The Dark Book Of Shadows
A Grimoire of Sorcery And Dark Witchcraft

By: S. M. Brennan
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Of Shadows

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And Dark Witchcraft

By S. M. Brennan

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I dedicate this book to my wife Clarice,
Who has given me her unending support and love.

~The Dark Book of Shadows~
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The first thing you need to understand before you can step upon this or any other magickal road is yourself. You are the most important aspect in any form of magickal practice, and unless you can get in tune with your inner being and consciousness, you will never have any success when it comes to the magickal practices.

Before you can commit yourself to magick, you must be sure within you that this is something that you truly wish to do. The practice of Magic is not something to take lightly, and you must understand that it is not an easy task to learn these practices. It will take much time to perfect. And by time I mean years, not days. This book will teach you the very minimal basics of the practice of Magic. Once you have mastered this book, you will still have much more study ahead of you. If this path is not something that
you truly know within you that you wish to pursue then it’s not the right time for you to begin walking this road.

You also have to self-investigate your reason for wanting to learn a Left Hand practice. If your desire strictly comes from a negative aspect or you wish to be the evil Sorcerer then you are barking up the wrong tree. If you are looking for a Path that gives you self awareness, self development, and the chance to practice magic without any moral restrictions then you are in the right place. By moral restrictions I do not mean that you can go out and cast anything or do anything you wish without any consequences, because there will always be consequences to your actions, either direct or indirect. Magic is like a large tapestry and Magic is not a stable science or craft. It is ever changing, and the most nimble of Mages must learn to change with it. Magic is never done; It goes on forever, constantly new and impossible to summarize. The Mage must never consider a spell complete or successful until he or she sees the results of what they have cast. And they should also realize that every spell has a counter spell, and in a world where Magic rules all, all things are possible. The use of Magic becomes a lifetime’s work as the Mage discovers that the spells and conjurations grow together until they threaten to become a force far beyond that of the Mage who created them. They grow and join with spells and conjurations past lifetimes have given to become an ever changing tapestry that no practicer of Sorcery or Dark Witchcraft can ever explain! You must realize that there are always consequences to what you cast. What you do may not directly affect you, but it will affect someone or something and that can affect you in ways that you did not expect.

This practice is not something that you can go into without deep contemplation and a deep desire to study and learn. Magickal practice of any type will become the dominant focus of your life, and if you are not willing to commit to such a thing then you need to be looking in another direction.

You must look within yourself to determine if magic is truly what you are destined for. Not everyone has the commitment or dedication needed for these practices. And the only one who can truly know if this is the right road for you to travel is you yourself. If you have a competent teacher working with you then they will be able to give you guidance, but even in this instance you are the only one who can truly decide which is the right
road for you to walk. The teacher can advise you, but the final decision must be of thy own.

The best way for you to understand what is truly within you is through meditation. In order for you to understand your own mind you must be able to clear out all the daily trash that constantly bombards you throughout the day. Meditation helps clear the mind and it allows you to relax and focus your thoughts. I’m not going to get into the aspects of how to meditate here as this is something there are thousands of books on and there are hundreds of methods of meditation that can be used. What I am saying though is you should meditate on your decision to begin practice magic and your reason for practicing magic in the first place.

If you are wondering if the practice of Magic is dangerous the answer is yes. If you do not know what you are doing you can hurt yourself as well as others; possibly even others that you are trying to help. You have to understand that when you take an oath or begin to work in the magickal realms in any way you will be opening doors within yourself; doors that are normally not open. And as with any doorway, things can move through in both directions. Things from the spirit realm can affect you just as you will affect things through the use of spirits and the spiritual world with your magic. This is something you must be prepared for, and you must realize that it could also affect others around you or in your life. The first thing you should do once you have learned to practice magic is to do whatever you can to protect those around you from being affected by the influences you are working with. This is especially true when it comes to children. The choice to practice is yours. If you have children in your life they did not chose to practice as you have, and they should not be affected by your actions.

You must also realize that your practices will sometimes have unexpected consequences. As an example, if you use your ability or powers to harm someone or do something like break up a relationship as an example, if the person you are working against is close to you then there is always a possibility that you could suffer the unexpected consequences from what you have done. There are numerous ways to break up a relationship. You can cast something such as a love spell to draw one of the parties to you or to someone else to break up someone you do not want together. Or you can cast something to just cause the love to die. That is something you can control.
The reactions or action of the person who is being dumped is something you cannot control. If you are around one of the parties involved and the other gets violent you could be caught in the middle. Even casting a love spell though it is one of the simplest types of spell to cast can have consequences on you. You must understand that a love spell is a form a binding. You are causing someone who would not normally love you to have feelings for you. Basically you are controlling their emotions. Say you cast a simple love spell on someone. They will love you and they will be yours, but the love will not be natural. Inside them they will feel this. They will know they love you but they will not know why and this could cause some resentment in the relationship. And if you try to leave them you could end up with a stalker! Or if you by some chance managed to cast your spell on some psycho, they could believe in the philosophy that if I can’t have him or her then no one can! If you work against a boss at work you could affect his job. If he is the vindictive type and is in fear of losing his job, he could begin to take things out on those under him. One of those he takes things out on could be you! There is always a danger in practicing magic that you could be inadvertently affected by the results of what you cast. Anything you cast should be well thought out from every angle prior to your doing anything!

There is one other danger that has to be considered when it comes to magickal practices. Remember, no matter how good you are, or how good you think you are, there is always someone out there who is better than you. There will always be someone who is just a bit more studied, stronger and more powerful.

I will mention one other danger here that most in the occult community will probably disagree with or refuse to mention, and that danger is teachers. I am not saying that all teachers of magic are bad as there those who truly only have the desire to teach their students to the best of their ability. However, there are some who teach and have other reasons for what they do. I have come across teachers before whose only objective is to control those under them. They are on a power trip and will do anything to remain in control and dominate their students. Some teachers charge for their services while some do not. Usually the ones who charge are only into the teaching aspect for the money they can get. It is usually the teachers who give their time to their students and do not charge for their teachings who are truly
into what they do to help a student learn. This is usual but as with anything I am sure there are exceptions. Now don’t expect totally free teachings as some of the things used in magickal practices are expensive. You as the student should be expected to buy the things needed for you to do your workings. You should be required to buy your own robes and implements etc. If you are going to use an herb in your working then you should pay to purchase the herb. After all you are the one learning and you are the one needing the item. You should be the one who pays for it. If you ever get to the point where you are working with any type of group or Coven the same thing would apply in that situation. If items are needed for a particular ritual or working, many times the members of the Coven or group will be required to chip in and split the costs of the items needed.

When it comes to selecting a teacher if you can find one and want one, find one who you get along with well. And be aware of what is happening. If something begins to feel wrong to you then something is probably wrong. Trust your instincts and follow them especially when it comes to choosing or working with a teacher. And always remember one thing – a teacher has been taught just like you are being taught.

There are many ways to do things magically, and just because they are telling you to do things one way does not mean that there are not other ways to do something or other options that can be used. The one thing you should never do even if you are questioning a teacher’s motive is not do what they are telling you to do in a ritual or when you are working in a magical circle. In this instance a teacher should be obeyed completely without question. Disobeying a teacher during a magickal working could get you or someone you are working with badly hurt. Once you are done though, you should feel free to question your teacher about why he or she chose to do something a certain way, or why they are even doing something. Always remember that the only bad question is the one that is not asked, and any good teacher will not mind answering questions for a student. If it is something they do not know the answer to they will either find the answer for you, or they will teach you a method that you can find the answer for yourself. And many times in practicing magic the teacher even if they know the answer will give you a method to find out something for yourself. Nothing in magic is free; you need to work for the knowledge you gain and
work at your own development. It is not something that is just handed to you.

Now I’m going to address the concept of the Darker Magickal Practices being evil in nature. First let’s study the concept of evil. What one person considers evil another may not. It all depends on the morals, values and concepts with which you were raised. Evil is open to interpretation and everyone will have a different concept of what is evil and what is not. It will all depend upon the surroundings and situations the person was raised in and the personal values that you were taught as a child. And many times it’s not just child taught values that determine someone’s value constitution, it also has a lot to do with your personal life experiences.

We all have set ingrained concepts to some degree of what is evil. We all basically agree that general murder, child molesting, rape etc. are evil acts and no one will dispute this concept. Well at least no one who does not indulge in these actions. But like I said, morality in general is defined by your life experiences and in many cases not just your life experiences, but what you have been told and taught throughout your life.

The church has always defined magic in general as evil, but even in that sense they are telling you to not do something that they themselves do. Look for an example at the concept of the body and blood of Christ. A priest takes wine and puts it in a goblet and takes a wafer and puts it on a platter and it is nothing but wine and a fancy cracker. But as soon as he blesses it suddenly the wine and wafer become the blood and body of Christ. This is nothing except for sympathetic magic. It is the same as a magic user using a poppet which is basically a little stuffed doll to work with. The magic user will take something of the person such as their hair, nail clippings or a picture and incorporate it in the construction of the doll to create a bond with the person they are working against. Then through the use of magic the poppet is tied to the actual person and what happens with the poppet will happen to or affect the person the poppet is supposed represent. This is the same thing that the church does to a great degree, and it is fine for them to do, but if you do the same thing then you are evil and going to hell.

The church and their dogma have been responsible since their beginning for controlling the concepts of what is right and wrong in our society, and they’ve been teaching this dogma for generations to the young;
indoctrinating them into the belief system that they have chosen to incorporate. And from their point of view this is a necessity. If the concept of the great evil such as Satan and hell did not exist in the minds of the general population then there would be no need for the services of the church. Evil and the concept of evil are the only thing that keeps them in business.

Now I will talk about those that call themselves Satanists. And just for your information I am not a Satanist, I am just going to discuss this aspect of belief and how it ties into everything we are concerned with.

There are basically two types of Satanists as I see it and we will discuss both here. The first type of Satanist is the ones that literally think that there is a Devil and they choose to worship him. This practice usually includes blasphemy in the practices of these beliefs. Those who believe in this will usually do such things as recite a sermon or prayer backwards, desecrate objects that the church would consider holy, and in general do everything the opposite of that which the church teaches. What these people do not realize is that they may call themselves Satanists, but in order to be a Satanist in this sense you are basically a Christian. I know what you are thinking… How can a Satanist be a Christian? Think about it this way and you will understand what I am talking about. If you believe in the concept of a religion enough to invert it and believe that it has any power or value in the inverted form, then you must believe that there was some aspect or validity to the original form of worship. In other words if you believe in Satan you must also have to admit that you believe in God. By this admission you are also acknowledging that you believe in the Christian dogma that is taught by the church.

The other form of Satanist does not actually believe in the Christian dogma and basically uses the title for more affect than anything else. They believe that they are their own god in many ways and that they can develop themselves to a higher level of being. They also believe that they can set their own rules in life and do not have to bend to the whims of society and their right and wrong structure. This form of Satanism is more of a belief concept than a magickal practice and this aspect of Satanism does not really influence our discussion here.

My main point in even bringing Satanism into the discussion is
that the church in their teachings will teach that any who follow the Dark Path are evil and followers of Satan, where in fact this is totally untrue. Satan is a concept of the Christian religion and in truth plays no part in magic or the practice of dark magic in any form. The only way Christianity is tied to magic in any way is through the aspects of the magical practices that the church itself has taken from Paganism and incorporated into their beliefs.

What you say; the church practicing Paganism? But that can’t be. I have already shown you one example of how they do this above where we mentioned the practice of the wine and wafer. There are many other instances where the church adopted Paganism into their practices. Let us look at the early church for example of what I am talking about. Did you know that in the beginning the church was not the dominant religion? Paganism was. The church had problems getting those who practiced this “heathen” religion to follow them so they began involving Pagan practices into the church. In order to get the Pagans to come to their services they would build their cathedrals on the sites that were considered sacred by the Pagans. They even went so far as to adopt the Pagan holidays as their own. Look at Christmas for example. Most bible scholars who have actually studied history to some degree will tell you that the supposed Christ was not actually born on Christmas as the Christians now claim. Some claim that he was actually born in either March or April, I don’t really remember which. Others claim that there was actually no known date for Jesus birth.

Pagans celebrated the Winter Solstice throughout time. The early Romans had a holiday called Saturnalia which they celebrated during this period. Other Pagan practices such as the Druids celebrated at this time of the year. To stop the Pagan practices and holidays, the church in their infinite wisdom and grace decided to put a holiday of their own at this time of the year. Since they did not have a holiday to celebrate the birth of their beloved Christ child, they chose this holiday as the birth date of their savior. The actual holiday was on the 21st of December. They placed their holiday on the 24th. There are numerous other instances where the church has incorporated pagan practices into their belief system.

And while we are on the subject of discussing evil, once again we can look to the church. One small example in their history is the witch
burnings. Witchcraft was evil, at least according to them. And they as Gods messengers were tasked with culling this evil from society and the ways of man. Don’t you think it’s funny though that very few poor or destitute people were ever convicted of Witchcraft and burned or hanged for their crimes? Do you want to know who the majority of the people who were convicted were? They were rich land owners or other prosperous people in the community who had money. And what most people don’t know is that when someone was convicted of Witchcraft depending upon the country they were charged in, all their personal property and money went to the church. In a few instances there was a split between the ruling government and the church, but in most cases the church gained the wealth of the convicted individual. And these are the same people or group of people that set the moral codes of what is considered good and evil in our society today.

Now let’s discuss the Dark Path now that we’ve dispensed with the concept of what is considered good and evil. Even when it comes to the different practices of magic there is descent within the various practices concerning dark magic. There are those out there, especially those that practice some of the lighter or fluffier beliefs that agree with the churches concept that anyone who practices any form of dark magic is inherently evil. The reason they believe this is that many of these practices teach that everything should be done on a scale of balance, sometimes referred to as the “Three Fold Law”. They believe that everything should be done in balance and that if someone does you wrong you can only retaliate with the same degree of retaliation as was used against you in the wrong. Those of the Dark Ways believe otherwise.

We do not believe that someone can do you wrong and should just be punished to the same degree. The Dark Ways teach otherwise. We believe that the survival of yourself and those that walk with you is the highest priority. If someone would harm you or those who walk with you, then you destroy them. The Children of Darkness are as flowers to be nurtured, and the Ways of Darkness will go to any extent to protect their own and those who walk the Dark Path. If this is evil than I guess I am evil. Personally I consider this more a self preservation thing than anything else. Look at it this way. If someone hurts your spouse or child are you going to just punish them a little bit, or you going to exact your vengeance for the
crime committed? Those who walk the Path of Darkness are our children and we protect them.

Darkness is not just a Path, it is a philosophy, it is a way of practice, and it uses different powers to attain its desired goals from what another magic user would use. But don’t get me wrong though. Just because something uses a Dark Power to accomplish something does not mean that the results of what is done are necessarily evil or destructive in nature. Yes the Dark Ways are powerful, especially when it comes to matters of vengeance. But by the same standard always remember, “What can kill, can cure”. Dark Powers can kill, yet at the same time the same powers can be used to heal. Dark Powers can be used to harm someone, but they can also be used to protect someone that we feel is worthy of protecting. Anything that can be done with a lighter form of practice can be done through the dark practices as well. The differences if that we are not held to untrue dogma like those that practice the “Three Fold Law” hold themselves to.

Part of the problem with this law is that they believe that if they violate it, whatever they cast will come back on them three fold. Of course it will come back on them because this is what they believe; this is what they have been taught. They in sense bring it back on themselves because they believe it will come back and it does.

As a Dark Practicer we do have our ethics. We do not just go around casting evil or hurting someone for the fun of it. We only work against someone when they have done something in which they deserve that response or when they have tried to harm one of our own. And by our own we do not just refer to those who practice our ways. In the concept of our own we also refer to those who those who are ours hold dear to them such as their families or friends.

Darkness will draw those to it who should be on this path, but we never force anyone to walk this path against their will. Only those who walk this path willingly are wanted or will be accepted into the Dark Ways. None are ever forced to choose this pathway, and none are forced to remain on the path if they decide it is not their way and wish to go otherwise.

Many times if you chose this path, depending upon the particular form of Dark Practice you chose, you will be put through an initiation
process. This is done not as an intimidation, but to ensure that those who truly wish this path are sincere in their request to walk these ways, as well it is a way for those on the path to determine that the one seeking entrance to the ways is truly worthy of walking the path. It is a bonding to the Path and a commitment to the Dark Ways. But it is nothing that should be taken lightly. Be sure of your decision before committing yourself to walk this path.

The only punishment against those who walk the Path of Darkness is the punishment of their own mistakes. If one who walks the Dark Ways does something then they will have to suffer the results of what they have cast or done. If you screw up in your practices you will suffer the consequences or the results from what you have done. But otherwise there is no punishment of the Children of Darkness. The only way one will be punished for walking this Path is betrayal to the Path. If you chose to follow the Dark Ways and later chose to go a different way, nothing will be done to harm you unless you reveal to others outside what you have learned while walking our road. In this instance you will be considered an enemy and will be treated just as any other enemy would be treated.

But with any Path, before you can decide if the Dark Path is right for you or not, you must know yourself. Nothing outside will be understood until within is understood. And until you understand what is within you and within your soul, you will never find a Path that you will be truly happy with and truly wish to walk. The Ways of Darkness guide those of the Path, many times in unseen Ways. But the commitment to the Path must be of your own choosing, and this is something no one can decide for you. The choosing must be of your own violation.

One question that comes up a lot in the discussion of magic is the question of sex. On occasion sex is used in magic. There are sex magic rituals that can be done. These are always done as a positive working though and are never used to cause negative results. Sex is an excellent form of raising energy, and if you wish to raise energy for such things as healing, then sex is an excellent way to raise this energy. This type of practice is done ritually though so that the energy raised can be directed and sent as it is required.

I have encountered some of the nature and lighter Wiccan groups that do use sex regularly in their practices occasionally, even in orgy form,
but this is not standard practice in Sorcery or even Dark Witchcraft. We do use sex for certain things. Sex is used in certain types of bondings. Some protection rituals use sex in them. Sex is a part of a marital bonding. Sex has its purpose in practicing magic and it is something that should be explored in this concept, but just as in your daily life, you should never do anything sexual that you are uncomfortable with, and you should never be forced to do anything sexual or participate in a sexual ritual that makes you uncomfortable. If the others in the group you are working with wish to perform a sexual ritual you are uncomfortable with do not interfere or attempt to stop the ritual from happening, just chose not to participate.

Practicing nude or skyclad is also an option that is occasionally used. But this also is something that should not be forced, and this should never be done when working any type of negative magic or working. If you are comfortable working nude or skyclad and the working will permit you to do so then it is fine to do it. The only time nudity is a requirement and not an option in the practice of Sorcery or Dark Witchcraft is during your initiation. In this instance the new initiate is not allowed to wear protective robes in our circles until such time as they have undergone the proper testing and oath taking and proven themselves worthy of walking with us. Only then will they be allowed the protection of wearing the robes of the path.

Sorcery uses a much different power and style of working than any other type of magickal tradition such as Witchcraft. Within a witches coven you will have a number of different practitioners, and each will usually have a certain area of the craft that they specialize in. You may have a Seer, a Healer, and Apothecary etc. within the Coven, but rarely do you have any that are taught to work in or specialize in all areas of the craft. A Sorcerer is taught to work in all the areas of Arts and Crafts of Sorcery. They are taught to expand the areas where they have natural talent or ability, but a Sorcerer or Sorceress is also taught to work in areas that are not natural to their nature or talent. What cannot be done with natural powers or abilities is accomplished with Spells, Daemons, or other various conjurations.

A Sorcerer or Sorceress is many times a solitary practicer, but occasionally you will see a small group of those who practice Sorcery working together, but this is not done on a regular basis. Usually when you find more than one Sorcerer or Sorceress working with another, one of them
is more than likely a Teacher and the other their student. Due to this fact, a Sorcerer must be taught and accomplished in many areas. When you work by yourself you do not have others to fall back upon to help you get yourself out of trouble you must be proficient enough to work in any area of the Arts and Crafts that your Magick required to work in. You may be required to work in such areas or talents as a Daemon Master, Weapons Master, Slave Master, Spell Weaver, Spell Caster, Healer, Apothecary, Fighter, Teacher, Seer, or as an Enchanter just to name a few. And in order to accomplish this you must have a working knowledge of each of these areas of the practice. To learn proficiency in this many areas requires time and devotion to the practice and is not something that can be accomplished overnight. It usually takes someone years to be proficient in the Art of Sorcery.

A Sorcerer and many times a Dark Witch will use Spirits, Daemons, or other such beings much more in their workings than many of the other paths. We are taught that your powers will not grow if you do not use and develop them, and one of the primary teachings of this particular path is to develop that which is of your nature to the highest degree. However, many times a Sorcerer will use their powers or abilities to summon something to accomplish what they desire for them. A Sorcerer or Sorceress will rarely if ever work outside of a Magickal Circle, and will usually cast their powers outward or summon those within their call to go outward to accomplish that which they desire to accomplish. This could be for anything from destruction and attack, to beneficial magick such as healing, love, or comfort spells or workings to aid those we choose to help.

Just as there are many different Traditions within the practice of Witchcraft, so are there many different teachings and Practices within the Arts of Sorcery and Dark Witchcraft. Each will vary, depending upon the teachings of the particular path. Each different path will also draw their powers from different sources.

A Sorcerer of Massu is a Sorcerer of the Mountain of Massu and this book deals with the teachings and practices of this particular Path of Masseeen Sorcery along with some of the teachings associated with Dark Witchcraft. However, much of the teachings in this book can be used and adapted by anyone who practices any of the Dark Arts as well. In many ways the practices are quite similar in nature and much of the material can be easily interchanged with each other.
CHAPTER 1

Thou Children of Darkness know thee that within you lies the suns and the moons of our power. Thou art those who hold within themselves the great Dark Fires of our path. Know them and learn to draw upon these fires in your workings and in your times of need. The powers you seek within your realm is already within your being. It is part of who and what you are.

KEYS OF KNOWLEDGE

KEY #1 - To know, to dare, to will, to keep silent: These are the four of the Magus. In order to know we must dare. In order to will we must know. We must will to possess. We must keep silent to reign.

KEY #2 - Magic is only usable in proportion to the power that is used to call upon it.

KEY #3 - Never use a spell for anything you can accomplish with your own knowledge and ability. The powers are there to be used when needed, but neither your sight nor your ability will be able to grow without being used.

KEY #4 – Never, under any circumstances attempt to use your powers on a non-practicer. A true non-practicer with no inner talent or insight will be driven crazy. But if they have any feelings for you, you will be their target and it could be costly. They are first born and petty, not worth your time or your power. If you must strike at a non-practicer, make sure you strike at their surroundings instead of them directly.

KEY #5 - Decisions and choices must be of thy own. What is correct for you and what you hold now is not what will be correct for you once you have grown in power. None can advise you except those with whom you work. The final choice must remain of your will.

KEY #6 - Command not that which you do not understand, call forth no power that you cannot control. Invoke not that which can be not swiftly banished. Use care. Risk nothing on something you are unsure of without if being something you can lose without harm. Heed your teachers’ lessons; heed your seers’ sights. Know your art well that it fail you not in your time of need. Use what you possess wisely.
KEY #7 - "The wind bloweth where it listeneth, and thou hearest the sound there of, but canst not tell whence it cometh or wither it goeth. So is everything that is born of the spirit.

KEY #8 - "The circle be as the mind was to be. There was but the mind that was the one. The mind allows depth and darkness within interaction, so is time generated. At the end the mind awards victory to the darkness, time ceases to be, and the mind is once more complete.

KEY #9 - Be not blinded by milestones of righteousness, nor fooled by the garbled tongues of unsound minds. Sift and learn, know what was from what will be. See and understand. More is true in the mind than in the eyes. Be sure of your art that it fail you not in your time of need.

KEY #10 - Wrestle not with the apes of the trinity. All but their mightiest are but blind animals of no direction and unworthy of time and effort. They hold no power worth taking, they have no ability worth fearing, they have no talent worth cultivating, and they possess nothing worth coveting.

KEY #11 - "Drift as you can into the dimensions beyond your outer consciousness that you learn what you are. Nothing hidden elsewhere by yourself is not to you available within.

KEY #12 - And what is death but the closing of a door to open another. Even as the dead are buried they hear all they knew saying good-bye to them, and see all they will be but for a fleeting second as the door slams shut. Fear not if it must be, for nothing is forever until complete is the circle. And once complete the door will open freely.

KEY #13 - Be it known unto thee, that which is buried is yet real, no less so because it was forgotten. Fear no exploration for that which still is; knowledge once known retained. Knowledge as old as a newborn mountain is there for the finding.

KEY #14 - The fires of the Pit doth provide and the thoughts from within shall prevail. Call freely upon the warmth of the Black Flame to open the ways. For the great opener is yours to call upon to give ease to your task.

KEY #15 - Know thee well child of the Masseen, anger is thy weapon of strength if used wisely. Carry anger against thy enemies into all you cast against them that your anger carries your work with speed and precision. Anger will destroy those who would do thee harm, and anger will destroy those who would do thee well. Be wise at who thee vent thy anger.
KEY #16 - My brother study well the stones with planes unrecognizable by those not of the Masseen. For within these glaring facets the hounds await that can set the world aflame. Be the angles small, still, or gargantuan in their roaring outrage, the form is there that we must learn and know. And still the monolith prevails, and clutched within the four fold talons are the ring, which is guarded. The shape remains to bring forth that which gives us increase and smites

KEY #17 - Unseen they walk among us. As we do join them so do we stalk the night as well, for only thru the angles can we be seen. And those without see not, for their eyes are blinded by milestones of righteousness. I say unto thee who speaketh with garbled tongue, I know well that which holds thee from leaving this cycle. I have looked upon the hounds of the Abyss lying in wait for the souls of the righteous. They are the guardians of the cycles and they lurk the Cycles of Time.

KEY #18 - The beasts of the spheres shall claim thy blood if thou proceedeth unmindful of the dimensions through which you must flow. Thy life rests in running waters, not the still ponds which breed creatures of death.

KEY #19 - Know well the Ancient have returned and the upper shall unite with the lower that a new age shall come to the earth, and the serpent shall be whole. All will be as it was and the circle shall be complete.

KEY #20 - At once we ride a sweeping wind thru opalescent skies to the brightness of our completion. We enter worlds thru craters in the vastness of the Angles. There above the cringing throngs, midst the whirling fife and thundering timpanis, the joy of all is free to us and our loyal ones.

KEY #21 - We who are shall have no end. We have true dominion over those who are under the protection of our image. We are present to help all who would trust in us and call upon us in their time of need. There is no place in the universe that knows not our presence. Our children come to know joy thru our image. There is no harm to those who know our ways. Those who grew thru Ancient times shall rise to grow full again. They are our pride, our pride is them. They are our wisdom, our wisdom is them. They are our strength, our strength is them.

KEY #22 - They have much wisdom yet are not wise, choosing to spend precious time and energy on that which knows them not. They have much strength yet their doom is strong, lying ever in wait for one misstep. They have much patience but their time endureth heavily upon them. They are the
searchers, the seekers, the warnings for all of the Masseen. They make the charms of protection. They see the forms of the enemies. They teach all they learn. They are three, the weariest yet the most sturdy. The most fragile yet the most obdurate.

**KEY #23** - Our affairs are placed in the hands of our chosen as they be in accord with our desires. All is revealed unto them in diverse ways as they are faithful unto the Path. Enrichment or impoverishment, happiness or miseries are given all in keeping with the character of the Epoch. Our own shall not die as the sons of Adam, but shall come to this world as many times as we decree.

