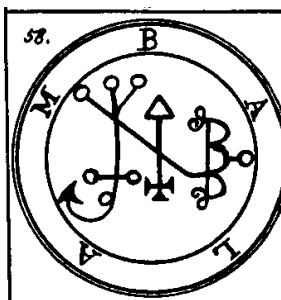
His Office is
 to teach the
 Arts of
 Philosophy,
 Astrology,
 Rhetoric,
 Logic,
 Cheiromancy,
 and
 Pyromancy,
 in all their
 parts, and
 perfectly.



Waters, and
discovereth
Baths. He
was of the
Order of
Potestates,
or Powers,
before his
fall, as he
declared unto
the King
Solomon.

Balam:

He speaketh
with a hoarse
Voice, giving
True
Answers of
Things Past,
Present, and
to Come. He
maketh men
to go
Invisible, and
also to be
Witty.



Camio:

He is a
Good
Disputer. His
Office is to
give unto
Men the
Understandin
g of all
Birds,
Lowing of
Bullocks,
Barking of
Dogs, and
other

Creatures;
and also of
the Voice of
the Waters.
He giveth
True
Answers of
Things to
Come. He
was of the
Order of
Angels, but
now ruleth
over 30
Legions of
Spirits
Infernal.

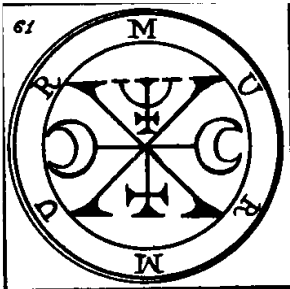


If you intend to call any evil spirit, you must know the seal of this spirit, which you must draw on parchment during the ritual. The following pictures show the seal of evil spirits from the goetia.

Murmur:

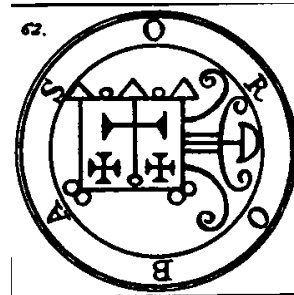
His Office is
to teach
Philosophy
perfectly,
and to
constrain
Souls.

Deceased to
come before
the Exorcist
to answer
those
questions
which he
may wish to
put to them,
if desired.



Orobas:

His Office is
to discover
all things
Past,
Present, and
to Come; also
to give
Dignities,
and
Prelacies,
and the
Favour of
Friends and
of Foes. He
giveth True
Answers of
Divinity, and
of the
Creation of
the World.
He is very
faithful unto
the Exorcist,
and will not
suffer him to
be tempted of
any Spirit.

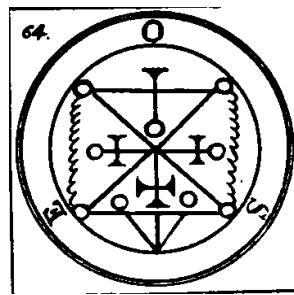
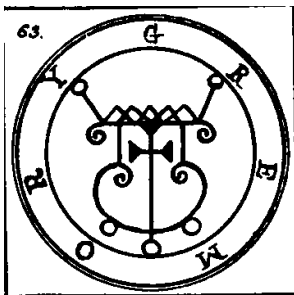


Ose:

His Office is to make one cunning in the Liberal Sciences, and to give True Answers of Divine and Secret Things; also to change a Man into any Shape that the Exorcist pleaseth, so that he that is so changed will not think any other thing than that he is in verity that Creature or Thing he is changed into.

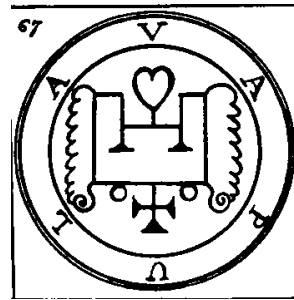
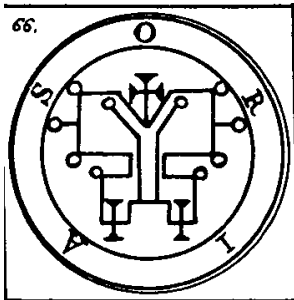
Gremory:

His Office is to tell of all Things Past, Present, and to Come; and of Treasures Hid, and what they lie in; and to procure the Love of Women both Young and Old.



Orias:

His Office is
to teach the
Virtues of
the Stars,
and to know
the
Mansions of
the Planets,
and how to
understand
their
Virtues. He
also
transformeth
Men, and he
giveth
Dignities,
Prelacies,
and
Confirmation
thereof; also
Favour with
Friends and
with Foes.

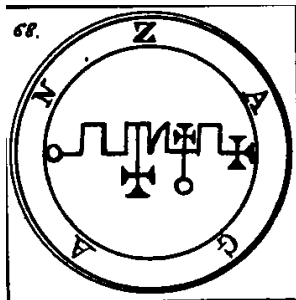


Vapula:

His Office is
to make Men
Knowing in
all
Handcrafts
and
Professions,
also in
Philosophy,
and other
Sciences.

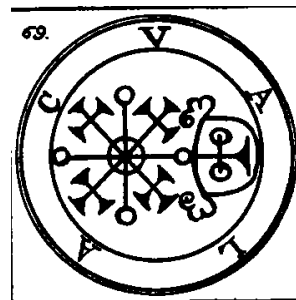
Zagan:

He maketh Men Witty. He can turn Wine into Water, and Blood into Wine, also Water into Wine. He can turn all Metals into Coin of the Dominion that Metal is of. He can even make Fools wise.



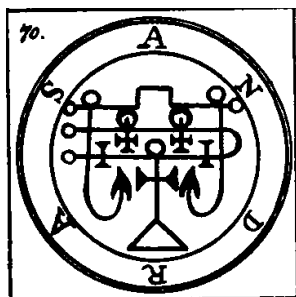
Valac:

His office is to give True Answers of Hidden Treasures, and to tell where Serpents may be seen. The which he will bring unto the Exorciser without any Force or Strength being by him employed.



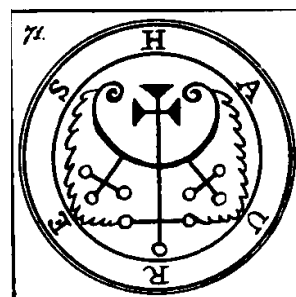
Andras:

His Office is to sow Discords. If the Exorcist have not a care, he will slay both



Haures:

He giveth True Answers of all things, Present, Past, and to Come. But if



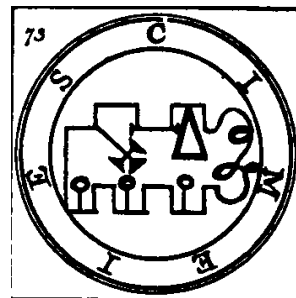
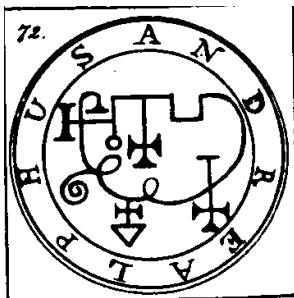
him and his
fellows.

he be not
commanded
into a
Triangle, he
will Lie in all
these Things,
and deceive
and beguile
the Exorcist
in these
things, or in
such and
such
business. He
will, lastly,
talk of the
Creation of
the World,
and of
Divinity, and
of how he
and other
Spirits fell.
He
destroyeth
and burneth
up those who
be the
Enemies of

the Exorcist
 should he so
 desire it; also
 he will not
 suffer him to
 be tempted
 by any other
 Spirit or
 otherwise.

Andralphus:

He can
 teach
 Geometry
 perfectly. He
 maketh Men
 very subtle
 therein; and
 in all
 Things
 pertaining
 unto
 Mensuration
 or
 Astronomy.
 He can
 transform a
 Man into
 the Likeness



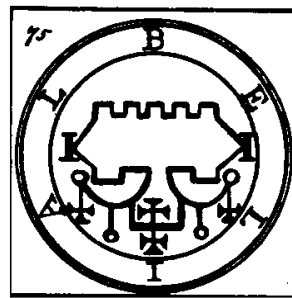
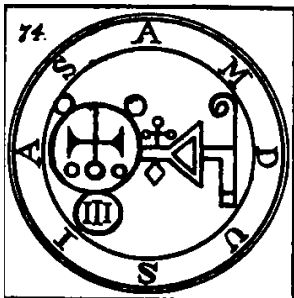
Cimejes:

He ruleth
 over all
 Spirits in the
 parts of
 Africa. His
 Office is to
 teach
 perfectly
 Grammar,
 Logic,
 Rhetoric, and
 to discover
 things Lost
 or Hidden,
 and
 Treasures.

of a Bird.

Amdusias:

Also he can
cause Trees
to bend and
incline
according to
the
Exorcist's
Will. He
giveth
Excellent
Familiars.



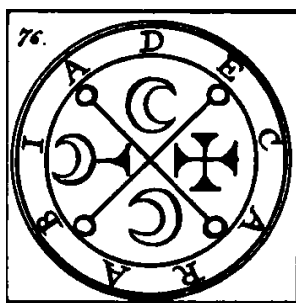
Belial:

His Office is
to distribute
Presentations
and
Senatorships,
etc.; and to
cause favour
of Friends
and of Foes.
He giveth
excellent
Familiars,
and
governeth 50
Legions of
Spirits. Note
well that this
King Belial
must have
Offerings,
Sacrifices
and Gifts
presented
unto him by
the Exorcist,
or else he

will not give
 True
 Answers
 unto his
 Demands.
 But then he
 tarrieth not
 one hour in
 the Truth,
 unless he be
 constrained
 by Divine
 Power.

Decarabia:

His Office is
 to discover
 the Virtues
 of Birds and
 Precious
 Stones, and
 to make the
 Similitude of
 all kinds of
 Birds to fly
 before the
 Exorcist,
 singing and



drinking as
natural
Birds do.

21: Pictures of the Deamons from the Goetia

The illustrations are from Collin de Plancy, *Dictionnaire
Infernal* (1863)

Agares:



Amon:



Barbato:



Buer:



Eligos:



Ipos:



Naberius:



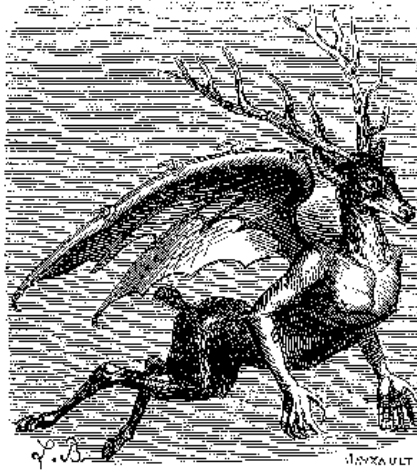
Astaroth:



Foras:



Furfur:



Asmoday:



Amdusias:



Andras:



Aim:



Haures:



Balam:



Alloces:



22: ABRACADABRA-Spell for Healing

Write this on a piece of parchment and put it around the neck of an individual who is sick or has a fever. The fever will then disappear just as the word does.

ABRACADABRA
ABRACADABR
ABRACADAB
ABRACADA
ABRACAD
ABRACA
ABRAC
ABRA
ABR
AB
A



23: Warning-Spell



Light a black candle and say the following:

Blood turn black and flesh turn blue,

I will curse you if you force me to,
by the left hand and the unclean food,
I will curse your eyes, I will curse your lies,
I will call down a plague of flies,
blood go black and flesh go blue,
evil from me and back to you,
my soul clean and yours on fire,
you fuck with a witch you get burned, liar.



24: A Break-up-Spell

You need for this spell a magazine and scissors. Look in the magazine for a boy who looks like your lover.

Cut him out and say:

"I name you... (name of your lover).

