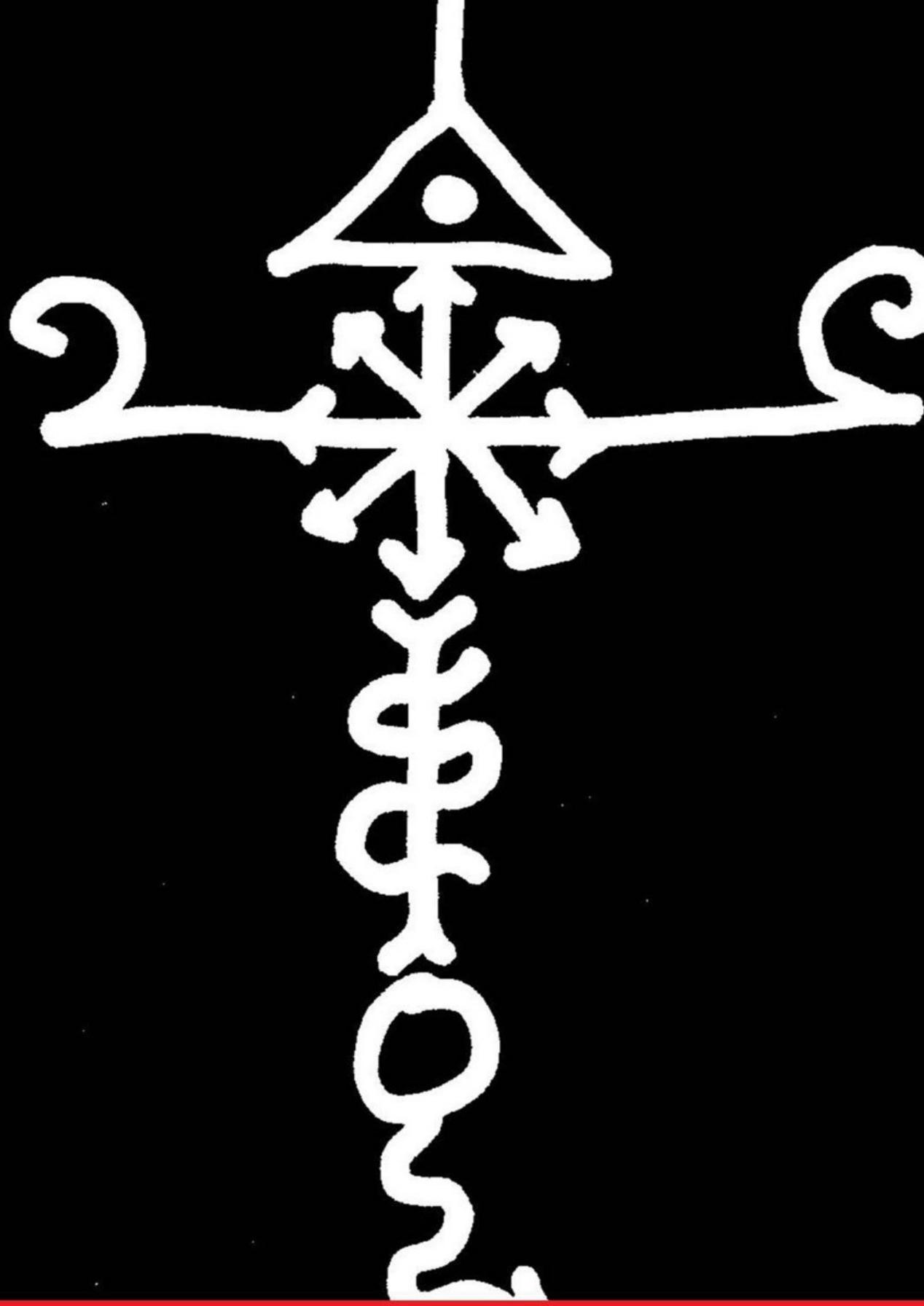


Michael Kelly

THE GRIMOIRE OF THE
SEVENFOLD SERPENT



The
Grimoire
of the
Sevenfold
Serpent

Michael Kelly

A Publication of The Apophis Club



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Other Apophis Club titles by Michael Kelly:

Apophis

Ægishjálmur: The Book of Dragon Runes

Dragonscales

Draconian Consciousness

The Draconian Quadriology (omnibus edition of all 4 above titles)

Words of Power

Gods and Monsters (forthcoming)

Runes of Mann (forthcoming)

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Introduction

This small booklet contains a powerful grimoire of the Left-Hand Path, designed according to the Initiatory model of the *Apophis* curriculum of The Apophis Club.