**KEY #24** - As alpha and omega, we are the beginning and the ending. Joining the circle that the beginning and the ending be as one. Our chosen have since the beginning the means to the ending that all would be free to begin again. The tears of mortification can turn for them to tears of joy. Terror in the face of their past becomes joy in its victory. They are as pure power in the process of learning to be. An enlightenment surrounds them, they be as they were.

**Key #25** - The midmost of the third is the third, indulgence made of knowledge and pride in which we become strong. We have prepared our own justice and so it will be for our chosen. How many are there which remain in glory, which are and shall not seek death. Rejoice for the crown of what you are to be. Once attained the world shall know terror, and comfort shall be for those prepared.

**KEY #26** - All shall be led unto the straight path revealed. Our chosen ones shall be aided by unseen means. Our teachings are usable by all times for those so chosen. Our chosen are free to never be forced by any. We have so chosen them, so must following be their choice. All will be revealed in due time to all who receive our miracles. Never shall those who choose to remain within the realm of the Masseen regret their road.

**KEY #27** - From the despair and agony of thy former direction thy true path is set forth in all the brilliance of the Masseen’s unquenchable Black Flame. Our Zephyrs shall guide thy steps into the power which knowledge brings. The ways of Darkness will take their children well. Learning is slow and torturous, but no punishment will be taken against the children of darkness for errors, other than that of their own mistakes. The children of Darkness are to be nurtured. They are treasures and will be protected as far as protection
can go. They will go far in their pathways, for knowledge is always their guide. Without knowledge and freedom, victory is unreachable, failure unavoidable, and the blood of those who fail is bright upon the jaws of death.

**KEY #28** - In the majestic warmth of undefined wisdom awake thou Children of Darkness and enter freely thru the gateway where all the lingering falsehoods of the

Prophets of doom shall be as dead bark stripped from thy minds; where the futile hypocrisies known and unknown shall no longer envelop thy mind. Thru the Black Flame of the Masseen thou walketh. Thy senses are awakened to the full joy of rebirth. The gates are flung wide and thy passing shall be heralded by the deathless cries of our guardian beasts. Our searing brand shall be emblazoned upon thy consciousness. It’s fiery meaning clear to you with every step.

**HISTORY OF THE WAYS OF DARKNESS**

There were seven great fires of Darkness, separate yet joined and fated to burn throughout time. Created by Chullizmah, the great Lord of the Dark Ways; who is of origins unknown. The fires burned for eons before any creature walked on land, before many now dead worlds were formed. From within each of these great fires emerged a being, a true Child of the Dark Fires. These Gods of the Ancient Fires are known as the Ancient Ones. They are Ctha-Lu, Azag-thoth, Shub-Insigarth, Kradien, Sabazios, Setheth, and Phanguli.

Over time these Ancient Ones joined together and chose to join the fires of their creation into one great fire. When these great fires were joined as one, they burned with a deep bluish black colored flame. This is how the Black Flame came into being.

The Mount of Massu was a shell for the fires. It was a plain gray mountain with little to distinguish it from a million other mountains. As the fires lived and grew within, the mountain changed. The great heat and the power within the mountain caused the rock to change, making it glow with deposits of red, gold, and blue. Massu became a living thing of beauty within itself; enough so to cause great feelings within any who saw it.

The Ancient Ones continued to grow in power. When first their power showed itself outside the mountain, it looked like all the world was theirs to command, but this did not last for long. Once their existence and power
began to show itself their enemies begun to appear. The first of such to be known to them were the Banyan. When they first met, the enmity of the Banyan was unknown. It seemed as though the two groups could co-exist.

There was many more of the Banyan than there were of the Ancient Ones, and soon the Ancient Ones were in danger of being absorbed by the Banyans and themselves being lost. The Ancient Ones separated themselves from the Banyan but not without some trouble. There was some damage done to the ancient Ones, but none of them were destroyed. They had nothing at that time that the Banyan really wanted and they did not attack them again, however the two races never grew to become allies. It was after they got away from the Banyan that the Ancient Ones grew to become what we know them to be. They met with other groups. Some which became allies, but many who did not. Most were alarmed by the evident powers of the Ancient Ones and wanted to destroy them before they grew to strength beyond any known to them.

The Ancient Ones developed quickly and decided to create children of their own. Combining themselves with the powers of the Black Flame the Ancient Ones created two seeds. After a long search two mothers were found to bear the seeds of the Ancient Ones. One child male, and one child female, who would hold the title of the Dark Prince and the Dark Princess of the Black Flame. These children were to carry their blood, their talents, and their powers. These children of the Fires were known as the Race of Mashu.

The Children of the Ancient Ones were created before their ninth century, and they keep their whereabouts and existence hidden from all. The Children themselves were taken and taught by loyal of the Black Flame. These Teachers were not of Flame Blood as there are none others of Flame Blood except the Ancient Ones and the Children, but the ones chosen were totally loyal allies and the most able of Teachers. The Teachers of the Children of the Flame were of blood other than Flame, but each of a different race. Each was primarily a Teacher, but in most cases they were also proficient Practicers of the Art they taught. The teachers and the Children were taken and hidden far from the Mountain of Massu where they were created. The Land of Massu was a land of rock, dampness, and warmth. The land where they were sent to had soil and green. It was warm and cold in turns and they could live off the green and learn to live well. Except for the Teachers and the Children, the entire surface was uninhabited. When they
were hidden there, each of the Children was given a piece of Massu. As well there were many additional pieces given to the Teachers to help them teach the young. The pieces of Massu were each alive with power and energy. They were a place of knowledge, and were set up as a place where more power and knowledge could be stored as the Children grew. These places of knowledge could be tapped into or emptied into something else when the teaching of the Children was complete. It would be their choice. For some of the Teachers the teaching was easy, for others it was harder.

The Ancient Ones learned another art, which proved valuable throughout their history. It was the art of creating a near perfect life form from the fires. Thus were the Lords of the Flame created. They were created to continue throughout history as they were first created, with growth as the Black Flame grew, but still to remain unchanged fundamentally. These Lords proved themselves many times over as being proud warriors who were unwilling to accept defeat of any kind. The Ancient Ones did not come away from every encounter with their enemies unscathed. They did meet with some damage and injury, but none that was severe enough to cause destruction.

Many joined with the Black Flame. Either from different weaker races, or those who were escaped slaves from other groups. The Black Flame became the home to the rebel and maverick spirit. Those who joined with the Flame were fiercely loyal and came with a variety of talents and abilities. The most valuable at the time were the Spell Casters and the Weapons Masters. They brought with them the arts, which were previously lacking in strength. The Ancient Ones learned much from their new allies, which they repaid with safety and protection, allowing their new allies a safe harbor to practice as they chose.

One of the first followers of the Ancient Ones was five beings very similar to the Ancient Ones. These beings are known as Masslea of Lebon, Crasnen of Gal, Belathan Of Wankast, Gornen Of Deptha and Nulpar of Quasen. These beings later chose to create children for themselves using the powers of the Black Flame in their creations. They created nine children of their own. These children were known as Satanas, Lucifend, Beelzabeal, Aztorazh, Belial, Pyerun, Tarilo, Balaam, and Anubis.

After a period of time, Satanas and his brothers decided to leave the ways of the Ancient Ones. They did not leave as such, but merely went their own separate ways and started their own group known as the Black Flame of
Satanas. These beings were still loyal however to the Path of Darkness and still called upon the Black Flame of the Ancient Ones in their workings and for many of their powers.

The Ways of Satanas had learned much in the time they were with the Ancient Ones before they left Massu. One of the things they learned was the creation of life forms from the powers of the Black Flame. They chose to create nine to be as their brothers, nine of equal power. This was probably their greatest mistake. These brothers learned quickly and gained the power to create and destroy; the power to learn and to grow. Then the brothers turned against their creators. If they could not control all that was around them, then they swore to conquer it. These new creations had a strong inquisitive nature. Everything they saw they had to have or destroy.

They left the Black Flame of Satanas, taking with them all the knowledge they had gained and everything they had learned. They found themselves a place of safety and turned it into a fortress. They feared they would be attacked by the Ancient Ones of the ones of Satanas before they were prepared to attack them. They fully intended to take Massu from the Ancient Ones and use it for themselves. They knew of the Children of the Black Flame and intended to find them and turn them to their own uses. To do this they knew they would have to destroy their creators.

The new group had been called what translated to Elders by those groups, which joined with them to destroy the Ancient Ways. The Elders had a power to persuade others to join with them that the Ancient Ones lacked. Many smaller groups of different origins joined with them, bringing their talents into collusion with the Elders. With their new powers of creation, the Elders also created a son and a daughter to help in their fight against the Ancient Ones.

The battle lasted what is equal to seven hundred years in our time. In the end even with all the help they had, the Elders could not defeat the Ancient Ways and the Ancient Ones. The Mountain of Massu was destroyed and in its place the Ancient Ones created the Pit, or the Abyss of the Black Flame. This was created as a home for the Lords and Ways of Darkness, and a place of safety for the Fires of the Black Flame. The Abyss or Pit of the Ancient Ones turned into a place of safety and strength for those of the Ancient Ways and a place of torture and imprisonment for those who were their enemies.

All the Elders could do to the Ancient Ones, their Allies, and their
slaves were to capture them between strong walls and gates hastily erected but constantly strengthened. The walls became virtually impregnable, but there would always be some weakness to the gates.

One lone Banyan, Septimo, who had allied himself with the Ancient Ones managed to steal the keys to some of the gates and escape with them. He also put them where they would be safe and usable when and if the Children of the Flame ever chose to use them. And although the Elders managed to banish many millions of the Ancient Ways behind the gates, there were still many who they were unable to capture or banish. These lords and Spirits took refuge within the great Pit and continued to fight on against those who had locked the rest of their ways behind the evil gates.

During the battle at the time when the great Mountain of Massu was afire, it was the lone Banyan Septimo who carried the Children of the Black Flame to safety. He put great shields around the children during the time of banishing so that they would also not be found and banished. Septimo kept the Ancient Children safe until they grew in power, protecting them from being found by the searching Elders. For this selfless act, he has been granted his well-earned Sovereignty by the Ways of Darkness.

After the great battle was over, the Elders took the blood of Kengu, the fallen Commander of the Hoards of the Ancient Ones, and with his blood they created the race of man. They placed their creations on the same lands where the Children of the Fires had been placed during their time of teaching, before the Banyan Septimo took them into hiding. The Children of the Ancient Ones stayed with the Septimo until they had grown in power, then they also took the form of man. This way they were able to hide from the Elders among the Elders own creations.

**HISTORY OF DARKNESS UPDATE**

The above history is ancient history much from before the time of the creation of mankind. Since this time the Ancient Children of the Fires have grown in power and have managed with the help of the Lords of the Flame and many loyal followers to defeat many of the enemies who had joined with the Elders against them. Many of the Elders have also been defeated including all of the children of the Elder Ways. Including Marduk, the one who lead the attack against the Ancient Ones. The gates have been opened and the Ancient Gods have been once more freed upon the world. So have those of the Dark Flame of Satanas been freed along with the millions of
fighting spirits of the Black Flame that were barred behind the gates. This has all happened in recent time.

Since their release the Ancient Ones of Darkness have once more joined with their children, the Ways of the Masseen and the Black Flame. They continue to stand strong upon the Path of Darkness. However Satanas and his bunch have chosen to go off on their own. The long confinement behind the gates appears to have taken much of the fight out of them.

The Ways of the Black Flame have continued to fight and the enemies of Darkness continue to be beaten wherever they are found. The more of them that are destroyed, the weaker the veil between this world and the realm of Darkness grows. Soon the Ways of Darkness shall flow forth through the ways of man, taking back that which is truly theirs. For man is of the blood of Darkness and an abomination. For within all mankind flows the touch of darkness that was taken from the old ways when man was created with the blood of Kengu. And only those who truly seek the dark path shall be spared when the wrath of the Ancients descends upon the race of man.

THE HISTORY OF OTHER WAYS

THE WAYS OF LE MARCHAND OR THE DEAD

The Ways of the Elder had many who were allied with them. They also learned the Art of giving life back to any of theirs who were destroyed upon the field of battle. Those whom life was returned retained most of their own abilities but none of their own memories. They were like a full-grown newborn full of ability and capacity but without the allegiance to any but themselves. As the creation of the Elder Ways was the great mistake of those of Satanas when they left the Ancient Ways of Darkness, so were these creatures the great mistake of the Elder Ways. When the great battle was done, the Elders could find no way to destroy these creations so they banished them to a land called Algaranion.

There they stayed and continued to grow. They had no memory of who they were, but with many thousands of them together they formed their own community under the leadership of one known as Le Marchand. They were first known under many names such as Le Coronet, Desbond, Celencant, Mortend, and Matiel. But finally they became known as the followers of Le Marchand, Le Mort, or the Dead.

The Dead came from all kinds and had many different talents to give.
They blended together to become a powerful force. As well as the powers they brought with them, the combination of powers caused them to be able to form new powers never before known. They developed a touch that was able to destroy an enemy if touched at a vulnerable time, and do even serious harm if the enemy is at their strongest or most powerful time.

If the Dead touch a practicer and they are not at their weakest time, they can sometimes be helped, but they will never be the same again. Sometimes it is even possible to help someone who is touched at their weakest point of time, but this requires quick action and an exceptionally strong healer.

The Dead formed other abilities, which had not been known before, their touch by far being the deadliest of them. They developed the ability within their strongest fighters to vanish completely when they meet up with an enemy that they felt would overpower them. They also developed the ability to leave an illusion of their own destruction while making good their escape. These illusions are perfect illusions and none can tell them from the truth. They developed the ability within some of their sighted ones to plant a vision to be found by a seer of another way. These visions can be specific or complicated, and can be made to last for many months. They will cause the affected seer to see false plans and false battles while their real plans remain unaffected.

The race of the Dead grew steadily adding to itself with every battle, sometimes through battles, which they were not directly involved in. They would capture the spirit when the being was destroyed and they would either have the spirit join them or they would enslave the spirit to the ways of the Dead.

The following of Le Marchand is not well known in the modern world except in the darkest of Africa and in some areas of the Caribbean Islands. Many of the teachings of Le Marchand have descended among mankind into today is known as Voodoo. But the high ranking and noble of their way knew more and understood more than the simple soul drawings and ceremonies now associated with the craft.

The nobles of Le Marchand were very well learned to survive into nobility and remained themselves protected while using others to gain the knowledge and victory for them. They kept their circles within themselves at all times. When they worked they would just extend their circles outward. Their protection was very well made and was passed from generation of
Elder Noble to generation of Elder Noble. Each would use it constantly and add to it in accordance with their abilities. Never would they step out of their protection. The high ranking of them could send their dominant Lords towards any enemy and use them to take a Medium who was close to the subject enemy so they could observe and learn.

The world of Le Marchand is a cold dead world, peopled without people and held in time between where nothing that lives walks and anything that walks does not live.

**THE WAYS OF THE WHITE**

The race known as the White remains mostly a mystery. They have many lands that lead to their own land. Around each of their lands they have a barrier known as Aurora or Aerola. These Auroras can take many forms, some of them being solid and almost totally impenetrable, while others are soft and almost cloud like and seem of almost no substance. Each of these Aerola’s or Auroras is a trap of some type and the most insubstantial of them is usually the most deadly.

Once one has penetrated the Auroras the chances of coming back is almost nil. Only the Dark Prince of the Black Flame has ever managed to cross the Auroras and carry an attack into the very heart of the lands of the White. And even he was very strongly touched upon his return.

The Auroras are very colorful, just as the Auroras of the Northern Lights. The difference is that the Auroras of the White are made up of the spirits of those who have tried to cross them and have failed. Most of those who have tried to cross the Auroras or Aerolas and have managed to return have returned without their minds, incapable of giving answers. The ones that have been able to speak upon their return only speak of the colors of the Auroras and the screams they heard within. The Dark Prince was able to get some information while carrying his attack inward. This knowledge came from the Book of Sacred History of the White.

Excerpt from the Book of Sacred History of the White – “The sacred history book is written to only be seen by the great Lords and Lieges of our way. Burned shall be the eyes of any other who shall look upon our history. Twisted and broken shall be the hands of any who dare turn these pages without right to be here. Destroyed shall be any not of our path who dare violate our precincts.
The first of our lands is the land of guards. Surrounded by the weakest of the Auroras so that the guards can easily sense any intruders and easily get to them. This is our land of first defense. Those who live here are guards, but mostly they are slave guards. This land if attacked will be as a warning to the others. The sounds of the attack will fly swiftly to every land and through every Aurora which is ours to warn of trouble coming.

The second of our lands shall be of icy blue. This land shall be surrounded by seven great Auroras of protection and misdirection. Each of the seven shall show themselves to be of one purpose while keeping within it a second and more deadly purpose. Within this great land shall stand the first of our great prisons, and the first of our healers. One great regiment of Fighters shall live here as well as the many guards of the prison walls. Here we shall hold the slaves of the many ways we capture in battle. Within this land as within all beyond it shall stand a tower of seers that they may watch any battles that do occur to friend or foe of our way.

The third of our lands is held with only three Auroras, but these are the strongest single standing Auroras that we have ever created. These Auroras protect the strongest of our spell weavers. These nine great weavers are behind the depth of protection meant to keep them whole and untouchable. The great Auroras shine and shimmer with the strength and force that is fire, timeless whirlpools, and twisted pathways. The Spell Weavers are kept alone unto their own land where they can weave the spells we desire in undisturbed peace. They are vital to us and they are kept sheltered and protected as they deserve to be.

We know that the fourth land is a land of monuments, and is uninhabited by any. A place of their pride to honor those fallen of their way in battle. We also know the fifth of their lands is a land of Banes. Within this land there are Banes of all the arts and of all the crafts that any who manage to get this far should meet destruction in this land. What is or should I say was beyond this land is unknown to us as these areas were destroyed in the attack of the Dark Prince. The Way of the White have abandoned what were the remains of their lands to join with those who remain of the Chaldean Covenant.

About the powers of the White little is known of this to us. They seem to often overcome by forms of persuasion. They have a way of infiltrating into any persons dreams with a bright light that can lead a spirit on a path. The
pathway looks peaceful and easy. Those who have resisted say it looks like everything they have ever wanted is theirs if they follow the path. No two see the same vision in the bright pathway. Those who have not resisted are drawn into the bright light and have not returned to tell what they truly find. I believe that some of the spirits heard screaming within the Auroras are the spirits of those who have followed the light.

Very rarely will the Ways of the White enter into a battle with any type of fighters. When they do they have good fighters and good weapons, but their major strength lies in attacking the minds of their enemies. The advantage we have over them is that many of their fighters are not battle tested while ours are. Knowing how to fight and being able to fight are often very different. Although we know little of the Ways of the White, we know that all it usually takes to beat them is a strong mind and to not follow their light.

THE WAY OF MOREGANE

The Ways of Moregane are basically unknown. We know they are as old as the Fathers of the Black Flame, and are just as powerful and just as deadly. To the best of our knowledge, there are only four of them left in existence. They are Eslebard, Sgriend, Naradases, and Walavedd. There used to be many more though little is known of how they were destroyed. Theirs is not a remembered history. It is known that they are very dangerous and of great power. Their powers are of storms and skies. They shape and turn the winds to where they wish to and turn the seas to fire.

HALYAKATH

Halyakath is a single, but group mind, within a single being to hold it. It is all male and all female, fighter and healer. Every art and every craft are all within one being. Halyakath always seeks to learn about anything and everything they come across and have never seen before. They are of a very curious nature but are basically harmless unless provoked.

THE RACE OF SHAPE CHANGERS

Although there are many groups that have those who are adept at the art of Shape Changing or Shape Shifting, in recent times it has come to light that there is actually a Race of Shape Changers that resides here within the lands of mankind. A Seer of the Black Flame picked up the following about the Race of Shape Changers:
“Arise thee Race of Shape Changers. Remember our time before time. Before the race of man tarnished our earth. Before the Elder and the Ancient used our land as their battle ground. They knew us not, but we were there before their beginnings. We were in the rocks they looked over and the soil they died upon. We were there to watch their victories and their defeats. Their Gods walked upon our earth and never know of our being. They soiled our world and we left it to them, but our time to return is close and they will be easily taken.”

We have also learned that the great Lord of the Shape Changers is supposed to be named Cropolin. He supposedly has not arisen himself since they chose to out wait the race of man. We have also learned that there are supposed to be many hundreds of them, but they will not attack all at one time, nor is the Black Flame their only target. They want their world returned to them as it was and they do not intend to stop until it is so. Those of the Black Flame and those of the White will probably be their first targets as these groups are the best organized, but the other groups are in just as much danger should such happen.

If the Race of Changers does arise they will be difficult to defend against. The only real protection is not to wander to strangers. They will not be well practiced in their arts having been sentient for centuries. They may try trickery at first, approaching when one is alone. And they will be more of a risk to those of the Arts than to those of the Crafts. The Arts can be trapped in their own curiosity and foolishness while those of the Crafts can go without letting their curiosity burn at them. Changers are the most deadly of enemies because of their ability to appear harmless and interesting. If they succeed in trapping someone it is very unlikely that they will be recovered whole or sane.

Changers are false. If you can sense this falseness you will know them. This is the only protection those of the Arts will have against them. Their time is right for attack when they know their target is vulnerable. They prefer to attack in darkness when there is no chance of being disturbed. They also prefer a form that will attack such as a friendly or pathetic animal or a gorgeous or handsome person. Usually something that will draw the person they are attacking. Once their target touches them, they will have a hold upon them. However they cannot touch their target until their target first touches them. Many times they will appear as a hurt or stray animal seeking
sympathy, or appear to strike their target to invoke a response, which will cause their target to touch them. They like to induce madness into their victims and they can induce it in the worst ways.

**LORD LIGRE**

Lord Ligre was once of the Elder Gods. He chose to leave the Elder Ways. When he left he took five spirits, which were indentured, to him. The world of Ligre never grew. They had but one house and eleven followers. They were the first to be destroyed by the children of the Black Flame. Lord Ligre was banished into an exile from which he has never been heard.

**THE WAYS OF DEMETER**

The hands and eyes of Demeter are what now remain of a once great Lord. In the beginnings Lord Demeter was the strongest and most powerful to exist. None were able to succeed against him. What finally destroyed most of him was his ever-growing greed. He created those of his own to fight with him, and empowered them with greatness equal to his own. It was one of these, Deslakin. Who rose up against his own creator in desire to possess all that he was.

The attack upon Demeter was mostly successful in that as a body he was destroyed. Only his hands and eyes survived and these carried most of his power. The traitor Deslakin was destroyed in his attempt.

The eyes of Demeter hold his main power, though he has been blinded by a curse of ages placed upon them by the Dark Prince of the Black Flame. Those who are struck by the art of his hands can still fight back, but those who look upon his eyes know only madness and death.

The followers of Demeter are known as Elusians. There are seven High Priests of the Ways of Demeter, but only one Divine High Priest at any time. The Divine High Priest is referred to as the Hierophant and he or she carries the hands of Demeter. These hands are an entity unto themselves and they contain the knowledge and power that they pass onto who ever holds them. In the event that the Hierophant is destroyed, the hands will search the Elusian Ways until such time as they discover someone who is of strength enough to rule. Then the hands will join with that person.

The hands are shaped in the form of bird’s claws and have no lines. If ever you or your seer does see such a sight be warned that the hands are near
and are a danger, or that the hands have picked a new Hierophant and are preparing to join with them. This new Hierophant should be destroyed as soon as possible before they have a chance to learn from the hands.

There are seven communities of Elusians in practice today. They are scattered about and none of them know of the existence of the others. Only Demeter, the Lords of Demeter, and their slaves know where they are and how many followers belong in each community. The Hierophant knows of their existence, but not of their locations.

The followers of Demeter are very faithful and will go and give aid when told to. Within each of the seven communities, the followers will spread out upon their maturity to find other believers. They will search wherever they feel it is right for them to find them. A new Initiate will prove themselves many times over before they are told whom they are working with.

One of the keys to their long success is their secrecy. Few outside of their ways even know of their existence. They will attempt to destroy any who are able to learn of them, and they will destroy any of their own ways that speak of their ways to outsiders. The followers of Demeter are a deadly cult. If they cannot achieve their goal or objective one way, they will attempt another. They are not above stooping to a physical attack if the Metaphysical fails them. The major strength of the Elusians lies in their ability to determine when something is a danger, and then to destroy or eliminate this danger. If one way fails them they will try another, and they never surrender. Demeter and his Lords are usually not far from their followers, but they will not usually interfere and will let them prove themselves, win or lose.

THE WAYS OF THE LIGHT

Alestas was the first great power of the Light. He was a power alone of unknown origin. Probably he was some sort of White Renegade, but it is not known for sure. The first and most evident of his powers was the ability to create cages and traps to capture those who came near to him. He existed solitary for many generations, seemly content to continue as he was. It was after the event of the destruction of the great mountain of Massu during the first battle between the Ancient Ways and those of the Chaldean Covenant, during the time that the Black Flame was carried unto its new home within the Pit or Abyss of Darkness that he began stirring towards gathering a group together to be as a family to him. He seemed to know that he would need to powers of many to meld with his own powers to survive the times that were
coming.

The first to join with him were other solitary Practicers such as the Wizard Caplecah, the Wizard Engazap, the Sorcerer Selp, and the Wizard Ogalicam. These five set out in their own way to get others to join with them while at the same time seeing the group known as the Black Flame grow in its power to where they know they would be their worst enemy.

They knew of the nine great powers of the Black Flame and of the Children of the fires, and they chose to create a force of their own to defeat the Ways of the Black Flame should they rise to be too great in power. The Lord Adoni was the first and most powerful of their creations. It was upon him they counted to lead the forces of Light and to either steal or destroy the Children of the Black Flame. The creation of Adoni was followed by the creations of Shaitan, Rad, Brandywine, Riyeth, Rusalki, Volas, Elaka, and Serlot.

Adoni learned much in a short time and formed a plan to steal the loyalty of the Children of the Black Flame by a combination of deceit and trickery, concentrating most strongly upon the leader of the Children, the Dark Prince to all who are of the Black Flame. His plans were made easier for him by the placing of the Children far from the lands and influences of their fathers.

The favorite weapons that he has tried to date have either been to have a seer influence the strongest to live in ways against their true nature, or to send a mate to so beguile the strongest child that he would turn against those he should trust and trust those he should not who are truly his enemies. Or to cause the strongest to feel despair and hopelessness in his life so strong that he no longer cared to work and turns his mind to other things human. He has yet to turn any of the Ancient Children, but he will be a danger to them throughout their existence.

The Ways of the Light have many good Practicers among their ranks. However as with any other group, they do have their weaknesses and can be beaten in battle. Their protections of their strongest drop at two times but for a split second. They are at the stroke of midnight, and at the moment of casting. You can have something waiting when the protections drop. Just remember that it drops for but a split second so whatever is used must be extremely quick if there is to be a chance of success.

Another way to beat one of the Light is to make them appear that they
failed at something. Unlike those of the Ways of Darkness, the Ways of Light will destroy or severely punish a follower for any type of failure. They will destroy a Seer because they were told to look at something and failed to see what they were looking for, even if the failure was not their fault. If you can make them seem like they failed at something, they will more than likely be destroyed by their own kind.

WAYS OF BARSA

Barsa is a very old race. Once powerful but not knowingly worked for many centuries. They held many slaves and captives of other races. An off shot of the Ways of Light, they split long ago. Those of the Ways of Barsa were not willing to be ceremonial, nor were they willing to believe that Adoni was all powerful. Rather they believed in worshiping many Gods. Adoni only being one of them.

