

CONJURING DEMONS

FIRST EDITION

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BY DEZADAR

TO WRITE TO THE AUTHOR

If you wish to contact the author or would like more information about the book and other upcoming projects, please write to him. The author would appreciate hearing from you and learning of your enjoyment of this book.
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INTRODUCTION

One of the most interesting experiences I have had pertaining to the practice of Magick was when I was given a book called The Goetia. I took it home, studied the procedure, procured the items and with a good friend acting as the seer proceeded to conjure my first demon. Three hours later, I had a scrap of paper with a single glyph on it drawn by the seer. That friend of mine never saw anything else that night, but he never came back to that house again either. He told me later that although he couldn't see anything else, he knew something from the shadows was watching us. This little book is a complete system of conjuration based on that single glyph and a lot of experimentation. It is by all means not the entire collections of material gained by those experiences, but a primer of sorts for those interested in the practice of summoning such entities. This book is small in size, but I tried to refrain from adding personal experiences and information that isn't relevant to the system itself.

A WARNING

Before the practitioner may call upon any of these demons, strict guidelines must be followed. These demons are most vile in nature and are hard to control. Know the demon you are conjuring and know that demon's particular glyph. There is no room for error.

If you cannot complete a conjuration from start to finish, it is better not to begin, for only unfavorable results will follow.

The demons presented here were created during the first age of Earth. Most of these demons, their names and glyphs were lost through the ages and are given here for the first time.

Conjuring these ancient demons is very dangerous and nothing to fool around with. If you proceed you do so at your own risk.

CLOTHING AND ITEMS

The conjurer's robe should be black in color and hooded, and should be clean and unsoiled.

Black candles and incense of your own choosing should also be present.

All glyphs are to be drawn beforehand and placed under a black cloth until they are needed.

A glass bowl big enough to cleanse your hands in should be present, filled with water and ready for use.

Parchment and pen for writing and drawing glyphs.

A knife or sharp object used to draw blood.

Salt to inscribe the conjurer's circle.

A scrying mirror at least 10x12, or a crystal ball may be used instead.

Other items may be necessary depending on the demon you are attempting to summon.

THE CIRCLE OF CONJURATION

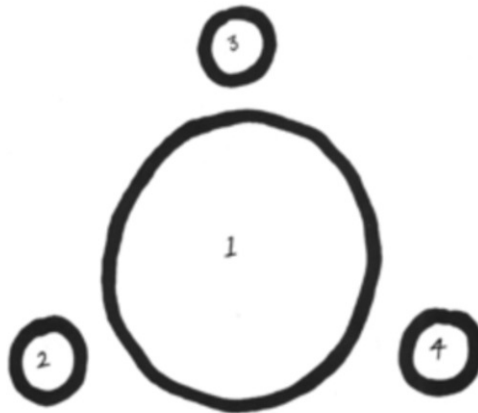
The conjurer's circle should be made six feet across, and each of the three circles around it should be at one foot each.

The center circle represents Earth.(1)

The smaller circle at the apex represents the unknown.(3)

The circle to the right represents the conjurer.(4)

The circle to the left represents the realm of the demon whom you are conjuring.(2)



CONJURATION SEQUENCE

To begin, make sure you are clean.

Dress for ritual.

Light incense.

Light two candles and extinguish all other lights.

CIRCLE CASTING

Take up the salt, and starting from the left go counter clockwise, sprinkling the salt onto the floor.

Concentrate on the demon you are about to conjure. Say with a loud voice these words as you begin:

"The Earth's Circle from left to right, may ancient demons be seen tonight. Blood and bones of those before, open up the demon's door."

Begin again at the left and inscribe the Demons Circle in the same manner and say these words with a loud voice:

"Ancient Demons who dwell in the night, I summon thee here with all my might."

Now inscribe the Circle of the Unknown in the same fashion. Say these words with a loud voice:

"I call to the Unknown from this magickal place, where humans and demons meet face to face."

The Conjurer's Circle is inscribed last. Again in the same manner say these words with a loud voice:

"I now inscribe the Conjurer's sphere, with my will alone I bind thee here."

Now place the scrying mirror in the Circle of the Unknown, light the two candles, and place one on each side of the mirror.