It is a short document, but a very practical one. In this introduction, I will explain its function and how to use it.

The Apophis Club does honour to the Primeval Serpent of the Void, the coiling Chaos who existed before Time and Space began. The ordered enclave we call the Universe is but a single scale upon the immensity of the Ancient Dragon. The Serpent is not only all that has ever been and will ever be; It is also all that might be, that could be, that may have been, and all that will never be. It is every possibility and imagining in one. Those things which actually pass into manifestation are but bubbles upon its surface.

If all things came from the Primeval Serpent, then we are in truth its children. Through the exercise and development of consciousness, we can lay claim to our Draconian heritage and through the use of magic, we may Become as the Serpent is: beings who are capable of reaching outside the bounds of Time and Space, shaping the Unmanifest into patterns which we can then bring into being. Through the proper application of consciousness, we may reshape the world around us to reflect our Desires. For this is the whole purpose of existence. The more philosophical implications of this are explored in my Draconian titles, *APOPHIS*, *Ægishjálmur*, *Dragonscales* and *Draconian Consciousness*. But this is a practical manual, so we shall remain focused upon the practicalities here.

The Club's curriculum of initiatory Work takes as its model the traditional image of the Serpent with Seven Heads. Each of these Heads represents a particular manifestation of consciousness and an expression of power. The Initiate seeks to raise the powers of each Head within their own consciousness, attaining a God-like state of being.

The principle underlying this grimoire is that it is possible to evoke each Head of the Serpent by a magical ritual, channelling its powers and making its essence manifest and available for the magician's use. This provides a means whereby any Initiate may access the powers inherent within Heads which they have not yet been able to fully awaken within their own awareness. This provides a foretaste of those powers, and renders them available for immediate practical results magic.

Thus, although the sorcerer may not yet have fully grasped the state of consciousness which is represented by the Sixth Head of the Serpent – the Rebellious Giant – he may nonetheless evoke a manifestation of that Head, as if it were a separate, independent Spirit. This would then allow him to experience its powers of bending the laws of time and space, and would also prepare him and familiarise him for that time when the Head is ready to fully arise within his own consciousness as an integrated part of his own Initiated Being.

The Apophis Club has found the representations of the Seven Heads as defined by Kenneth Grant to be the most effective symbols for the Draconian current. The Heads are as follows:

1. The Scorpion
2. The Thunderbolt
3. The Hyena, or Jackal
4. The Serpent
5. The Raging Lion
6. The Rebellious Giant
7. Typhon, Angel of the Fatal Wind

The Head of the **Scorpion** represents matter, the physical basis of Reality. It is the fullness and perfection of the physical senses, the sensuality and joy of physical being, the power of the Life Force.

The Head of the **Thunderbolt** embodies the mental and emotional processes whereby the Self expresses itself, it is the power of consciousness at rest and consciousness in motion. It governs the powers of reason, detachment, feats of memory, concentration and prodigious cognitive and intellectual prowess.

The Head of the **Hyena** represents those powers which lie latent within the subconscious layers of the mind, but which may be awakened and used through magic. These are the powers of telepathy, precognition, far-seeing and clairvoyance. It is power over the astral realms and the world of dreams and nightmares.

The Head of the **Serpent** marks that point at which consciousness touches the Void and realises its Draconian heritage. It is the realisation that the Initiate is kin to the Dragon who abides Outside the boundaries of Time and Space. Consciousness can Open its Eye in the Void and perceive every possible event and circumstance, reshaping and directing them as it Will: we can draw manifestation from the Unmanifest. It is at this point of consciousness that the Initiate first becomes cognisant of his own Dæmon.