Then spit on him. Now find a girl in the magazine. It can be any girl. Lay her next to the boy. Leave them both there for a day. Then take them apart. Lay the boy on the other side of the room. As long as you keep the boy and the girl apart from each other, your boy will not hook back up with anyone.



25: Spells, Rituals and Black Magick

Binding-Spell

The following spell is used to stop the effects of someone's actions.

Use a baby food jar and a small candle or a canning jar and a larger candle. Pack some of the moist earth in the bottom of the jar and insert the candle into it. Let the candle take on the image of the offending person in your mind.

Then light the candle. As you do so, concentrate your energies into the act of the lighting.

Place the jar in a quiet location and allow the candle to burn until it melts down or goes out altogether. Take more moist earth and place it in the jar, covering the candle. Fill the jar with the dirt and pack it in. Place the jar's cover on top and secure it. Light a second candle. Take candle wax and drip it all around the seam of the lid, thereby sealing the spell.

Finally place the jar into a freezer or in a spot outside which can not be disturbed. Use the outdoors method only if you live in a frigid climate.



26: The Kinds of Divination



(John Gaule, *Mysmantia*, 1652)

Aeromancy, or divining by the air.
Alectryomancy, by cocks or poultry.
Alphitomancy, by meal, flour, or bran.
Antinopomancy, by the entrails of women
and children.
Arithmancy, by numbers.
Astragalomancy, by dice.
Axinomancy, by saws.
Botanomancy, by herbs.
Capnomancy, by smoke.
Carromancy, by melting of wax.
Catoxtromancy, by looking glasses.
Cattabomancy, by vessels of brass or
other metal.
Cephalonomancy, by broiling of an ass's
head.
Chartomancy, by writing in papers.
Chiromancy, by the hands.
Chrystallomancy, by glasses.
Cleromancy, by lots.
Coscinomancy, by sieves.
Crithomancy, by grain or corn.
Dactylomancy, by rings.

Demonomancy, by the suggestion of evil demons or devils.

Gastromancy, by the sound of or signs upon the belly.

Geomancy, by earth.

Gyromancy, by rounds or circles.

Hydromancy, by water.

Icthyomancy, by fishes.

Idolomancy, by idols, images, figures.

Lampadomancy, by candles and lamps.

Lecanomancy, by a basin of water.

Lithomancy, by stones.

Livanomancy, by burning of frankincense.

Logarithmancy, by logarithms.

Macharomancy, by knives or swords.

Oinomancy, by wine.

Omphilomancy, by the navel.

Oniromancy, by dreams.

Onomatomancy, by names.

Onychomancy, by the nails.

Ornithomancy, by birds.

Podomancy, by the feet.

Psychomancy, by *men's souls*, affections, wills, religious or moral dispositions.

Pyromancy, by fire.

Roadomancy, by stars.

Sciomancy, by shadows.

Spatalamancy, by skins, bones, excrements.

Stareomancy, or divining by the elements.

Sternomancy, from the breast to the belly.

Sycomancy, by figs.

Theomancy, pretending to divine by the revelation of *the Spirit* and by the Scriptures or Word of God.

Theriomancy, by beasts.

Tuphramancy, by ashes.

Tyromancy, by the coagulation of cheese.

And in one word for all nagomancy or necromancy, by inspecting, consulting and divining by, with, or from the dead.

BANISHING A TROUBLESOME PERSON

Use a black candle, with a picture of the person (if obtainable) placed underneath, also a piece of parchment with the person's name on it.

Carve the Divine Names "Eel kanno taf" onto the black candle.

Anoint the candle with Banishing Oil. Burn for nine nights, each night reading Psalm 94. Put the candle out after
Psalm

is done (NOT by blowing it out). On the last night let the candle burn all the way down.

While the candle burns (on each night), meditate and focus **STRONGLY** on the aim in mind. Imagine **STRONGLY** the
person

leaving you alone; imagine **STRONGLY** their evil deeds
turning

back onto themselves. Do this for about 5 minutes each night before you pray the Psalm.

(Note: a purple candle could also work for this, but I used black because this person had been **REALLY** harassing in a serious way).

Psalm 94

1:

O LORD God, to whom vengeance belongeth;
O God, to whom vengeance belongeth, show thyself.

2:

Lift up thyself, thou judge of the earth: render a
reward to the proud.

3:

LORD, how long shall the wicked, how long shall
the wicked triumph?

4:

How long shall they utter and speak hard things?
and all the workers of iniquity boast themselves?

5:

They break in pieces thy people, O LORD,
and afflict thine heritage.

6:

They slay the widow and the stranger, and murder
the fatherless.

7:

Yet they say, The LORD shall not see, neither
shall the God of Jacob regard it.

8:

Understand, ye brutish among the people: and ye
fools, when will ye be wise?

9:

He that planted the ear, shall he not hear? he
that formed the eye, shall he not see?

10:

He that chastiseth the heathen, shall not he correct?
he that teacheth man knowledge, shall not he know?

11:

The LORD knoweth the thoughts of man, that they are
vanity.

12:

Blessed is the man whom thou chastenest,
O LORD, and teachest him out of thy law;

13:

That thou mayest give him rest from the days of
adversity, until the pit be digged for the wicked.

14:

For the LORD will not cast off his people,
neither will he forsake his inheritance.

15:

But judgment shall return unto righteousness: and
all the upright in heart shall follow it.

16:

Who will rise up for me against the evildoers? or who
will stand up for me against the workers of iniquity?

17:

Unless the LORD had been my help, my soul had almost
dwelt in silence.

18:

When I said, My foot slippeth; thy mercy,
O LORD, held me up.

19:

In the multitude of my thoughts within me thy comforts
delight my soul.

20:

Shall the throne of iniquity have fellowship with thee,
which frameth mischief by a law?

21:

They gather themselves together against the soul of the
righteous, and condemn the innocent blood.

22:

But the LORD is my defence; and my God is the rock of
my refuge.

23:

And he shall bring upon them their own iniquity,
and shall cut them off in their own wickedness;
yea, the LORD our God shall cut them off.

THREE NIGHTS OF HELL CANDLE SPELL

This spell will inflict serious pain and sores on thine
enemy for a period of 3 strange days, after which the spell
is lifted, and he is made well again.

Take a black candle and place a picture of thine enemy in
front of thee and tilt the candle so the wax drips upon the
would-be victim in the picture. Visualize the wax burning
sores into the body of thine enemy. While doing so, recite
the following 3 times...

As I do this candle spell
Bring mine enemy 3 nights of hell
Candle black, black as night
Bring him pains of flesh tonight!

Lesions on his skin will grow

Afflict him with a painful blow
Sores and pain afflict him now
For 3 nights he'll wonder how

Dukes of darkness, Kings of hell
Smite mine enemy, bring him hell
When 3 nights of pain have passed
Make him well, well at last

After sitting and thinking about the sores that this will
inflict thine enemy and the pain he will suffer, thou
mayest then extinguish the candle. When 3 nights have
passed,
tear up the photo and say the following...

When 3 nights of pain endured
I lift this curse, rest assured
Darkness leave him, go away;
The curse is lifted now, today!"

CAT ASHES IN GOOFER DUST

ck Do you know of any workings that require a powdered
ck cat? I've had a powdered cat sitting in my hutch the
ck past 5 years and in the midst of my spring cleaning I
ck suddenly feel the urge to get rid of it. Being
ck production oriented, I'd like to use the powdered cat,

ck Kippy, an orange tabby, in as effective a way as possible.

If your cat Kippy had been black rather than an orange tabby, the ashes might be used in black cat powder, a hoodoo formula favoured by gamblers and for dark spells. I myself manufacture and sell a Black Cat

Oil/Powder/Incense

formula made with the HAIR of a black cat (three healthy, happy black cats).

A good use for your cremated ashes-of-cat might be to add the stuff to graveyard dirt to make goofer dust. For this, you need to collect dirt from the graves of those who died young of illnesses or accidents and sift this dirt with ashes. The cat-ashes would do very nicely, especially if the cat died of a sudden illness or was killed by a car. Add also some powdered sulphur, red pepper, mullein leaves, snake skin, spider webs, and crushed insects and/or crushed snail shells.

Goofer dust is used in the African-American hoodoo tradition

to drive people away, harm them, make them sick, and send them to their deaths. It can also be used in certain coercive love spells. The strongest method of application is to sprinkle it around a person's bed while he or she is asleep. Sprinkling goofer dust around someone's bed is a seriously intrusive piece of bad work and is not to be undertaken lightly. The practitioner must perform a

purification ritual (bathing with hyssop) after doing the job.

The above was posted for educational purposes only. I do not approve of killing cats to get their bones or undertaking spells that injure people.

28: Beauty Spells

The Beauty Spells on these pages are pretty powerful. Since these spells are all somewhat similar be sure you cast the correct one. Read through the description of each spell until you find the one which is right for you.

If you choose the incorrect spell the desired effects may not appear and other effects may. If you attempt to cast another spell within a short period of time you may negate some effects of the first spell, but not others. The time it takes for a spell to wear off naturally depends on the strengths of the ingredients and caster.

Spells done on yourself by yourself can not be removed by yourself. Keep that in mind when casting these spells.

ATTRACTIVE SPELLS

These attractive spells will all generally make the target of each spell either more or less attractive. These spells can not be reversed, instead they just wear out over time.

Caution should be taken when casting more than one spell at a time on any single person. Often attractive spells will backfire when cast on top of each other.

Beautiful Appearance

This spell makes you appear more beautiful to everyone around you.

Ingredients

The following ingredients are needed to cast *Beautiful Appearance*

some incense (any type)

a mirror

a picture

some potpourri (any type)

You will either need potpourri or incense but not both. Choose a fragrance you enjoy. You will also require a picture of someone you find attractive, you may use as many pictures as you like, the more pictures you have, the better idea the spirits can get of what you believe is beautiful. Start the potpourri or incense and place it near your feet, it doesn't have to actually be "near" your feet, but you will end

up laying down and to incense needs to be “below” you, or in the general direction of your feet.

On your left put the pictures, on your right put the mirror and say the following spell:

*Mirror, Mirror on my right,
Make my body a lovely sight;
Near my feet the smell does tell,
How I wish my self to smell;
And on my left the pictures show,
How I wish myself to glow.*

The power of this spell increases if you are in a warm bath at the time. The more you repeat the spell, the more power it will have.

Beautiful Face

This spell makes your face more beautiful.

Ingredients

The following ingredients are needed to cast *Beautiful Face*

1 candle (long and red)

a cloth (small)

1 flower (red rose)

1 cup of water

Boil the cup of water. Once boiling add the rose petals. Let the rose petals boil in the water for a few minutes, then strain the water and petals over the cloth.

Light the candle at this time.

Once all the petals are on the cloth, lay on your back on your bed and place the hot cloth on your face (petal side down).

Stay in this position until all the heat has left the cloth or the candle has burnt itself out. While in this position continue chanting the following chat:

*To be more lovely like a rose
Absorb the knowledge from those who know
That beauty is not just only skin deep
But from these petals beauty shall seep.*

Become More Attractive

This spell makes you more attractive.

Ingredients

The following ingredients are needed

to cast *Become More Attractive*

a duck egg

1 flower (red rose)

4 cups of water

Bring the water to a boil, while boiling add the duck egg and the rose petals while chanting the following chant:

*Ugly duckling make me not
As I drink from this pot
The potion from this one duck's egg
And the petals of the rose's lag.*

If the potion is for someone else, replace the word me with either him or her. Drink the potion once it cools, the effects should be immediate and continue on throughout the day.

Make Someone Less Attractive

This spell makes someone else less attractive from a distance.

Ingredients

The following ingredients are needed to cast *Make Someone Less Attractive*

1 candle (small and black)

some dirt

matches (stick)

a picture

Take a picture of the person and place it face down on a table. Light the candle with the stick match and place the candle on top of the picture. While the candle burns sprinkle the dirt on and around the picture and candle while saying

the following chant, the more times you say the chant the more unattractive the person will become.