Take the glyph from under the black cloth that represents the demon you are attempting to conjure and place it in the Demons Circle.

Now write your magickal name or initials on a piece of parchment. Take up the knife or sharp object and prick your left forefinger. Place three drops of blood on the parchment with your name and place them within the Conjurer's Circle.

Cleanse your hands in the water you have already prepared.

You may now step into the Circle of the Earth.

Seat yourself in a comfortable position facing the Circle of the Unknown.

The circle is now charged.

Remember you are not to set foot inside the center circle until all else is done.

Begin to stare into the magick mirror or crystal ball. Let your mind empty itself of all outside influences. Be still and let your breathing become slow and rhythmic. Concentrate on the magick mirror. Watch it as it slowly begins to shimmer like a black liquid, then begin the conjuration.

THE CONJURATION

Say in a loud voice:

"Come forth _____! Oh great demon hear my plea. I call thee up by the power of the this Circle and by thine own most secret name _____. By thine own glyph inscribed with thy name I summon thee. Appear now that I may have council with thee. I conjure thee ancient demon without fear and trembling. I am not afraid as I stand within the Circle of the Earth. Come forth and manifest thyself in the dark glass which is prepared for thee. Show thyself _____! Oh ancient demon I summon thee. Appear unto me now in a form that is not unpleasant so that I may gaze upon thee. Come thou _____, without delay from wherever in thy world thou mayest be. Come and answer all questions truthfully in a voice which is clear and understandable."

Repeat this conjuration three times. If the demon does not appear it is likely some other magus has conjured it first. If this is the case a messenger demon may appear instead, which is very likely. Be sure to remember its appearance and glyph, this will be useful later. Contrary to belief, demons or spirits cannot manifest themselves in multiple places at once. So, don't get discouraged if you don't succeed the first time. These demons can be called at any time day or night, and no lunar or solar cycles or planetary alignments are necessary.

THE BINDING

When the demon appears in its form and fashion before you, or in the magick mirror
say:

"You are most welcome, Oh great demon _____, I have called thee forth by ancient
rites and I now bind thee here until thou hast answered all my questions and diligently
performed my will."

Then say in a loud voice:

"By the power of the four circles that bind thee give unto me a true answer."
And then ask a question; or say something like, "destroy my enemy which torments
me."

When the demon has answered your questions or promised to do your bidding, you
must then release the demon so that it may return to its abode.

THE RELEASE

"Oh great demon _____, thou hast faithfully answered my questions truthfully
and hast been bound to this circle created by ancient rites. I now release thee _____,
go now swiftly unto thy abode and be ever ready to return when I call thee. Go now
without harm to beast nor man, and may peace be between you and me from this night
unto infinity."

CLOSING THE CIRCLE

"I _____, being armed with the knowledge of these ancient rites, banish all demons and spirits who have been conjured here on this night. Go now into thy abodes in peace."

Burn the parchment with your name written on it. Then burn the glyph of the demon you have conjured. Blow out the candles, then cleanse your hands in the bowl. Say these words in a loud voice:

"This rite has now ended. This circle is now closed."

THE DEMONS

SISHBUS



Demon of storms and lightning. Shisbus appears as a dark mist in the shape of a horned humanlike figure. His glyph is clearly visible on his chest. Shisbus can be called upon to cause damaging floods and fires, or to control them.

AZRAS



Demon of the shadows and darkness. Azras appears like an everchanging black shadow. His glyph pulsing from grey to black. Also known as the demon of terror. Azras can be called upon to cause fear of the night and can manifest himself as nocturnal apparitions. He can kill by his spectral touch. Azras dwells in the darkness and can only be dispelled by the light.

IRIEL



Known as the demon of nightmares. Iriel appears in the form of a hideous creature, with a large mouth full of teeth with bits of rotting flesh hanging from its bones. His four arms holding the recent human kills waiting to be devoured. Iriel can be summoned to invade another's dream, causing them night terrors. If Iriel catches the victim and devours him during his night terror, his waking life will at that instant be over.