THE WAYS OF ASHQUAN

The Ways of Ashquan are the great powers of the shadow warriors. They have never been our enemy, but they have never also been allied with us. Ashquan warriors were faster than any others known. They seemed to get where they were going before they even left where they were. Their weapons varied depending upon the warrior and the battle and they could use any weapon of any race, no matter how it was created or dedicated.

The Ashquan speed and their ability fight with any weapon makes their skills a very valuable quest for any who would attempt to learn it. As far as is known, they do have teachers, but none yet have ever consented to teach any but their own kind. Any Ashquan teacher ever captured over time seems to have no memory of what they were once they were taken.

The Race of Ashquan is fated to exist for all time. They are very quick and totally adaptable to situations that may arise around them. However they have not been heard of in many generations.

RATHSHEERAN AND CARTHEAN RACES

Rathsheeran mixed blood with the Carthean. Neither race survives intact today, but some of each still are. The races mixed fairly often and the result was usually creatures with powers better than either group separately. The mix when it worked well gave the powers of the Carthean with the very unusual powers of the Rathsheeran.

The Rathsheeran were mostly known for their talents with energy, and
they could absorb energy from any surroundings and use it to keep themselves going in times when they were weak, Coqcigruss was the most well known of the Lords of the Rathsheeran. He could go anywhere he chose and take energy from where ever he was. Their ability to absorb energy from others was their best weapon and the truly only one they are remembered for. They had no special look to them, and on the rare occasion when they choose to blend with other races they could do so without detection. The Rathsheeran were mostly long lost before the children of the Black Flame were awakened. It is not known how they were lost, only that most of them are gone. Athailied was the last known of them.

Among the Carthean there were warriors, and many of them were great ones. They were brave and able and once allied with any group their loyalty was without question. A Carthean trait was their pride. What they did, they always did in a way that left no doubt as to who has done it. They were great and unquenchable in battle. Any who were fortunate enough to have a Carthean among their allies could always be sure of energy and help when it was most needed. Very seldom would a Carthean who was allied with others consent to lead. They prefer being a part to being a leader.

The highest Lords of the Carthean Way were Lysenc, Parseclan, Vernun, and Pazak. The distant background and first teachings of this race are not known. Their ways are alien to other ways. The fate of the Carthean Way are not known. It is believed that some of them still are, but as a group they are not known any longer.

YZIDI

The Yzidi are the followers of Abb and Melik Taus. They are a very proud people. Their followers among the ways of man are a quiet and unassuming people, but this appearance of peacefulness is a well-done façade. They are truly a people of hidden warrior talent and powers. When in group they are capable of joining in and directing many a massive battle. They have among themselves many great fighters and travelers, and many hidden weapons of power. They are far more dangerous than any outside their ways suspect.

The symbol of the Yzidi is the Peacock. They have within their ways seven temples and each temple has a specific duty that they perform. One talent of the Yzidi Ways is the ability to use mirrors. They are the only group
that can successfully cast through mirrors as well as being able to use them for divination purposes.

**TELZANS**

The Ways of the Telzans are the followers of Lord Telzy. They are perhaps the largest in number of all the known groups. However, they remain for the most part well hidden. They worship the large bird of little flight, and hide their powers just as the bird hides its beauty.

Those of the Telzan Ways are known to be fast killers, and only wait long enough to be sure an enemy is truly an enemy before they act. The Telzan Ways take no prisoners and they take no captives. They either destroy those taken immediately or they enslave them. They have many among their ways who are practiced in the art of enslavement. They have a way of taking one who has been defeated and turning them into a slave almost instantly. Their art works only on Fighters, Artists, and other Slaves. They seem incapable of touching upon a Wizard, Sorcerer, or Sorceress.

The Telzan Slave Master is unlike any other Slave Master. They have a power in this area stronger than any other known. They are capable of enslaving a Practicer and sending them back to their own people with no mark of the enslavement and no way for the person’s companions to know they were enslaved. The enslavement will not show until a time of battle and then the enslaved will turn on their allies and destroy them.

One of the Telzans greatest and strongest Lords is Aanthenum. When a strong battle is being waged he will often go out within it and direct it from within the battle than direct it from within the safety of his sanctuary.

**BANYAN**

The Banya or Banyan is general are a false and deadly enemy. But they are not as strong as they would have you believe. They are the eldest known race to still exist with the exception of a few wanderers of the Sayrion Race. The Banyan are mostly all of the Arts with little in the way of fighting ability. Of all the many hundreds of Banyan that still exist they have only seven really strong Fighters. The rest are all Artists.

The ultimate goal of the Banya is to rule all. They hope that most of the fighting races will eliminate themselves without their having to intervene in any actual battles. The Banya wish to plant the seed of their race with as
many unprotected mediums as possible. They have many seeds, which they keep well protected and guarded and only allow them to be given when they are sure the medium they have selected is absolutely untainted and is capable of carrying the seed. The mediums willing acceptance is preferred, but once they have selected a medium, permission is unnecessary. They will use the powers of a Succubus or Incubi to carry the seed if they must.

There are exceptions to the Banyan though. The Renegade Septimo who saved the two Children of the Fires during the time of the first battle has always been a loyal ally to the Black Flame. And there are others like him who have also been just as loyal.

THE RACE OF MARAQUAND

The Race Of Maraquand is a race of great fighters. They were one of the first to join with the Ways of the Black Flame, having been allied with the Ancient Ones of the Dark Fires. They were all captured in the first battle, and were held with the Ancient Ones behind the gates. They have been freed now.

THE POWERS OF BEAALOSIAS

The Powers of Beaalosias were a race of fighters. They joined with the Ways of the Black Flame before the great battle and have been a part of the Black flame ever since.

THE RACE OF ULGUASAPINAS

The Race of Ulguasapinas is a small race that is unallied with any others. They are a race of destroyers filled with hate for any other race besides their own.

THE RACE OF GHAUNEN

The Race of Ghaunen is a race of Fighting Guards who will join with a group and surround those of the group who need it the most in the form of guards around them.

These Guards have been known to protect healers and teachers of many races, including the Light, and the Telzans. As a race they have never allied themselves with any other race, but individuals go in many different directions. They are very loyal and very able fighters. They are well armed and willing to take any risk to protect whomever they have allied themselves with.
YAHASHEE OF THE WAYS OF CARINTHES

Yahashee of the Ways of Carinthes are an old group, a break away from the Ways of the Light many generations past. They are the color of gray, the gray of old slates and dead moons. They have known the slates when they were new formed and the moons when they knew light and life. Although they are an old group, they had been in hibernation for many generations of man.

The leader of the group has fought against the Ways of the Black Flame in the past, and had known victory against the Black Flame. They recently came out of hibernation to do battle against the Black Flame once more. This time after a very fierce battle, the Dark Prince of the Black Flame beat and destroyed the leader of the Yahashee in battle.

When they fight they carry a foul touch that will contaminate anything touched by them. Only the one who does not own the item can clean of the touch from the article or weapon touched. Even then there is a strong possibility that the item will have to be discarded.

VAMPIRE HISTORY

Just as there was the Dark Fire that spawned the Ways of Darkness, so there were other great Fires of Power, fires that carried life and knowledge within themselves. These burned long before many worlds were formed, long before the existence of man. One of these Fires was of a dark deep red color; red as blood and just as cold as ice. The Fires were dying and their last duty was to create a Child Race. Dark as night, beautiful as anything. Deadly as anyone. Very intelligent, cold, but very loyal. There were ten created. These were lead by a female that was known to the Ways of The Black Flame. Today only the female leader and four others survive of the Ancient Vampires first created.

The ones created from the Red Fires were the beginning of all that are the Vampire Races today. When first created, they drew their essence and energy from the fires. Unlike other beings they needed this energy and essence to continue their existence. Once the Red Fires died out they needed to find other methods to sustain themselves. They found that they had the ability to take the life force of other beings within themselves, and thus use this force to continue their existence.

These original creatures created from the Red Fires were the
beginning of the Vampire Races, and all the Races of Vampires in existence today are the descendants of these original beings created from the Red Fires. As they had children of their own, the original Vampires began to see changes in their children. Some had the ability to draw the required life force by drawing upon the energy of those who were their victims, while others needed the actual blood of the victim and would draw the life force from the blood they took. Over time their children branched out and through time changes caused the various and different Vampire Races.

Through time these creatures have manifested themselves or shown themselves to those who are of the Human Race. This is the reason why just about every known culture has within its mythology legends of Vampires.

Besides the great Race of Vampires as mentioned above, there are other types of Vampires as well. The most prominent of these is the Synthal or Syn. They are creatures of no race of their own. Any one of any race can become a Syn either by choice or by force.

A Syn can convert someone, and for them it is easy. Their hunger is transmitted. They find one they wish to convert and they attack as if to kill, but then stop. They leave their victims empty but with a dread hunger and longing to replace that which was lost to them. They will turn first upon those who were closest to them. Once the hunger is assuaged, they will then become more selective, choosing characteristics or abilities they most want. It is from these spiritual Vampires that the modern day legend of a Vampire biting it victim and changing them came into being.

Syn are usually very intelligent and very fast. And any race that lives is able to become Syn. Some choose to become Syn because of the quick and easy gain to power or the promise of eternity. The Ceremony to become Syn is complicated and permanent. Once you become Syn, that is all you are. Anything you are is gone and that person will never come back. A Syn has no friends, a Syn has no books, a Syn has no love, and a Syn has no human life, for if one who is human ways completes they ceremony, their spirit will evermore be Syn, but they will be no more otherwise. A Syn has power and knowledge, but even with other Syn, they are alone. The Syn produce no young of their own. All come from Ancient Ritual or conversion. There are Some Syn who work with and walk the Path of the Black Flame and these are at our call, but there are many who do not. These are most likely to work with the Black Flame over any other group, but there is no guarantee of this.
The powers of the Vampire are a deadly power. Not the same as fables, but the power to not just take life, but also take minds and energies. Besides the Race of Vampires and the Syn, there are also other types of Vampires. Most deadly because you don’t know you are under their power when it happens. They are beautiful creatures and spirits who attract those with the most power. They are empty of any true feelings except selfishness. They drain all the personal ambition from the victim, silently forcing them to do as they wish. These are deadly creatures and the only way to defend against them is to recognize them for what they really are. However the powers of recognition take powers beyond the ability of most.

There are as well other types of Vampire creatures and spirits. These are creatures of death and dirt, creations of viciousness and blood lust. These types can be protected against by the adept practicer.

THE COVENANT OF DARKNESS

Just as the Elders, the Ways of Le Marchand, the Telzans and others formed a Covenant to fight against the Ways of Darkness, so do the Ways of Darkness hold a Covenant, thou there are fewer Races within this Covenant. Many of the darker Races have over time joined with the Black Flame instead of just forming a Covenant with them. Those of the Black Flame have usually found it safer working among their own kind. There are some however that can be called out by any artist of the Black Flame, but easiest by those who are Seers. The Dark Prince of the Flame also holds the right to call upon the Ancient Covenant when needed for battle purposes.

The first are the Marzden. They are a fairly old race. Almost all of them were fighters. Many were lost during the first battle, but many more still exist within the realm of their haven. If called out by way of their Ancient Covenant. They will answer only to the strongest voice of the Flame. They will fight quite willingly, and are very strong in battle. They are your enemy, and if called out in Covenant they will ally themselves with the Flame only so long as it takes to defeat whatever enemy they are called against. Do not take them into your confidence or allow them within your circles. They are held by a very ancient contract, and when your enemies are defeated, they will once again be your enemy.

As with the Light, Telzan, Dead etc. that are within the Elder Covenant, all those within thin the Ancient Covenant will fight when needed, but the alliance is an uneasy one.
One group besides the Marzdan who are within the Covenant is the Skorian Night Riders and the Ways of the Skorian. They have worked well with the Flame over time but are joined in Covenant as well. In recent times the Skorian have joined with the Masseen under the Black Flame and are their brothers within the Darkness.

Another who will be called up by the Covenant is the Sabrents. They are all imagers who can mold themselves into whatever image they are commanded to be. They are not in themselves destructive, but they can work with fighters to help draw enemies into the sight of the fighters. The Sabrients cannot image a living Spirit, but a coveted talisman or weapon is easy for them. They are the strongest with metal, but can work with wood, liquid, or scent if needed.

Another group within the Covenant of Darkness is the Mastuio. They are a very ancient group made up of Fighters, Teachers, Seers, and Alchemists. Their makeup is much the same as the Black Flame. They have an over lords and a Pope, where the Black Flame has the Dark Prince, otherwise known as the Black Pope or the Pope of the Black Flame. They have only four groups within their ways, one for each way of learning. They are bound to the Black Flame by Ancient Covenant, but as will all within the Ancient Covenant except the Skorian Night Riders, they are your enemy as well, and if called they could well become your enemy once the reason for the covenant is gone. Use care with them. Be especially careful not to give their Seers of Alchemists a touch of yourself. Their Pope holds 1066 Slaves to his call, Fighters, Seers, and Healers all of them. Their Fighters hold 3096 Slaves to their call, all of the fighting ways. We do not know if their Seers or Alchemists hold Slaves to their call or not. It is rare for any who are artists to hold Slaves. Artists are usually easily enslaved and find the idea of slavery repulsive.

CHAPTER 2

Thou who walk the ways of professed righteousness, know thee within thy soul that Cloven Hooves once more trot the ground of your world. Death is on its way, and you shall see your skies swirl with fire. Open your souls
and look within, and you shall find us there - for we are your death in life. Unseen the Hounds of the Barrier walk among us. As we do join them so do we stalk the night as well, and only through the Angles can we been seen. And those without see not for their eyes are blinded by milestones of righteousness. And so shall their blindness carry them upon the bloody jaws of death.

**SENSITIVES**

Those who teach, those who heal, and those who see are all first before anything else developed Sensitive. Any of these are first Sensitive, and they acquire their other powers and talents as their minds mature and their talents grow. The farther along these naturals are capable of going, the younger they will be when their arts make themselves evident. Many Apothecaries are also sensitive and use this ability in the creation of their potions. Working with any of these requires some knowledge of their abilities, their limits, and their risks so that you can merge craft and art safely for all.

**MEDIUMS**

Almost any practicer can be possessed of mediumistic ability, but the strongest are usually those of the arts. Using any as a Medium should entail their consent. To trick someone acting as a Medium is unfair as well as dangerous to their minds. Any being used as a Medium should be given a place where their spirit can go and take any dangerous knowledge they might have while still remaining within the circle. Any person used as a Medium is for a short time vulnerable to being taken over by an enemy. If you call a spirit through one of yours, be aware that the spirit that comes may not be the one you call. Be prepared to defend yourself and cast out an enemy spirit should it come, with as little harm as possible to your Medium.

A Medium should be kept as warm as possible, for during this time their body could die without warmth. They should also be given a potion of peace or a spell of peace should be used upon them to aid either before the spirit is called within them, or after the spirit has left them. Without the peace potion or spell, even the gentlest of spirits could cause pain and disquiet.

You should always watch for signs that your Medium is in trouble. Many times they will not be able to tell you. And unless absolutely necessary
and absolutely required, a child should never be used as a Medium. If the spirit of a child comes forth, either called for or by accident, it should be treated gently and given over to a place where it can be taught or to a place of rest. It should not be left to wander helplessly.

**THE WAYS OF SIGHT**

If you must accept sight, or if you have sight undeveloped and wish to develop it, do so only when you know that the gift carries costs with its treasures. To see well you must loose portions of your protections and assume the risks that all seers know. This holds true for all except those who are Sorcery trained. And for these there are ways around loosing such protections. There is always a danger that you can be trapped where you go, or that you could be replaced within your own shell. When you surrender some of your protections you will have to rely upon your own resourcefulness and the help of your brothers and sisters of the craft should you be lost.

Before you learn sight you must find your still point and learn to use it wisely. As you meditate on the sight, also feel the peace within. Well within you lies a point clean and free of anything. It is the core of your being and must be kept free of anything. It is the core of your being and must be kept as a refuge from all. Never allow anything to be placed within this area by anyone, no matter how you trust them. And never put anything there yourself. It is the safest hiding place you have but it must not be used. Surround your still point if you must but never put anything within its walls.

Sight is a gift no matter how it is received. Sight from birth is there for you only because it was there for you before. Not since the first sight was given has it gone elsewhere. If you receive sight as bequests from a seer know that they must have chosen it and the sight will be yours through time. Once it is yours do not give it to anyone upon your passing without understanding that if you bequeath it, you will not regain it upon rebirth.

Sight may be given into someone’s care to be returned when the time is right, or it can be given absolutely. Choose wisely.

The spaces in which a seer works are the ones in which they can jump one time to another within time, while maintaining the concepts, structures, and memories. It is a domain of seers, and seers alone. It is called Alternity. This is the most precious and private thing of any seer. It is their pride and joy, and it is never shared. No non-seer can get there or truly know of it.
A seer is safest and most productive when working with a waxing moon and will be the most successful at the time of the full moon. A seer will be most at risk during the waning moon and will be most likely to fail at the dark of the moon. No seer will admit to these weaknesses but all know of it.

Seers are artists, easily touched by madness and injury. But a good one is worth keeping and protecting however possible. Your protection and help if they get into trouble is all a good seer will ask of you. So long as they are secure in the knowledge that they will be helped in any way possible they will do their best for you. They ask little in reward. Any seer who asks for solid reward is not as good as they would have you think. Protection when they are in trouble and a simple thank you when they do something extraordinary is enough.

The seer should not be permitted to act as a medium by himself or herself. They are ever vulnerable to being taken and damaged badly by the aspect of their ability. They are able to open themselves to completely to that which they find and they can be taken that way. As long as they walk the dark path and the ways of the Masseen, their abilities should be exercised only for the Masseen, and only with the protections of his or her brothers and sisters of the craft. The seer will know within himself or herself if they try something that will cause them harm. But seers have ignored these warnings in the past and let the desire to know win out against their own senses. Even a seer’s own past should not be brought forward without a spell of strong protection from which ever brother or sister calls forward the past.

Never treat a seer like a toy. Though they will try and go along with you and do things for you, they will resent you for it. The seer is your brother or sister and is a necessary member of your family. Do not burden them with your tasks that are not needed. To turn him or her against a brother or sister could turn them against the Ways of Darkness. Deep in every seer is a pride in what they are. This pride in what they do should not in any way be tampered with or made to dissipate. It is their corner stone. It is the walls that surround their still point. If the pride is hurt, the still point will be damaged.

Know the dangers of sexual relationship with a sensitive or experienced seer. These people are like an addition, and to become involved with one sexually can cause you great harm mentally. They will infest your mind with a desire that will come before all else in your life. Nothing short of destroying the sensitive or seer will cure the
addiction.
And nothing short of another sensitive, seer, succubus, or incubi will ever satisfy you again. If you become a developed sensitive you will have this effect on others. There is nothing you can do to prevent it. The only ones who are safe for you to bed are those who hold the greatest powers or protections, as they are the only ones who are immune to that which you possess. And sex with one such of great power will be the greatest sex you will ever experience. It will also hone the powers of the greater and sharpen your sight by your physical contact. Only the greatest powers will be safe with you. There is nothing else you can do except abstaining or being very selective in your involvements. Anything else would be cruel to those you are involved with.

Be wary to the reactions of your seer to your victories. If they feel they have been instrumental in destroying someone who did not deserve it, or someone they care about, it will cause an unexpected reaction in their minds. They will in some way adopt the persona of the person destroyed. Usually that which is the most opposite to their own character. This is usually a temporary manifestation that will fade as they come to accept what cannot be changed. If you feel that your brother or sister is affected in this way there is nothing you can do to stop it. And unless you believe they are going to be in danger by what they do, you should not even try.

Be wary of the weaknesses of a seer. Look for them within your seer as well as within yourself. A seer’s curiosity will lead them into trouble easily. Whatever he or she finds that they cannot see, they will continue to try for it. If something beats them they will continue to try for it, even if it is not important. A seer must have direction when working or they will be easily drawn away. The fine line between working and over working and using their gifts correctly must not be crossed, but must be found. If over worked they will easily run for sanctuary. If not used right they will feel useless.

The seers of the Darkness will find nothing harder than having to ask for help from anyone. They must be made to know that help is there for them if they need it. And that none of their brothers or sisters will think they are weak for asking for it if it is needed. If ever a seer of the Dark Path asks for help all of the Ways of Darkness should answer with all the help that is available as soon as possible. The need will be very great for a seer to seek aid. The seer is a sensitive and would be more likely to fail trying to fix
themselves than ask for help from a brother or sister they respect. If they are not sure help would be available and offered they could be hurt.

The seer seeking sanctuary is endangered and can easily be lost to the sanctuary they seek. It cannot be allowed. The sanctuary is not peace. It is but a snap of the mind that leaves them walled without freedom. The only company they will have is that which has driven them there. If the smile is gone and the light from the eyes diminished, know well that they are troubled. If the thoughts of sanctuary are strong enough they will need the help of the other members of the family. They must know they are needed even though they will doubt it. They will know they have succeeded and they will consider it a failure. They must be accepted, as they will consider themselves to be an outcast. Be wary of any seer seeking sanctuary for they are hurt more gravely than they will confess to. Their judgment will be affected, their reactions slowed, and their ability will be lowered.

Be cautious about bringing sight and knowledge forward, or of bringing the spirit of past lives forward. Nothing would be easier to possess than one’s self. And the chance to be all that one was but have it developed is a great temptation. Knowing that rebirth exists is proof that the lifetime will end and the desire to pure mortality can easily take one away.

A seer driven to mental exhaustion must be watched for signs of physical weakness. When a seer has traveled for others beyond where they should have stopped, or when damaged by an attack they must have the time to recover mentally or suffer the consequences. Know well that if you over use your sight to the point of wearing out your mind, then your body will be jeopardized. Keep yourself from over working the gift, and try to keep those who see for you from over working. Preventing the problem is easier than recovering from it. By the same token a seer driven to mental exhaustion should be watched for signs of mental weakness. A physically exhausted seer will be able to travel easily but will be in danger of floating with no direction or no set purpose, making them vulnerable to attack. They will also have their judgment affected, going into things and doing things they would not normally do.

Sight is nurtured by nearness to the sea. Any seer, born or given can draw peace from the roar of the sea in any phase of the moon. In a full moon a seer can draw confidence to work even further in the time of great strength. At the dark of the moon a seer can feel an increase in safety and protection at
the time of greatest vulnerability; the more violent the sea, the greater the energy to be taken from it.

If while loose from the body thou hearest disharmony along the chain that connects you, retreat if you are nimble enough. Never to penetrate that veil again. If not a seer by birth you must be wary while honing thy skills.

**ACCEPTANCE OF SIGHT**

The one thing that everyone who has the ability to see and travel must sooner or later accept is that sometimes in their looking or in their travels they will come across sights that will truly bother them. They can be looking at someone standing in front of them and they will look perfectly fine and the next minute they will be looking at them and they will know they are going to have a bad accident, get very sick, or even die. They may walk into a store and look at someone and see him or her in a cast, and the next time they look the person will not be wearing one. They will know that the person is going to break an arm or a leg.

The worst sights one can see is when they look upon a loved one and know they are soon to die. They see them with their mouths cracked and all distorted. The lips are split all the way to their nose, and the teeth and roots of the teeth stand out like descended veins. Their tongues are blackened skin like dried parchment, almost brownish. Sometimes their bodies look like they have burst holes in them, or the skin remains hanging on them like it doesn't fit any more.

This is one of the worst sights that any seer has to learn to accept. Even worse than the sights and screams of the living is the sight of the dead or soon to be dead. The problem that most seers have after seeing such a sight as this is that they will pull away or look in horror upon the person they have just seen. They forget that this is the same loved one that they have cared about and they only see the horror of their vision.

Many times if you see something happening to someone it may be wiser to tell him or her nothing of what you have seen. You may either end up upsetting them or scaring them real badly. This is especially true when dealing with the members of the profane society. They will think you a fool and believe nothing of what you say. Some things can be avoided by forewarning, some cannot. The real wisdom of having sight is to know what to reveal to someone, and what to keep to yourself. Just remember, some things are best kept to yourself, no matter how badly the vision of what you saw
affects you.

The only time you should be true to your sight and tell all that you have seen, good or bad is when you are working with your brothers and sisters of the craft. What you see may be able to be prevented. Those who control the circles are to know all that is seen. Hold nothing from them, as it could be truly costly.

SEERS’ BLOOD AND SEERS TEARS

Seers’ tears are a powerful weapon, protection, or an aid in many potions. Seers’ blood is even more powerful. Next to a Fighter’s tears, Seers blood is one of the rarest things one can possess.

Never shed a Seer’s blood on purpose as if shed in this method, the blood will poison or taint anything that it is used in. But if you have one who is willing to share their blood willingly you have a treasure that many would kill to possess. Protect them well, for they are irreplaceable.

Almost any time a Seer suffers even the smallest break while working within a circle of power, or when they push themselves to their limits they will usually shed tears. A Seer’s tears are powerful in purification and protection.

There are many uses for Seers tears. If you can catch them on the blade of your Athame, they will strengthen everything within and add protection. Anything touched by Seers tears is made easier for the Seer to look at. If you put the tears on your own hand it will help increase your own powers and sight. If you put any of her tears upon the cloth you wrap your weapons in, they will be kept safer. If you add her tears to the water you cleanse with, the water will become cleaner, and the item you purify with the water will carry extra protection.

If the Seer sheds enough tears to collect they can be used in healing. Her own tears could be used in healing her own breaks if put upon a cloth and held in her hands. Seers are usually very selfish with their tears.

THE WAYS OF TEACHING

Those who are born to teach are usually born strong and healthy. They can learn all things quickly, but seem to favor lessons of Ancient or Medieval History. Of all the Arts, teachers are the most likely to turn upon those with whom they work. By this I am not referring to teachers within the Spiritual
Realms, but teachers who are human. And not those who have learned there art and have chosen to teach, but those who are natural teachers by their art and ability. Loyalty is not a strength that most teachers possess. Teachers are very impatient and willful. If you work with a teacher you must constantly reward them with gifts or with love, or they will turn upon you quickly. But always remember that while teachers are a risk to work with, the knowledge they can give could easily be the difference between victory and loss.

Once a Teacher is made dependent upon you for their pleasures, they are yours. They will gladly share their knowledge in exchange, so long as you are the best offer around. Try to do your best to keep them sheltered and protected from the influences of other Practicers.

 Teachers are most tempted by material pleasures and physical comforts. Teachers seldom cast, but they will teach you how. If they are ever in a position of leadership they are very masterful and very vindictive. They enjoy power over others and having others do for them. They have no patience with errors and will command those with whom they work once, and only once, and expect perfection.

A teacher is the least valuable of the Arts, but still of great value especially in the handling of the young of all talents and in keeping your history and knowledge intact.

A teacher in a circle is a liability. They have nothing to contribute in a battle and will just be another target for an enemy. If the circle is ceremonial a teacher may be invited to join in and aid their knowledge, but in times of battle they are best kept far from the battle and separately protected. To have a Teacher stolen by an enemy is very dangerous. They keep much knowledge of past as well as present practices, and could be of great use to any enemy skilled enough to capture them.

Teachers are the least loyal of all who are of the Arts and in many cases will have to be enslaved lease they teach your young to turn against you and cause your own to possibly go to other ways. Treachery has always been the biggest threat with even the strongest of teachers.

A physical relationship with a Teacher is not wise if the Teacher is not enslaved and is a female. If the Teacher finds themselves to be with child she is most likely to leave and either look for sanctuary with an enemy in exchange for knowledge or they will retreat within themselves until they bear
the child.