*Picture of the beauty learn,
Behind her back this spell does burn;
This filth, this dirt, the picture made,
The beauty's attraction seem to fade.*

You may replace the word her with his as needed.

Make Someone More Attractive

This spell makes someone else more attractive from a distance.

Ingredients

The following ingredients are needed to cast *Make Someone More Attractive*

1 candle (small and red)

matches (stick)

a picture

Take a picture of the person and place it face up on a table. Light the candle with the stick match and place the candle on top of the picture. While the candle burns say the following chant, the more times you say the chant the more attractive the person will become.

*Picture where the candle burns,
Of such beauty the world urns;*

*For a glimpse of your new lovely face,
Or a touch of style and breath of grace.*

Ugly Appearance

Makes a magical mud which when applied to a person will cause their entire body to become ugly, even after it is washed off.

Ingredients

The following ingredients are needed
to cast *Ugly Appearance*

some dirt

a pan

a stick

some water

To cast this spell you will need to boil some water. This can be done on a stove, but the spell's power is increased if cast over an open fire.

Put some water in the pan and bring it to a boil. The more water you boil, the more mud you can make. As the water is heating up say the following chant:

*Water heat and come to boil,
Bless this liquid with tears and toil*

Once boiling remove the pan from the heat and sprinkle in the dirt, mixing it with the stick. As you do so say the following chant:

*Muddy water make a slop
With which we will cause to stop
All those who look upon the soul
Who's poor body got the show
Of the magic in this muck
The vial, ugly, sludge of luck.*

Once you have a thick mud and it has cooled down so you may easily pick it up, the mud will act like a reverse facial cream, making the wearer become uglier and uglier with the more mud that touches their skin.

Ugly Face

Makes the target's face ugly (or uglier)

Ingredients

The following ingredients are needed
to cast *Ugly Face*

1 candle (long and black)
1 candle (long and yellow)
an ink pen
matches
a picture

Take a picture of the person you want to become more ugly. Take the pen and draw on the picture, for example draw a big ugly nose, or devil's ears. On the back of the picture write what you would like to happen, for example, "I want her nose to grow large and get zits".

Now light the candle. You will only need 1 candle, either a black one or a yellow one. If you are casting this spell out of jealousy use a yellow candle, if it is for any other reason use a black one.

Hold the picture over the flame and slowly burn the picture while chanting:

*Let the person pictured there,
Lose their glory for a year.
See the picture and view the image,
As smoke rise and beauty diminish.
And let their beauty come to pass,
As all things do as nothing lasts.*

BODY SPELLS

Body spells help to alter the shape of your body, or the body of the intended target.

For the most part these spells will take a long time before the effects can be seen. Though a spell may only take minutes to cast it could take weeks if not months before the results are seen.

This should be taken into account before casting the same spell twice, as you may *overdue* the effects by having several similar spells all take effect at once.

Beautiful Face

This spell makes your face more beautiful.

Ingredients

The following ingredients are needed
to cast *Beautiful Face*

1 candle (long and red)

a cloth (small)

1 flower (red rose)

1 cup of water

Boil the cup of water. Once boiling add the rose petals. Let the rose petals boil in the water for a few minutes, then strain the water and petals over the cloth.

Light the candle at this time.

Once all the petals are on the cloth, lay on your back on your bed and place the hot cloth on your face (petal side down).

Stay in this position until all the heat has left the cloth or the candle has burnt itself out. While in this position continue chanting the following chat:

To be more lovely like a rose

Absorb the knowledge from those who know

That beauty is not just only skin deep

But from these petals beauty shall seep.

Beautiful Hands

Gives your hands a more beautiful appearance.

Ingredients

The following ingredients are needed
to cast *Beautiful Hands*
a cauldron
some wax

Melt wax in the cauldron or pot, you will also need a tray to pour the wax in if the pot you are using is not large enough. Once it is all melted let it cool a little, you do not want to burn yourself with hot wax.

Once the wax begins to cool and the top begins to harden but is still able to be formed, press your hands into the wax and chant the following several times:

*Press my hands into this wax,
Improve my hands for where they lack,
Slender fingers and soft smooth palms
Vanish hairy knuckles and chubby thumbs*

As long as the wax keeps the form of your hands the spell will work at improving your hands, but if the wax is ever melted again the spell will be reversed.

Cure Acne

Makes a treatment for acne.

Ingredients

The following ingredients are needed
to cast *Cure Acne*

dirt

vinegar

water

Mix the dirt, water and vinegar together. You should use the same amounts of vinegar and water and you want to mix together a muddy mixture about the thickness of ink.

Once everything is mixed together, place the mud on whatever area of skin you want cured of acne and say the following chant:

*Cure my skin of zits and rash,
And make it smooth in a flash.
Blemish vanish, pot-marks too,
Magic make my skin a new.*

Once you have said the chant, wash the mud off. Unlike many other spells, repeating the chant will not increase the spell, instead wash the mud off and place more on and repeat the chant for a stronger spell.

Hourglass Hips

Gives your hips a more hourglass appearance.

Ingredients

The following ingredients are needed
to cast *Hourglass Hips*

2 candle (long and orange)

1 hour glass

1 mirror

Place the mirror behind the hourglass and stand in front of the mirror. You will want the hourglass to be between you and the mirror so that your reflection is blocked by the hourglass.

Place the candles on either side of the hourglass and light them. Besides the two tall orange candles you may also wish to encircle yourself with other lit candles to increase the power and results of the spell. Use white, red and yellow candles of any size and shape if you wish to do so.

When you are ready turn the hour glass over and let the sands flow down while saying the following chant:

*Sands that flow from top to bottom,
Give my hips the shape of you;
For my hips are flat and curveless,
And I wish for curves that's true.*

Repeat until the sands in the hourglass have completely fallen. The more times you are able to repeat the chant the better the results will be.

Long Slender Legs

Makes your legs longer and thinner.

Ingredients

The following ingredients are needed
to cast *Long Slender Legs*
water

This spell does not require any ingredients besides water
and a bath tub.

Lay in a tub full of warm water. While in the water run
your fingers up and down your legs saying the following
spell:

*These short legs, become long;
Sleek and slender don't go wrong;
From toe to hip my legs will grow,
And be a wonder I must show
To all who wish to see such beauty,
For from now on I'll be a cutie.*

This spell should be cast weekly, or whenever you happen to
be in the bath.

Muscular Chest

Gives your chest a more muscular and defined appearance.

Ingredients

The following ingredients are needed
to cast *Muscular Chest*
clay
matches
stick

Take the clay and form a strong masculine chest. It doesn't need to look realistic; it is a symbol, and not the image of what you will look like afterwards.

Place the clay on a pile of sticks and twigs. Light the pile on fire and as it burns say the following chant:

*From the clay the image burns,
To the ashes, the world urns;
For my image to come new,
And my body to be true;
A stronger chest means better man.
And through the magic, ashes fan.*

Repeat it until the flames are all gone and the dying embers can be picked up. Pick up the ashes in your hands and rug them into your chest. As long as these magical ashes are on your chest your chest will continue to become more masculine and defined.

Voluptuous breasts

Makes your breasts more round and full.

Ingredients

The following ingredients are needed to cast *Voluptuous breasts*

1 candle (large and orange)

1 candle figurine (woman)

1 pentagon

You will need a wax figure in a voluptuous woman. If you cannot find one you can easily make one out of wax and mould a pair of breasts in your hands. In fact, by making the wax figurine this way yourself you increase the power of the spell.

Put the pentagon on a necklace and wear the necklace, making sure the pentagon is placed evenly between your breasts. Light the candle and hold the wax figure in your hands. While massaging the wax breasts in your hands say the following chant:

*Between my fingers, breasts of wax,
Give me volume where I lack,
Of my own maternal flesh,
Large breasts for this I wish.*

You may continue chanting the same chant for as long as you like.

DIET SPELLS

These diet spells all focus on diets, whether it is a diet to gain weight or lose weight these spells will help.

Diet spells walk a fine line in the difficulty and consequences of casting. They are rather simple and easy to cast and the consequences of miscast spells are usually nothing to big.

However, these are spells dealing with your body, or at least the body of whoever the target of the spell is. As such they do carry with them enormous powers.

Gain Weight

Creates a potion that will cause rapid weight gain.

Ingredients

The following ingredients are needed to cast *Gain Weight*

1 candle (small and black)

1 cup

matches

some salt (rock)

1 spoon (silver)

1 tablespoon vinegar

1 cup water

You will also need a stand of some sort, preferably made out of metal. Place the candle at the bottom and the cup above the candle. The cup cannot be plastic, and it should not be glass. A ceramic or clay cup works best so it doesn't melt or crack.

Light the candle and heat the cup. Then add the vinegar and a little bit of rock salt making sure the salt dissolves completely in the vinegar; you must boil all the vinegar away. While the vinegar is being heated and boiled say the following:

*Witch's brew and devil's lot,
Boil the liquid in this cup.
From the flame from down below,
Darkness enters; the crystals grow.*

Once all the vinegar is gone, add the water to the cup and stir with the spoon. Chant the following chant until the water boils:

*Crystals with the water mix,
In this cup and magic bliss;
Make a potion to make them grow;
They who drink this potion know.*

Once boiling you may blow out the candle and let the potion cool. Anyone who drinks this potion will immediately begin gaining weight.

Lose Weight

A spell to help you lose weight.

Ingredients

The following ingredients are needed to cast *Lose Weight*

a dash cinnamon

1 cup (crystal)

a dash salt (any type)

1 teaspoon vinegar

1/2 cup water

Mix all the ingredients together in a crystal glass. Start with the water, then trickle in the vinegar, while doing so say the following:

*Add to this class from which I'll drink
The vile taste one'd surely think.*

Then throw in a pinch of salt saying:

*And a bit of salt to kill the taste
Of my life I shall not waste*

Then toss in a bit of cinnamon saying:

*And finally a touch of spice
To make my body slim and nice*

Then swirl the entire mixture around with the cup in both hands. Hold it above your head and say:

*With this potion that I drink
I'll lose the weight that I think
I need to lose and then some more
This magic potion born of war.*

Then drink the entire glass.

Will Power

A spell to strengthen your will power for any number of situations.

Ingredients

The following ingredients are needed
to cast *Will Power*

1 candle (large and light blue)

1 candle (long and white)

1 candle (small and purple)

incense (any type)

matches

potpourri (any type)

This is a meditation spell. You will require a number of candles. Basically any shape candles but their colors should be light blue, white or purple.

This spell can be cast anywhere where you can remain for a period of time (the longer the better) and where you will be undisturbed and comfortable. Light the candles and start the incense or potpourri (you don't need both, just one, or if the candles are scented that works as well).

Lay down in your comfortable place and chant the following chant:

*Give me strength and guide me right,
To my goals when they're in sight,
But even when they're far away;
Guide myself towards the day
When I shall stand upon the shore
My conflicts gone forever more.
And guide myself to make the choice,
That I can't bring myself to voice;*

*And calm my tormented, ravaged soul,
From right now till forever more.*

The more often the chant is spoken, the more will power you will be given. The spell will fade over time and it is best if it is cast weekly.

GLAMOUR SPELLS

Glamour, glamour, glamour. There is love, there is lust, there is friendship, there is hatred, there is beauty and there is style, but what is glamour?

Put simply, glamour is the power one has to attract attention to themselves just by their physical appearance. The spells in this section control the way these powers radiate from one person to the next.

By controlling the power of glamour one can become more popular, or change a very popular person into a no body whom everyone ignores.

Less Popular

Makes someone less popular.