The Head of the **Raging Lion** represents the force of Desire. This is pure, exalted passion, arising from the Essence of Self itself, not driven by compulsion or influenced by clever marketing. It is the Desire of the Self for the Other, for the principles of Beauty and Love. This Head gives life a meaning and a beauty and a value which burns with its own eternal ecstasy.

The Head of the **Rebellious Giant** embodies the Initiate who is outgrowing the Cosmos, for whom the entirety of Space-Time is becoming too small a playground. Here, the rules which bind Reality are loosening and may be bent or broken, resulting in strange phenomena which twist and defy the expectations of conventional physics, warping Time and Space.

The Head of **Typhon** typifies the magician who has Become a Being who is akin to the Lord of Darkness, a fierce and isolate God who is unbound, the author of His own Creation, Creator and Destroyer of Universes.

For the purposes of this grimoire, the following are examples of the purposes for which the powers of each Head may be evoked:

Scorpion:

For physical health and fitness; healing; stamina; to enhance sexual ecstasy; to acquire wealth; for ease and comfort; to change your living conditions or move home; to repel undesirable people; for vengeance of a material, physical kind; to communicate with animals; lycanthropy.

Thunderbolt:

To improve memory; to acquire knowledge; to achieve calmness and ease anxieties; to cause insanity in enemies; to recall past lives; for eloquence and skills of communication; to get a new job; to charm and influence others; to obtain a favourable judgement; increase concentration.

Hyena:

To develop powers of clairvoyance and clairaudience; astral travel and out of body experiences; for luck in gambling; to induce lucid dreams; reading the thoughts and emotions of others; thought transference; skrying and far seeing; divination and prophecy; discovery of secrets.

Serpent:

To renew or recreate yourself; to Open the Eye in the Void; to commune with your Dæmon; unifying the conscious and subconscious minds, opening up new experiences of consciousness; breaking taboos and shaking free of conditioning; pure, unfiltered perception.

Raging Lion:

Works of lust and sexual attraction; violence and rage, destruction; to pursue your passions effectively, discovering hidden things and new angles; learning the secrets of sorcery through Will alone; Works of Beauty, Inspiration and Desire; Divine madness, following your desires and finding success, in spite of all odds.

Rebellious Giant:

Experience of the Outside, breaking the bounds of Time and Space; time travel, viewing past events and seeing into the future; invisibility; translocation; telekinesis; teleportation; conjuring the dead for their wisdom and secrets. Visiting other worlds.

Typhon:

For the experience of pure I AMness; Godlike consciousness; immortality and prolongation of physical life; rejuvenation; charisma; power to affect the wills of others by your mere presence; recreating the Cosmos in your image.

In addition to these seven manifestations of the Heads of the Ancient Dragon, the grimoire contains an invocation of the **Dæmon**, often called the Higher Self, or the 'Self ahead of self', or in more poetic language, the Holy Guardian Angel. Involvement of the Dæmon in the conjurations ensures that their results will always tend toward the best possible outcomes for the Initiate's future Awakening and Becoming.

The Structure of the Conjurations

It is well to understand the way in which the conjurations are constructed before advancing to the actual ritual texts. This allows the Initiate a greater grasp of the flow of the ceremony.

We begin with defining the ritual space. This is done by a series of knocks or bell tolls to clear the air, followed by a ritual which charges the cardinal points with pentagrams whilst calling upon the Draconian Deities.

The Gate between worlds (other dimensions of Reality, but also the bridge between the conscious and subconscious minds) is opened.

The Draconian energies are summoned through the Gate, concentrated in a chalice, whose contents are then drunk.

The Initiate Opens the Eye in the Void, i.e. focuses consciousness in the great Outside, beyond the limits of Space-Time. This experience comes naturally to Initiates who have passed through certain experiences and ordeals, but may be touched by ritual emulation by those to whom it is not yet second nature.

The sigil of the Head to be evoked (or the Dæmon) is uncovered and laid upon the altar, and the conjurations are spoken, whilst stirring consciousness into a frenzied focus of single-pointedness.