ENEBIEL



Known as Enebiel the Slayer. Enebiel appears as a tall humanlike creature with piercing dark eyes and long white hair. He stands upon a mound of the dead. In his left hand he holds a bloody black book of those that are to be slain. In his right hand, he holds a human femur fashioned for killing. Enebiel can be summoned to slay your enemies, and should be instructed to place their name's in his book.

PALESIEPSYR



Demon of death and dying. Palesiepsyr appears as a rotting corpse with maggots falling from his putrid flesh and is surrounded by a cloud of flies. Palesiepsyr can be summoned to bring about an agonizing death and to speed up the process in those that linger too long on the threshold.

ARZAON



Arzaon is the demon of invisibility. He appears as a shimmering silvery mist. He can be summoned and compelled to make the conjurer unseen by all human eyes.

PABAKAS



Demon of dementia. Pabakas appears to the conjurer as a crazed creature with large black eyes and greyish skin. His open mouth shows the blackened teeth and long snakelike tongue. Pabakas can be summoned to cause dementia in those chosen by the conjurer. Blood is to be offered to Pabakas in exchange for his service.

BORAM



Known as The Keeper of the Dead. Boram appears as a tall pale creature. His eyes are dim and lifeless. His hooded robe is adorned with thousands of keys. Boram is accompanied by his servant Dezadar, who appears lifeless and is animated by some unknown force. Dezadar keeps the tome of the dead, and within the book accurate records have been kept from the beginning of all that have died and where their soul can be found. Boram can be summoned to find a soul and release it for a short while to speak with the conjurer if it is so desired.

IZARUS



Demon of vengeance. Izarus appears to the conjurer as an otherworldly creature. His skin is dark black and battle hardened and appears to change color to dark grey at times. His arms are long and slender with razor sharp claws protruding from each hand. His face, human in appearance, but with eyes as red as fire. Izarus can be summoned to exact revenge upon any creature, provided there is just cause. Once Izarus is unleashed upon a victim, he will not stop until his thirst for blood is satisfied.

AKERIAL



Demon of forbidden knowledge. Akerial appears as a dark robed figure. His face shadowed behind his hood. He has a large black chain hanging from each wrist and writhing serpents around his waist. Akerial can be summoned to discuss in detail the first creation, as well as the magickal arts. He tells of all things that are forbidden or forgotten.

URSAH



Demon of the ages. Ursah appears as a beautiful woman with long flowing hair. All precautions should be taken from this point on. Do not answer any of her questions and do not leave the Circle of the Earth. It is advised to do an additional banishing after she is released. Ursah has the power to tell of things past, present, and of things to come. This demon is very tricky to deal with, be extremely careful.

ZANZIEL



Demon of disease. Zanziel appears as a humanlike creature. His eyes are dark and lifeless. He appears bloated like a corpse and a brackish liquid seeps from his skin. He is surrounded by thousands of rats as they fight over the pieces of flesh that drip from his bones. Zanziel can be summoned to bestow a disease on a victim chosen by the conjurer. This demon is one of the more dangerous to conjure.

RAPITIEL



Known as the Appirition. Rapitiel appears to the conjurer as a grey ghostly figure and while in his presence poltergiest activity can occur. Rapitiel can be summoned to haunt a victim if it is so wished by the conjurer.

SEPERIEL



Seperiel appears as a tall muscular man with ungodly pale skin. His eyes are hollow and dark. He wears armor made of the bones of those slain during the first creation as a reminder of that age. Seperiel can be called unto the circle, but is not advised. Seperiel has knowledge of all things physical and ethereal, but is best versed in the details and ancient history of the first creation.

HEZEXAEL



Called the Whispering Demon. Hezexael appears as a very small demonic creature, almost transparent. His face is long and his ears wrap around his head almost to the point of touching. He carries a staff made of onyx with a pulsing red jewel. Everyone in the world has had experiences with Hezexael at one time or another. Those little thoughts in our heads sometimes aren't our own. Hezexael can be summoned and compelled by the conjurer to whisper thoughts into a victim's ear, good or bad.

AZIZIZ



Demon of spells and magick. Aziziz appears as a sphere of energy with everchanging colors. Aziziz can be summoned to teach a magickal principle or a spell of the conjurer's choosing.

THE END