Teachers cannot fight, and it would be a waste of time to try and teach them to put into effect what they know of the Ways of Fighters. Some have tried without success. They can to some extent protect themselves, but they are not even capable of the rudiments of battle.

Teachers are usually very friendly and will share their knowledge with any who have right to it. They are almost tireless when they work and are usually very contented with their work.

Teacher’s treachery can take many forms. They have even been known to kill those with whom they were supposed to be loyal. They have proven many times that they cannot be trusted And any teaching spirit that is found and is over willing to commit should be watched carefully before being allowed access to a Medium of your way less they be traitorous.

As with all who are of the Arts, Teachers are usually very plain in appearance and will do little to change their appearance to please others. They have a form of magnetism that attracts people regardless of their appearance. Depending upon the level and art, which they excel in, the magnetism can be an addiction that can be a very powerful weapon. Teacher’s magnetism serves to mesmerize followers that once with them, they would rather fight and die than disobey. Once a Teacher discovers these powers and develops them fully, they will usually enjoy it and feed upon it.

**THE WAYS OF HEALING**

Those who are born to heal are usually female, born healthy but quick to take ill. They are strongly sensitive to hurt in others and will often destroy themselves very young by trying to help those beyond their help or understanding.

If you have a Healer working with you they are usually not allot of use unless someone you need is injured, and then they are invaluable. Healers who work in their art do not live to be old, nor do they expect to. When death comes to a healer, it usually comes as a relief to them for their art is a burden with little pleasure. The more often they work, the more they add to their limits and abilities. And most healers also have very strong courage which allows them to do what they feel is right and what they feel their job is.

Healers without courage usually end up committing suicide at a very early age. A Healer is the most valuable of the arts for a Fighter to have.
Healers are very short lived and empathic creatures and should be kept safe at all costs. If possible their living quarters should have constant protection as well as their working areas. Most true Healers will prefer to be cloistered at all times when they are not required, and they should be left alone unless council is required with them.

Healers are usually very quiet and will not usually be friendly. But once they are committed they will remain loyal so long as they are treated fairly. A true healer carries with them the shadows and pains of all they heal. In their short lifetimes, they cannot be expected to act and react as others would. When a Healer feels they can take no more, they will usually choose to take their own lives. If it is their choice, permit them to do so. They know when their time is over, Their time is short, but while their uses are many fold. Their body should be accorded the same respect as any who remain faithful to the Black Flame and the family. They should not be treated as a traitor for taking their life. They are too delicate to live and work a normal lifetime.

Healers have a magnetism that draws those who are hurt or damaged to them. Those Healers, who learn to use it, can draw some strength and energy in exchange for some healing of the damage.

Healing is an art just as is seeing. It is an art that those who practice the Arts can learn and develop. Though none who develop such talents will ever be as good as one who is naturally born to the Art. Thos of the Crafts such as Fighters, Weapons Masters etc. usually have a very hard time developing such Arts. Due to the nature of their abilities and the protections needed to work their ways, they rarely have the sight or sensitivity needed to operate as a Healer. There are however, numerous spells that those who are not of the Healing Ways can use should healing be needed. And there are numerous Healing Spirits within the Dark Ways that can be summoned to heal if needed. If you are not of the Healing Ways it is best that you learn to call such, for should your Healer be damaged by an enemy they can rarely heal upon themselves.

**AREAS OF VULNERABILITY**

Every talent has a part of the body, which is easiest to pass strength through. Using these areas properly can mean the life or death of one with whom you work.

- A Spell Fighter is most easily touched by the area directly behind the left ear.
- A Weapons Fighter is most easily helped by being touched upon in the area behind the right ear.
- A Weapons Master is aided most quickly by being touched upon the top of the head.
- A Teacher is helped fastest by passing strength through the center of their chest.
- A Sensitive can be helped best by passing strength through either shoulder.
- A Seer can be helped best by passing strength through their wrist.
- A Healer can be aided most quickly by passing strength through the palm of either hand.
- An Apothecary can accept help fastest through the soul of either foot.

If any are directly injured in a way that you know a specific part is affected, healing will be done quicker if you have a hand on the part of the body affected, and the other on the part where it is easiest for them to take strength.

Each kind of practicer also has an area of weakest vulnerability, an area that is the easiest to attack and the hardest area to help.

- A Spell Fighter is most likely to be attacked through the joints in their legs, or their hearing.
- A Weapons Fighter will be most vulnerable through the fluid in their head or their walking.
- A Weapons Master is most vulnerable through the sight of their eyes or the bones in the center of their back.
- A Teacher is most vulnerable through the lungs or through the memory.
- A Sensitive is most easily touched upon through their physical strength of the touch of their fingers.
- A Seer is most vulnerable through their blood or their minds sense of reality.
- A Healer is most vulnerable to attack through their heart or their sense of taste.
- An Apothecary is most easily harmed by an attack that either weakens
their bones or sense of touch.

Any who does more than one way or talent of practicing is always most vulnerable to an attack against that which is the true talent of their birth. Such as if a practicer is a Seer and a Healer naturally by birth, they can be helped best by the areas of both of these talents, but they are also vulnerable to the weaknesses of both of these talents.

There are rare individuals who are born to more than one talent. If you find one of these people they are precious and valuable, but they are also vulnerable to attack to any of the ways of their natural talents. The most vulnerable of these is a Spell Fighter who is also a Weapons Master. And on rare occasions a Weapons fighter as well. Treat them with great care and give them as much protection as possible. No combination and prove more valuable or require more protection. They must be kept safe at all times; even if it is at the cost of loosing another of your way. The next most valuable combination is that of a Seer, a Healer, or a Sensitive, or all three. This combination is found more often than that of the fighter, but is just as valuable, but they are different to protect. Their arts are very close related and to some who don’t know the difference they seem almost to be interchangeable, but they are each a different talent. If you have any of these combinations be sure to care for them to the best of your ability and to protect them as well as possible.

**ENCHANTMENT**

Be careful should you choose to make protections from an enchantment for any of your way that they are not under any form of enchantment when you do it. Test any you question before giving them protection as it could damage them to be sealed safe from enchantment when there is an enchantment upon them. It is possible that the protection could lessen the present enchantment or even drive it our violently, but the possibility of irreparable damage to your brother or sister is great.

Enchantment and fascination differ only in that fascination requires an object to be used while enchantment can be done spectrally.

If you wish to enchant someone, use your seer to feel the ways your enemy leaves themselves and have your seer follow them to their place of rest. Find that which is within your enemy that is the most vulnerable and use it as a means to take them. If the enchantment is on an enemy seer, it is safe to just torture them for a while. Done well enough the enchantment is not
easily broken. They are of your enemy and had planned to harm you, it will teach them better if they have to watch one of their own being drawn away. The longer you can extend the suffering of your enemy, the more your powers will be respected. The enchantment of your enemy should be done carefully that no part of yourself goes along with it that could be traced or followed back to you.

An enchantment can be placed on an object, an image, or sent by a true daemon within your pact to command. That sent by image can be most easily broken by your enemy and should be used only against a minor or weak foe. That which is within an object can be broken only if you neglect to protect the object that it returns to you if the enchantment is discovered before it is reversible. An enchantment sent by a daemon is the most powerful enchantment there is. It is also the most difficult for your enemy to remove. Once someone is touched by a Daemon bent on enchantment, they are his. No enemy can destroy a daemon, and very few have the knowledge needed to banish it unto its origin without its prey. Although daemon enchantment is the most powerful you can cast, do not fall victim to the temptations to use it exclusively. The cost in energy can be more than the benefit gained in the destruction of the enemy. Daemonic Enchantment should be saved for those whose ability you have the most respect.

No Seer can hope to break an enchantment that has a hold on a part of their mind. Even if you know it is there. The only way to break it is through the powers of the ones with whom they work if they are willing to do so and if they have the powers and abilities to do so correctly. The greater the power the more risk involved in breaking the hold.

Any practicer enchanted by an object can safely be freed if the enchantment is discovered in time and the person is separated from the object before the hold is too strong and cleansing rituals are performed by those who know the dangers involved in doing such.

**PRACTICING ADDICTIONS**

There are three types of addictions that can be associated with a practicer of the magickal arts. These addictions will affect the people around and in the lives of the practicer. The three addictions are Natural Addiction, Practicers Addiction, and a Seers Addiction.

A Natural Addiction is usually sexual. It will draw people to you who have power and abilities but do not use them so you can take some of the
power or ability if you are in need of it. If you are of the Ways of Darkness, this will not work on other Practicers of the Dark Ways, but will draw to you women and men of other ways to be used, as you need.

A Practicers Addiction is an addiction that can only be transmitted by those who are extremely powerful in their arts. This type of addiction will burn stronger, like an ever-increasing fire. Then like any other fire it reaches its peak and burns out. As the addiction burns out, so will the person who is affected by it. The effects of this addiction will not be life long, but once it is gone, the person affected will search lifelong for someone who can equal the feelings for them. This is not something that the Practicer can control. It can be transmitted by a look, by the touch of the skin, or in some cases just by being near to the person. The person will go to any extent to be with the Practicer who transmitted the addiction to them and will do anything for them, and can be hurt very easily by the Practicer. If you have one who is bound by such, watch them well. Do not necessarily encourage the feelings to grow as it will end up burning out, but total rejection by the Practicer could cause the one addicted to harm themselves if they feel totally rejected.

Understand that the one bound is not bound by the choice of the Practicer. Neither is the victim at fault. It is something that could not be helped by either. This type of addiction can be transmitted to any. It can affect those with whom you work or a casual acquaintance.

A Seers Addiction is the strongest of all addictions, and is something that only the most powerful and the most protected are immune to. Practicers, non-Practicers, and first-born are liable to be affected by it.

Beware of the Seers Addiction. Be the Seer male or female, physical intimacy for all but the most powerful will cause an addiction. None other will ever satisfy again, and the person so caught will want none other than the Ser so long as the Seer does live. The only way to break the addiction is for the seer who transmitted the addiction to die. Even then, the addiction can sometimes carry over from past lifetimes. The only thing that could come close to satisfying someone caught by an addiction would be sexual intimacy with either a Succubus or Incubi.

The more undeveloped or weaker the abilities of the sighted one are, the less chance there is of passing the addiction. Once one begins to develop their inner powers and insight, the stronger the chances of passing on the addiction to a lover will be. As the powers and abilities of the Practicer grow, so do the
powers of the addiction within them grow.

Those who are too powerful or too protected to be caught by an addiction can find physical intimacy with a seer to be to their advantage. It makes no difference if the seer is male or female; being with them will cause the Practicer to become more satisfying to any other they are intimate with. The Seer will also gain much from this relationship. They will find a greater intimacy and a closer relationship with the Practicer than with any they have ever been with before. Relationship with the powerful Practicer will also increase the protections and abilities of the Seer. Those considered the best physical, powerful, or pleasurable are those who have a seer to sharpen their skills with. Those Seers, which are the most powerful, and the most protected are those who have relationships with the most powerful of Practicers.

COLOR MAGICK

Color symbolizes and influences many things, and each particular path many times uses different colors to represent different things. These are the colors of the Dark Path.

**BASIC CANDLE COLORS**

Black – This color symbolizes the Left Hand Path, Darkness, Confusion, and Death.

White – This is a dead empty color, the color of sacrifice. The only time this color candle should be used within your circles unless specifically called for in a particular ritual is when it is used as a guide candle for a ring of power.

Red – A main candle the color of red color candle symbolizes destruction or lust. Many times red candles are used as secondary candles within a working circle or a circle of battle.

Pink – Used to represent love.

Lt. Blue – Used for peace and healing.

Purple – Used for advancement.

Orange – No specific use for this color.

Green – This color symbolizes wealth and money, or physical possessions.

Yellow Green – This color candle is used only when casting illness upon an enemy, never when healing one of your own.

Gold – This color is used to draw enemies.
Silver – This candle color is a color of power when used in conjunction with any other candle color

**OTHER COLOR USES**

The color red when used in consecrated clothe upon your altar will add strength to any implement upon the altar. When a potion is consecrated and contained and the container is wrapped in a red clothe, the potion will hold its power longer. The color red is not a good choice for full robes, but is safe for adornment upon the robes of power when worn by a fighter.

The color blue in cloth adds protection to whatever it adorns, and can bring peace to any stricken practicer if they are wrapped in it. The color blue can soothe one stricken by caused madness by covering them with a consecrated blue clothe until they can be helped. A clothe the color of blue when used to bind a wound of battle will help the wound to heal and will help keep it from festering.

The color yellow should be used only to attract an enemy to a trap and should be handled as seldom as possible by those of the Ways of Darkness. It is a color used strongly by those of the Ways of Light and gives strength to them.

The color white is an empty color. It can do no harm, but it can do no good. It should be used within a circle only when nothing more compatible can be found. White robes are commonly acceptable for novices until such time as they have proven themselves worthy of walking the Path of Darkness, and for those who are considered easily expendable. It offers no kind of protection and leaves the wearer completely vulnerable in the event of an attack.

The color green is the color of absolute materialism and should be used only when the object of your working is solid gain. Green consecrated clothe when used within a circle can help bring material wealth quickly. It can also act as a beacon of greed to lead your enemies to you.

Gold is the worst color for any of the Ways of Darkness, and the worst metal for any follower of the Black Flame. It is the color of Light. Gold or any color of yellow should be avoided as it can act as a beacon to the Ways of Light to draw them to you. The color has a natural affinity to Light. The only gold color acceptable in a circle of Darkness is the flickering gold of your fires. The only color gold metal compatible with Ways of Darkness is
brass. And it should only be used for weaponry and implements, never adornments.

**MIRROR MAGICK**

An old half silvered mirror or highly polished silver bowl works best. Keep it within your circle. The best place is upon your altar. Angle it into a position that you can see into it but not be seen. Do not concentrate upon the mirror while within your circle, but be able to look into it at all times.

Mirrors are deadly weapons in the hands of the Yzidi. The best any other sect can do with them is to use them for protection or prophecy. Sometimes there is a rare healer or seer who can learn to use them as weaponry, but more often than not they are drawn into the mirror instead of succeeding. If you have one strong enough to use a mirror use great care.

A mirror in your circle blessed and consecrated to your way will protect against mirror spells sent against you and those with whom you work, so long as yourself and any with you are not directly reflected in the mirror. If you or any of your way are adept enough you can sometimes see the reflection of a spirit or spell that is drawn into the mirror. When you consecrate a mirror in your circle it should be held reflecting away from you when first within your circle, then reflecting you. Do not permit a reflection of yourself in an unconsecrated mirror while within a circle.

The weapons of any other than the Yzidi cannot be sent through a mirror, nor can images or spells except by the odd healer or seer. The Yzidi will often mark a victim or one who is going to be a victim by placing a mirror on them in the form of ornamentation. This is usually done by tricking the person into picking up something that is mirrored. And this is usually done by using an attraction spell. The mirror helps any of their way or kind to find whoever it is and mark them as an enemy to be taken or destroyed.

Mirrors are the best protection in a circle against mirror attacks. There are mirror spells that can be used by many but found by few. If you are in trouble by those who use mirrors there are ways to obtain the information and what you need.

A Yzidi with mirror powers and mirror experience can find a way through most protections or circles by using the angles of the mirror to see through and around.

**SPELL CASTING**
The casting of spells is an art just as is seeing, apothecary work, or fighting. One who can cast spells can accomplish all that any other of the arts can accomplish within the realms of their talents.

To cast a spell you must first be in tune with that which you are trying to cast. You cannot truly cast a destructive spell if love is on your mind. And you cannot truly cast a love spell if your mind is otherwise occupied. Casting requires total concentration on your objective. And so must you know that which you are casting against. Many hold protections against various types of spells and castings, so you must know your target and know truly that access that leaves them vulnerable to what you cast.

Never underestimate your spells and never underestimate your target. And always know that spells cast during one lifetime can many times affect another lifetime; so can spells grow. They can combine with other spells cast until they become a raveled tapestry that no spell caster can truly understand or comprehend. Spells should be thought out well before they are used.

Anger should rarely be used with the casting of a spell as it can corrupt and cause you to misdirect that which you send. It will always leave you vulnerable to casting without caution, and this could be deadly to yourself as well as to others with whom you work.

When you cast a spell you must first know the type of spell that you wish to use, and you must learn if your enemy is vulnerable to that which you would send. Sometimes the only way to know if your enemy is vulnerable is to try it. If you must find out this way be sure that you look at the effects of what you are casting to determine that neither you nor any with you will be affected by the back lash of what you send should it fail or be returned upon you.

The casting of spells is the twisting and turning of power. Power that is turned or directed as needed to accomplish a certain task. Some spells are simple and appear as a child’s nursery rhyme. Some are complex and complicated. But whether simple or complex, a spell is basically just a vessel that is used to form and direct the power used to where it needs to go, in the form it needs to be there in.

May practicers prefer to use spells that have a rhyme or rhythm to them. These will flow from the tongue smoother, and the smoother a spell flows, the less the caster will have to concentrate upon the words of the spell and will be able to focus and concentrate on directing the power and forming the
power of the spell. And the more you can concentrate during your actual casting, the better the results of the spell will be.

The wording of the spell is just used to help direct the power, as it needs to be directed. Most spells could even use gibberish as wording so long as there is direction, concentration, focus, and power to back it up. It should still have the desired effect of what you are trying to cast for. The exception to this is when there are certain powers or beings called out with a spell. Sometimes these powers of beings are controlled by the spells wording. In this instance, the wording of the spell must be exact.

**THE PENTAGRAM**

The point down Pentagram is used as the traditional symbol of the Ways Of darkness and the Left Hand Path. The Pentagram is one of the oldest symbols known to the ways of mankind, and is the precise symbol of the mathematical ratio of psi.

The ratio of psi has been used throughout the history of man and can be reflected in his artwork and his architecture back to the earliest times. The ratio of psi was even used in the construction of the great pyramids of Egypt. If you take half the base of the pyramid and divide it into the height of the slopes of the sides, you will come up with the ratio of psi.

The Pentagram has been used since the earliest times to figure the ratio of psi due to the fact that the diagonals of the Pentagram divide each other by the ratio of psi. The angles within each of the points of the Pentagram are 36 degrees, and the angles inside the Pentagram star are all 108 degrees.

The Pentagram is used by the Ways of Darkness with the center point down, surrounded by a circle. The upper four points represent the four elements of earth, air, water, and fire. The bottom point is used to represent either the spirit or mankind. The points of the elements stand over the point of man to symbolize how the elements influence man kinds or a spirits destiny, and that only through the use of and the practice of our magic can we manipulate or control the elements. The circle around the Pentagram represents the Circle of Time. All must end that the new may begin, though within the Circle of Time the ending and the beginning be as one.

**GAZING CRYATALS**

A Crystal you choose should be of your own decision, or a gift to you from another Seer whose abilities are great. Or from another Practicer whose
abilities you respect and trust not to place something within to give false or harmful sights.

Do not gaze into another Seers Crystal without permission, as you can’t know how they have it protected. Also, if you do not trust another Seer about the permission given to look within their crystal, use all possible safeguards before proceeding or looking. The Crystals chosen by the greatest of Seers are intricate and beautiful. They can draw you in deeply. Go careful if you are unsure.

When you have a Crystal of your own, consecrate it in whatever Ceremony feels right for you. What feels comfortable and correct? You may protect your Crystal as you would any implement of your craft, but you must remember that while a Crystal is a tool, it is not a weapon. It can bring you sight and knowledge, but a Crystal does not destroy.

**GIFTS**

Be careful when making a gift for any person. To make good fortune or protection for any will weaken you if it is to work. Be sure that the one you wish to give such too will never turn against you for they will hold your touch within the gift you have given and could use this touch against you should they so desire.

Never reveal everything within a gift. The receiver will not willingly accept it from you if they truly know what you have given them and how much of yourself you have had to put into the gift for them. If you feel they need the gift or protection more than you do then give such. But be sure before doing so. If you are wrong they could easily take the gift and use it as a weapon against you.

**RICHES AND WEALTH**

BE WARNED!!! Richs and Wealth can cost you more than they are worth. In gaining wealth you can lose the lives and love of those you would share your good fortune with. Be very careful of what money spells you use and how much you try and draw. Ask for no more than what you truly need in an emergency. For greed can light you up for any of your enemies to see. Do not use your abilities in this area except in the direst of needs.

**OUIJI BOARDS**

The board is a deceiver. It will mislead and confuse you. This is not the way to learn. Too many are those who will answer through it. They will feed
enough truth to lead you in, only to lead you astray. Even when consecrated, unless your own hands make the board with the great Gods and Ancient Powers in your mind, it could be made false. Even then it is possible that it could still deceive.

The only fate deserving of such useless a tool is for it to be broken into many pieces and made sterile. Any who inhabit it should be banished from the minds of those who have opened themselves to it,

**COMMUNICATING WITH ANIMALS**

You cannot truly communicate with the animals. Rather you must attune yourself that they may communicate with you. Animals are very intelligent but very basic creatures. They are full of instinct and can warn you of danger.

It is they who find the people who are able to touch upon them. It is their choice and they will know when they find you. Have no fear of them when they approach you. If you show them fear, they will have nothing further to do with you.

All Practicers have the ability to understand the animals; however concentration is needed to succeed.

**IMAGES**

An Image can be a perfect Image. If it is well cast you will not be able to tell it from the person it should be. The Image will also be invulnerable to attack.

If the Image is within someone and the mind is sane, the Image will hold the memories and capacities, or abilities that were within the body. If it is inside the body, the only difference between it and the person’s natural spirit will be very subtle. Ways of speaking or movements may change some. If seen when they do not realize that they are being looked at, the look may be different.

An Image within a body will probably weaken it or destroy it before willingly leaving. One thing that will cause an Image to flee a body is the sight of the taken body in a mirror.

**FIRE**

Every fire that shall burn upon the land of man holds within it life. From the fires they use to warm themselves, to the conflagrations that shall burn beyond the control of any. The life of the fires shall only be known to
those consumed by it. Others shall fear the fire and believe destruction within it to be a horror of the highest magnitude. Only those taken within the last moment will know the magnitude of the fires. They will abandon themselves to the powers of the fires and will become one with eternity, to continue to be as long as any fire shall burn.

**CURSING**

A curse should be done in the heart of anger, but should be deliberate and thought out. It should not be done just to quell the fury, but should be a work of art; a mark of your talent and a mark of your pride.

A curse should rarely be removed. If thought out carefully it should never need a reversal. If it must be reversed it is the same as admitting an error. A reversal is an admission of failure, an admission that all your enemies who are watching will see.

It is almost impossible to reverse a curse upon an entire family, group, or race, but if needs arise it can be reversed on individuals of the group. With practice you can also learn to reverse a curse placed upon someone by another

**THE NINE FOLD OR SACRED KISS**

The Nine Fold Kiss is considered the sacred kiss of the Ways of Darkness. It can be given to honor someone in a ceremony such as an Initiation, or it can be generally given at any time to honor one you respect and wish to show respect and honor to.

The kiss is given once upon the top of each foot, once upon the sex organ, once upon each breast, once upon the palm of each hand, once upon the lips, and once upon the forehead. The kiss upon the top of the feet stands for the feet that carry you upon the Path of Darkness. The kiss upon the sex organ symbolizes the creation of those of our way. The kiss upon each of the breasts symbolizes the nurturing of those of our ways. The kiss upon the palm of each hand symbolizes the hands that create our potions and cast our spells. The kiss upon the lips symbolizes the speaking of our spells and rituals. And the kiss upon the forehead symbolizes the mind that holds the knowledge of our ways.

This is considered the sacred kiss of our ways and should never be given to any who are not of our ways. But it is a way you can show honor and respect to those of our ways with whom you work.
**INCUBI AND SUCCUBUS**

Incubi and Succubus are thine to command upon thy enemies or thy loves. You can send them in mass to do destruction and injury to those who are your enemies. They can also be sued to test those who are with you to determine if they are loyal. Or they can be used to reward one who has been of service to you. You can also call them within you to be as punishment or reward as commanded. Be advised though that those who receive a reward in this way will never again find satisfaction in any other way, for their pleasure will be beyond measure. And those who are punished in this way will never know an end to the pain and agony they shall receive.

**GORGONS AND HYDRAS**

Gorgons and Hydras shall reproduce themselves in memories and in the superstitions of the fools of righteousness. But such as they are, and they are forever within us; in our grasp and in our beings. They are that which stands eternal within our grasp, to be sent by our wishes.

**GRIFFINS**

Griffins were the familiars to the great Lords from before time. Most were destroyed in battle, or died from age long ago. Many who were left changed over centuries into what today are now cats.

Very few of the original Griffins were able to reproduce themselves, and their young were more valuable than anything else that one could possess. Young of the Griffin are born with all the knowledge of both parents, and all the power of both. They are born with the full memory of all they have seen within every circle for however many generations they go back. A Griffin unheld by any master is a deadly enemy, and a Griffin once harmed becomes your enemy for all eternity.

**HOUNDS OF THE BARRIER**

Strange and terrible are the Hounds Of The Barrier as they lie in wait for the spirits that shall stumble upon them that they shall remain nourished until the time when they shall be one with us. They are the Guardians of the Cycles and so shall they be free of their task when all the Cycles are joined and free. Unseen they shall remain among thee in places where the Eternal Rites have been committed. Fear them not for they shall be as thy protectors. Guardians around thy Circles, fences around thy workings.
**JACKALS**

The deadly Jackal is Guardian and Watcher to the followers of the Black Flame. He is a symbol of stealth and cunning. He is a symbol of true freedom where nothing binds you other than by your own wish. Those who he knows will see him rarely, but signs of his presence and being will be there. He can be heard and felt, but he honors few with the sight of him.

**GUARDIANS**

Guardians were originally the rejects from the many different races. They had sight, but not enough to work as a seer. They had fighting ability, but not as much as a fighter. They truly felt unimportant and unneeded within their different families and they left. And those within their families felt no true loss at their going. Over time these unwanted ones came together and formed their own community. Putting their different Races aside they began working together. It was only then that they discovered that they had a truly unique talent. They had total concentration on anything they set their minds to. They could set their minds to guarding something and they would be more vigilant at their task than any others.

Guardians are also known as Minders. They are a splintered race. From the time of the first battle they divided their loyalties. Each of the original sects had thirty Guardians. The Guardians had eight strong fathers, and each went with one race or the other. There was great descent within their family as to which race would use them correctly.

PARASEPTITION – Went to the Elder Ways.
CONSTATEL – Went to the Ways Of Le Marchand or the Dead
FELSEPT – Went to the Zanitels.
TANBORNE – Went to the Race of Salacients.
PORACENT – Went to the Ways Of The Light
VANGELET – Went to the Telzans
CARRANODE – Went to the Ways of Demeter.
ORSTRAN – Went to the Ways of the Black Flame and Darkness.

Over time the ranks of the Guardians has grown. And as they are a mixture of the various Races, when you call upon a Guardian, the appearance of the Guardian may differ than those of your own race, but they are no less loyal and will guard against those from their original race just as well as any
other. For they do not consider their past, only what they are now. They are Guardians and that is all they consider themselves. They do all a great service, and their services will always be needed. Do not ask a Guardian of his origins, for to do such is cruel. These beings would give their life to protect you or that which you command them to protect. There is no reason to purposely be cruel to one who would give their all for you.

**THE WATCHERS**

Just as there are many Sects within the Race of Guardians, so are there different Sects and Races within the Ways of the Watchers. These watchers are more deadly than many of your other enemies. Little can help you if you are found by any of them. But there are many different potions and ceremonies, which will make you and those with you difficult if not impossible to be found. Most Practicers can feel the eyes of a Watcher before they are truly focused. Usually they can be sensed and avoided. Most Practicers will avoid a Watcher and not even realize what it is that made them feel the need to escape. Just as the Guardians have sworn themselves to the different Races, so do the Watchers have their loyalties to the different races.