When awareness of the Head's presence is realised, and / or its form appears or otherwise makes its presence known, the Initiate states his Desire, charging the Head with the purpose of the Working.

The Head is then sent back to its place in the Void, from where it may reshape Reality and send fresh currents of manifestation into the world to actualise the magician's Will.

The Gate is closed, and the chamber cleared with a second pentagram rite.

The Sigils of the Heads

This grimoire contains a description of the expected appearance of the manifestation of each Head, together with a conjuration of each Head, together with a sigil to conjure it by.

There is also a page bearing the Seal of The Apophis Club, the Eye of Leviathan. This should be copied and displayed as a focal point during each conjuration.

Finally, there is a rite to invoke your Dæmon, whose aid will be invaluable in achieving success with the Magic of the Seven Heads, ensuring you get the kinds of results you most truly Desire and Need.

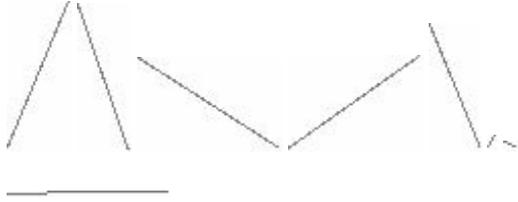
It is recommended that you study the entire grimoire carefully before commencing any practical Work, and try to make the effort to learn the conjurations by heart as far as possible. The written versions should always be close at hand to assist in case memory fails, however. But you will find that you are able to alter your state of consciousness and stir your levels of passion to a peak more easily if you are speaking by heart instead of reading from a page.

A step by step script of the main conjuration ritual follows.

The Conjunction

Ring a bell or knock X 9

Face North and trace (with a wand, dagger or finger) a large Pentagram in the air before you, starting at the lowermost point (that attributed to the Void) and moving in a clockwise (invoking) direction. The Pentagram should be fiercely visualised in lines of silver light.



Thrust your implement (wand, dagger or finger) into the centre of the Pentagram you have drawn and call upon the Name of **SET**. Visualise the God, enthroned and gigantic, facing you in the North.

Move clockwise to the South. Trace a second Pentagram and call upon the Name of **BABALON**. Visualise the naked Goddess looking upon you with scarlet hair and lustful gaze.

Move clockwise to the West. Trace a Pentagram and call upon **LEVIATHAN**. Visualise a huge, coiling, black-scaled Serpent.

Move clockwise to the East. Trace a Pentagram and call upon the Name of your Dæmon, if you know it yet. If you do not know Its Name, call **DÆMON**. Visualise a winged, idealised version of yourself, ablaze with Divine energy, looking upon you.

Turn to your altar, upon which will be the Seal of the Eye of Leviathan. Facing this, Open the Gate. This is done by a decisive gesture, bridging the Worlds and opening access to the Void. This may be as simple as stretching your arms out before you with the hands together, then drawing them sharply apart, as if opening curtains. A more complete Opening and Closing of the Gate is demonstrated by myself in the following video: <http://www.youtube.com/watch?v=uKuE5DITtWg>

Upon the altar is a chalice containing a thick, sticky, red liquid. This may be alcoholic (such as cherry brandy) or non-alcoholic (any red fruit juice). This represents the mingled Blood and Venom of the Dragon, which is now summoned through the Gate and into the chalice by repeating the Merlinic Dragon Chant until you feel the liquid is charged: **ANÁL NATHRACH, ORTH' BHÁIS'S BETHAD, DO CHÉL DÉNMHA**. (pronounced 'anahl nathrach, orth vas bethod, do chyel dyenvay' – 'ch' as in Scottish 'loch'). Then drink the contents of the chalice.