Ingredients

The following ingredients are needed to cast *Less Popular*

chalk (black)

chalk (orange)

chalk (red)

chalk (white)

chalk (yellow)

This spell requires you go to the target's house and draw with chalk on their sidewalk, or the street in front of their house.

You must draw the person in chalk with the colored chalk. You will then draw over the colored picture with the white and black chalk, thus taking away all the details and glamour from the picture.

As long as your intention is to make the picture more bland the person will become less glamorous. In essence you are making the picture more dull and less attractive, and thus you will do the same to the person.

While drawing with the black and white chalk, say the following:

*From the picture, from the soul,
I take from you your glamour
And make you plain and simple for
From now on you'll be a bore.*

The spell will continue to make the person less glamorous until the picture is washed away. However, once the image is gone, the person will not revert back into their more glamorous self, instead they will remain, as they were when the picture vanished.

More Popular

Makes someone more popular.

Ingredients

The following ingredients are needed to cast *More Popular*

chalk (black)

chalk (orange)

chalk (red)

chalk (white)

chalk (yellow)

This spell requires you go to the target's house and draw with chalk on their sidewalk, or the street in front of their house.

You must draw the person in chalk with the white and black chalk. Use the red, orange and yellow chalk to draw the details. It is when you use the colored chalk that the magic happens.

As long as your intention is to improve the picture by adding color, the person will become more glamorous. In essence you are improving the black and white picture with color, the same way the person will improve.

While drawing with the colored chalk, say the following:

*With this chalk and with my hands,
I draw the lines which I demand,
You make her face of style and grace,*

*And from her head to her feet,
With herself one can't compete.*

You can change her to his

The spell will continue to make the person more glamorous until the picture is washed away. However, once the image is gone, the person will not revert back into their less glamorous self, instead they will remain, as they were when the picture vanished.

HAIR SPELLS

Yes, at last for all the bald and balding men and women, there is a magic spell for you. But not only do these spells cure hair loss, they can also cause it, and not just on your head.

When any of these spells are miss-cast the caster of the spell is the one who suffers the consequences, and they are usually pretty devastating, so cast these spells at your own risk and use extreme caution, or you may find hair growing in the weirdest of places the next morning.

Create Hair Growth

Creates a potion which will cause rapid hair growth.

Ingredients

The following ingredients are needed to cast *Create Hair Growth*

a candle (any type)

a cloth (medium)

some dirt

water

Get a candle of any type, but the color of the candle should be the color of the hair you want to grow. Light the candle and drip wax into the water while chanting:

*Colored wax infest this water,
And from the flame make it grow hotter,
And from the mixture soon to be,
Grow some hair for all to see.*

Then mix in the dirt while chanting:

*From within this dirt small seeds do be,
Way to small for thee to see,
Yet from the life force in the seeds,
Hair shall grow like nasty weeds.*

Once you have a somewhat muddy and thick mixture, stop and use the cloth to strain the muddy water. It is this muddy water which contains the hair growing magic. This water can then be mixed with anything (like shampoo) and used to help hair growth.

You can also just use the mud itself as a mud pact that will make your hair grow.

Create Hair Loss

Creates a potion which causes hair loss.

Ingredients

The following ingredients are needed
to cast *Create Hair Loss*

1 candle (large and black)

clay

water

You will only need a small amount of clay. This spell creates a thin muddy potion, which when used as a shampoo will cause hair loss.

First take the clay and dissolve it in the water. Then light the candle and heat the water with the candle. If you can get the water to boil that's perfect, otherwise just get it as hot as you can.

Chant the following while dissolving the clay and heating the water:

*Wisps of smoke from candle of black,
Make the wearer of this potion lack,
The hairs on his head which he so loved,
And reflect the light from sun above,
Upon his now sad balding head,
From this day forward 'til he's dead.*

Then cool the water (just let it sit and cool down). And you have your potion. This can be used by itself or mixed with normal shampoo.

Prevent Hair Loss

Prevents hair loss on your head.

Ingredients

The following ingredients are needed to cast *Prevent Hair Loss*

1 candle (long and orange)

a lump of clay

some water

You will need the water only to moisten the clay if it dries out, blessed water works best. You can either bless the water with a blessing or enchanting spell, or by doing the following:

Place the water in a container and light the candle. While dripping the wax into the water chant the following:

Bless this water, make it magic,

Without luck, it will be tragic.

Magic wax and Flame a burning,

Spirits of the World start turning.

Take the clay and roll it out into a flat sheet. You will need to cover your head in the clay (but not your face). First moisten your head with some of the water, and then wrap it

in the clay. Massage the clay softly so you are also massaging your head and say the following chant:

*Magic clay from magic water,
Protect my head from forces wander.
With my fingers in this motion,
Guard my hair and save my fortune.*

You may wish to repeat the chant several times. When you are finished, wash the clay off of your head and hair.

STRENGTH SPELLS

Become Stronger

This spell makes the target physically stronger.

Ingredients

The following ingredients are needed to cast *Become Stronger*

some dirt

a pentagon

Take the dirt and sprinkle it into the pentagon. In this case the pentagon can just be drawn out, it does not need to be a physical object. For example you can cast this spell on the ground, just take a stick, draw a pentagon in the dirt and sprinkle more dirt onto it while saying the following words:

*Within these points and lines and stars,
The strength within to rule as Zars,*

*Will appear as muscle and flesh
To be the strongest to be the best.*

*Enchant this soil within your realm,
And let the others be overwhelm
By the strength of he who eats
This dirtied soil as a treat.*

The dirt may now be eaten (or mixed with food and eaten) and whoever eats it will become stronger. Please note all that is needed is a few grains of the dirt, there will be no difference between eating a few grains and a handful of dirt.

Become more Agile

This spells makes you more agile.

Ingredients

The following ingredients are needed
to cast *Become more Agile*

an orange

a pot

a cup of water

You will only need the outer rind of the orange for this spell. It is best if you can cut the rind into a long string shape. You will just need a single piece of rind but the longer the length the better.

Boil the water in the pot, once boiling remove it from the heat. While holding the end of the rind dip it in and out of the water while chanting:

*Faster yet, faster still,
Quickness of fight, quickness of will.
Let the heat of the water here
Absorb from the orange agility dear.*

Once you chant this spell once drop the orange peel into the water and let the water cool. Once it is room temperature you or someone else may drink the potion. To increase the effects of the spell you may continue to chant the spell while the rind is in the water and the water is cooling.

Become more Sturdy

Makes the person who uses the ashes stronger and more balanced physically.

Ingredients

The following ingredients are needed to cast *Become more Sturdy*

some clay

some matches

an oak stick

For this spell you will need a stick or branch from an oak tree. Although pretty much any tree will due, oak trees are the strongest and most sturdy and will have the strongest

effect on the spell. It also works best if the stick or branch is dry so that it will burn easier.

Whoever the spell is for must mold the clay in their hands. They do not need to be the person to cast the spell, but they will have to have contact with the clay before the spell begins.

Use the clay as a base and stick the branch into the clay so it is standing like a small tree. Then light the branch on fire. As it burns say the following:

*Flame and fire, strengths desire,
Make thy constitution higher.*

*From this branch the power be
Of a once great mighty tree
Let that power flow to thee
Who mesh the ashes unto thee.
From branch to ashes sturdy be*

Continue repeating the last line until the fire burns itself out.

The ashes will now contain the magic. Wait until the ashes cool before using them for anything, but the ashes may be eaten, smeared on skin or otherwise joined with the person who wishes to become more sturdy.

29: Here follow the CONSIDERATIONS and
CONJURATIONS for every Day in the Week; and first of
The CONSIDERATIONS, &c. of SUNDAY.

(For the figure of the *seals, planets, signs*, names of the
angels of the several days, and names of the fourth heaven,
with the characters and magic book, see the Plate.)

THE angels of the Lord's day--*Michael, Dardiel, Huratapel.*

The angels of the air ruling on the Lord's day, *Uarcan*,
king;--his ministers, *Tus, Andas, Cynabal.*

The wind which the angels of the air are said to rule, is the
north wind.

The angels of the fourth heaven ruling on the Lord's day,
which should be called from the four parts of the world, are,-
-east, *Samael, Baciél, Abel,*

Gabriel, Vionatraba,--from the west, *Anael, Pabel, Ustael,*
Burchat, Suceratos, Capabilé,--from the north, *Aiel, Ariel, vel*
Aquiel, Masgabriel, Saphiel, Matuyel,--at the south,
Haludiel, Machasiel, Charsiel, Uriel, Naromiel.

The perfume of Sunday is *Red Sanders.*

The CONJURATION for SUNDAY.

I CONJURE and confirm upon you, ye strong and holy
angels of God, in the name *Adonai, Eye, Eye, Eya*, which is
he who was, and is, and is to come, *Eye, Abray*, and in the
name *Saday, Cados, Cados*, sitting on high upon the

cherubim, and by the great name of God himself, strong and powerful, who is exalted above all the heavens; *Eye, Saraye*, who created the world, the heavens, the earth, the sea, and all that in them is, in the first day, and scaled them with his holy name *Phaa*; and by the name of the angels who rule in the *fourth heaven*, and serve before the most mighty *Salamia*, an angel great and honourable; and by the name of his star, which is *Sol*, and by his sign, and by the immense name of the living *God*, and by all the names aforesaid, I conjure thee, *Michael*, O great angel! who art chief ruler of this day; and by the name *Adonai*, the God of Israel, I conjure thee, O *Michael*! that thou labour for me, and fulfil all my petitions according to my will and desire in my cause and business.

The spirits of the air of the Lord's day are under the north wind; their nature is to procure gold, gems, carbuncles, diamonds, and rubies, and to cause one to obtain favour and benevolence, to dissolve enmities amongst men, to raise to honours, and to take away infirmities. *They appear*, for the most part, in a large, full and great body, sanguine and cross, in a gold colour, with the tincture of blood. Their motion is like the lighting of heaven; the sign of their becoming visible is that they move the person to sweat that calls them; but their particular forms are as follows; *viz.*

A king, having a scepter, riding on a lion.

A king crowned; a queen with a scepter.

A bird; a lion; a cock.

A yellow garment.

A scepter.

CONSIDERATIONS, &c. of MONDAY.

(For the angel of Monday, his sigil, planet, sign of the planet, and name of the first heaven, see the Plate.)

THE angels of Monday--*Gabriel, Michael, Samael.*

The angels of the air ruling Monday, *Arcan*, king;--his ministers, *Bilet, Missabu, Abuhaza*. The wind which these are subject to is the west wind.

The angels of the first heaven, ruling on Monday, to be called from the four parts of the world. From the east, *Gabriel, Madiel, Deamiel, Janak*;--from the west, *Sachiel, Zaniel, Habiel, Bachanae, Corobaet*;--from the north, *Mael, Uvael, Valnum, Baliel, Balay, Humastraw*;--from the south,--
-Curaniel, Dabriel, Darquiel, Hanun, Vetuel.

The perfume of Monday--*Aloes.*

The CONJURATION of MONDAY.

I CONJURE and confirm upon you, ye strong and good angels, in the name *Adonai, Adonai, Adonai, Adonai, Eye, Eye, Eye; Cados, Cados, Cados, Achim, Achim, Ja, Ja*, strong *Ja*, who appeared in mount Sinai with the glorification of king *Adonai, Sadai, Zebaoth, Anathay, Ya, Ya, Ya, Maranata, Abim, Jeia*, who created the sea, and all lakes and waters, in the second day, which are above the heavens

and in the earth, and scaled the sea in his high name, and gave it its bounds beyond which it cannot pass; and by the names of the angels who rule in the *first legion*, and who serve *Orphaniel*, a great, precious, and honourable angel, and by the name of his star which is *Luna*, and by all the names aforesaid, I conjure thee, *Gabriel*, who art chief ruler of *Monday*, the second day, that for me thou labour and fulfil,
&c.