The Watchers that have allied themselves to the Path of Darkness and the Black Flame await the time when the most Ancient Ones once again rule the cosmos, that they shall sit in honor once again. When it is time to summon a Watcher for the first time you must use care. They are three. The first and easiest to summon is Aga Saratu. The Second is Alakti. The Lord of the Watchers is Saritha. The Lord of all the Watchers does dwell among the vast wastelands of the in between and raises no weapon save if the Covenant be raised by the one of Ancient Blood who doth see the ways.

Watchers are untamed beings, from a race different than all the races of man, yet different than the races of the Gods. A Watcher will sometimes appear as a great and fierce feline, surrounding the circle of any who dare invoke them. Frightening all, even the Idimmu who eternally search the Barriers for an opening or neglected entryway.

The Watchers will appear as an enemy ready to devour any who error in their invocation or dared act in defiance of the Ancient Covenant. For these acts not even the most ancient of beings or the most powerful of Gods can prevent that silent race from extracting its toll!

**THE DWELLS**
The Dwells are a land of forgotten lore, forgotten spirits, and a place of past knowledge. It is a place that is sacred to the Left Hand Path, and only those of the Left Hand Path can seek it out and learn of the spirits and knowledge within. Only those of the Black Flame have a right to be there, and any others who go there will be kept there and their knowledge will become part of what the Dwells are. Wood Nymphs people the Dwells, as do Sprites. Not the sweet and friendly creatures of Fairy Lore, but fierce protectors of the land.

THE LAMP OF KUREX

The Lamp of Kurex is not of the Black Flame, nor is it of Light. The Lamp is a Watcher, a Race apart from all Races. It is neither wise nor safe to use except the most trained of Seers. It carries its own dangers and holds those who use it. Not by purpose, but by the fact that they become part of it and have no one willing to risk trying to break them from it. The lamp neither wants nor has any use for Sight, it only needs protection and strength. The lamp holds tightly to that which it is given.

It is a race alone, the last of the Kurex.; a long dead race that did create and use the guide. Upon their destruction, the Lamp remained untouched. All of the Kurex were of sight. The Lamp was created to guide them and took nothing from them. When they were taken and destroyed, the Lamp began extracting its toll from all who learned of its existence and attempted to use it.

It is a worthy guide that any Seer can use, but its use is costly. It holds the Sight of every seer that has ever used it, and they must follow to where the next one leads them. It only holds them for one lifetime. When the Seer dies, the sight is gone from the lamp. The Lamp itself has no need for the Sight it carries from its users, but seeks to ever replenish its strength and protection.

None who have ever used the Lamp have ever attempted to withdraw their Sight from it, either because of lack of knowledge that it can be done, or lack of courage to face life with unprotected Sight. The cost of the Lamp need not be the full Sight, but the protection you have so long nurtured and grown will belong to the Lamp. The sight and the protection can be made separate. The works and risks are your own, but it must be done with a trusted Practicer close enough to aid you if needed. Remember all protection that is yours to call upon or is yours by nature will stay with the Lamp. You will fully regain your Sight, but it will be totally unprotected and vulnerable.
In a place where it is quiet and comfortable, go inward to the very center of the Lamp and know it fully. Address it with words that will come naturally to you. When you know it is right you must attempt to return to yourself. If you are successful, you will return sighted.

The Lamp will take much of your strength and therein lays the danger. Returning vulnerable and weakened will leave you open to any enemy who knows where you are. If you have someone you trust enough to have them near you, let them know what you are doing and what help may be needed. Be prepared for a mind of sight with no walls. The breaking flood of memories will be heavy on your mind, but such is the cost you must pay for using the Lamp. Also if you have those with you willing to give you protections and walls once you return, only those protections that you held at the time you used the Lamp will be taken. Any given to you upon your return will be yours again to keep. The Lamp has its costs and is dangerous, but it is one of the most reliable guides any of sighted ways can use, so depending upon that you are trying to see or learn of, sometimes the costs can be worth what you learn.

THE WAY OF SHAPE CHANGERS

“Seen only as I choose to be seen, by those I choose to have see me. Invisible to those I seek not, but only those who are mine to have.”

Changers of Shape are deadly enemies able to avoid most things, which are cast at them. There are very few expert Shape Changers still in existence, but even one who wishes or is commanded to destroy you or one of your way is a threat that should come before anything else you are working towards. However, there are ways to thwart a Shape Changer, or even possibly destroy one if your art is developed.

A Changer of Shape will very rarely kill their victim, but will instead infest the sight and mind of their victim until they go mad. If a victim of a Shape Changer does die, it is usually by his or her own hand.

Very little is known about the standards of Shape Changers, but there is some knowledge. Whatever object or being they take the shape of, they will act and behave as that body would. A rock will not fly, nor will a tree dance. They prefer to attack those who are Sensitive, Seers, Teachers, or Healers. These are always their easiest targets. Those who feel are always more vulnerable to mental attack, therefore the most easily destroyed. If a Shape
Changer is sent against a Coven or group of Practicers, the Teacher will be their first target. Next will be the Healer if there is one. By destroying the most sensitive ones of a true Coven or Family, the rest can easily be made useless and easily destroyed by others.

The easiest way to destroy a Shape Changer is by giving them the target they are after, and trapping them when they come to take it. If you are a Coven or Family who is under attack by a Shape Changer and you have a Healer or Teacher willing to act as a target for the Shape Changer they can be the answer to your survival. They should know that there is always a chance of failure, and failure will probably mean the destruction of the entire family. The one acting as a target should drop all their protections and if possible remove all of their vital memories of the rest of the group and all knowledge that could be damaging to the rest of the group in the event of failure. The most able caster should cast within the one who is the target a trap against the Shape Changer that once the Changer touches the person, the Changer is trapped and destroyed. This is to be done with great care if you expect to get the person back again whole. If possible this should be done at your strongest point of the moon, but can be done anytime and should not be put off just because the moon is in the wrong phase.

There are many sorts of things possible to use as a trap within the mind of the victim. Choose and create with care to keep safe the one willing to risk it. If it is possible for you to do, the best trap is the essence of deadness to be placed within the mind of the one who is to be the trap and left there. This would easily draw the Shape Changer to the trap. And it would then be the person who is the traps job to insure that the Changer is fully enclosed, and then to banish it as quickly as they can to somewhere as far away as they are able to send it. If done correctly, after the banishment there should be no essence of deadness remaining in the person who was the trap. And the only damage to the one should be from the entrance of the Shape Changer. If error is made the group will have lost the one acting as the trap, but at least they will have learned something of the strength of the Changer they are working against.

Sometimes if you have one with you who is expert at casting illusions, they can cast two illusions to defeat the Changer. If an illusion can be cast truly of the one the Shape Changer is after, a trap can be placed within the illusion to take the Changer. At the same time an illusion of nothingness must
be cast on the true target of the Changer that the Shape Changer will see nor sense nothing of the one they are truly after. The ways to destroy a Shape Changer always require that you know where they will appear before they are there. Until they can be anticipated, they cannot be defeated. But once their movements are patterned their removal is elementary.

It is also possible to remove a Shape Changer occasionally when driven by strong emotion to either avenge one who has been destroyed or recover one who is taken. However this method is not wise, but it is useless to speak against it. Once these feelings take over there is nothing you can do but stand back and wait. Depending upon the strength of the Practicer, these kinds of fool hearty emotion will either eliminate the Changer, or it will eliminate the Practicer.

There are Spirits within the Masseen Ways and the Ways of Darkness that can work against Shape Changers. If you are capable of calling upon them, the best thing to do is command one of them to be the trap itself; sending them into the form of something that will tempt the Changer. It should be kept in your mind though that very few have ever truly defeated a Shape Changer. They are very well practiced, very swift, and very powerful.

There are some spells that have been used within traps to take or destroy Shape Changers. If any of your group is good enough then these can be tried. There are also spells that can protect against a Shape Changer but they will do nothing to destroy them. They will only prevent them from destroying one of yours. They should only be used if you feel one of your group is particularly vulnerable or weakened and is in to weakened to withstand an attack. If your group is under attack by a Shape Changer this will not eliminate the attack, only put it off. It will give you more time to work. But always remember that the more time a Shape Changer has to study its targets, the more effective he becomes.

Shape Changers have many devious ways to make their chosen victim willingly touch them. They can appear as another human being who presents a threat that the target will lash out and strike at them. Or they can appear as a loved one requiring a loving touch. Or they can appear as a loving or wounded animal that required assistance. However a Shape Changer can only take a form that is life associated, and they require their victim to touch them before they can touch on the victim.

Changers can be blocked or stopped from seeing their targets. And if
caught within an object and if you are quick enough, they can be held in form and trapped there. If is possible then to remove them to a place where they can be held captive if you have such a place. It is unknown for a Shape Changer who is trapped to escape a strongly cast entrapment. If done correctly the entrapment should last at least as long as the life of the one who did the entrapping.

The swiftness and cunning of the Shape Changer make them a difficult and dangerous enemy to withstand. To actually destroy a Change and remove him from existence while possible to do is invariably very costly to the fighter who attempts it. Sometimes costing them their lives. Always costing them a portion of their mind, usually their sense of peace. The cost comes mostly from the fact that the Changer must be touched to be destroyed. To destroy a Shape Changer should not be attempted unless there is no other option available such as trapping and banishing or protecting against them, and should never be attempted by any who are Teachers, Healers, Seers, or in any way primarily sensitive.

CHAPTER 3

The great Night Gaunts singe the air and the Beasts of the Pit shall prevail upon the cornerstones of time. For upon the dark winds rideth we who intend dominion over the darkened skies.

Let stars fire brightly as those of the Pit now stream forth to walk upon the lands of mankind. Those who are insensible unto our ways shall be but a broken memory to those whose loyalty is absolute upon the sands of time.

INCENSES AND OILS
TO ANNOINT INCENSE

Mix together pure water with the ash of Incense burned within your Circle. Add earth oil, and pure salt. Keep your mixture secure and in safe storage. Use the mixture to lightly anoint any new Incense not yet
consecrated or used.

**INCENSE FOR GAZING**

Burn Incense of Wormwood with Sandalwood and Pine in a Circle when gazing into any Crystal. The Incense will help increase both the sight and understanding of what is seen. This will relax any practicer enough to make seeing easier even if it is something they do not normally do.

There is usually no ill effects to most Seers who use this. The only problem they would run into would be a more experienced Seer finding it too easy to work and not knowing to stop before they become exhausted. This problem is minor and the worst thing that will happen is that they will need a few hours of rest or some extra energy.

**BATTLE SCENTS**

**** When any of these are used within a Circle, the energy of the lowest of power must be taken and dedicated to the Fighting Teacher Karthean for the use of her scents.

A mixture of Frankincense Tears with Oak Moss and Rose Petals well blended and warmed in pure water, warmed throughout the battle, will give strength and stamina to any who may falter. The scent itself will flow through them and give them ability they did not know they were capable of.

A mixture of Deer Tongue, Vetiver Root, and Orris Root will work the same way, but will be stronger and more noticeable.

If you wish a Healer or Teacher to Fight a mixture of Sandalwood Chips and Citric Peel cooked in pure water will help open their minds for what they are learning to do.

If it is a Seer you wish to be able to fight, a mixture of Sandalwood and Musk will be of aid.

*Authors Note: Patchouli can be substituted for Oak Moss.*

**OILS**

Oils of Rose Petals, Oil of Anis, Oil Of Cloves, Oil of Gardenia, and Oil of Sandalwood are the strongest natural scents used to anoint our Candles.

Oil of Lilac and Lavender should never be used by the followers of the Black Flame. These are the strongest scents of our enemies and are foul to our senses.
Oil of Patchouli and Oil of Honeysuckle and Oil of Lilly can be used by any of any sorts.

If it is pleasing to your senses they are fit to use for meditation. If they are a comfort to you keep them by you.

**COMBUSTIBLE INCENSES**

Combustible Incenses are incenses that you do not need a combustible source to keep them burning. The most common type of these incenses is in stick or cone form.

There are two types of combustible incenses; one type uses actual herbs that are finally ground. You then use a glue formula to attach this to a stick or form it into a cone shape. The second method of making incense is to purchase pre-formed sticks and cones and soak them in various combinations of oils, which allows them to acquire their scenting. We will cover both methods in this publication – however the first method we will discuss is using and scenting pre-formed sticks and cones.

There are many places that you can purchase unscented sticks and cones and we will supply you with various resources where you can purchase these items at the back of the book. The cones and sticks that you purchase unscented and work with are usually consistent in size and form and are actually fairly cheap to purchase. You can usually purchase large quantities for a reasonable price. An average price for purchasing bulk sticks is around $30.00 for about 1500 sticks. The more you purchase usually the cheaper you can obtain them. Cones are a bit cheaper and can be acquired for an average of $12.00 - $15.00 for around 2000 cones. This is usually the cheapest method of creating incenses, since all you need is your cone or sticks, your base solvent, and your scenting oils. Purchasing each individual herb to use in your scenting can get very expensive. It is also very complicated to hand make your sticks and cones.

**HOW TO SCENT STICKS AND CONES**

Stick and cone Incenses are fairly easy to scent. All you really need to create your own scented sticks and cones are the sticks or cones that you are wanting to scent, your base or carrier for the oils (Dipropylene glycol otherwise referred to as DPG), your scenting oils. You will also need jars and drying racks.

Many times when you purchase pre-made incenses they will smoke
when you burn them. The reason they do this is that whoever made them did not blend the proper amount of scenting oil with the proper amount of DPG. When you make incenses you will need to add twice the amount of DPG as you do scenting oil to your scenting mixture. If you have 1 ounce of oil, you will need to use 2 ounces of DPG in your mix.

Some people prefer to use pure essential oils when they are scenting their sticks and cones. The problem with doing this is that many times pure essential oils in the quantities needed to blend incenses can be very expensive to purchase. And you would need quite a few different ones to blend together to create the various scents. Many essential oils are also created from very rare plants or resins, which also add to their cost. When you use manufactured oils to scent your incenses, we recommend that you use manufacturers grade oil. This grade works better than the other grades for blending and scenting.

You will need jars to soak your incenses in while they absorb the oil mixture. Never use plastic jars for this purpose. Always make sure that the jars you use are made of glass. The DPG and oil combination will cause plastic to dissolve and you will end up with a stick mess. For stick incenses the best thing to use is actually a flower vase. You can go to Wal-Mart or stores like that and buy glass vases fairly cheaply. The best kind to use is the clear glass vases that are round, about 3-4 inches across and 12 to 14 inches tall. Just make sure that the vase that you use has straight sides on it, and not a vase that is wider at the bottom and smaller at the top. These glass vases or jars can actually be used for your stick or cone incenses.

When you create your own incenses, you will also need a place and a way to dry them. You will want a room or a place just for this purpose if you are creating any large quantities. The scenting can be quite strong smelling until the incenses have had a chance to dry.

The best thing to use for a drying rack for sticks is a box. Something along the lines of a 2 –3 inch thick Priority Mail box that you can get from the Post Office. Close and seal the box and take something like an ice pick and poke a bunch of holes on one side of the box. When your incenses have soaked their proper time, remove them from the oil and put the stick end into the box, leaving the scented area exposed to dry. Cone incenses are a bit more complicated to dry. You will need a drying rack that allows access for the air to all sides of the incense. The best thing to use for this is a frame that
you have built. This just needs to be a four sided wooden frame that you have stapled screening material across. Or you can use a window screen that you have raised up by putting something on each end of it. Either way, when your cone incenses are soaked, you can set them on the screen and this will allow air to get to all sides of the cone.

When you dry your incenses they will dry quicker if you put a fan on them during the drying period. You also want to make sure that they dry long enough. Many ties the outside will dry before the inside will dry. And if you do not dry them long enough they will not burn properly. The best thing to do is when you are drying incenses and they appear to be dry to you, leave them dry for another 2 – 3 days. This will ensure that the inside has had time to dry as well.

When you soak your incenses in the DPG / oil solution, let them soak for about 24 hours. Make sure that during this time you come in numerous times and rotate the oil solution. Tilt the jar and make sure that the burning part of the incenses is covered well with the oil solution. As they sit in the jars, the oil will run down to the bottom of the jar, and you want to ensure that the entire burning part of the incense stays well soaked during the soaking period. Otherwise the scenting will just soak into the tip of the incense that is in the bottom of the jar and you will not get as good a scenting when the incense burns down towards the base of the stick.

With your cones you want to rotate them as well so that the same cones do not sit on the bottom of the oil. Use something like a chop stick or other similar device and very gently rotate the cones around in the jar when you tilt it to re-distribute the oil onto the cones.

**INCENSE MAKING RECIPE**

If you wish to go through the trouble of making your own incense cones or sticks you can do so following the following recipe:

To create your own cones, you will need Gum Mastic. This is used as the glue to bind everything together. If by some chance you cannot find Gum Mastic, then you can substitute Gum Tragathanth. You will need to take your gum and power it down very finely in your mortar and pestle. Once it is powdered, add it to water and bring it to a soft boil and then immediately reduce the heat. Stir it well. The longer it boils the thicker it will get, and as it cools it will thicken more. You do not want it too think or too runny. And it will take some experimenting on your part to determine exactly how thick it
Once you have a thick component of the gum, you can then add your wood to it. I prefer powdered Balsa Wood personally. I find that it burns cleanly with no base scent of its own really to distract from the scent of the incense you are creating. If you do not have or cannot find Balsa Wood, you can always substitute Sandalwood, sawdust, or powdered Cinnamon until you have a thick wood paste. Then take this paste and form it into cones and let them dry. Once dry, you can scent them by soaking them as described in the Incense Formulary section of this book.

Another method of creating cone incenses calls for you to add your Gum Mastic to your fragrance oil in a ratio of about 3 parts gum mastic to 1 part oil, and then add it to the wood. I find that the above method works better though than this method.

A third method of creating cones called for 5-6 parts of your wood base. Some prefer to use woods such as Sandalwood, but I prefer to use a wood such as powdered Balsa Wood instead. It burns clean and the scenting of the base does not overpower the scent of the Incense. This way your Incense scenting will come through more purely. This method calls for you to use 5-6 parts of the wood base and blend it with two parts of a gum base such as Benzoin that has been powdered down, and one part Orris Root. According to this recipe once the ingredients have been prepared you combine them. Once completed add about 6 drops of whatever fragrance oil you wish to use. You should then place a teaspoon of your glue herb into a glass of warm water and stir it. Cover with a damp cloth and leave. It will thicken.

Gum Mastic or Gum Tragathanth will get very thick no matter which method you choose to use. These gum herbs can absorb a massive amount of water, so be very careful on how much gum base you choose to use.

Some people also add a combustible into their powder base to help cause the incenses to burn better. I have found that the best thing to add if you want to do this is Potassium Nitrate. Another name for this is Saltpeter. You can get this from your local drug store, or order it from numerous places online. When you add Potassium Nitrate to your incense mix, it will cause it to burn just like your incense charcoal does. There will be little sparks of fire within the incense that will keep it burning. The average to use when you are making combustible Incenses is about 10% Potassium Nitrate to whatever the
weight of your Incense mixture is.

You must use care when you add Potassium Nitrate to any of your incenses not to add too much. Potassium Nitrate is very flammable, and you do not need a whole lot of it in your mixture. You want your incenses to burn slowly and evenly, not quickly.

Incense sticks can also be made using the same gums. When you get your Gum created, dip the stick in the Gum and then roll your stick into your powder base. You will need your Gum a bit thicker though when making sticks than you do when making cones. Once you get your sticks made you can soak them as described in the Formulary chapter of this book, or you can add the oils into the creation the same as I mentioned in the alternate creation method for cones. I have found though that the soaking method will work much better though, as you get a much richer and better scent than you do when you add the oils to the powder when you are creating the incense.

Prices from one supplier to another will vary, but you can usually buy 10,000 pre-formed unscented sticks for around .00369 cents per stick. Much cheaper than you can make your own incense for. And the larger the quantity you purchase, the cheaper you will be able to purchase them for. We have listed some reputable suppliers in the resources section of this book. These are suppliers that we have personally used in our years of making and scenting these products.

**VARIOUS INCENSE SCENTINGS**

There are hundreds of scenting choices that you can use when you create your products. I have listed some of the most popular ones here. All the scents variations that have been listed in this chapter can be created from using only 25 – 30 different scents of scenting base oils. The various scents are attained from blending a specific amount of the various oils.

Just remember when you are doing your creating that not all oils that you will use will burn as well as they blend. We have found that the berry scent oils such as Strawberry and Raspberry blend very well with bath and body type products, but when you create such items as Incense with the berry scents; there is a tendency for the scent to have a slight chemical smell to it.

When you experiment with your scenting, if it is a new scent that you are unfamiliar with or trying for the first time, do not automatically assume
that just because it smells fantastic in a lotion, that it will smell just as fantastic in Incense when you burn it. Experiment and try your new scents yourself prior to using them in your rituals, making them for others, or selling your newly created products.

You should also be aware that some people are sensitive to certain scenting and the chemicals that are used to create these scenting. When you try a new product you should always try a small amount of the scented product to determine how you will react to the particular scenting.

ABRAMELIN - Traditionally used by those wishing to work with or contact spirits.

AFRICAN MUSK - A sweet and floral musky scent.

ALTAR - An excellent incense for burning on any altar or for any ritual or religious working.

AMBER - A light musky scent, which recalls the sensuous atmosphere of the Orient.

AMBER CHAMPA - The light musky scent of Amber blended with the essence of the Champa Flower.

ANGELICA- A creamy Rose scent with a musky or earthy undertone.

APHRODISIA - A sexy and erotic scent to release your inner desires.

ARABIAN NIGHTS - The delightful and sensual scent of an Arabian Night.

ASIAN BLOOM - A creamy Vanilla scent with a touch of Amber.

ASTARTE - An aromatherapy scent designed to influence sexual awareness and enhance sexual vibrations.

ATTRACTION - An aromatherapy scent designed to influence and enhance the vibrations associated with drawing attraction or love.

BABYS BREATHT - The elegant scenting of the Jasmine Flower combined with the creaminess of Vanilla.

BANISHING - An aromatherapy scent designed to influence and enhance banishing of any negative energies from around you.

BATS BLOOD - To be used when working with negative energies.
BIJOU BLEND - The spicy scenting of a Cajun Bijou.
BLACK ARTS - To be used when working with dark path energy
BLISS - A delightful and energizing blending of fragrances.
BREATHELESS - An erotic scent that will leave you breathless.
BUBBLE BATH - The squeaky clean smell of bubbles in a fresh drawn bath.
CHAMPA SUPREME - A delicate earthy scent blended with the aroma of the Champa Flower.
CHINA LILY - The delicate scent of Lily blended with the sweetness of the Orient.
CHINA MUSK - The sweet tantalizing musk of the Orient.
CHINA RAIN - The smell of a fresh rain blended with the sweetness of the Orient.
CHINA ROSE - The delicate scenting of the Rose kissed by the musky sweetness of the Orient.
CINNAMON - The warm yet erotic scent of freshly ground Cinnamon.
CIRCLE – A beautiful incense used for any Circle or Ritual working.
CLEOPATRA - The alluring and erotic smell of Ancient Egypt.
COCONUT - The sweet smell of a freshly harvested tropical Coconut.
COCONUT CREAM - A sweet creamy Coconut scent.
CONSECRATION - An aromatherapy scent designed to influence and enhance the purification of yourself when you are working with a god force or the divine.
COTTON BLOSSOM - The delicate sweetness of Cotton Blossoms.
DARK ARTS - For workings of a darker nature.
DARK MOON - Excellent for any working at the dark phase of the moon.
DEMETER - Burn to honor Demeter.
DESERT ROSE - The earthy scent of a Desert Rose.
DEVILS MASTER - An aromatherapy scent designed to influence and
enhance the power over a member of the opposite sex that you desire.

DIVENE SPIRITUAL – A scent designed to enhance the communications between you and the divine.

DIVINATION - An aromatherapy scent designed to influence and enhance the abilities of divination.

DRAGONS BLOOD – Burned for love, protection, exorcism, and sexual potency

DREAM - An aromatherapy scent designed to influence and enhance psychic dreams.

DREAMY ROSE - A creamy Rose scent blended with an earthy musk undertone.

EARTH ESSENCE - A beautiful and delightfully rich earthy scenting.

EGYPTIAN MUSK - The rich and sensuous musk that enticed the Pharaohs of Ancient Egypt.

EGYPTIAN ROSE - The beautiful scent of a Rose combined with the enticing musk scenting of Ancient Egypt.

EGYPTIAN SANDALWOOD - The earthy scent of Sandalwood blended with the musk of Ancient Egypt.

EGYPTIAN SUNSET - The soft yet alluring scent of an early Egyptian evening.

EROTICA - The name of this scent speaks for itself.

FAST LUCK - An aromatherapy scent designed to influence luck or gambling.

FIRE OF PASSION - An aromatherapy scent designed to influence and enhance love or lust.

FLORAL FOREST - A sweet floral forest scent.

FLORIDA PINE - Freshly cut pine with woodsy sandalwood base notes

FLYING - An excellent incense to use any time you need help to gain sight.

FOREST BERRY – A delightful forest berry scent.
FOREST MAGICK - The smell of a magickal stroll through an enchanted forest.

FRANGIPANI - A rich earthy scent of the Marquises Islands.

FRANKINCENSE - The fresh, woody, slightly spicy and fruity fragrance of Morocco and the Middle East.

FRANKINCENSE & MYRRH - Deep, musky scent with warm overtones of Amber resin and Myrrh beauty.

FRESH CAKE - The smell of a cake freshly baking in the oven.

FULL MOON - For use during the full moon.

GINGER - The warm and spicy scent of fresh Ginger.

GINGER CITRUS - The warm and spicy scent of Ginger blended with the essence of sun-ripen Oranges.

GINGER LILY - The warm and spicy scent of Ginger blended with the essence of the Lily flower.

GOOD KARMA - An aromatherapy scent designed to influence and enhance good Karma in your life.

HAWAIIAN MIST - The scent of a soft Hawaiian Rain.

HEALING - An aromatherapy scent designed to influence and enhance healing powers or energies.

HONEY BERRY - A deliciously sweet berry scent.

HONEYSUCKLE - The fresh smell of the Honeysuckle Flower on a spring day.

HOT NIGHTS - The scent of enticing passion on a hot summer night.

HOT ROSE - A spicy warm Rose scenting.

INDIAN RAIN - The smell of a fresh Desert rain.

INITIATION - For use during any type of Initiation Ritual or working.

INSPIRATION - An aromatherapy scent designed to influence and enhance inspiration of the mind, body, and soul.

ISIS - An aromatherapy scent designed to enhance the influences of the
Goddess Isis.

JASMINE - The strong, sweet scent of the Jasmine Flower.

JUNIPER BERRY – A beautiful forest berry scent.

JUNIPER BREEZE - A light yet strong scent, with subtle hints of spice fields being blown over by winds of rain.

KARMA - A blending of delicate and woodsy scents to help remove life’s negative energies.

LADY LUCK - An aromatherapy scent designed to influence and increase your luck.

LAVENDER - The relaxing and soft scent of the Lavender Flower.

LAVENDER CHAMPA - The erotic scenting of Lavender Flowers and Champa Flowers.

LAVENDER CREAM - The scenting of the Lavender Flower mixed with creamy undertones.

LAVENDER MIST - The lighter scent of the Lavender Flower in a soft Spring Shower.

LEMON - The scent of fresh squeezed lemon freshly picked from the tree.

LEMON CREAM - A delightful creamy lemon scent.