Now, Open the Eye in the Void. This will come easily to those who have fully Awakened the Head of the Serpent, but others may emulate the experience by impassioned recitation of the following invocations (taken from *Draconian Consciousness*):

*I invoke Set the Mighty, the Lord of Darkness,
the Principle of Isolate Intelligence,
Who is enthroned in the Northern Heavens,
beyond the constellation of the Thigh.*

*You tore Yourself from your mother's womb,
You rampage as the storm in the desert,
knowing no boundaries, transgressing all frontiers,
God of foreigners and the Unknown future.*

*I have made my Will as Your own,
strengthened and tempered by the Black Flame,
accepting my Self as my own true Sovereign,
choosing consciousness over conformity.*

*Not for me the comforting numbness
of creeds that prompt the mind to slumber.
I am of Set, prepared for battle,
Struggle and Beauty upon my banner.*

*I stand with Set in the bark of Re,
proud at the prow, spear in hand,
my Will focused and diamond hard,*

casting down all that would stand against me.

*We pass on through the halls of Night,
the yawning Void before us looms,
Apep coils before the Sun,
jaws agape, eyes beguiling.*

*I will not falter when the Serpent's gaze
meets my own eyes and holds them fast.
My Will stands firm, my mind is not bound,
I break through the mesmeric spell.*

*I shall not fall when the walls tremble
and Reality extinguishes as the threshold is crossed.
I shall stand erect within the Void
and my Eye shall be Opened to the Outside.*

*Leviathan, the Crooked Serpent,
before the worlds were, You were.
When all else was Not, You were.
Abiding in the places Outside,
where time is Not and space is unbound,
where that which is, was and will be
is mixed together with that which is only imagined,
that which will never be, that which might be.
Where there is Nought else, You are, were and have ever been.*

*Here I stand, Initiate of the Dragon Mysteries
and I am as You are, Void dweller.
The blood of the Dragon pulses through my veins;
my bones and flesh are of Your substance.
The vital spark of Dragon fire burns within my heart and mind.
Manifest within this world,
there is still that in me which is Outside,
which bears the heritage of my Draconian grandparent.
I am spawn of the Stooping Dragon.*

*I gather myself to my Self,
my mind inflamed with Dragon fire,
uplifted on beating, leathern wings,
I ride upon the Dragon's breath.
Out of space and sideways through time I ride,
all possibilities tumbling chaotically
as I hover upon the edge of the Void,
great wings outspread, tail thrashing,
as I ponder the ultimate Darkness.*

*I gaze upon the face of the Abyss
for long, timeless moments,
yet no time has passed, and no face is there.
Not-this and Not-that: All is Not.
Here lies Tiamat, coiled in Eternity.
Yet it is Not even Eternity,
for one moment is the same moment
as the last moment, which was Not.
Her Seven Heads stir in the Deep which is Not a Deep,
Serpent eyes opening wide to stare
deep, deep within my soul,
seeing Herself reflected there.
And I see my own eye,
reflected in Hers,
Open in the Void.*

*Soon that Eye shall Open
and when it does I shall realise
that it has always been Open,
for there is Nought else.*

The Sigil and Invocation of the Head to be evoked (or of the Dæmon) are now laid upon the altar. The magician recites the preliminary conjuration whilst staring at the sigil. This is as follows, compiled from ancient spells for summoning forth Demons from Hell. It should be chanted with passion, rising to a frenzy. Repeat it, each time dropping one word from the beginning of the conjuration, until finally only one word remains, concluding on a triumphant “**AZINOMAS!**” At the conclusion of this initial general conjuration, a real sense of presence should be noticeable, though probably still unshaped.

**XILKA XILKA BES A BES A
BAGAH LACA BACHABE
LAMAC CAHI ACHABABE
PALAS ARON AZINOMAS**

Now focus fiercely upon the sigil and recite with passion the specific Conjuration of the Head you wish to evoke. When the Head is manifest, state your Desire to it and tell it what you wish to be done.

When you have finished, let the Head depart by saying, “**RETURN, O ANCIENT ONE, TO THE VOID, FROM WHICH ALL POSSIBILITIES SPRING. GO IN FRIENDSHIP AND PEACE, FOR I AM OF THE BLOOD OF THE DRAGON.**”

Put away the Conjuration and Sigil, then Close the Gate, either by drawing your hands together as if opening curtains, or as shown in the video.