The spirits of the air of *Monday* are subject to the west wind, which is the wind of the moon; their nature is to give silver and to convey things from place to place; to make horses swift, and to disclose the secrets of persons both present and future.

Their familiar Forms are as follow.

They appear generally of a great and full stature, soft and phlegmatic, of colour like a black, obscure cloud, having a swollen countenance, with eyes red and full of water, a bald head, and teeth like a wild boar; their motion is like an exceeding great tempest of the sea. For their sign there will appear an exceeding great rain, and their particular shapes are,

A king, like an archer, riding upon a doe.

A little boy.

A woman-hunter with a bow and arrows.

A cow; a little doe; a goose.

A green, or silver-coloured garment.

An arrow; a creature with many feet.

CONSIDERATIONS of TUESDAY.

(For the angel of Tuesday, his sigil, planet, sign governing the planet, and name of the fifth heaven, see the Plate.)

THE angels of the air on Tuesday--*Samael, Satael, Amabiel.*

The angels of the air ruling on Tuesday, *Samax*, king; his Ministers, *Carmax, Ismoli, Paffran.*

The wind to which the said angels are subject is the east wind.

The angels of the fifth heaven ruling on Tuesday.-At the east, *Guel, Damael, Calzas, Arragon*;--the west, *Lama, Astagna, Lobquin, Soneas, Jazel, Isiael, Iref*;--the north, *Rhaumel, Hyniel, Rayel, Seraphiel, Fraciel Maithiel*;--the south, *Sacriel, Janiel, Galdel, Osael, Vianuel, Zaliel.*

The perfume of Tuesday--*Pepper.*

The CONJURATION of TUESDAY.

I CONJURE and call upon you, ye strong and good angels, in the names *Ya, Ya, Ya; He, He, He; Va, Hy, Hy, Ha, Ha, Ha; Va, Va, Va; An, An, An; Aia, Aia, Aia; El, Ay, Elibra, Elohim, Elohim*; and by the names of the high God, who hath made the sea and dry land, and by his word hath made the earth, and produced trees, and hath set his seal

upon the planets, with his precious, honoured, revered and holy name; and by the name of the angels governing in the fifth house, who are subservient to the great angel Acimoy, who is strong, powerful, and honoured, and by the name of his star which is called *Mars*, I call upon thee, *Samael*, by the names above mentioned, thou great angel! who presides over the day of Mars, and by the name Adonai, the living and true God, that you assist me in accomplishing my labours, &c. (*as in the conjuration of Sunday*).

The spirits of the air on Tuesday are under the east wind; their nature is to bring or cause war, mortality, death, combustions, and to give two-thousand soldiers at a time; to bring death, infirmity or health.

Familiar Forms of the SPIRITS of MARS.

THEY appear in a tall body and choleric, a filthy countenance, of colour brown, swarthy, or red, having horns like harts, and griffins claws, and bellowing like wild bulls.

Their motion is like fire burning: their sign thunder and lightning round about the circle.

Their particular shapes are, a king armed, riding on a wolf;
a man armed.

A woman with a buckler on her thigh.

A she-goat; a horse; a stag.

A red garment; a piece of wool; a cowslip.

CONSIDERATIONS of WEDNESDAY.

(For the angel of Wednesday his sigil, &c. &c. see the Plate.)

THE angels of Wednesday--*Raphael, Meil, Seraphiel.*

The angels of the air ruling on Wednesday, *Mediat*, king; Ministers, *Suquinos, Sallales*, the said angels of the air are subject to the *south-west wind*.

The angels of the second heaven, governing Wednesday, that are to be called, &c. At the east--*Mathilai, Tarmiel, Baraborat*--at the west, *Jeruscue, Merattron*--at the north, *Thiel, Rael, Jarihael, Venahel, Ueiel, Abuiori, Ucirmiel*--at the south, *Milliel, Nelapa, Calvel, vel Laquel.*

The perfume of Wednesday--*Mastic.*

The CONJURATION of WEDNESDAY.

I CONJURE and call upon you, ye strong and holy angels, good and powerful, in a strong name of fear and praise, Ja, Adonay, Elohim, Saday, Saday, Saday; Eie, Eie, Eie; Asamie, Asamie; and in the name of Adonay, the God of Israel, who hath made the two great lights, and distinguished day from night for the benefit of his creatures; and by the names of all the discerning angels, governing openly in the second house before the great angel, *Tetra*, strong and powerful; and by the name of his star which is *Mercury*, and by the name of his seal, which is that of a powerful and honoured God; and I call upon thee, Raphael, and by the names above mentioned, thou great angel who presidest over the fourth day: and by the holy name which is written in the

front of Aaron, created the most high priest, and by the names of all the angels who are constant in the grace of Christ, and by the name and place of Ammaluim, that you assist me in my labours, &c. &c.

The spirits of the air, on Wednesday are subject to the south-west wind; their nature is to give all sorts of metals, to reveal all earthly things past, present,

and to come; to pacify judges, to give victory in war, to teach experiments and all sciences decayed, and to change bodies mixt of elements, conditionally, out of one thing into another; to give health or infirmities, to raise the poor and cast down the rich, to bind or loose spirits, to open locks or bolts.

Such kinds of spirits have the operations of others, but not in their perfect power, but in virtue or knowledge.

Forms of the SPIRITS of MERCURY.

THE spirits of Mercury appear in a body of a middle stature, cold, liquid and moist, fair and of an affable speech in a human shape and form, like a knight armed, of colour clear and bright. The motion of them is like silver coloured clouds: for their sign they cause horror and fear to him that calls them.

Their particular shapes are, a king riding upon a bear.

A fair youth; a woman holding a distaff.

A dog, a she-bear, and a magpye.

A garment of various changeable colours.

A rod, a little staff.

CONSIDERATIONS of THURSDAY.

(For the angel of Thursday, his sigil, &c. see the Plate.)

THE angels of Thursday--*Sachiel, Cassiel, Asasiel.*

The angels of the air of Thursday, *Suth*, king; Ministers, *Maguth, Gutrix.*

The angels of the air are under the south-wind.--(But because there are no angels of the air to be found above the fifth heaven, therefore, on Thursday, say the prayers following in the four parts of the world:)

At the east--*O Deus magne et excelse et honorate, per infinita secula*, or, O great and most high God, honoured be thy name, world without end.

At the west--O wise, pure, and just God, of divine clemency, I beseech thee, most holy Father, that this day I may perfectly understand and accomplish my petition, work, and labour; for the honour and glory of thy holy name, who livest and reignest, world without end. *Amen.*

At the north--O God, strong, mighty, and wonderfully from everlasting to everlasting, grant that this day I bring to effect that which I desire, through our blessed Lord. *Amen.*

At the south--O mighty and most merciful God, hear my prayers and grant my petition.

The perfume of Thursday--Saffron.

The CONJURATION of THURSDAY.

I CO NJ U RE and confirm upon you, ye strong and holy angels, by the names Cados, Cados, Cados, Eschercie, Escherei, Eschercie, Hatim, Ya, strong founder of the worlds; Cantine, Jaym, Janic, Anic, Calbot, Sabbac, Berisay, Alnaym; and by the name Adonai, who created fishes and creeping things in the waters, and birds upon the face of the earth, flying towards heaven, in the fifth day; and by the names of the angels serving in the sixth host before Pastor, a holy angel, and a great and powerful prince and by the name of his star, which is Jupiter, and by the name of his seal, and by the name of Adonai, the great God, Creator of all things, and by the name of all the stars, and by their power and virtue, and by all the names aforesaid, I conjure thee, Sachiel, a great Angel, who art chief ruler of Thursday, that for me thou labour, &c.

The spirits of the air of Thursday are subject to the south wind; their nature is to procure the love of women, to cause men to be merry and joyful, to pacify strifes and contentions, to appease, enemies, to heal the diseased, and to disease the whole, and procure losses, or restore things lost.

The familiar Forms of the SPIRITS of JUPITER.

They appear with a body sanguine and choleric, of a middle stature, with a horrible, fearful motion, but with a mild countenance, and a gentle speech, and of the colour of iron:

the motion of them is flashings of lightning, and thunder.
For their sign there will appear about the circle men who
shall seem to be devoured by lions. Their forms are,

A king, with a sword drawn, riding on a stag.

A man, wearing a mitre, with long raiment.

A maid, with a laurel crown, adorned with flowers.

A bull; a stag; a peacock.

An azure garment; a sword; a box-tree,

CONSIDERATIONS of FRIDAY.

(For the seal planet, and sign governing the planet, and
name of the third heaven, see the Plate.)

THE angels of Friday--*Anael, Rachiel, Sachiel.*

The angels of the air ruling on Friday, *Sarabotes*, king;
Ministers, *Amahiel, Aba, Abalidoth, Blaef*. The wind which
the angels of the air are subject to is the west wind.

Angels of the third heaven, which are to be called from the
four parts of the world, are

At the east, *Setchiel, Chedusilaniel, Corat, Tamuel, Tenaciel*;-
-at the west, *Turiel, Coniel, Babel, Kadie, Maltiel,*
Huphaltiel;-at the north, *Peniel, Penael, Penat, Raphael,*
Ranie, Doremiel;-at the south, *Porosa, Sachiel, Chermiel,*
Samael, Santanael, Famiel.

The perfume of Friday--*Pepperwort.*

The CONJURATION of FRIDAY.

I CONJURE and confirm upon you, ye strong and holy angels, by the names *On, Hey, Heya, Ja, Je, Saday, Adonai*, and in the name *Sadai*, who created four-footed beasts, and creeping things, and man, in the sixth day, and gave to Adam. power over all creatures; wherefore blessed be the name of the Creator in his place; and by the name of the angels serving in the third host, before *Dagiel*, a great angel, and a strong and powerful prince, and by the name of his star, which is *Venus*, and by his seal which is holy; and by all the names aforesaid, I conjure upon thee, *Anael*, who art the chief ruler this day, that thou labour for me, &c.

The spirits of the air on Friday are subject to the west wind: their nature is to give silver, to incite men, and incline them to luxury, to cause marriages, to allure men to love women, to cause or take away infirmities, and to do all things which have motion.

Their familiar Shapes.

They appear with a fair body, of middle stature, with an amiable and pleasant countenance, of colour white or green, their upper parts golden; the motion of them is like a clear star. For their sign there will appear naked virgins round the circle, which will strive to allure the invocator to dalliance with them: but

Their particular Shapes are,

A king, with a scepter, riding on a camel.

A naked girl; a she-goat.

A camel; a dove.

A white or green garment.

Flowers; the herb savine.

The CONSIDERATIONS of SATURDAY.

(For seal, &c. &c. see the Plate.)

THE angels of Saturday--*Cassiel, Machatan, Uriel.*

The angels of the air ruling this day, *Maymon*, king;
Ministers, Abumalith, Assaibi, Balidet. The wind they are
subject to, the *south wind.*

The fumigation of Saturday is *sulphur.*

There are no angels ruling in the air on Saturday above the
fifth heaven, therefore in the four corners of the world, in
the circle, use those orations which are applied to Thursday.

The CONJURATION of SATURDAY.

I CONJURE and confirm upon you, *Caphriel*, or *Cassiel*,
Machator, and *Seraquiel*, strong and powerful angels; and
by the name *Adonai, Adonai, Adonai; Eie, Eie, Eie; Acim,*
Acim, Acim; Cados, Cados; Ima, Ima, Ima; Salay, Ja, Sar,
Lord and Maker of the World, who rested on the seventh
day; and by him who of his good pleasure gave the same to
be observed by the children of Israel throughout their
generations, that they should keep and sanctify the same, to

have thereby a good reward in the world to come; and by the names of the *angels* serving in the seventh host, before Boel, a great angel, and powerful prince; and by the name of his star, which is Saturn; and by his holy seal, and by the names before spoken, I conjure upon thee, Caphriel, who art chief ruler of the seventh day, which is the Sabbath, that for me thou labour, &c. &c.