LEMON SAGE - The mellow earthiness of Sage blended with the essence of fresh squeezed lemons.

LIGHT MUSK - The erotic and light scenting of blended Musk.

LIGHT RAIN - The musky scent of a Spring Shower.

LILY OF THE VALLEY - The beautiful scenting of the Lily Flower.

LILY DREAMS - The soft scent of the Lily kissed by the rain of a warm afternoon.

LOVE - An aromatherapy scent designed to influence and enhance the emotion of love.

LOVELINESS - A rich and earthy erotic scenting.

LOVELY - A lovely flowery scent with a creamy and musky undertone.
LOVERS DELIGHT - The dreamy and erotic scent of a romantic evening.

LOVERS LEAP – A rich floral scent designed to enhance the passions and relax intimidations between lovers.

LUST - An aromatherapy scent designed to influence and enhance lustful desires.

LUSTFULL DESIRES – A scent designed to bring out the desires of lust.

MELON - A nice blend of sweet, juicy melons.

MIDNIGHT RAIN - The scenting of Jasmine Flowers during a soft Southern rain.

MIDNIGHT MADNESS - The deliciously floral scent of an erotic evening.

MIDNIGHT ROSE - A strong and sweet, yet a subtle floral scent.

MORNING DEW - The fresh clean scent of a meadow on a early summer morning.

MORNING RAIN - The clean fresh scent of an early morning spring rain.

MOROCCAN EVENING - The rich and spicy scent of a Moroccan evening.

MOUNTAIN FOREST - The clean crisp scent of a mountain forest.

MUSK - The rich earthy and alluring scent of Musk.

MYRRH - A delightful resinous, amber fragrance with an earthy base.

MYSTERIOUS – This is a deep, rich, alluring and seductive scent just as the name implies.

NAG CHAMPA - The soft yet erotic, and rich scent of the Champa Flower.

OFFERATORY - Burn as an offering to the Gods and Goddesses.

ORANGE - The scent of freshly squeezed Oranges.

ORANGE CREAM - A delightful creamy Orange scenting.

ORANGE SPICE - A warm and spicy Orange scent.

PASSION - A floral and seductive scenting.

PATCHOULI - The rich and earthy scenting of East India.

PATCHOULI CHAMPA - The rich earth scent of Patchouli blended with the
Champa Flower.

PEACH - The scent of freshly picked Peaches.

PEACHES AND CREAM - The scent of fresh Peaches covered in a rich cream.

PEACH BLOSSOM - The sweet smell of blossoms on a Peach Tree.

PEACH CHAMPA - The scent of fresh Peaches blended with the essence of the Champa Flower.

PEACH MELON - The scenting of fresh juicy melons blended with fresh peaches.

PRAYING - Burn when you wish to communicate with the divine.

PROTECTION - An aromatherapy scent designed to influence and enhance protective energies or spirits.

PSYCHIC - Psychic - An aromatherapy scent designed to influence and enhance psychic vibrations or aid in psychic visions.

PSYCHIC VISIONS - An aromatherapy scent designed to influence and enhance psychic vibrations or aid in psychic visions.

PURIFICATION - An aromatherapy scent designed to influence and enhance the purification of your body and spirit.

RAIN - The very light scenting of a fresh rain shower.

RAIN DROP - The fresh and soft, yet musky scent of a spring shower.

RAIN FOREST - The sensual scents of a tropical Rain Forest.

ROMANCE – A deep rich scent designed to influence the feelings of romance.

ROSE - The scent of a Rose fresh picked from the garden.

ROSEWOOD - A woodsy and earthy Rose scent.

SAGE - An energizing yet earthy and musky scent.

SANDALWOOD - A woodsy scent that is delicately erotic and warm.

SANDALWOOD DREAMS - A creamy Sandalwood scenting.

SANDY ROSE - The beautiful scent of a Rose with delicate earthy
undertones.

SCARLETT’S BOUDOIR - A floral lusty scent.
SEDUCTIVE EXSTACY - An earthy seductive scent that will get your passions flowing.
SEPERATION - Use when working to break up a relationship or to cause animosity between business partners or lovers.
SERINITY - A warm and calming scent of peace and relaxation.
SIGHT – A scent designed to aid in the development of sight, and to aid sight during any sight rituals.
SMOKY JASMINE - A smoky and earthy blend of the Jasmine Flower.
SMOKY LAVENDER - A smoky and earthy blend of Lavender.
SMOKY ROSE - A smoky and earthy blend of Rose.
SOFT ROSE - A beautiful yet creamy Rose scent.
SOUTHERN RAIN – The scent of a Southern night after a spring rain storm.
SPIRIT - Spirit - An aromatherapy scent designed to influence and enhance good spirits or energy.
SPIRITUAL - An aromatherapy scent designed to influence and enhance your awareness of the Divine.
SPRING SHOWERS - The fresh clean, yet slightly floral scent of an early spring shower.
SPRINGTIME PROTECTION – A scent designed to aid in the protection of the user.
STREGA - An aromatherapy scent used by women to influence and attract love or success.
SUMMER EVENINGS - The scenting of a Southern flower garden on a summer evening.
SUMMER NIGHTS - The sweet and floral scent of a warm summer evening.
SUMMERS PASSION - A sweet sensual floral scenting.
SURREAL – A surreal and calming scent.
SWEET FRANGIPANI - A delightful and sweet blend of Frangipani.
SWEET MELON - A delightful and delicate scent with peach and melon.
SWEET MORNINGS - A creamy and tropical, yet fruity scent.
SWEET PEA - A delightful and delicate scent that has a peachy undertone.
SWEET RAIN - The scent of a very soft, yet sweet rain.
SWEET ROSE - A sweet yet earthy and musky Rose scenting.
SWEET SANDALWOOD - A sweet and earthy blend of Sandalwood.
TEMPLE - Burn during religious rites or in any magickal room to increase spirituality.
THREE KINGS - An aromatherapy scent designed to influence good luck or cause a change of fortune in your life.
TRYST - An aromatherapy scent designed to influence and enhance love when you are working to enter into a relationship. Also helps develop clairvoyance powers when used to develop sight.
UNCROSSING - An aromatherapy scent designed to influence and remove negative energies.
VANILLA - The rich and creamy scent of fresh ground Vanilla Beans.
VANILLA CHAMPA - The scent of Vanilla blended with the essence of the Champa Flower.
VANILLA PLEASURES - The creaminess of Vanilla combined with musky undertones.
VERSATILE - An aromatherapy scent designed to help you accept changes in your life and helps with success in any area.
VISION – A scent used when trying to gain visions of the divine.
WICCAN - A warm earthy scent that is great for any earth-based ritual or working.
WITCHES SIGHT - An aromatherapy scent designed to use when doing or tarot readings, crystal ball readings, or for meditating.
WOOD SPIRIT - An aromatherapy scent designed to help you capture the spiritual influences of nature and the forest.

VAN VAN - This incense is used for opening the way. Used to dedicate mojo bags or increases the power of amulets. Used to purify a room where Vodou or Voodoo rites will be held.

**COMBUSTIBLE INCENSE SCENTING FORMULARY**

The incenses in this formulary section are formatted to create an amount of 100 incense sticks or cones, and is based on a formula of containing 1 ounce of oil and 2 ounces of DPG (Dipropylene glycol). If you wish to create a smaller amount you can cut the formulation in half to create 50 sticks or cones. This is for unscented cones or sticks that you choose to add scenting to using the soaking method.

Many times when you buy incense that are made cheaply they will come off with a black smoke when you burn them. The reason they do this is that the DPG. When used with manufactured grade scented oils cause your incense to burn smoothly. It will burn with a grey or grayish white smoke. If it burns with a blackish smoke or smells like you are burning shoe leather, it is because the manufacturer of the incense tried to save money and did not use the proper amount of DPG. When making the incense.

When you use the oil to scent your initial sticks or cones, you will have some left over oil in your jars. This oil will not lose its scenting and can be saved and re-used if you wish to do so. Or you can use the same oil to make more incense. Once you have used the original oil to make your first 100 sticks or cones, you will usually have enough left that you can add about 50 more sticks and about 40 more cones back into the jar a second time to make more incense. If you cut the formulation in half, you will be able to add about 20 more sticks or about 15 more cones back into the left over oil.

Where the formulation mentions drops, these are standard drops from an eyedropper. There are approximately 652 drops to an ounce.

**** The below formulary is measured using manufacturers grade synthetic oils. You can use essential oils if you wish, but if you do so you will need to adjust your formula as some of the natural oils are much stronger than the synthetic oils. You should also be aware that many of the essential oils that you can buy will not burn with the same scenting as the synthetics. There are
also many natural essential oils that are derived from rare and endangered species. Essential oils can also be very expensive used in these quantities. I would recommend using the synthetics for these types of Incense. If you are using oils for non-combustible Incense as listed later in this book then you will need to use essential oils. There is a listing in the back of this book where you can purchase good quality manufacture grade scented oils.

When you scent your Incenses, the best thing to use to soak them in is a straight sided vase. You can buy a tall round straight sided vase at a store such as Wal-Mart for a couple dollars. Be sure when you buy your vase though that you do not buy one that is made of plastic. The soaking vase must be made of glass. The DPG used in the formula will cause the plastic to dissolve and you will end up with a sticky mess instead of nicely scented incenses. You can also buy a little shot glass type measurement cup in the kitchen area where you can measure out your DPG by ounces. If you do not have the vases to soak your incenses in, you can use aluminum foil. Make a boat of the foil and poor the oil over the incenses.

Soak your incenses for @ 24 hours in the oil DPG mixture. Rotate them regularly and make sure that the burnable part of the incenses soaked in the oil. Then remove them and dry them.

To dry your incenses if you wish to dry cones you can build a little frame and cover it with screen. When you have finished soaking your incense cones you can place them on the screen. This will allow air to get to the bottom of the cone as well as to the top. For drying sticks, the best thing you can use is actually a Priority Mail Box from the Post Office. The boxes that are long and flat, about three inches thick are perfect. Put them together and use an ice pick or screw driver to pop holes into one of the sides. The holes need to only be about a quarter to half inch apart, so you can put quite a few holes into one side of the box. When you pull your sticks out of the soaking mixture you can just stick the base of the stick into the hole in the box, standing up the incense part of the stick to dry.

I would also suggest putting some type of fan on your incenses when they are drying. This will make them dry much quicker. Also when you are drying incenses, when you think they are dry – they probably are not. The outside will dry much quicker than the inside, so when you think they are dry you may wish to leave them dry for an additional day or two to insure that the middle part of the stick or cone is dry as well.
You may also want to make sure that you are doing the drying in a very ventilated area. Nothing will smell up a house more quickly than a bunch of drying incenses. Once they dry they are fine, but while they are drying the scent can be quite strong.

**African Musk Incense**

46 drops Sandalwood Oil, 46 drops Amber oil, 46 drops Rose Oil, 94 drops China Musk Oil, 94 drops Egyptian Musk oil. Combine with 2oz DPG.

**Abramelin Incense**

4 parts (372 drops) Myrrh Oil, 2 parts (186 drops) Sandalwood Oil, ½ part (92 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Altar Incense**

3 parts (325 drops) Frankincense Oil, 2 parts (217 drops) Myrrh Oil, 1 part (108 drops) Cinnamon Oil. Combined with 2 oz. DPG.

**Amber Incense**

1oz (652 drops) Amber Oil. Combine with 2oz DPG

**Amber Champa Incense**

1/2 oz (326 drops) Amber oil, ½ oz (326 drops) Nag Champa Oil. Combine with 2oz DPG.

**Angelica Incense**

108 drops Rose oil, 108 drops Sandalwood Oil, 217 drops Egyptian Musk oil. Combine with 2 oz of DPG.

**Aphrodisia Incense**

1 part (260 drops) Lavender Oil, 1 part (260 drops) Rose Oil, ¼ part (65 drops) Patchouli Oil, ¼ part (65 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Apollo Incense**

4 parts (372 drops) Frankincense Oil, 2 parts (186 drops) Myrrh Oil, 1 part (93) drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Arabesque Incense**

3 parts (432 drops) Vanilla Oil, 1 part (144 drops) Jasmine Oil, ½ part (72 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Arabian Nights Incense**
½ oz (326 drops) Sandalwood Oil ½ oz Frankincense Oil. Combine with 2 oz DPG.

**Asian Bloom Incense**

½ oz (326 drops) Amber Oil, ½ oz (326 drops) Vanilla Oil. Combine with 2 oz DPG.

**Astarte Incense**

1 part (¼ oz or 163 drops) Sandalwood Oil, 1 part (¼ oz or 163 drops) Rose oil, 1 part (¼ oz or 163 drops) Orange oil, 1 part (¼ oz or 163 drops) Jasmine Oil. Combined with 2 oz. DPG.

**Attraction Incense**

2 parts (260 drops) Sandalwood Oil, 2 parts (260 drops) Cinnamon Oil, 1 part (130 drops) Myrrh Oil. Combined with 2 oz. DPG.

**Baby’s Breath Incense**

½ oz. (326 drops) Jasmine Oil, ½ oz. (326 drops) Vanilla Oil. Combine with 2oz. DPG.

**Banishing Incense**

1/3 oz. (217 drops) Cinnamon Oil, 1/3 oz. (217 drops) Rose Oil, 1/3 oz. (217 drops) Myrrh Oil. Combine with 2 oz. DPG.

**Bats Blood Incense**

½ oz. (326 drops) Myrrh Oil, ½ oz. (326 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Bijou Blend Incense**

217 drops Jasmine Oil, 217 drops Sandalwood oil, 217 drops Cinnamon Oil. Combine with 2 oz. DPG.

**Black Arts Incense**

1/5 oz. (130 drops) Myrrh Oil, 1/5 oz. (130 drops) Patchouli Oil, 1/5 oz. (130 drops) Cinnamon Oil, 1/5 oz. (130 drops) Frankincense Oil, 1/5 oz.. (130 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Bliss Incense**

217 drops Nag Champa Oil, 217 drops Patchouli Oil, 217 drops Frankincense Oil. Combine with 2 oz. DPG

**Breathless Incense**
217 drops Musk Oil, 217 drops Jasmine oil, 33 drops Sandalwood Oil. Combine with 2 oz. DPG.

**Bubble Bath Incense**

½ oz. (326 drops) Frangipani Oil, ½ oz. Egyptian Musk Oil. Combine with 2 oz. DPG.

**Champa Supreme Incense**

217 drops Sandalwood Oil, 434 drops Nag Champa Oil. Combine with 2 oz. DPG.

**China Lily Incense**

½ oz. (326 drops) China Musk Oil, ½ oz. (326 drops) Lily Of The Valley Oil. Combine with 2 oz. DPG.

**China Musk Incense**

1 oz. (652 drops) China Musk Oil. Combine with 2 oz. DPG.

**China Rain Incense**

½ oz. (326 drops) China Musk Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

**China Rose Incense**

½ oz. (326 drops) China Musk Oil, ½ oz. (326 drops) Rose Oil. Combine with 2 oz. DPG.

**Cinnamon Incense**

1 oz. (652 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Circle Incense**

4 parts (316 drops) Frankincense Oil, 2 parts (152 drops) Myrrh Oil, 1 part (76 drops) Sandalwood Oil, ½ part (38 drops) Cinnamon Oil, ½ part (38 drops) Rose Oil, ¼ part (19 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Clearing Incense**

3 parts (325 drops) Frankincense Oil, 2 parts (217 drops) Myrrh Oil, 1 part (108 drops) Sandalwood Oil. Combine with 2 oz. DPG.

**Cleopatra Incense**

½ oz. (326 drops) Sandalwood oil, ½ oz. (326 drops) Musk Oil. Combine with 2 oz. DPG.
Coconut Incense
1 oz. (652 drops) coconut Oil, 2oz. DPG.

Coconut Cream Incense
½ oz. (326 drops) coconut Oil, ½ oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.

Consecration Incense
4 parts (289 drops) Frankincense Oil, 4 parts (289 drops) Myrrh Oil. Combined with 2 oz. DPG.

Cotton Blossom Incense
½ oz. (326 drops) Clean Cotton Oil, ½ oz. (326 drops) Honeysuckle Oil. Combine with 2 oz. DPG.

Dark Arts Incense
4 parts (298 drops) Myrrh Oil, 4 parts (298 drops) Patchouli Oil, ¼ part (19 drops) Amber Oil, ½ part (37 drops) Musk Oil. Combine with 2 oz. DPG.

Dark Moon Incense
8 parts (336 drops) Myrrh Oil, 4 parts (168 drops) Sandalwood Oil, 2 parts (84 drops) Patchouli Oil, 1 part (42 drops) Jasmine Oil, ½ part (21 drops) Lemon Oil. Combine with 2 oz. DPG.

Demeter Incense
3 parts (391 drops) Myrrh Oil, 2 parts (260 drops) Vetiver Oil. Combine with 2 oz. DPG.

Desert Rose Incense
½ oz. (326 drops) Rain Oil, ¼ oz. (163 drops) Patchouli Oil, ¼ oz. (163 drops) Rose Oil. Combine with 2 oz. DPG.

Devils Master Incense
½ oz. (326 drops) Cinnamon Oil, ½ oz. (326 drops) Sandalwood Oil. Combine with 2 oz. DPG.

Divination Incense
1/3 oz. (217 drops) Sandalwood Oil, 1/3 oz. (217 drops) Orange Oil, 1/3 oz (217 drops) Cinnamon Oil. Combine with 2 oz. DPG.

Divine Spiritual Incense
4 parts (326 drops) Sandalwood Oil, 2 parts (163 drops) Myrrh Oil, 1 part (81 drops) Frankincense Oil, 1 part (81 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Dragons Blood Incense**

217 drops Vetiver Oil, 217 drops Myrrh Oil, 217 drops Cinnamon Oil. Combine with 2 oz. DPG.

**Dream Incense**

4 parts (372 drops) Sandalwood Oil, 2 parts (186 drops) Rose Oil, 1 part (93 drops) Jasmine Oil. Combine with 2 oz. DPG.

**Dreamy Rose Incense**

130 drops Patchouli Oil, 130 drops Vanilla Oil, 130 drops Musk Oil, 260 drops Rose Oil. Combine with 2 oz. DPG.

**Earth Essence Incense**

217 drops Frankincense Oil, 217 drops Myrrh Oil, 217 drops Sandalwood Oil. Combine with 2 oz. DPG.

**Egyptian Musk Incense**

1 oz (652 drops) Egyptian Musk Oil. Combine with 2 oz. DPG.

**Egyptian Rose Incense**

½ oz. (326 drops) Egyptian Musk Oil, ½ oz. (326 drops) Rose oil. Combine with 2 oz. DPG.

**Egyptian Sandalwood Incense**

½ oz. (326 drops) Egyptian Musk Oil, ½ oz. (326 drops) Sandalwood oil. Combine with 2 oz. DPG.

**Egyptian Sunset Incense**

½ oz. (326 drops) Egyptian Musk Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

**Exotica Incense**


**Fast Luck Incense**

1/3 oz. (217 drops) Patchouli Oil, 1/3 oz. (217 drops) Rose Oil, 1/3 oz.
(217 drops) Juniper Breeze Oil. Combine with 2 oz. DPG.

Fire of Passion Incense

1/3 oz. (217 drops) Patchouli Oil, 1/3 oz. (217 drops) Musk Oil, 1/3 oz. (217 drops) Amber Oil. Combine with 2 oz. DPG.

Flower Garden Incense

217 drops Jasmine Oil, 217 drops Rose Oil, 217 drops Lily Of The Valley Oil. Combine with 2 oz. DPG.

Flying Incense

1 part (108 drops) Cinnamon Oil, 1 part (108 drops) Musk Oil, 1 part (108 drops) Juniper Breeze Oil, 1 part (108 drops) Sandalwood Oil, 1 part (108 drops) Amber Oil, 1 part (108 drops) Patchouli Oil. Combine with 2 oz. DPG.

Forest Berry Incense

489 drops Patchouli Oil, 163 drops Raspberry oil. Combine with 2 oz. DPG.

Forest Magick Incense

1 part (326 drops) Peach Oil, 1/3 part (108 drops) Honeysuckle Oil, 1/3 part (108 drops) Lilac Oil, 1/3 part (108 drops) Cinnamon Oil. Combine with 2 oz. DPG.

Frangipani Incense

1 oz. (652 drops) Frangipani Oil, Combine with 2 oz. DPG.

Frankincense Incense

1 oz. (652 drops) Frankincense Oil, Combine with 2 oz. DPG.

Frankincense And Myrrh Incense

1/2 oz. (326 drops) Frankincense Oil, 1/2 oz. (326 drops) Myrrh Oil. Combine with 2 oz. DPG.

Fresh Cake Incense

1/2 oz. (326 drops) Cinnamon Oil, 1/2 oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.

Full Moon Incense

4 parts (522 drops) Frankincense Oil, 1 part (130 drops) Sandalwood Oil.
Combine with 2 oz. DPG.

**Ginger Incense**
1 oz. (652 drops) Ginger Oil. Combine with 2 oz. DPG.

**Ginger Citrus Incense**
½ oz. (326 drops) Ginger Oil, ½ oz. (326 drops) Orange oil. Combine with 2 oz. DPG.

**Ginger Lily Incense**
½ oz. (326 drops) Ginger Oil, ½ oz. (326 drops) Lily Of the Valley Oil. Combine with 2 oz. DPG.

**Good Karma Incense**
1/3 oz (217 drops) Lavender Oil, 1/3 oz (217 drops) Citrus Oil, 1/3 oz (217 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Hawaiian Mist Incense**
½ oz. (326 drops) Frangipani Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

**Healing**
217 drops Cinnamon Oil, 434 drops Myrrh Oil. Combine with 2 oz. DPG.

**Honey Berry Incense**
½ oz. (326 drops) Honeysuckle Oil, ½ oz. (326 drops) Raspberry Oil. Combine with 2 oz. DPG.

**Honeysuckle Incense**
1oz. (652 drops) Honeysuckle Oil. Combine with 2 oz. DPG.

**Hot Nights Incense**
217 drops Egyptian Musk oil, 217 drops Juniper Breeze Oil, 217 drops Vanilla Oil. Combine with 2 oz. DPG.

**Hot Rose Incense**
½ oz. (326 drops) Rose Oil, ½ oz. (326 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Indian Rain Incense**
½ oz. (326 drops) Patchouli Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.
**Inspiration Incense**

½ oz. (326 drops) Orange Oil, ½ oz. (326 drops) Myrrh Oil. Combine with 2 oz. DPG.

**Isis Incense**

3 parts (244 drops) Myrrh Oil, 2 parts (163 drops) Sandalwood Oil, 2 parts (163 drops) Rose Oil, 1 part (81 drops) Frankincense Oil. Combine with 2 oz. DPG.

**Initiation Incense**

3 parts (300 drops) Frankincense Oil, 3 parts (300 drops) Myrrh Oil, ½ part (52 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Jasmine Incense**

1 oz. (652 drops) Jasmine Oil. Combine with 2 oz. DPG.

**Juniper Berry Incense**

163 drops Rain Oil, 163 Drops Musk Oil, 326 drops Juniper Breeze Oil. Combine with 2 oz. DPG.

**Juniper Breeze Incense**

1 oz. (652 drops) Juniper Breeze Oil. Combine with 2 oz. DPG.

**Karma Incense**

1 part (144 drops) Frankincense Oil, 1 part (144 drops) Sandalwood Oil, 1 part (144 drops) Patchouli Oil, 1 part (144 drops) Rain Oil, ½ part (72 drops) Vanilla Oil. Combine with 2 oz. DPG.

**Lady Luck Incense**

1/3 oz. (217 drops) Rose Oil, 1/3 oz. (217 drops) Cinnamon Oil, 1/3 oz. (217 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Lavender Incense**

1 oz. (652 drops) Lavender Oil combined with 2 oz. DPG.

**Lavender Champa Incense**

½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Nag Champa Oil. Combine with 2 oz. DPG.

**Lavender Cream Incense**

½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.
Lavender Mist Incense

½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

Lemon Incense

1 oz. (652 drops) Lemon Oil. Combine with 2 oz. DPG.

Lemon Cream Incense

½ oz. (326 drops) Lemon Oil, ½ oz. Vanilla Oil. Combine with 2 oz. DPG

Lemon Sage Incense

½ oz. (326 drops) Lemon Oil, ½ oz. (326 drops) Sage Oil. Combine with 2 oz. DPG.

Light Musk Incense

½ oz. (326 drops) Egyptian Musk Oil, ½ oz. (326 drops) China Musk Oil. Combine with 2 oz. DPG.

Light Rain Incense

½ oz. (326 drops) Musk Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

Lily Dreams Incense

½ oz. (326 drops) Lily Of The Valley Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

Lily Of The Valley Incense

1 oz. (652 drops) Lily Of The Valley Oil. Combine with 2 oz. DPG.

Love Incense

163 drops Musk Oil, 163 drops Civet Oil, 163 drops Ambergris Oil, 163 drops Patchouli Oil. Combine with 2 oz. DPG.

Loveliness Incense

½ oz. (326 drops) Egyptian Musk Oil, ½ oz. (326 drops) Patchouli Oil. Combine with 2 oz. DPG.

Lovely Incense

163 drops Jasmine Oil, 163 drops Vanilla Oil, 326+ drops Musk Oil. Combine with 2 oz. DPG.

Lovers Delight Incense
163 drops Egyptian Musk Oil, 163 drops Amber oil, 326 drops Rain Oil. Combine with 2 oz. DPG.

**Lovers Leap Incense**

3 parts (558 drops) Rose Oil, ½ part (93 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Lust Incense**

5 parts (466 drops) Musk Oil, 1 part (93 drops) Amber Oil, 1 part (93 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Lustful Desires Incense**

1 part (326 drops) Sandalwood Oil, ½ part (163 drops) Lavender Oil, ¼ part (81 drops) Musk Oil, ¼ part (81 drops) Rose Oil. Combine with 2 oz. DPG.

**Melon Incense**

1 oz. (652 drops) Melon Oil. Combine with 2 oz. DPG.

**Midnight Madness Incense**

163 drops Rose Oil, 163 drops Egyptian Musk Oil, 326 drops amber oil. Combine with 2 oz. DPG.

**Midnight Rain Incense**

217 drops Jasmine Oil, 434 drops Rain Oil. Combine with 2 oz. DPG.

**Midnight Rose Incense**

½ oz. (326 drops) Jasmine Oil, ½ oz. (326 drops) Rose oil. Combine with 2 oz. DPG.

**Morning Dew Incense**

163 drops Honeysuckle Oil, 163 drops Frangipani Oil, 326 drops Rain Oil. Combine with 2 oz. DPG.

**Morning Rain Incense**

½ oz. (326 drops) Rain Oil, ½ oz. Juniper Breeze Oil. Combine with 2 oz. DPG.

**Moroccan Evening Incense**

½ oz (326 drops) Amber Oil, ½ oz (326 drops) Musk Oil. Combine with 2 oz. DPG.

**Mountain Forest Incense**
163 drops Juniper Breeze Oil, 20 drops Sandalwood Oil, 326 drops Rain Oil. Combine with 2 oz. DPG.

**Musk Incense**

1 oz. (652 drops) Musk Oil. Combine with 2 oz. DPG.

**Myrrh Incense**

1 oz. (652 drops) Myrrh Oil. Combine with 2 oz. DPG.

**Mysterious Incense**

217 drops Nag Champa Oil, 217 drops Amber Oil, 217 drops Egyptian Musk oil. Combine with 2 oz. DPG.

**Nag Champa Incense**

1 oz. (652 drops) Nag Champa Oil. Combine with 2 oz. DPG.