Face North, draw a banishing Pentagram (starting from the lowermost point and moving anti-clockwise) and again call upon **SET**.

Move counter-clockwise to the South, trace a second banishing Pentagram and call upon **BABALON**.

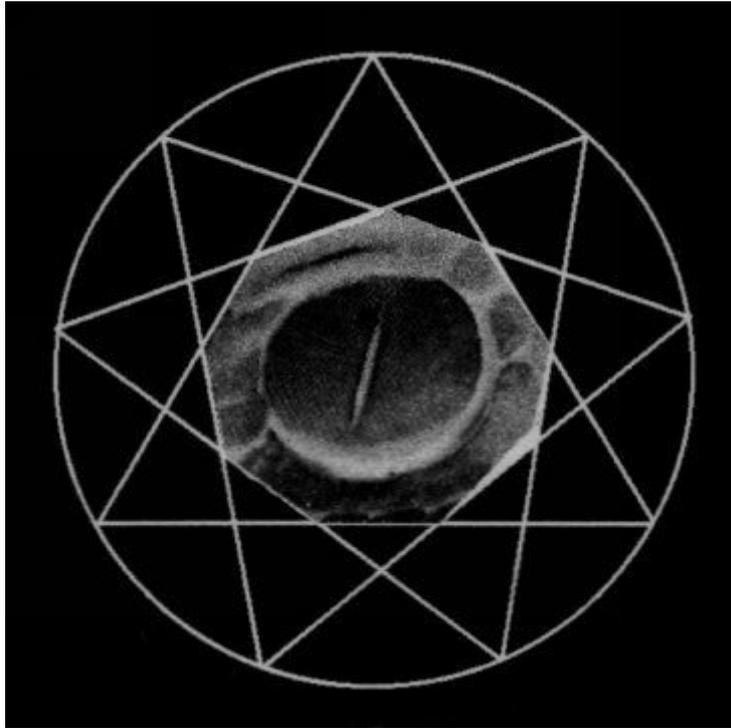
Move anti-clockwise to the West, trace a Pentagram and call upon **LEVIATHAN**.

Move anti-clockwise to the East, trace a Pentagram and call upon your **DÆMON** (by Name if you know it).

Return to your altar and ring or knock 9 times.

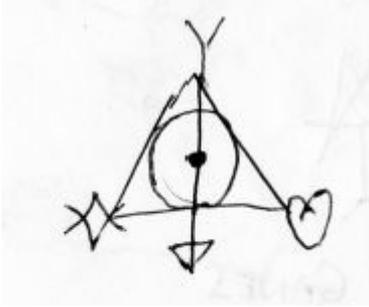
Close with the words, “**SO IT IS DONE**”.

The Seal of the Eye of Leviathan



Invocation of the Dæmon

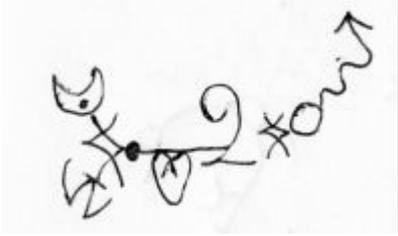
“I call upon my mightiest Self,
Who is upraised in the Is-To-Be,
The projection of all that I am,
Transformed into all I may yet be.
Strong in power and wisdom You stand,
Reach back through the Labyrinth to me,
To show me the glory I Become.
Most Essential I, help this poor self
To tread the path that leads me to You.”



Evocation of the First Head

This Head manifests as a black Scorpion, sometimes large and fearsome, sometimes small and yet terrifying. Its chitin is hard and gleaming, its claws powerful. Sometimes, when you seek to converse with it, it may assume a Man-Scorpion form, a human torso arising from the Scorpion body. In moments of the most extreme Draconian ecstasy, it may show itself as a Dragon with Scorpion sting and pincers.

“Black as night is Your armoured aspect,
Robust and mighty as solid Earth.
Eight legs to travel through all the Nine Worlds,
Manifestation of creeping things
That know the carnal basis of Life.
Thine is the power and the delight,
The pain and the pleasure, all aflame,
Of ecstatic Being on Earth's plane.
Words are made flesh where You crawl and reign.”