The spirits of the air on Saturday are subject to the south-west wind: the nature of them is to sow discords, hatred, evil thoughts and cogitations, to give leave to kill and murder, and to lame or maim every member.

Their familiar Shapes.

THEY generally appear with a tall, lean, slender body, with an angry countenance, having four faces, one on the back of the head, one in the front, and one on each side, nosed or beaked, likewise there appears a face on each knee of a black shining colour; their motion is the moving of the wind, with a kind of earthquake; their sign is white earth, whiter than snow.

Their particular Shapes are,

1 A king, bearded, riding on a dragon.

An old man with a beard.

An old woman leaning on a crutch.

A hog; a dragon; an owl.

A black garment; a hook or sickle.

A juniper tree.

Those are the figures that these spirits usually assume, which are generally, terrible at the first coming on of the visions, but as they have only a limited power, beyond which they cannot pass, so the invocator need be under no apprehensions of danger, provided he is well fortified with those things we have directed to be used for his defence, and above all, to have a firm and constant faith in the mercy, wisdom, and goodness of God.

Footnotes

Those spirits who appear in a kingly form, have a much higher dignity than them who take an inferior shape; and those who appear in a human shape, exceed in authority and power them that come as animals; and again, these latter surpass in dignity them who appear as trees or instruments, and the like: so that you are to judge of the power, government, and authority of spirits by their assuming a more noble and dignified apparition.

30: CURSES, HEXES & REVENGE SPELLS.

Performing revenge spells on other people is a spiritually immature act and only serves to prove that you are on the

same low emotional and spiritual level as the person who you believe cheated on you. Learn why he/she may have cheated on you in the first place and what you can do in the future to prevent that from happening again.

Remember, curses are only used when you have been wronged and cannot come up with a fix!! Do not curse people for the fun of it or the rule of three will haunt you!!

THE LEMON CURSE

Items needed:

1 lemon

1 black candle

9 nails

Cursing Oil

Picture of person (to be cursed)

Athame

Black bowl

*

Light the candle!

Cut a slit into the lemon.

Place the picture of the person inside the slit.

Take one of the nails and feel your anger rise. Visualize
your anger.

Pierce the nail into the lemon.

Do the same for the remaining nails.

With each nail your anger should rise for this person getting
blacker and
blacker.

When you reach the last nail, place the lemon in the bowl.
Pour cursing oil onto the lemon filling the bowl until the
lemon is half
covered (with oil.)

Let the lemon rot in this bowl on your altar.
As the lemon rots, so too will the life and luck of the
person!!

Spell to make someone realize they've done wrong

To have someone see his errors.

This is a three times three spell to use on people who were
corrupt in their ways.

It has no negative consequence unless you think ill of the
person while casting the spell.

"Wind in the north, run through the trees
Three times three, let them see, let them see

Sands of the east, rich soils beneath
Three times three, set them free, set them free
Fires in the south, awaken from sleep
Three times three, let them see, let them see
Water of the west, flow to the seas
Three times three, set them free, set them free

It works best if you have something representing that person, like a strand of their hair or a fingernail. The spell may not work instantaneously, you may have to repeat it for the person to see error in their ways.

Tangled Web Revenge Spell

PURPOSE

To compel not only one target to tell the truth, but all said target's allies as well.

COMPONENTS

- * Drawn picture of spider web, however large you like.
- * Blue or White candle, 6 or 12-inch taper.
- * Truth Oil (several recipes below).
- * Link to target (picture, signature, name/birthdate, whatever you feel necessary)

PROCEDURE

1. Place link to target at center of the spider web and say:

"Little spider, Queen/King of Lies,
Pulling the wool over people's eyes.
Oh what a tangled web you weave
When you practice to deceive."

2. Envision the web as the target's web of lies, and all the people who have been pulled into it, whether as knowing accomplices or innocent victims (you need not know who these people actually are). Say:

"Other spiders that came to your aid
With you this sordid web have made.
So many caught like helpless flies,
Victim to your vicious lies."

3. Anoint candle however you prefer.

4. Light candle and say:

"As this light shines through your deceit,
Your lies the Truth will now defeat.
No matter how hard you all strive,
Your treachery will not survive."

5. Take a few moments to charge the candle with energy. 6. When ready, take the candle and carefully drip wax around the spiral of the web (not the "anchor lines"), starting at the center. Say:

"With this wax your lies are stayed.
Confessions of truth will be made.
The light of Truth sets your victims free.
This is my desire, so it will be."

7. Let candle burn down.
8. Once candle is burned down, dispose of web.

NOTES

TRUTH OIL 1:

- 3 drops Clary Sage
- 3 drops Lavender
- 2 drops Pine
- 3 drops calamus roots (or use marigold leaves)

TRUTH OIL 2:

- 3 Drops Patchouli 3 Drops Honeysuckle
- 1 Drop Sage
- 1 Drop Balm of Gilead

TRUTH OIL 3:

- 1 teaspoon Sandalwood oil
- 5 drops Cinnamon oil
- 5 drops Hibiscus oil

Add to:

2 ounces sweet almond oil or grapeseed oil

1/2 Vitamin E capsule (just the powder or liquid, discard the gel cap)

Add the oils to a glass jar along with the Vitamin E. Securely fasten the lid, shake vigorously and let sit in bright, warm place. Shake vigorously 2 times a day for 14 days. Strain through cheese cloth if needed and bottle. Store in a cool dark place.

Revenge Spell

*Please use the utmost caution when performing a revenge spell. Remember, if the person you are casting this spell on does not truly deserve it, YOU could be the who gets hurt. Think long and carefully before doing any spells that may harm another human being.

Take a piece of paper and write the name of the person that is to be bound on a 3"x3" piece of paper, using a black ink pen or a pencil.

While you do this visualize the face of the person on your mind. When you have written the name cross it with an inverted pentacle (5 pointed star within a circle).

Fold the paper twice and take a rubber band and tie the paper with it. Raise it to your temple and chant three times the following...

"To be protected from you,
This magic charm i will do,
With this words i bind thee,
For you to let me be,
To be protected from your harm,
I now seal this charm".

Now place the paper on your right shoe and slam your foot on the ground nine times (doesn't have to be so loud that everyone hears it) As you slam it the ninth time say...
"So mote it be!"

If you have been betrayed/cheated on by a man, find a cucumber that most closely resembles the size and shape of his penis. Carve his first and last name and his birth date into the cucumber, concentrating on him staying "soft". Place the cucumber into the freezer (I put it in a Ziploc bag first) and say:

You hurt me when you chose to stray
It was our love that you betrayed
Until you admit that you were wrong
your penis will stay soft, not strong
By the power of Three times Three,
As I will, So Mote it Be

As the cucumber freezes and softens in the freezer (which is why I put it in a Ziploc baggie, who wants to clean

cucumber guts from inside their freezer?) your man will not be able to perform until you remove the cucumber and bury it under a full moon.

Spell to Curse an Enemy

In the dark of the moon, spread a table with some cloth of a dark color, ragged and dusty.

At the four corners, set black candles unlit. In the center of the table, set a open wooden box.

On a small flat stone, inscribe your enemy's name reversed. Spit upon it and set it within the box. Light the four candles with a burning straw or taper.

Cast into the box a handful of bitter weeds: chicory, dandelion, etc. Fix the curse with these words.

That thou shalt be turned into a stone,
And that all thy wits shall be turned front to back,
And that over thy face the loathsomeness shall creep,
And that as in a coffin thy limbs shall be bound,
And that light shall be withheld from thine eyes,
And that thy house and lands shall be impoverished and spoiled,

And that all the nourishment shall taste to thy tongue as wormwood,

And that thou shalt be held alien from thy fellow man,
And that these things shall be so until I release thee,

I spread this table and mark this stone
And spit upon it and conceal it,

And light these candles and apply these poisons,
And fix this curse upon thee
In the names of the Four Fires
Whose names are RIL, YUT, SAR, and LOD,
Who shall consume thee as they are consumed
Remain watching by the candles until they are burnt out.
These things may be taken away but the stone must be
buried near your house until the spell is withdrawn.

Preparatory Spell Before Performing Black Magick

"Expugno Lumen, Nilus Lux,
Vis Levis, Luciens Nux"

chTranslatedck

"We Extinguish the Light,
We Render it's Death,
Violent Light, Light is Dead"

Said 3x with a bell dipped in fresh blood and rung 3x over
the Gate or summoning sigil.

A Curse

There has been unfairness done to me
I summon the elements

I invoke them
I conjure them to do my bidding
The four watchtowers shall lay their eyes and minds
there shall be fear and guilt and bad blood
there shall be submission and no pity
I point the threefold law against thee
against thee it shall be pointed
threefold, a hundred fold is the cost for my anger and pain
Thee shall be blinded by the fear
blinded by the pain
blinded by me
blinded by me
Cursed by me
So mote it be!

This curse shall be laid upon the victim while burning an
image of the victim
(wax sigil, photograph, drawing, anything)
in the flame of a consecrated black candle.

Hex to Bring Discord and Darkness

Here is a great Hex to bring total chaos to your enemies or
someone you hate. Perfect for someone who has done you
wrong in a bad way.

You will need a piece of thick string or yarn about 9 or 10
inches long.

You will tie 3 separate knots a couple inches apart as you recite the following...

"With this knot I seal this hex
you will not sleep, you will not rest
Knots of anger, knots of hate
Discord brings you to your fate
I tie this second knot makes two
Bringing darkness over you
Slander, discord, evil too
Bringing darkness straight to you
With this third knot, I do bind
Weaving chaos in your mind
Hex of anger, hex of hate
Bring him down, I will not wait
So mote it be!"

As you do this spell be thinking of all the chaos that it is going to bring to your enemy and make sure you are worked up into a rage before doing the spell. This will make it all the more effective!

When you are done see if you can hide this string (with the knots now tied) around you enemies home!

This will make it more potent!

If not then save it in a special place until you decide to untie the knots and give your enemy a second chance.

Bones of Anger Hex An Evil Curse

Gather bones of chickens and dry them in the sun for a few days.

Then when you are ready to do this hex make sure you are worked up into a frenzy of anger and hatred.

This will add to the potency of your hex! Be thinking of all this while doing this hex and when it says

'With these bones I now do crush'

take a hammer or use your feet to stomp and crush these bones as if they were your enemy before you!

When you are done sweep them up and place them in a bag.

You will then want to sprinkle the dust and remains of the bones on your enemies property around his house.

If you have a bell ring it 3 times and say...

I call upon the Ancient Ones from the great abyss to do my bidding

I invoke Cuthalu, God of Anger and the creatures of the underworld hear me now.

"Bones of anger, bones to dust
full of fury, revenge is just

I scatter these bones, these bones of rage

take thine enemy, bring him pain

I see thine enemy before me now

I bind him, crush him, bring him down

With these bones I now do crush

Make thine enemy turn to dust

torment, fire, out of control

With this hex I curse your soul"
So mote it be!

Marriage to Hell Hex

This hex is for those who wish to break up a marriage by causing extreme chaos in the victims relationship. This will bring about the most chaotic vibrations in their household of Hell to be. For Hell is exactly what you will be bringing them. This will bring each of them to a boiling point where they would be tempted to kill one another. This hex is not for those who just want to break up a couple. For that you can use one of my other less harming spells. This is for someone you really hate with a passion... someone who you wish to see suffer intensely with the end result being a broken heart and broken mind for them. A total collapse of their little white picket fence dream. An end to their happy little world of love and harmony. If you truly have the evil seed, this spells for you to cast indeed.