**Offertory Incense**

1/5 oz. (130 drops) Rose Oil, 1/5 oz. (130 drops) Myrrh Oil, 1/5 oz. (130 drops) Vetiver Oil, 1/5 oz. (130 drops) Cinnamon Oil, 1/5 oz. (130 drops) Frankincense Oil. Combine with 2 oz. DPG.

**Orange Incense**

1 oz (652 drops) Orange Oil. Combine with 2 oz. DPG.

**Orange Cream Incense**

1/2 oz. (326 drops) Orange oil, 1/2 oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.

**Orange Spice Incense**

1/2 oz. (326 drops) Orange Oil, 1/2 oz. (326 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Passion Incense**

163 drops China Musk Oil, 163 drops Rose Oil, 326 drops Jasmine Oil. Combine with 2 oz. DPG.

**Patchouli Incense**

1 oz. (652 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Patchouli Champa Incense**

1/2 oz. (326 drops) Nag champa Oil, 1/2 oz. Patchouli Oil. Combine with 2 oz. DPG.
Peach Incense

1 oz. (652 drops) Peach Oil. Combine with 2 oz. DPG.

Peaches And Cream Incense

½ oz. (326 drops) Peach Oil, ½ oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.

Peach Blossom Incense

½ oz. (326 drops) Peach Oil, ½ oz. (326 drops) Honeysuckle Oil. Combine with 2 oz. DPG.

Peach Champa Incense

½ oz. (326 drops) Peach Oil, ½ oz. (326 drops) Nag Champa Oil. Combine with 2 oz. DPG.

Peach Melon Incense

½ oz. (326 drops) Peach Oil, ½ oz. (326 drops) Melon Oil. Combine with 2 oz. DPG.

Praying Incense

1/3 oz. (217 drops) Frankincense Oil, 1/3 oz. (217 drops) Sandalwood Oil, 1/3 oz. (217 drops) Vanilla Oil. Combine with 2 oz. DPG.

Protection Incense

1/3 oz. (217 drops) Patchouli Oil, 1/3 oz. (217 drops) Frankincense Oil, 1/3 oz. (217 drops) Myrrh Oil. Combine with 2oz. DPG.

Psychic Incense

1 part (186 drops) Frankincense Oil, 1 part (186 drops) Sandalwood Oil, 1 part (186 drops) Cinnamon Oil, ½ part (93 drops) orange oil.

Psychic Vision Incense

3 parts (489 drops) Rose Oil, 1 part (163 drops) Cinnamon Oil. Combine with 2 oz. DPG.

Purification Incense

4 parts (372 drops) Frankincense Oil, 3 parts (279 drops) Myrrh Oil, 2 parts (186 drops Sandalwood Oil. Combine with 2 oz. DPG.

Rain Incense

1 oz. (652 drops) Rain Oil. Combine with 2 oz. DPG.
Rain Drop Incense
   163 drops Egyptian Musk Oil, 163 drops China Musk Oil, 326 drops Rain Oil. Combine with 2 oz. DPG.

Rain Forest Incense
   163 drops Egyptian Musk Oil, 163 drops Frangipani Oil, 326 drops Rain Oil. Combine with 2 oz. DPG.

Romance Incense
   1 part (145 drops) Jasmine Oil, 1 part (145 drops) Melon Oil, 1 part (145 drops) Musk oil, 1 part (145 drops) Patchouli Oil, ½ part (72 drops) Rose Oil. Combine with 2 oz. DPG.

Rose Incense
   1 oz. (652 drops) Rose Oil. Combine with 2 oz. DPG.

Rosewood Incense
   217 drops Rose Oil, 217 drops Sandalwood Oil, 217 drops Patchouli Oil. Combine with 2 oz. DPG.

Sage Incense
   1 oz. (652 drops) Sage Oil. Combine with 2 oz. DPG.

Sandalwood Incense
   1 oz. (652 drops) Sandalwood Oil. Combine with 2 oz. DPG.

Sandalwood Dreams Incense
   ½ oz. (326 drops) Sandalwood Oil, ½ oz. (326 drops) Vanilla Oil. Combine with 2 oz. DPG.

Sandy Rose Incense
½ oz. (326 drops) Sandalwood Oil, ½ oz. Rose Oil. Combine with 2 oz. DPG.

Scarlet’s Boudoir Incense
   217 drops Rose Oil, 434 drops Egyptian Musk Oil. Combine with 2 oz. DPG.

Seductive Ecstasy Incense
   163 drops Egyptian Musk Oil, 326 drops Frankincense Oil, 326 drops Sandalwood Oil. Combine with 2 oz. DPG.

Separation Incense
2 TS. Chili Powder, 2 TS. Black Pepper, ½ oz. (326 drops) Cinnamon Oil, ½ oz. (326 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Serenity Incense**
½ oz. (326 drops) Nag Champa Oil, ½ oz. (326 drops) Frankincense Oil. Combine with 2 oz. DPG.

**Sight Incense**
2 parts (306 drops) Juniper Oil, 1 part (153 drops) Sandalwood Oil, 1 part (153 drops) Cinnamon Oil, 1/8 part (19 drops) Amber Oil, 1/8 part (19 drops) Patchouli Oil. Combine with 2 oz. DPG.

**Smoky Jasmine Incense**
½ oz. (326 drops) Jasmine Oil, ½ oz. (326 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Smoky Lavender Incense**
½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Smoky Rose Incense**
½ oz. (326 drops) Rose Oil, ½ oz. (326 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Soft Rose Incense**
½ oz. Vanilla Oil, ½ oz. Rose Oil. Combine with 2 oz. DPG.

**Southern Rain Incense**
217 drops Lavender Oil, 434 drops Rain Oil. Combine with 2 oz. DPG.

**Spirit Incense**
½ oz. (326 drops) Sandalwood Oil, ½ oz. (326 drops) Lavender Oil. Combine with 2 oz. DPG.

**Spiritual Incense**
4 parts (352 drops) Sandalwood Oil, 2 parts (176 drops) Myrrh Oil, 1 part (88 drops) Frankincense Oil, ¼ part (22 drops) Cinnamon Oil. Combine with 2 oz. DPG.

**Spring Showers Incense**
½ oz. (326 drops) Honeysuckle Oil, ½ oz. Rain Oil. Combine with 2 oz.
DPG.

**Springtime Protection Incense**

1/3 oz. (217 drops) Patchouli Oil, 1/3 oz. (217 drops) Lavender Oil, 1/3 oz. (217 drops) Vetiver Oil. Combine with 2 oz. DPG.

**Strega Incense**


**Summer Evenings Incense**

½ oz. (326 drops) Jasmine Oil, ½ oz. (326 drops) Honeysuckle Oil. Combine with 2 oz. DPG.

**Summer Nights Incense**

½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Rose Oil. Combine with 2 oz. DPG.

**Summers Passion Incense**

½ oz. (326 drops) Honeysuckle Oil, ½ oz. Rose Oil. Combine with 2 oz. DPG.

**Surreal Incense**

1/3 oz. (217 drops) Patchouli Oil, 1/3 oz. (217 drops) Frankincense Oil, 1/3 oz. (217 drops) Vanilla Oil. Combine with 2 oz. DPG.

**Sweet Frangipani Incense**

½ oz. (326 drops) Frangipani Oil, ½ oz. (326 drops) Amber Oil. Combine with 2 oz. DPG.

**Sweet Melon Incense**

½ oz. (326 drops) Melon Oil, ½ oz. (326 drops) Sweet pea Oil. Combine with 2 oz. DPG.

**Sweet Pea Incense**

1 oz. (652 drops) Sweet Pea Oil. Combine with 2 oz. DPG.

**Sweet Rain Incense**

½ oz. (326 drops) Amber Oil, ½ oz. (326 drops) Rain Oil. Combine with 2 oz. DPG.

**Sweet Rose Incense**
½ oz. (326 drops) Amber Oil, ½ oz. (326 drops) Rose Oil. Combine with 2 oz. DPG.

**Sweet Sandalwood Incense**

½ oz (326 drops) Sandalwood Oil, ½ oz. (326 drops) Amber Oil. Combine with 2 oz. DPG.

**Temple Incense**

3 parts (326 drops) Frankincense Oil, 2 parts (216 drops) Myrrh Oil. ½ part (54 drops) Lavender Oil, ½ part (54 drops) Sandalwood Oil. Combine with 2 oz. DPG.

**Three Kings Incense**


**Tryst Incense**

1/3 oz. (217 drops) Musk Oil, 1/3 oz. (217 drops) Mellon Oil, 1/3 oz. (217 drops) Sandalwood Oil. Combine with 2 oz. DPG.

**Uncrossing Incense**


**Vanilla Incense**

1 oz. (652 drops) Vanilla Oil. Combine with 2 oz. DPG.

**Vanilla Champa Incense**

½ oz. (326 drops) Vanilla Oil, ½ oz. (326 drops) Nag Champa Oil. Combine with 2 oz. DPG.

**Vanilla Pleasures Incense**

½ oz. (326 drops) Vanilla Oil, ½ oz. (326 drops) Musk Oil. Combine with 2 oz. DPG.

**Van Van Incense**


**Vision Incense**
2 parts (366 drops) Jasmine Oil, 1 part (186 drops) Rose Oil, ½ part ((93 drops) Honeysuckle Oil. Combine with 2 oz. DPG.

**Wiccan Incense**

3 parts (195 drops) Sandalwood Oil, 1 part (65 drops) Myrrh oil, 1 part (65 drops) Patchouli Oil, 1 part (65 drops) Cinnamon Oil, 4 parts (260 drops) Frankincense Oil. Combine with 2 oz. DPG.

**Witches Sight Incense**

130 drops Juniper Oil, 130 drops Patchouli Oil, 130 drops Sandalwood Oil, 130 drops Cinnamon Oil, 65 drops Musk Oil, 65 drops Ambergris Oil. Combine with 2 oz. DPG.

**Wood Spirit Incense**

½ oz. (326 drops) Lavender Oil, ½ oz. (326 drops) Sandalwood Oil. Combine with 2 oz. DPG.

**NON-COMBUSTIBLE INCENSES**

Non-combustible incenses are incenses that do not have an accelerator such as Potassium Nitrate or other substance to keep them burning on their own. You will need to have a fire source to burn these type incenses. They make charcoal blocks that can be used to burn your non-combustible incenses. These are special made charcoals and you should never substitute charcoal such as you would use on a grill for this purpose. This type of charcoal can be toxic if used indoors.

Sometimes a formula will call for charcoal to be added to the incense recipe. When this is called for it is the incense block charcoal that is used and not the grill type charcoal. You can also buy charcoal powder that is made specifically for adding to incense recipes.

Some practicers also will add non-combustible incenses directly to the flames if they are using a fire during the ritual instead of using charcoal. It is up to each individual practicers preference how they wish to do this.

One of the differences when making non-combustible incenses compared to the stick and cones that were soaked in the previous chapter, with your non-combustible incenses the ingredients must be pure. As an example in the previous chapter I suggested using manufactures grade scented oils to make your incense scents. With non-combustible incenses you will not use these types of oils. When a recipe calls for oil, it is referring to
actual essential oils and not manufactured scented oils. Depending upon the scent called for, these can be quite expensive to purchase. But when you purchase them you should use the purest form of essential oil that you can obtain to use in your incense recipes.

Some of the incense recipes will use a base while some will not. It will depend upon the basic ingredients that are called for in the recipe whether one is used or not. Personally I prefer using powdered Balsa Wood as a base for my non-combustible incenses. Some people prefer to use a wood base such as powdered Sandalwood. The reason I prefer Balsa over Sandalwood is that Sandalwood has its own unique scenting and many times Sandalwood when used will change or influence the scent of the incense you are trying to create where Balsa basically burns with no scent and will not influence the outcome of the scenting you are trying to create. I find this exceptionally important when using incenses in any type of magickal ritual or working.

When ingredients are called for in this type of recipe, they should be powdered when possible or if not possible to powder they should be chopped or broken into as small a piece as possible. Most ingredients including resins can be ground down to a fine powder base using your mortar and pestle.

**NON-COMBUSTIBLE FORMULARY**

**Abramelin Incense**

This recipe calls for one part of Wood Aloe to 2 parts of powdered Myrrh. Some recipes call for a few drops of Cinnamon Oil to be added to the base. Some recipes also call for this to be added to a wood base, though most prefer to burn it in its pure form without adding the base wood to the incense.

**Altar Incense**

4 parts Albanum, 1 part Myrrh, 4 parts Cinnamon, 1 part Orris root, and 2 parts Sandalwood. Combine with a half part of powdered charcoal.

**Altar Incense #2**

3 parts Frankincense, 1 part Cinnamon, and 2 parts Myrrh. This incense is generally combined with an equal amount of base wood since many times powdered Frankincense Tears are used instead of just Frankincense, and Myrrh and Cinnamon do not burn well by themselves.

**Amber Musk Incense**

This recipe calls for equal parts of powdered Amber and powdered Musk.
Sometimes Musk Essential Oil is used instead of Musk. Add this to a wood base. The amount of wood base you use in comparison to the amount of ingredients will vary depending upon how strong you want the incense.

**Aphrodite Incense**

Use equal parts of Cinnamon and Cedar. Some prefer to add this to an equal amount of wood base.

**Apparition Incense**

This recipe calls for equal parts of one part each of Hemp, Flax, Anise, Camphor, Cardamom, Chicory, and Mugwort to be combined with 2 parts of Coriander and 3 parts of a wood base or if possible Wood Aloe. No additional base is used with this formula.

**Astarte Incense**

This recipe uses a Sandalwood base to which you add either Rose Petals or a few drops of Rose Oil, Orange Oil, and either dried Jasmine flowers or a few drops of Jasmine Oil.

**Attraction Incense**

This recipe calls for 4 parts of Olbanum, 1 part Orris Root, 1 part powdered Myrrh, 2 parts Cinnamon, and 2 parts Sandalwood combined with an equal amount of wood base.

**Babylonian Incense**

This recipe calls for equal parts of Cypress and Tamarisk, two parts of Juniper, and 3 parts of powdered Cedar Wood. Combine ingredients and burn without adding any other base to this recipe.

**Banishing Incense**

This recipe calls for equal amounts of Sea Salt, Myrrh, Cinnamon, Bay Leaves, and Rose Petals combined with an equal amount of base. Some recipes also call for the addition of Red Wine to the base ingredients. If you choose to add the wine, make sure it dries well in your base before you try and burn it.

**Bats Blood Incense**

This recipe calls for equal amounts of Myrrh, Cinnamon, and Dragons Blood. Combine this together and add an equal amount of base wood.

**Bats Heart Incense**
Add 1 part Dragons Blood with a ¼ part Myrrh. To this add a couple drops of Cinnamon Oil and the slightest touch of sugar. Combine this with a wood base to burn.

**Beneficial Dream Incense**

Combine equal parts of Frankincense, Bergamot and Orris. Add a few drops of Lemon Oil. Combine with an equal amount of base.

**Black Arts Incense**

This recipe calls for equal parts of Vetiver, Mullen, Frankincense, Patchouli, Cinnamon, and Myrrh. This is usually combined with an equal part of base. Some recipes for this incense call for actual graveyard dirt to be used as well as an ingredient. Though some believe that just dirt from a graveyard will not work, but dirt that actually touched a coffin must be used.

**Binding Incense**

Use equal parts of Nettle, Knotgrass, and Thistle. Add to this a small amount of Wolfsbane (Otherwise known as Aconitum or Aconite) and Nightshade. Use this either outside or in a very well ventilated area. And make sure you do not breath in the fumes of this incense.

**Cats Blood Incense**

This recipe calls for Frankincense, Ginger, Tonka, and Orris is equal parts. Mix with and equal part of base. Some recipes also call for real cat’s blood to be mixed with the ingredients, however this is optional.

**Ceremonial Magick Incense**

This recipe calls for 3 parts Frankincense, 2 parts Gum Mastic, 1 part Wood Aloe, 1 part Vervain, 10 drops Musk Oil, and 5 drops Ambergris Oil.

**Circle Incense**

This is a standard recipe that does not use a base but instead uses 4 parts Sandalwood Powder as the base. With the Sandalwood are combined 2 parts powdered Frankincense, 2 parts Myrrh, 1 part of Orange peel and Five Fingered Grass. ½ part Cinnamon, Bay, Vervain, and Rosemary. I have also heard of recipes that call for a small amount of Salt Peter to be added as well as a dram or two if Tincture of Benzoin as well as a dram of Gardenia Oil. Personally I find that this recipe works better if you leave the Gardenia Oil out and use about a teaspoon of Salt Peter and about 1 dram of Tincture of Benzoin.
**Cleopatra Incense**
One part each of the following: Olbanum, Myrrh, Orris, Olibanum, Patchouli, and base wood. 2 parts of Pine bark or resin. (If resin is used then it would be used in a smaller quantity as it is more potent.) And 4 parts of Sandalwood Powder.

**Clearing Incense**
This incense consists of 1 part Frankincense, ½ part Sandalwood, and ¼ part Myrrh.

**Cooling Anger Incense**
This incense calls for 1 part of dark brown sugar and powdered Rose Petals. 2 parts of Orris Root, and powdered Passion Flower. Add to this ¼ tsp of (Potassium Nitrate) Salt Peter and 2 drams of Tincture of Benzoin. Some recipes also call for a dram of honey to be added, but this is optional and to your taste. Personally I find this a bit sticky and do not add the honey.

**Conquering Incense**
Equal parts of Tonka and Gloria herbs combined with your base.

**Courage Incense**
This recipe calls for equal amounts of Rose, Lilac, Lavender, and Vanilla. Combine together and add an equal amount of base.

**Crossing Incense**
This recipe calls for equal amounts of Cinnamon and Bayberry. Add to this powdered Myrrh Resin. This should be added to taste. Add this to your base powder.

**Crown of Success Incense**
This recipe uses equal parts of Frankincense, Orris, White Sandalwood, and Vetavert.

**Dark Arts Incense**
This recipe calls for equal parts of Patchouli and Myrrh with a small amount of musk oil being added to the recipe. Some people also prefer to add a few drops of Civet as well as Black Pepper to their incense recipe.

**Double Crossing Incense**
For this recipe you will need to combine equal parts of powdered Sage, Mistletoe, Corn Meal, and Either Red or White Sandalwood. I have talked to
people who prefer to use both types. Some prefer to use the White Sandalwood, but the majority use Red Sandalwood in this recipe. Some actually use a mixture of the two Sandalwoods.

Devils Master Incense

This recipe calls for equal amounts of Red Sandalwood, Chili Powder, and Cinnamon. Mix this and add it to an equal amount of base. Some also add a small bit of Black Pepper or Cayenne Powder to this recipe as well.

Double Crossing Incense

This is a recipe that calls for equal amounts of Red Sandalwood, and powdered Mistletoe. Some prefer to add an equal amount of base while some prefer to use it with just the herbal ingredients.

Doves Blood Incense

This is a recipe that calls for equal parts of Corn Meal, Sage, Red Sandalwood, and powdered Mistletoe. Some also add a small bit of Black Pepper or Cayenne Powder to this recipe as well.

Doves Heart Incense

This incense recipe calls for Frankincense, Cardamom, Mastic, Vanilla, and Red Carnation Petals. Combine ingredients and add an equal amount of base to the mixture.

Doves Eye Incense

This incense will be changed greatly when it burns. Depending upon how much of each of the oil you add, the scent of the incense will be changed greatly when it burns. Depend upon how much of each of the oil you add, the scent of the incense will be changed greatly when it burns. Depend upon how much of each of the oil you add, the scent of the incense will be changed greatly when it burns. Depend upon how much of each of the oil you add, the scent of the incense will be changed greatly when it burns.
This incense calls for 1 part each of Cinnamon, Vetiver, Red Sandalwood, Bay, Orris, and Myrrh. One and a half parts each of Allspice and Chamomile. Add to this 2 parts of Basil. Put in a half part each of Rosemary, Benzoin, Oak Moss, Juniper Berries, and Vanilla or powdered Vanilla Beans.

**Egyptian Incense**

This recipe calls for equal amounts of Sweet Flag (Also known as Calamus), Juniper, Cinnamon, and Cedar. However much of each of these individual ingredients you used in your formula add double the amount of Myrrh Powder, 2 \( \frac{1}{2} \) times as much powdered Gum Arabic, and 3 times as much powdered Frankincense. This recipe is usually used without adding any other base material to the herbal blend.

**Enticing Love Incense**

This recipe calls for 1 part powdered Anise Seed, Salt Peter, (potassium nitrate) and Sweet Basil or Calamus Root. To this add two parts Cinnamon and 4 parts each of Rose Petals and White Sandalwood. Many recipes for this particular incense also call for you to add 1 dram of seduction oil and 2 drams of Tincture of Benzoin. (Note: with this incense as well as with any incense that used Potassium Nitrate, be careful of how much you use as it can be very flammable.)

**Esbat Incense**

This recipe calls for equal parts of Cinnamon, Sandalwood, Ambergris, Patchouli, Mugwort, and Calamus. Some people also prefer to add a small bit of Camphor to this recipe, as well as Gardenia or Rose Petals. The incense uses Sandalwood powder as the base for the incense. Use an equal amount of base to ingredients.

**Fast Luck Incense**

For this recipe use an equal amount of Juniper Berries, Patchouli, and Rose Petals. Combine ingredients and add an equal amount of base.

**Fire Incense**

This recipe calls for 3 parts Frankincense, 1 part Juniper Berries, 1 part Red Sandalwood, \( \frac{1}{2} \) part White Sandalwood, 2 parts Dragons Blood, \( \frac{1}{2} \) oz. Cedar Wood Oil, and 10 drops Egyptian Musk Oil, 5 drops of China Musk Oil.

**Fire of Love Incense**

This recipe uses equal amounts of Civit, Musk, and Patchouli. You can add
this to a base if you choose but usually there is enough wood base in the herbs that you will not need to add any additional base wood to this incense formula.

**Fire of Passion Incense**
Use equal parts of Ambergris, Patchouli, and Civet. Add to this Musk Oil. Combine with an equal amount of base powder.

**Fiery Command**
This recipe uses ground Frankincense Resin combined Myrrh Resin. Add to this Dragons blood. Combine with your incense base.

**Fiery Protection Incense**
This recipe is the same as the Fiery Command Incense except that a small amount of Salt Peter is added to the recipe. Add the Salt Peter sparingly so it does not blow up on you when you use the incense. Salt Peter is the same as Potassium Nitrate and is used as the combustible additive to combustible incense recipes.

**Flying Incense**
This recipe calls for equal amounts of Juniper, Sandalwood, Hemp (Or you can substitute Damiana) Patchouli, Cinnamon, Juniper, Calamus, Gum Mastic, and Ambergris.

**Gris Gris Incense**
This recipe calls for one part each of powdered Dill seeds and powdered Bay Leaves. Add to this 2 parts Sandalwood. To this add 2 drams Tincture of Benzoin, 1 dram of Uncrossing Oil, 1 tsp of Asafetida, and a small amount of Salt Peter (Potassium nitrate).

**Healing Incense**
This recipe uses powdered Myrrh Resin along with Cinnamon The Myrrh scenting should be more dominant so you will want to add more of the Myrrh than you do the Cinnamon. Add this to your base.

**Health Incense**
This recipe calls for 1 part each of Carnation Petals and Sandalwood. To this add ½ part Bayberry. Some recipes for this incense also call for you to add in 2 drams of Tincture of Benzoin and ¼ tsp. of Salt Peter or Potassium Nitrate.

**Hecate Incense**
Use equal parts of Mint, Thyme, and Bay for this recipe. Add a small amount of powdered Frankincense Tears and powdered Myrrh Resin. You should then add a small amount of Cypress Oil and just the slightest touch of Camphor Oil. Mix with an equal amount of base powder.

**Hermes Incense**

This recipe calls for equal parts of Gum Mastic, Cinnamon, and Lavender. Combine ingredients and add to an equal amount of base.

**Horned God Incense**

There are variations to this recipe depending on who you ask. The basics of the recipe are equal parts of Pine, Juniper, and Cedar. Some people add this to 2 parts of Benzoin, while some people claim that it should be added to an equal part of Benzoin as the two parts make the incense too strong. Some recipes also call for you to add Patchouli Oil. Depending upon the recipe, it will call for anything from a few drops of Patchouli Oil up to 10 – 15 drops of the oil. Personally I prefer to use the 1 part Benzoin and 3-4 drops of Patchouli Oil in my recipe.

**Indian Incense**

For this incense combine equal parts of Cinnamon, Benzoin, and Sandalwood. Once you have combined your ingredients add an equal amount of base.

**Isis Incense**

For this incense use ½ part frankincense, 1 part each of Sandalwood and Rose. To this add 1 ½ parts Myrrh.

**Jinx Removing Incense**

Combine equal amounts of Rose Geranium and Deer’s Tongue. Add to this the powder from ground Cloves. Combine with your base.

**Lady Luck Incense**

This incense uses equal parts of Patchouli, Rose, and Cinnamon. Adding a base wood is optional.

**Love Incense**

Equal parts of Red Sandalwood, Orris, Musk Root Powder, Civet, Ambergris, and Patchouli. ½ part of Cinnamon, Bergamot and Basil. Add a few drops of Musk Oil, Rosewood Oil, and Lavender Oil.
Love Incense
This recipe calls for 1 part Bergamot and Basil. Add to this 4 parts of White Sandalwood powder. Mix and combine with these ingredients a small bit of Lavender oil and Rosewood Oil. No base is needed with this formula.

Love Incense
For this formula use equal parts of Red Sandalwood, Cinnamon, Patchouli, and Rose petals. Some people also add a half part of White Sandalwood to this formula.

Lover’s Incense
This formula uses equal parts each of Orris, Sandalwood, Violet, Gardenia, and Musk. (If you use Musk Essential Oil instead of other types of Musk, then use a limited amount as this is concentrated.) some people also add an equal amount of base to this formula.

Lover’s Incense
For this formula add equal parts each of Musk Root Powder, Civet, Patchouli, And Ambergris, Also add to the dry ingredients a small bit of musk oil.

Lover’s Dream Incense
Use equal parts of Licorice, Cardamom, Coriander, and Cinnamon. Combine ingredients and add an equal amount of base.

Medicine Wheel Incense
This recipe calls for 1 part of Sage along with ½ parts each of Pine, Angelica, and Sweet grass. Combine ingredients and add an equal amount of base.

Meditation Incense
This recipe calls for equal parts of Sandalwood, Damiana, and Orris Root. Use ½ part Cinnamon and Gum Mastic. Add ¼ part of Bay Leaves.

Meditation Incense
This formula calls for equal parts each of Sandalwood, Bay Leaves, and Damiana. No base is needed.

Meditation Incense
This recipe calls for equal parts of Gum Mastic, Sandalwood, Cinnamon, and powdered Orris Root. Combine ingredients and add equal amount of base.

Moon Magick Incense
1 part Frankincense or ground Frankincense Tears if available, 1/2 part of White Sandalwood, ½ part Red Sandalwood. ¼ part Orris root. Add to this a few drops of Lotus Oil

**Nirvana Incense**
This formula uses equal parts each of Sage, Patchouli, Cinnamon, Coriander, and Curry Powder.

**Offertory Incense**
This recipe uses equal parts of Cinnamon, Frankincense, Myrrh, Vervain, and Rose Petals. Combine ingredients and add an equal amount of base.

**Planetary Ritual Incense**
For this incense, combine equal parts of powdered Orris root, Rose Petals, Lavender, Frankincense, Cinquefoil, Solomon’s seal, and Dragons Blood.

**Praying Incense**
Combine equal parts of Frankincense, Sandalwood, and Vanilla. No additional base is needed with this formula.