Evocation of the Second Head

It appears as a literal thunderbolt, a stroke of lightning, or as a whirling maelstrom, flickering with electrical discharge. At its most exalted, it may appear as a turning triskelion, formed of three snakes, bound together at the tails, their heads revolving like a wheel.

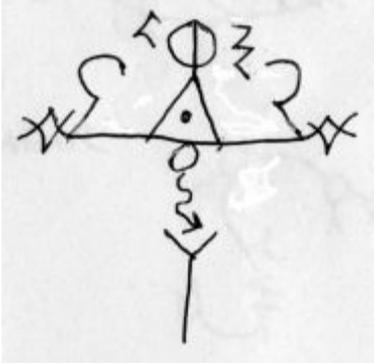
“Fast as a flash of brightest lightning,
Illuminating all in my sight.
Let me not forget the Visions shown,
Or suffer blindness when Darkness falls,
But seize the insight, follow the thoughts
That lead to ideas pure and new,
Delving deeper into the dim depths
Of unplumbed mind, there finding secrets,
Raising them up into light of day.”



Evocation of the Third Head

Appears sometimes as a jackal, but more often a hyena. In all cases, it is slaving, with bloodied jaws, but a fierce light of intelligence burns in its eyes.

“Blood is the Life, and Life begets Life.
The clear eyes burn and the fangs are bared,
Savage instinct ruled by strength of mind.
The powers of the Beast are at one
With the questing eye of the keen mind,
Weaving their images of magic
Within the magically charged sight.
Bridge the conscious and subconscious minds
And open wide the sorcerous gates.”



Evocation of the Fourth Head

Appears as a coiling serpent, writhing around itself, impossibly long; or as a dragon; or simply as a Cosmos-spanning reptilian Eye.

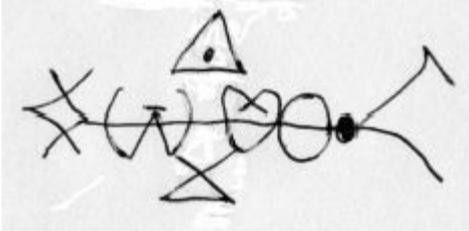
“In Your sinuous body I see
The long trail of my own Self through time,
Spawned out of No-Time to manifest
In the arena of here and now.
My truest Essence is bound up tight
In serpentine coils from dark Outside.
Now let me see through most ancient eyes
As my immortal core flames within
And the angles of Space are laid bare.”



Evocation of the Fifth Head

Appears as a most ferocious lion, with a warlike rider of the opposite sex to the evoker if discourse is required.

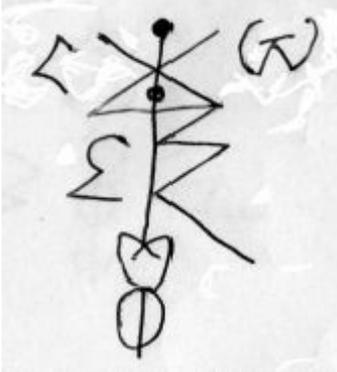
“A roar in the night, deep and dreadful,
A fearsome rage burns bright in the Dark.
The purified Self has clothed itself
In the flesh, bone and blood of the Beast.
Loud and proud is the passionate cry
Of the Master reborn of Desire.
Now the Quest for the Other is all,
The passions seek their true reflection
In the magical cosmic mirror.”



Evocation of the Sixth Head

Appears as a huge, but beautiful and sophisticated man. He is proud and mighty and does not suffer fools.

“O Giant who has outgrown the world,
And shattered its chains with mighty shrugs,
Free now of the tyranny of past,
Present and future, of here and now.
The laws of physics are for the pawns;
But Kings and Queens may wander quite free,
In the great Outside where no rules are
And things have no substance, but are just
The shadows of possibilities.”



Evocation of the Seventh Head

Appears as the God Set, or as a monstrous Serpent, spanning the entire Cosmos, threading through every possibility.