You will need four black candles for this hex, a picture of the intended victim and some anointing oil. You only need a picture of one person whose marriage you wish to dissolve. If you have a picture that contains the couple together, that is fine but you will focus mainly on one of the two.

You will also need a red marker, a hammer, two nails and a block of wood that is around 1'x1' square. First you will want

to anoint the candles with the oil and while doing so thinking of the all the chaos this hex will be causing. Visualizing in your mind the victims mental hell they will be going through and visualize them fighting with words of extreme hate and violence. Visualize them finally splitting up and divorcing. Visualize this divorce being bitter to the end!

Part 1.

Place the picture of the victim to be on the block of wood. With the red marker, draw a red heart on the forehead and on the chest of the victim in the picture.

Take your hammer and drive the nail into the heart drawn on the head of the victim on the picture.

While doing so, say the following words.

With this nail I stab your heart
Soon your love so near will part.

Take your hammer and drive the nail into the heart drawn on the chest of the victim on the picture.

While doing so, say the following words.

With this nail I stab your mind
insanity you now shall find.

Part 2.

Place the black candles on four points around the picture of the victim.

Place them North, South, East and West. During all this you should be facing East.

Light all four candles and meditate on the hex once again.

Allow for the black wax from the candle to drip down onto
the picture.

Thus symbolizing him being surrounded by darkness,
negativity and chaos.

Then when you are ready, recite the following words with
the utmost sincerity.

Lords of Darkness, Lords of Night
bring this hex now to flight.
take this man I see before me now
speed up his karma, bring him down.
take his marriage and break it apart
bring it chaos and hate, now to start.
tear their love to shreds so fine
what was is gone, now is the time.
no longer shall they be together
his close knit family shall now be severed.
when together they start to smother
each doest want to kill the other.
no longer shall ye be as one
your marriage is over
what's done is done!
Lords of Darkness, Lords of Night
bring this hex now to flight.
So it be!

Remember that the word his may be changed to her and so
forth.

When you are done, extinguish the candles and leave
everything set up as it is and you may repeat the second

part of the spell for three nights, starting with lighting the candles, meditating, and reciting the incantation. At the end of three nights you may want to leave everything still set up for awhile to keep that vibration going out there to do its work. Then when you feel it is time... you may dispose of everything. If you are like me, you will even make throwing it in the trash a ritual. What I mean is I will think of throwing it into the trash as symbolizing the victims life of happiness going to the trash to be gone forever.

Binding by Fear Ritual

This is the image of my would be victim
It I hang from a single thread
In a place no one shall see
It will bring fear in the heart of him who shall harm me
He will be binded by fear from harming me further
he will be binded by fear from harming me at all
I will tie a knot in the thread when I wish to secure the fear
until I break it
So mote it be!

3 Nights of Hell Candle Spell

This spell will inflict serious pain and sores on thine enemy for a period of 3 strange days. After which the spell is lifted he is made well again.

Take a black candle and place a picture of thine enemy in front of you and tilt the candle so the wax drips upon the would be victim in the picture. Visualize the wax burning sores into the body of thine enemy. While doing so, recite the following 3 times:

"As I do this candle spell
Bring thine enemy 3 nights of hell
Candle black, black as night
Bring him pains of flesh tonight!
Lesions on his skin will grow
Afflict him with a painful blow
Sores and pain afflict him now
for 3 nights he'll wonder how
Dukes of darkness, Kings of hell
Smite thine enemy, bring him hell
when 3 nights of pain have past
Make him well, well at last".

After sitting and thinking about the sores that will inflict your enemy and the pain he will suffer you may then extinguish the candle. When 3 nights have passed, tear up the photo and say the following.

"When 3 nights of pain endured,
I lift this curse rest assured

Darkness leave him, go away,
the curse is lifted now, today!"

Goofer Dust Spell

Take the graveyard dirt and mix with a little mullein, patchouli and a touch of brimspell (sulfur). This powder will burn. Shape into a human figure and ignite. As it burns it is supposed to hex whoever the figure represented with the result that the individual allegedly became ill.

Another common usage is to sprinkle it on the doorstep of the one to be conjured, or to place some in a bag that is hidden on the intended victim's property or hidden in the dwelling.

Black Art Spell

To Stop an Enemy from Bringing Harm

To stop an enemy from bringing harm, here is what you must do,

Procure a special oil, of Dragon's blood and Rue.
Add to it a pinch of poppy, nightshade and some thyme,
add to that three tiny drops, of some bitter wine.
Anoint a black candle with your victim's name and seal it
with an "X",

then chant these words most carefully, to send forth this
darksome hex:

Darksome powers of the night,
gather round my candle's flame,
send my enemy in shaded flight,
send my enemy away in shame.

Say this chant 13 times, on the darkest moon,
The Old Ones then will hear your plight and will grant your
boon.

Do My Bidding!

Take three pieces of ribbon, thread, or yarn - one red, one yellow, and one black Take them up. Tie in each one three knots, repeating the name of the one you wish to do your bidding as you tie each one. Then bind all three pieces together and carry them or wear them on your person. The person you have bound in this manner will not be able to resist your wishes or commands. Add to your daily bath a spoonful or two of High John Conquering or Success Bath, and see what a difference there will be in your life in just five to seven days! After the bath, rub some Controlling Powder on the arms and around the shoulders. If there is a certain person you wish to dominate, the puppet spell has many advantages.

Choose a Thursday when the moon is waxing, and at 8:00 AM, 3:00 PM, or 10:00 PM, and only after securing your privacy so that no one will see or hear you, take an image and label it with the name of the person you wish to sway to your will. You can use a doll, a photograph, or even a blank piece of paper cut to resemble a human figure. If you have a possession of the person you are attempting to influence, so much the better -attach hair snips with glue, rub in nail clippings, tie or sew on a sock, handkerchief, or anything belonging to the one for whom the image is made. Hold the doll or image in your two hands in front of you, concentrate on the person involved, and chant, at least seven times -

"Damballah, may I (mention your own name) come out victorious in my dealing with (mention the person's name)."

Work with the doll each day at the same hour for nine days. After the image is named and tagged, this should never change.

No doll should be used for more than one person. If you wish to influence several persons, use a different doll for each one.

Spell to Bring Nightmares

Perform this spell on the night of a waning moon.

Preparation- thirteen black candles.

Put one candle in each corner of the altar, one on each side, and one on each corner of your pentagram. Anoint each candle with a non-purifying oil, working base to tip.

Cast a circle.

Visualization- Imagine the persons dream in perfect detail, replay it over and over in your mind until the dream is completely clear in your head. Once it is visualize your thoughts traveling to the person, see the persons face and the dream seeping into their brain.

Invocation- invoke a dark deity or a deity of dreams and nightmares into your circle, (I chose Incubus-the god of nightmares and dream rape, and The White Lady- The Celtic Goddess of Terror and the underworlds,) by saying,

" I invoke thee, dark god, call thee by name.

Incubus, enter my circle, I call you on this dark hour, to aid me in my dark deeds.

I invoke thee dark goddess, call thee by name.

White Lady, enter my circle, I call you on this dark hour, to aid me in my dark deeds."

Incantation- Now state your purpose by saying,

"Enchanting deities of the underworld, I call upon thee to help me perform my evil deeds.

Come at once, aid this dream of terror, come at once to bring them horror.

Crawl inside his/her head deep in the night,

Bring him/her the dream I see so clear,

Bring him/her my dream of fright.
He/she shall never forget this dream I made, let it stay with
him/her until her/his grave.
Now go at once, travel the night, bring (persons name)
dreams of fright.”

Meditate- Now sit comfortably and meditate.
First see the dream traveling to the person again, and then
clear your mind of all negative thoughts.
Now close the circle and allow the candles to burn
themselves out.

Warning- Protect yourself when performing this spell.
By calling upon the deities of Darkness you are putting
yourself at risk.

After performing this spell it would be wise to perform a
cleansing and purifying ritual on your house.
You may also want to perform a spell for pleasant dreams.
But then why spoil it!

Spell for Revenge

Preparation-
13 black candles, a belonging of the person you wish to seek
revenge on, cauldron, and pepper.

Cast a circle and set up the 13 candles in a crown on your altar.

Now sprinkle some pepper around the circle while chanting,

" To lock in hate, to lock out love, rage I must create,
revenge I must think of."

Light the first candle and say,

" I light thee with only hate in my heart. Only with revenge
in mind.

I give thee light to aid my rage into the direction of he/she
I hate."

Light the other candles one by one and repeat this.

Now hold the object tightly in both of your hands and visualize the persons face, and think of all the things he/she has done to you. Gather all of the hate and rage you have toward this person and force the energy into the object, when you felt you have succeeded in doing this, open your eyes and chant three times,

"Make (fill in name) see the hurt he/she brings me, make
him/her feel the pain I feel.

Remove the hate from my heart, and all the pain he/she
brought me,

move it towards the more deserving.

All she has done she shall now see, I will seek my revenge
times three."

Now run the object through all 13 candles, and then drop it into the cauldron, stare into the smoke as you chant,

"As this burns, your pain shall begin, and all you brought me, now shall end."

When the object has burnt out close the circle.

Curse to Cause a Headache

Say: This person _____ has made me angry!
Lucifer bring forth the pain of madness known upon his
head!

ardrelamastro, martarastar, frocuss!

Spell to Punish a Person

To punish a person. You'll need:

black candle

9 nails

white plate

oil

Carve the persons name in the candle...put the candle on the white plate then at different locations push the nails in.... put the oil around the plate. That should stay for about 1 moon phase.....when done... remove the nails, and using a warm knife or metal spatula, smooth the pierced/carved areas, so the candle looks unblemished....wrap it in vervain and sweet basil....and then dump in a garbage can...that will take care of both.

Spell to Nephelania

Perform this during the Dark Moon if possible, and when casting Circle move counter clockwise from the East.

Items needed: sword.

Stand before the altar with arms raised and say:

"Dark Mother, let your power flow through the body of your daughter/son and out again to repel and destroy all negative thoughts and deeds that are directed against me."

Stand in silence as you draw down the power, then face East, raise your sword in greeting and say:

"Hail Chichiri, great One of the East, Whose airy eyes see
all in the Element of Air!

I do summon you here to protect and defend me."

Move to the North and say:

"Hail Tamahome, great One of the North, Whose green
eyes see all in the Element of Earth!

I do summon you here to protect and defend me."

Go to the West and say:

"Hail Hotohori, great One of the West, Whose liquid eyes
see all in the Element of Water!

I do summon you here to protect and defend me."

Finally at the South say:

"Hail Tasuki, great One of the South Whose bright eyes see
all in the Element of Fire!

I do summon you here to protect and defend me."

Place your hands on the sword and say:

"Great Dark Mother, I call on You to build up this
protection,

To send back all the wrong that has been done to me."

Raise your sword high and say:

"Dark Mother, Queen of the Night, there is one who stands
against me.

Let his/her efforts fail.

Let him/her go down in the darkness.

May You judge his/her wrongfulness and lies as he/she
stands before

You in the courts of Hell.

May his/her efforts be lost in the darkness with no light to
guide him/her.

I am Your child, protect me, Dark Mother!"

Rest the sword with the point on the ground between your
feet. Say:

"Dark Mother, help me to reach my goals, to live my life to
the fullest, to walk a path of balance.

Sweep away all barriers built by those who want me to fail.

Crush the evil sent against me!

Sweep its remains back into the body and brain of the one
who sent it!

The evil is dead!

My attacker tastes his/her just rewards!

His/her mouth is full of ashes, his/her thoughts of
nightmares, his/her life of unfulfillment.

Only once he/she ends his/her attacks and hatred shall
he/she know peace again!

I stand under the sword and the hand of the Goddess! So
mote it be!"

Draw a pentagram on the floor between your feet with the
sword and say:

"It is done!"

Replace sword on the altar (or if too large like mine, simply lean it against the altar) and say:

"Your hands protect me from Dark Moon to Dark Moon.
Your sword covers me from Dark Moon to Dark Moon.
Your care shelters me from Dark Moon to Dark Moon.
All love and honor to the Dark Mother Nehellania!"

This is the time for any further spell working or to finish other ritual matters.

When finished take your sword to the east and raise it in greeting, and say:

"Farewell Chichiri! My thanks for your protection and defense. Depart in peace, blessed be!"

At the North say:

"Farewell Tamahome! My thanks for your protection and defense. Depart in peace, blessed be!"

At the West say:

"Farewell Hotohori! My thanks for your protection and defense. Depart in peace, blessed be!"

At the South say:

"Farewell Tasuki! My thanks for your protection and defense. Depart in peace, blessed be!"

Stand before altar with arms raised and say:

"My thanks to the Dark Goddess Nehellania and to all who have helped here this night.

Depart in peace, blessed be!"

Bless and eat the Simple Feast, and finish closing the Circle.

Nehellania is another name for the Norse Hel. Her name means Nether Moon, a direct linking with her underworld kingdom Niflheim, Nef-hel, or Nifl. She is the Queen of the Dead and rules over dark magick and revenge.

Slave Maker Potion

10ml unscented body lotion 2 drops lemon
1 drop geranium 1 drop sandalwood 20 drops of pre-diluted
rose oil

Blend well and massage into your hands.
Now, if you shake somebody's hand they'll do anything for
you.

To Change Someone's Behavior

If there is a person who is your friend/enemy/whatever and they are treating you badly you can change their personality so it suits you i.e. they act how you want them to do.

There are two different methods to this spell depending on whether the person is with you or not.

If they are with you, concentrate on them and whilst staring at them say the following...

"Twist their bones and bend their back, Hypnotic and mystic
and magick and mystery."

Now carry on like that but change the first line each time
you do it saying what you want them to be like and after
every line say "hypnotic and mystic and magick and
mystery".

When you have finished (it can be as long or short as you
want) you need to raise your left hand
to their left hand side and say "just" then raise your right
hand to their right hand side and say "like"
then you bring your hands together and draw them down the
person's body and when they meet say "this."
By the way you don't touch them you just look at them and
do it!

If they are not with you need to get a spoon (the bigger the
better) and then you need to visualize them floating above
you. As you are saying the exact same spell as above hold
the spoon by the end and hold it vertically.

As you are saying the spell visualize its power building in
the cupped bit of the spoon.

When you have finished the main part of the spell, you pull
the spoon backwards saying "just"
then throw it forward whilst saying "like" and as you
visualize the power of the spell hitting the person say "this."

Warning Spell

This one is a good substitute for a hex, when your fear or anger tempts you in that direction:

"Blood turn black and flesh turn blue,
I will curse if you force me to.
By the left hand and the unclean food,
I'll curse your eyes, I'll curse your lies,
I'll call down a plague of flies.
Blood go black and flesh go blue,
Evil from me and back to you
My soul clean and yours on fire,
You fuck with a witch you get burned, liar! "

Liar, Liar, Pants on Fire Spell

Supplies:

- a pair of underpants with the name of the offending party wrote on the crotch with black marker
- a bottle of the hottest Tabasco sauce you can find
 - a bit of thistle and nettles
 - cinquefoil
 - black pepper
 - rubbing alcohol
 - a long match
 - an old cauldron or outside grill.

Instructions:

Pour the Tabasco sauce on the crotch of the underwear. Let
dry.

Sprinkle with herbs and black pepper. Sprinkle with a bit of
alcohol. Use a long match to light.

Burn in an old cauldron/outside grill. As the underwear
burns say-

(Name), I've had enough, I rise above you,
I've gotten tough, the wagging tongues of flame bite back
I refuse to take your hateful flack
Your lies become a conflagration
Bringing you to degradation
Your deceit recedes it's clinging grasp
And I am free - the truth at last!
Scatter the ashes off your property.

Curse to Cause Bad Luck

Oh timeless spirits in heaven and earth,
I have been wronged and seek restitution.
Bear down on my enemy causing misfortune
And failure in every endeavor.

Insomnia Curse

A Spell to Cause Insomnia

Oh sleepless spirits,
Cast on thee, my enemy,
Many restless and sleepless nights,
Make the bed bugs bite,
For thee hast wronged me.

Voodoo Spell to Drive Someone Crazy

A way to drive someone crazy is to write the victim's name backwards on an egg. No ordinary egg will do -- it has to be an egg from a black hen. Then it is required that the egg be tossed over the roof of the intended victim. As an alternative, the egg could be buried near the victim's front door.

The Vexation Box Spell

This spell is for dealing with someone who is more of an annoyance than a threat, someone who really gets on your nerves or stresses you out by intruding in your life or violating your space. It is for someone you have already asked to stop but who persists in bothering you. It is not a spell to use on someone whose actions you object to within their own life or space. You need:

- a box

- herbs for protection
- two heads of garlic (or more, if you are using a big box or dealing with a group of people)
- a photograph of the person, or their name written on a piece of paper

Put everything in the box. Cover the box and give it a good hard shake, mentally yelling at the person to modify the behavior that annoys you. Put the box away, in a drawer or up on a shelf. Take it out and give it a hard shake, yelling at them, every time they annoy you. After the first week or so you should seldom need to shake the box. Throw the box away in a few months, when the garlic begins to spoil.

Spell to Make a Man Impotent

If a man has sexual relations with a woman and then treats her rather badly or breaks his word, she can very easily get even with him. According to ancient Voodoo practices, all she must do is keep the cloth used for cleansing both parties after their relations. This towel, washcloth, or rag is first tied in seven knots. It is then weighted down and dropped into a river. The man is said to lose his sexual virility until amends are made or until the girl forgives him and retrieves the cloth. Only she can break the spell by untying the seven knots. If the knotted wiping rag is lost, he will never again regain his ability to perform sexually.

The Realization Spell
Spell to Make Someone Realize and Feel the Hurt They
Caused You

Write the person's name and what they have done to you on
a small piece of paper.

Light it from an alter candle and drop it to burn away in
the cauldron.

Stand before the alter, the ashes in your right hand, and
say:

Wolf and horse, old signs of might.
Lend your strength to me this night.
The pain and grief they so easily give,
Must be returned so they may live,
To know and feel what they have done,
And change their ways, with harm to none.
Send back the pain, teach them this night,
And help them to do what they know is right.

Go outside, and throw the ashes to the winds, knowing that
they will realize what they have done to you.

Ritual to Cause Pain to One Who Has Made You Suffer

This ritual is designed to get revenge on someone who has caused you emotional pain, for example if the person you love abandons you and it transpires that they were merely using you, then this would be perfect. The amount of suffering this causes the victim is largely proportional to the amount of pain and hurt they gave you. It involves re-living all the sadness that your victim has caused you and magically returning it to them.

The usual riders apply to this ritual. Don't try it on anyone who you still love in any way, otherwise you might end up with a load of guilt and backlash on top of everything else.

Performing the ritual is also quite a traumatic experience for yourself.

Now, on to the ritual.

Gather a few small object links to your victim. A photograph, something they written, a copy of their signature or personal sigil, etc. You then have to visualize and re-live the pain your victim has caused you. The sadness you felt at being abandoned. The sense of betrayal.

Everything. Feel it welling up inside you, then project it at the links.

You can then culminate the ritual in a way you that you think would send it to you're victim.

Some people would destroy the charged links, some people would just visualize the negative

energy extending to the victim via the links and keep them
somewhere where they are unlikely
to run across them, while others would plant them in the
victim's home. I favor planting the
charged links at the back the victim's drawers of personal or
magickal items, myself.

Lucifer's Touch

A Powerful Evil Hex

Light 3 black candles at midnight and repeat the following
three times. If you have a bell you should ring it three times
at the beginning of this ritual.

I call to the mighty bringer of light, Lucifer...

"Spirits of the abyss, hear my call
all most powerful, one and all
Lucifer my thoughts do sing
through the universe they now ring
Take thine enemy, take him smite
Break him, scorn him in the night
From the mighty depths of hell
cast your darkness on his shell
Oh Lucifer, oh shining star
Touch him, burn him from afar
Revenge now will have its day

for thine enemy starts to fray”
So mote it be!

During the time spent doing this hex, you should be worked up into a frenzy of anger and thinking of the darkness about to descend upon your enemy.
When you are done, extinguish the candles.

Dark Goddess Invocation

I am the Darkness behind and beneath the shadows.
I am the absence of air that awaits at the bottom of every
breath.

I am the Ending before Life begins again,
the Decay that fertilizes the Living.

I am the Bottomless Pit,
the never-ending struggle to reclaim that which is denied.

I am the Key that unlocks every Door.

I am the Glory of Discovery,
for I am that which is hidden, secluded and forbidden.
Come to me at the Dark Moon and see that which can not
be seen,

face the terror that is yours alone.

Swim to me through the blackest oceans
to the center of your greatest fears--
the Dark God and I will keep you safe.

Scream to us in terror, and yours will be the Power to
Forbear.

Think of me when you feel pleasure, and I will intensify it,
until the time when I may have the greatest pleasure
of meeting you at the Crossroads Between the Worlds.

Invocation of the Dark Goddess

- Black candles
- A black metal or brass censer
- Mugwort, Dragonsblood, and/or Wormwood incense
 - Charcoal incense burner
 - A white candle
- Wine (the darker the better)

Surround yourself in a circle of black candles, no less than
three

(the number should be 13 or a multiple of three).

On the ground, set up your materials, and set all items
facing west.

Work this rite during the bewitching hour if possible, or any
time after dark.

Prepare the atmosphere by casting the incense into the
burner.

If you do not feel safe in the circle of candles, place 3, 5,
or 9 protective talismans around your circle and wear one
on your body.

Visualize the darkness entering your ritual area, enveloping
it in a dark veil.

Surround yourself in the darkness, drink in the night, feel it

pulsate within your body.

With every breath, draw more and more night into you, until
you are filled with the dark energy.

If at any time you hear a dog, a raven, or a crow call,
then you may move freely into the next part.

If not, invoke spirit Raven into your circle, and ask his
blessing on your journey into the abyss.

Next, look upwards to the moon (this should be done
outdoors when the moon is full, if possible.)

Let its silvery light shine into your body, going through you
like glass. Invoke Hecate, holding your arms into the air
saying this or something similar:

Great Hecate!

You who are the night,

You who are the darkness, the moon above.

Triple goddess, come unto me!

Grand Hecate, I call ye!

Be here of Queen of Heaven

Unto me of Queen of Hell!

You who command all things!

You from whom all magic flows!

Great Mystery, oh Shadow of Darkness,

Hecate, I invoke Thee!

You should feel yourself becoming lighter, feel a surge of
power, or some tingling, or maybe a feeling of safety, or
that you are not alone suddenly. If you experience no
change whatsoever, repeat the chant, and if after three times
you still feel no change, end the rite and try another time.

When you feel Hecates power, either do your other magick workings, some divination, or try and communicate. If you wish you may ask for her blessing or simply her guidance, but whatever you ask of Her, do so with the utmost respect. If you wish to further channel Her, continue, otherwise give her license to depart.

To continue, hold up the chalice with the wine to the moon and say:

Moon, shining bright above me!

Goddess, let thine blood run down! Feed me with thine
darkness!

Make me thine Kindred!

Drink the wine, and continue to channel the Goddess until
you are satisfied.

Dismiss Her politely, and use your strongest banishment to rid any malevolent creature from you (make sure you thank Raven if you invoked him).

Be careful with this spell, have someone to observe you (in a triple circle of protection) and also, it might be a good idea to have designated driver/magician should you become tipsy or begin to hallucinate or lose your sanity or whatnot.

The Ende