“Self-Created God, great art Thou,
Who tore Thyself from Thy Mother's womb,
Who kindled the Flame of consciousness
Until it burned Black in hearts of Man.
You have transformed the Cosmos itself
Into a mirror where You can see
The permutations of your own Self
In the cycles of eternal Play
Between the poles of Self and Not-Self.”



Other Draconian Magic Titles by Michael Kelly

APOPHTHIS

A practical handbook of Draconian Left-Hand Path Initiation. The Primordial Serpent lurks in the deepest, darkest roots of human consciousness. Each of its seven heads embodies a power which may be awakened within the psyche.

'Apophis' outlines the transformative process whereby the human Initiate becomes something much more than human. It provides the weapons necessary to win the war of consciousness against conformity. It openly teaches the means of immortalising the Self.

Ægishjálmur

The Book of Dragon Runes

Ægishjálmur takes the curriculum of Draconian Magic – powered by the Dragon energies that lie in the deepest parts of the human psyche – and applies it within the context of the runic tradition of Northern Europe.

The myth of Sigurd and the Dragon Fafnir is used as a heroic role model for the Initiation of the reader, who is guided on a journey of discovery which unlocks the hidden powers of the body and mind, opening consciousness of higher dimensions and timeless states of being.

The student is empowered by the polarised energies of the three great Dragons of the North: Fafnir, the guardian of riches; Jormungandr, the Midgard Serpent who establishes the boundaries of the world; Nidhogg, the primal Dragon of Chaos, who transcends life and death.

Dragonscales

Dragonscales is a collection of essays and articles which supplement the Initiatory curricula presented in *Apophis* and *Ægishjálmur*. The articles may be read alone or together with the other two books in the series.

These essays explore some of the Draconian themes in greater depth than was possible within the scope of the basic curriculum, providing new avenues and techniques for students to explore. In particular, this book's contents shed much more light upon the higher 'Heads' in the Draconian initiatory curriculum, providing much food for thought for the more advanced student.

With expanded lore, practice and philosophy across a broad scope of subjects, this book will prove invaluable to all who Seek After the Draconian Mysteries.

Draconian Consciousness

The Book of Divine Madness

Draconian Consciousness is the fourth book in Michael Kelly's Draconian series, and is intended for advanced students.

This is pre-eminently a book of 'doing', a practical manual of Work to be performed by the Initiate. It is a challenging and demanding curriculum which gives no quarter and pitilessly turns many cherished ideas and notions on their heads.

This book was penned from the heart of the Void. It is deliberately full of the contradictions and about-faces that characterise the Abyss where time and space no longer exist. Where most occult books fail to deliver, there is REAL power here, use it at your own risk.

The time has come for Apep, the Ancient Dragon, to swallow the Sun. Let the consciousness of the Dragon permeate your mind. You will never be the same again. NOTHING will ever be the same again.

Words of Power

Words of Power is the latest in Michael Kelly's series of Draconian titles. Its purpose is to reveal the Mysteries of the spoken and written word, and how the precise use of words is essential to magic.

The book is divided into three sections:

In the first section, historical traditions of magic are studied with specific reference to the ways in which they use Words and Names of power. The Graeco-Egyptian magical papyri; Qabalism; the grimoire traditions; runes; ogham; Enochian; Satanism; all are examined closely and their techniques dissected. This demonstrates how the entirety of magical practice is founded upon words and their correct use.

In the second section, attention is turned to the use of our own contemporary language as a tool to influence and persuade others, utilising the skills of Lesser Magic. The secrets of persuasion are laid bare, with a full discussion of how to choose the right words to convey the precise meanings and emotions which will persuade others to do what you want, whether you are talking to an individual, addressing a crowd, or using the written word.

The third section looks at the Draconian characters created and used by The Apophis Club, demonstrating a method of drawing forth your own personal sound keys by accessing the qualities associated with various letters in your own subconscious. These words and letters are then explored further through three levels of numerological analysis.

The reader of this book can expect to come away with not only increased knowledge of the power of applied language, but the skills and techniques to choose the right words to create the changes he or she most desires. For magic is the fulfilment of desires, and this book will show you how to fulfil yours.