**Prophetic Dream Incense**
For this formula combine 1 part each of Lavender, Orris Root, and Bayberry. Combine with this 2 parts each of Rose Petals and Sandalwood, as well as 4 parts grated Lemon Peel. Once you have everything combined add to this 2 drams Tincture of Benzoin, 1 dram of Frankincense Oil, and a partial spoonful of Salt Peter (Potassium Nitrate.)

**Protection Incense**
For this formula use ½ part Frankincense and combine it with 1 part Vervain, 1 ½ parts Basil and Thyme, and 2 parts Lavender. Once you have this combined add an equal amount of base. To this add a couple drops of Bergamot, a small amount of Benzoin, and a few drops of Jasmine Oil.

**Psychic Incense**
This recipe calls for 2 parts Frankincense. Add 1 part each of Sandalwood, Acacia, Cinnamon, and Nutmeg. Add to this a couple drops of Clove Oil and Orange Oil.

**Psychic Incense**
This formula calls for 1 part of Acacia and two parts of Frankincense.
Quabala Incense
This formula uses Violet, Gardenia, Gum Mastic, Lavender, and Deer’s tongue. Combine ingredients and add to this an equal amount of base.

Red Rose Incense
Combine equal parts of Rose Petals, Nutmeg, and Mint. Add a couple drops of Sandalwood oil and a couple drops of Rose Oil. Mix equal amount of incense ingredients with same amount of base.

Red Rose Incense
Equal amounts of Mint and Rose Petals. Combine ingredients and add to an equal amount of base. Some people also add a dram of rose Essential Oil to this formula.

Rosemary Incense
Equal amounts of Rosemary and Orris. To this you will need to add a small amount of Frankincense Oil and Basil Oil, Mix with incense base.

Sabbat Incense
Equal parts of Patchouli, Myrrh, Sandalwood, Orris, Rose, Fennel, Vervain, Thyme, Chamomile, Rosemary and Cinnamon.

Safe Circle Incense
For this incense use equal parts each of Sandalwood, Bay Leaves, Laurel, Myrrh, Cinnamon, Benzoin, and Vervain. Add to this 2 parts each of Rosemary, Frankincense, and rose Petals.

Sandalwood Incense
Equal parts of White Sandalwood, Vetiver, and Juniper or Juniper Berries.

Sight Incense
1 part of Juniper and Gum Mastic. ½ part Sandalwood and Patchouli, and Cinnamon. Add to this about 10 drops of Ambergris Oil

Study Incense
For this incense combine equal parts of Rosemary, Cinnamon, and Mace. Once combined add an equal amount of base.

Success Incense
This recipe calls for 2 parts Orris, White Sandalwood, Patchouli, Cinnamon,
Rose Petals. Add to this 1 part Myrrh and \( \frac{1}{4} \) part of Frankincense and Benzoin.

**Success Incense**

For this formula put together equal parts each of Rose, Cardamom, Anise, Black Indian Hemp, and combine this with \( \frac{1}{2} \) part if Salt Peter or Potassium nitrate. Combine this with an equal amount of base.

**Success Incense**

Equal parts each of Cinnamon and Benzoin. Combine this with an equal amount of base.

**Success Incense**

For this formula combine equal parts each of Myrrh, allspice, Patchouli, Cinnamon, and Myrrh. Some people also add to this formula Orris as well.

**Swallow’s Blood Incense**

This recipe calls for Jasmine, Orris root, Red Sandalwood, Dragons Blood, and Rose Petals. Some people prefer to burn this as it is while some prefer to add this to a base wood.

**Uncrossing Incense**

This recipe calls for 1 part Dragons Blood and 1 part Sandalwood, To this add \( \frac{1}{2} \) part Frankincense. Add to this a small amount of Salt Peter, (Potassium Nitrate) 1 dram of Gardenia Oil, and 2 drams of Tincture of Benzoin. Most prefer to not add a base of any type with this incense.

**Van Van Incense**

Add together equal parts of Vetiver, Rose, Lemon Peel, and Vanilla. Sometimes a base is used with this incense and sometimes it is used by itself without adding a base.

**Wealth Incense**

Combine equal parts each of Pepperwort, Saffron, and Nutmeg. Add to this an equal amount of base.

**Wealth Incense**

Combine together equal parts each of Galangal Root, and Cinnamon. Once ingredients are combined take what you have combined and add an equal part of Pine Resin or Pine Needles, Some people also add in a few drops of
Patchouli Oil to this formula. Sometimes this is added to a base, but usually it is burned by itself.

**Wealth Incense**
For this incense add together equal parts of Ginger, Mace, and Clove. To this add 2 parts Nutmeg and Cinnamon, and 4 parts of Frankincense.

**White Moon Incense**
Add equal amounts of powdered Bamboo, Copal Resin Tears, and powdered Willow Bark. Add to this a few drops of Frankincense Essential Oil, wisteria Essential Oil, And Lemon Grass Oil.

**Winter Solstice Incense**
Equal parts of Juniper, Pine, and Cedar, Myrrh, and frankincense.. Combine and mix with an equal part of your incense base. Some people also add dried apple to this recipe.

**Winter Solstice Incense**
Combine Equal parts of Juniper, Cedar, and Pine. No base is needed with this incense.

**Winter Solstice Incense**
For this formula combine equal parts each of Pine Resin, Pine Needles, Myrrh, Frankincense. Combine this with dried apples pieces.

**Witches Sight Incense**
Equal parts of Gum Mastic, Juniper Sandalwood, Patchouli, and Cinnamon. Add to this a couple drops of Ambergris Oil and Musk Oil.

**Wolf’s heart Incense**
For this incense combine equal parts each of Bitter Aloes, Polk Root, Dragon’s Blood, and Myrrh. Once combined add an equal amount of base.

**Working Incense**
Equal parts of Damiana, Orris, Vetiver, and Sandalwood. Combine ingredients and add to an equal amount of incense base.
Know thee that those of the Path of Darkness have returned to the lands beneath the darkened sky, and for turning back there is not time. For I hear upon the winds the sounds of the Hounds of the Barrier and they wait the time of Darkness. Their eyes aglow with the fires of our vengeance.

For we are they who have been locked out; our blood defiled, our lands taken. So have we returned to take back that which is ours. Once again the night will ring with the cries of the Jackals as the mighty of the Black Flame begin claiming back that which was taken. Know ye who walk in the light of professed righteousness, that we hold the keys and command the Angels of thy doom. And for turning back there is not time; for thy fate lies upon the jaws of death. Thy doom ever present within the darkest folds of the night.

**PRE-BANISHMENT OF YOUR WORKING AREA**

Before you work within any circle of power you should cleanse the area of any negative energy or spirits that would observe you to gain advantage. This can either be done by using your own powers or abilities, or you can call those without of the Dark Ways to do such for you. Here are a few simple Pre-Banishments that can be used by those of the Dark Ways.

**PRE-BANISHMENT**

“Be thee gone and banished thou who belongest not here. This is my area and none shall be her except by my will. Be thee gone and banished least ye know the true power of that which I am.”

**TO REMOVE ENEMY TOUCH FROM YOUR WORKING AREA**

Alskit will sanctify any working area of those who walk the Dark Path. Should there be an enemy touch within your working area he will cleanse the area so that you may work without interruption or interference.

“Alsket of the Lineth, come thee now upon my call. Epes Risket orin ben den thisos. Cresus vensus abrandon lethlu”

**TO HAVE URELA CLEANSE OUTSIDE RITUAL AREAS**

“Winds howl my name as they flow around my being. Cleansing the touch of our enemies from the very lands that I stand upon. I am Urela,
cleanser and purifier of the lands where the Sacred Rites of Darkness will take place. Call upon me before you work to ensure the land you work upon will be made sacred and pure to our ways.”

**DEDICATION OF YOUR CANDLES**

The Altars of the Path of Darkness are generally set up with three main candles and a side candle. The main candles are set up with one primary candle in the center of your Altar that is dedicated to the Black Flame. Your other two candles are set up beside the center main candle. A side candle is usually also used. This candle aids with lighting your books allowing you to read them better in the darkness. There are exceptions to this however, as some Rituals or Ceremonies require a different set up of your candles and candle dedications. The dedications listed below are for your standard working format.

**HOW TO DEDICATE A CANDLE**

To dedicate a candle for use in your Rituals, for a general purpose working, use oil that you are comfortable with. Place the oil in your hands and starting n the center of the candle work the oil into the candle, working from the center towards both ends of the candle at the same time. While you are doing this, concentrate upon the Black Flame and the Path of Darkness. Concentrate upon the candle being dedicated to this Path and Power. When you feel it is right, make your last strokes upon the candle start at the base of the candle and going the full length of the candle to the tip. In the event that you are doing a Ritual for a specific purpose that requires candles dedicated to the particular purpose, you would concentrate upon this particular purpose while you are rubbing the oil into the candle.

Once your candles have been dedicated as such you are ready to work with them in your Ritual or Ceremony. Once you have set up your candles upon your Altar and are ready to begin the below dedications are used with the candles flames. To dedicate the flames of the candles place the tip of your Athame into the flame of the candle and concentrating upon the Black Flame, repeat the following dedications:

**PRIMARY CENTER CANDLE**

“This flame be to me (us) the symbol of the Black Flame of the Masseen, to carry my (our) words and deeds as they are commanded.”

**LEFT SECONDARY CANDLE FLAME**
“This Flame be dedicated to Balamard, the true carrier of the Essence of Darkness.”

RIGHT SECONDARY CANDLE FLAME

“This Flame be dedicated to Mendacino and the Dark Essence of Power.”

SIDE CANDLE FLAME

“This Flame be dedicated to the Left Hand Path of Darkness.”

OTHER PURPOSE CANDLES

Flames of candles used for specific purposes such as love, destruction etc. can be dedicated to their specific purposes. They do not have to be dedicated in the above manor so long as a ring of power or a dedicated primary candle is being used in the ritual for the calling purpose.

DEDICATION OF A CANDLE TO PRACTICE CASTING

Those of the Ways of Darkness can set up a candle to practice their casting. When a candle is dedicated as such, the power of the casting will not be lost when the Practicer casts it in practice but will be returned to the Black Flame.

“As I am of the Dark Fires and my powers are of the Black Flame, so do I commit that which I cast back unto the Black Flame that we may both grow in power and strength. So Mote It Be.”

CIRCLES OF POWER

No working of any type should ever be done unless you are in a protective circle of power. Some Paths do teach that circles are not necessary in your workings and do work without them, but those who follow the Dark Path should learn to use circles of power and should always work within them, even for such simple tasks as meditation.

Your Altar should always face to the north and your initial circle is always started in the northerly direction. You start on the north side and draw it counter clockwise. While you are drawing it concentrate fully upon the powers of the Black Flame. Feel the power within you. Use your Athame to draw the circle whenever possible. Feel the power within you and feel it flowing through your arm and out your Athame. Picture the power within your mind forming the protective circle as you draw it. Make sure you close the circle that the starting point and ending point meet properly that you have
a solid circle of power surrounding you. It is always wise to draw more than one circle. Start the other circles to the left or to the right of your original circle and draw the additional circles within the original circle. You can draw as many circles in this manner as you wish until you feel safe and comfortable within the bounds. Never start your circles in the exact same spot if you are drawing more than one circle. The joining point of the circle of protection is always the weakest point. If you start the other circles at a different spot than you started the original circle, if something manages to breach the weak point of your first circle, it will encounter a strong point when it hits the next circle. This should slow down whatever is attempting to enter within enough that your guardians can stop or destroy what is attempting to enter within before it breaches your circles and can do you harm.

If you are new to Practicing you should start with the Basic Circles given below. Do not attempt to draw a more advanced circle until you have mastered these. They appear simple circles, but remember it is the concentration and the power that is put into them that makes them strong and protective. When you first start drawing circles they will be weak. You may have a hard time sensing them. As you practice and learn to draw them and to bring the power through you and into your circles, they will become stronger, and the stronger they are the more you will be able to sense them and the better job they will do in keeping any negative powers or spirits from harming you or causing you problems in your workings.

**CIRCLE CLOSURES**

The following closures should be used every time you draw an external circle. They are not used when drawing a circle as such around a candle in a ritual but should be used when drawing surrounding circles. This should be added to your circle dedication before you close the circle. This will stop those without who are of the sighted ways from being able to look within and see what you are doing.

“As this circle be made whole, be all within who would do harm banished and made blind.”

“Circle shed thy light inward that those without find only darkness.”

**BASIC CIRCLE DEDICATIONS**

The following Circles are basic Circles that should be practiced and
mastered before any type of advanced Circles are used.

‘By the powers of the Masseen, be thou guard and wall against all who would do us harm.”

“Circle of the Masseen surround us with all of the Masseen that our task be made successful.”

“As child of the Masseen thou art dedicated to the protection of all within.”

“By that which I am I dedicate thee to our protection.”

“Dread Minions of the Masseen watch over us within these bounds that any who would do harm unto the Ways of the Masseen be carried unto the waiting mouths of the Guardians should they try and breach this wall.”

“Great Circle of Life surround us that our minds be made invulnerable while within.”

“Circle of strength, protect us with all the strength of the Masseen.”

“Be this Circle symbol of my strength and my Pathway. Impregnable, unbeatable, and reigning forever in glory.”

“Surround us great Circle with the wrath of the Guardians as we do prepare for our vengeance.”

“Be thou as a strong and solid wall against those who would do us harm.”

“Hold thy bounds with the Circle Of Time that all shall emerge with safety when our task is done.”

“By that which I am I do command the protections of the Masseen around this Circle I do close.”

“Circle of strength surround us and protect us that none weaken in our task.”

“Circle of life surround us. Show us your strength and judgment, for we are part of you.”

**TO STRENGTHEN CIRCLES WHEN DRAWING**

**TO SCENT A ROOM WHEN DRAWING CIRCLES IN A CONFINED SPACE**

One of citric peel, one of ground bark of beech, one of ground bark of sugar tree, one of ground bark of oak, three of hanging moss, one of
sandalwood, one of wormwood. Mix together and dry completely. Burn on a slow fire to scent a room if drawing your circle in a confined space.

**TO STRENGTHEN CIRCLES WHEN DRAWING**

Mix pure water with earth and rose oil. Add pure salt, root of ginger, and one clove. Allow mixture to stand for ten minutes or more. Take the mixture into the area where you are working.

If you are using an Athame to draw your circles, place the tip of your Athame in the mixture first. If circles are drawn in other ways, place the mixture around your circle. This will strengthen your circles and will thwart most enemies who would try and gain entry.

**POTION TO TURN ENEMIES AWAY FROM A CIRCLE**

One of pure earth oil, one of oil of roses, one of cat herb, one of devils root, one of wolf bane, one of pure alcohol, and one of dust of granite. Mix with pure water and add to ground around the outside of a circle. This will turn enemies away that attempt to approach and gain entry.

**ADVANCED CIRCLES OF POWER**

These are more advance circle dedications that can be used by those of the Dark Path. However, these should not be used until you have mastered your basic circles of power.

**SANCTIFICATION OF GREAT CIRCLE**

This is used to sanctify and create a great circle. It is not drawn as a circle but is conjured. Once your circles are drawn you conjure such by placing the tip of your athame in your main center candle and repeating the following:

“I who am a Child of Darkness, do by the Laws of the Masseen sanctify this Circle around me. From the East, Ways of Glaurab protect us. From the West, Ways of Garron keep us pure. From the North all of Cabon hold us securely. From the South all the Ways of Berith keep sacred this ground which I have made mine

I take for our defenses from all those malignant spirits that none may have power over me or those with me, nor come beyond the limitations which I have here created. Save for answering truly when they are summoned, without daring to transgress beyond the bounds of my summoning.
Great Circle be whole and solid to thy bounds. By my word and power, So Mote It Be.”

**CIRCLE USED FOR RITUALS**

This circle can be used for Ceremonies and Rituals. It is a special circle used for such occasions but should not be used as a battle circle.


**UNITED CIRCLE**

This should be used once you have completed drawing your regular circles to create a wall of strength and power within the inside and outside circles. To use this once circles are drawn, all within are to hold hands and concentrate. The one leading the circle is to repeat the following:

“As we join our hands, so do we join our strength and abilities that we may form around us a wall of protection within our outside Circle, and outside our inner circle such as no enemy has ever met with. Within these walls we be free to work. Free from attack, that the Masseen ever grow stronger. So Mote It Be.”

**SACRED CIRCLE OF TIME INVOCATION**

This circle invocation will make pure all within the bounds of the circle. Time will slow within the bounds so that you may work any long process and it not have it seem that long outside. It does not change the time however. None outside will be able to see within the circle, everything within will seem as a blur.

“Eties vias philador partchran mec ab. So do I make sacred all within these bounds, that all within be made pure of the Black Flame and the Path of the Masseen.”

**TO REMAIN UNSEEN AND DARKEN A CIRCLE**

These invocations can be used by those who have dedicated themselves to the Masseen and the Black Flame to darken their circles and working area so that those without of sighted ways will not be able to observe the work being done within.

**TO REMOVE OBSERVERS FROM AROUND A CIRCLE**

“Preystyne I call thee, great power of the dark winds. Encircle my
bounds with thy forces that even the farthest reaches of my boundaries shall be cleansed of any who would bring harm or observe us to gain advantage. By all which is mine, shall this be.”

**CORICUS TO BLOCK CIRCLES FROM SIGHT**

“Coricus thou most mighty of our way, come thee now unto this area which we have encircled that any who would look upon us to do harm be drawn unto the many facets of your being, to evermore become a part of what you are.”

**DARKEST LIGHT TO COVER CIRCLE WITH DARKNESS**

“Darkest Light this sacred night we do call upon thee. Wrap us now in thy sacred darkness that we remain in peace to complete our task. Allow none to neither see us nor sense us in our workings. So Mote It Be.”

**CIRCLE GUARDIANS**

**PROTECTIONS OF THE BEASTS WITHIN DOUBLE CIRCLES**

“As a child of Darkness I do conjure thee and command thee. By the powers of the Black Flame of the Masseeen thou art summoned mighty beasts of the Path and the Angles. Thou formed and formless one. Lurkers of the mighty darkness. Appear thee within my outer Circle and outside my second Circle. Allow none who would do us harm to cross thy mighty realm of guardianship. Allow none who are within this Circle who are loyal to be taken by those without. Destroy any who cross the bounds of my outer Circle intending harm. As by my word, So Mote It Be.”

**DIRECTIONAL CIRCLE GUARDIANS**

This is to be used when you have candles around each of the four corners of the circle. A candle in each of the directions of the circle; candles dedicated to the Black Flame. The flame of the candles dedicated as follows with the final dedication said over the main altar candle.

“Mighty Yashwee come thee now from thy Northern most gate to guard well this circle I have closed. Mighty Aweth come thee from thy Western most gate to watch over this most sacred Circle. Mighty Yowith, be thou as guard and wall from thy Southern most gate. Allow none to enter within who would do harm. Mighty Mashen, thou most sacred guard from the Eastern most gate. Guard well this most sacred Circle.”
Thou most sacred Guardians and Watchers stand thee strong upon the bounds of tie. Allow not any to enter who would do harm to any within. Those you take be thine to do with as you choose, so long as they enter not these most sacred bounds. So Mote It Be.”

**TO HAVE THOSE OF GERNATILLE GUARD WORKING AREAS AND AREAS OF SACRED RITES**

“I call thee Gernatille, thou who are from below the feet of the great mountain. Thou who do search and seek out those who enter areas unwanted. Thou who stand between those who are our enemies and the places of our workings. Thou who art guardians of our Sacred Rites. We do call upon thee now to come forth and be as guardians this night as we do perform this most sacred ritual.”

**TO RAISE THE SARMENZE FOR PROTECTION OR POWER**

Call for power: “Stanvett yetosh buenosy detch vonesh.”

Call for protection: “Vienz lartos ben joctum renez.”

**COVENANT OF DARKNESS FOR PROTECTION OR WORKING** *(MENDACENO)*


Release: “Praesus elen frath.”

**WAYS OF SYNTHALL TO SURROUND CIRCLE OF POWER**

“Vargas I call thee, mighty of the Ways of the Synthal. Surround thee this Circle of power with those of thy way that any enemy of the Masseen shall meet a wall of fanged death and destruction should they attempt to enter within these bounds that we have here created. So Mote It Be.”

**LOLLYMAR – GUARDIAN OF WORK**

“I am Guardian Of Work Place me in your circle. I shall watch over the work done, and make sure it turns out well. Place me on your alter during work. One catch. I need a vessel to stay in. A newly acquired non-metal dragon. Ceramic. You will know the right one when you see it. I prefer a comical look. But this is my cover to deceive. When you get the object
dedicate it on a full moon. In a strong circle call upon me to be your Guardian.”

Place the object in a circle of salt, but not a circle, then call. Leave for 1 ½ hours and he will be there.

“Lollymar, ancient Dragon of games and protection. I call thee into this Dragon to protect my work.”

**GENERAL RELEASES AND RETURNS**

**TO RELEASE GUARDIAN’S, POWERS, AND SPIRITS**

“Hear me thou who art the Powers and Spirits of guardianship. Go thee in peace unto thy places. Peace and healing to reign among thee. Be thou ready to return upon the moment should thou once be called. In the name of thy Covenants, in the name of the Masseen, in the name of all that we are, So Mote It Be.”

**STANDARD OPENINGS**

**CONJURATION OF POWER**

“Azon, Amator, Emites, Theodonial, Poncor, Pagor, Anitor. In the name of these most powerful Guardians do I (we) cloth myself (ourselves) in the vestments of power. That so I (we) may fulfill even unto their terms all things which I (we) desire to effect. So Mote It Be.”

**PURIFICATION OF SELF AND IMPLEMENTS**

“Oh great Denizens of my way, purify these vessels of my craft. Even as this water is of thy earth, make it sacred unto my use. Make me clean in spirit unto the task I undertake in the name of the Masseen. Make this Temple sanctified and full with thy presence. So Mote It Be.”

**CONJURATION OF ATHAMES POWER**

Hold your Athame over your dedicated center main candle. Move it in the shape or form of a point down pentagram. Hold it over the flame and repeat the following. Once you have repeated this, run the blade of your Athame through your candle flame.

“I conjure thee form of this instrument. By my authority as a child of Darkness. By the virtue of the Ancient Ways. By that of the elements. By that of stones, and herbs. And in like manner by the virtue of thunder and winds in whose figure thou art drawn, that thou receive all power in the performance of those things in the perfection of which we are concerned.”
INVOCATION OF THE BELL

“We ring this bell in honor of thee Balamard, thou who art the true carrier of the Essence of Darkness.. So do we open unto ourselves the shadowy realm of Darkness and Magick. The realm from which our first beings came forth. Through this realm we may cast forth our will upon the universe. The ways of man, the ways of the spirit, and the ways of the beast shall bow before the might of what we are. For our powers are the powers of Darkness, and our will is the will of the Masseen. So shall our will manifest itself forward into the deeds of our desires. So Mote It Be.”

INVOCATION OF THE FIERY CHALICE

A fiery pentagram is traced in the air over a chalice containing the nectar of your choice. Once complete it is to be directed into the chalice and joined with the nectar. The following incantation is then repeated. Once this is complete, each within the circle or ceremony is to drink of the mixture starting with the most powerful to the least. Once all have drunk of the nectar it is returned to the one who started it, the most powerful to finish.

“As thou art joined with this nectar, so does this become the nectar of the god, the nectar of Darkness, and the Left Hand Path. Those who drink of thee and know true loyalty unto the Left Hand Path and the Hierarchy of the Masseen shall be strengthened by the touch of thee within their being. Those who would betray shall know thee as pure poison.”

DEDICATION AND CONSECRATIONS OF IMPLIMENT

POWERS OF YEMANSHIEA TO PURIFY AND SANCTIFY AND ITEM BEFORE DEDICATING

“Thou most sacred powers of Yemanshiea come thee now upon _______ which I have here encircled upon my altar. Remove from it any touch of any who have ever held it that we may dedicate it to our most sacred ways. Be it ever more held to the purity of the Black Flame. So Mote It Be.”

TO CLEANSE AN OBJECT WITH A RING OF POWER

To cleanse and purify an object you wish to make your own for use in your art, wear the ring of power within your circle with the object upon your altar. Concentrate upon the object and when it feels right repeat the following while still concentrating:
“Here be honor and righteousness unto my cause. Here be purity unto my purpose. The filth and taint of thy previous directions do be cleansed from thy being. Cleansed and pure thou art, as newly born into my charge.”

When you feel the object is now yours to use, it is safe to consecrate it to your purpose.

**TO PREPARE AN ITEM TO BE CONSECRATED TO THE MASSEEN BLACK FLAME**

Add together pure water with white quartz rock. Add to this pure salt and essence of thyme. With a touch of rose oil and the least amount of pure sugar. Into this mixture drop the item you wish to dedicate to the Black Flame. Leave it there for one full day. When you begin the consecration, bring the quartz rock into the circle with you.

**SIMPLE CONSECRATION**

“Now the powers of Darkness arise, to hear my wish and then fulfill. This tool I hold, as servant be, unto my head, my heart, my will. So Mote It Be.”

**SIMPLE DEDICATION TO THE MASSEEN**

For this dedication you will need the item to be dedicated, one dedicated candle, and one bowl of dedicated pure water. Light and dedicate the candle. Pass the item through while repeating the following:

“By this flame do I dedicate fully thy powers to the Black Flame and the Path of the Masseen “.

Sprinkle the item with water while repeating:

“By this water I make thee pure of any who have touched thee before. Thou art pure of the Masseen, to be only used for the good of the Black Flame. As I speak, So Mote It Be.”

**CONSECRATION**

The items you will need for this consecration are one red candle, one black candle, and consecrated red cloth. Anoint one red and one black candle. Set them, red on the east and black on the west ends of the altar. Light first the red one. Pass the object through the flame while repeating:

“This is the flame of my power, as I am the power of Darkness. Thou art imbued with the confidence and the ability to do that which thou art
commanded.”

Light next the black candle. Pass the item through the flame while speaking:

“Snares, fire, and brimstone. Furious storms shall upon my enemies reign through thy glowing being. Thou art unerringly tied into the end of my lifetime.”

Wrap the newly dedicated item in a consecrated red cloth and allow it to remain in a closed dark place for at least three hours during the light of the full moon.

**FULL CONSECRATION**

Set up your altar as follows: Red candle on the left, black candle on the right. Put the item you wish to consecrate in the center between the two candles. Your incense will be behind the item. Dedicate and light your incense. Once this is done light the red candle and speak the following:

“Here stand sincerity. The power doth burn as strongly as the Black Flame of the Masseen. Never shall it die.”

Light the black candle and speak:

“Here is the Black Flame that hath ever burned within its bounds. It is the storehouse of power that its power may mingle with mine and be joined.”

Pass the item through the red candle three times while speaking:

“As by this fire do I cleanse thee of any impurities that thou may have known”.

Pass the item through the smoke of the incense while speaking:

“As by this Incense do I cleanse thee to be ready for my purpose.”

Hold the item firmly. Pass the item through the flame of the black candle while saying:

“This do I imbue with pure power that its awesome power shall be with me so long as it rests upon my person.”

Lay the item between the candles and extinguish them in reverse order they that they were lit. Leave the item upon your altar for three days before touching it again.

**TO CONSECRATE A WAND**

“Devon sedo lanken fras hego. Pacs maten leea shorne. Denevito fash
parlito.”

**BELL DEDICATION**

Place the bell in the fire of a dedicated candle and repeat the following:

“In the name of the Masseen, and by the power of the Black Flame do I dedicate thee to be fully mine. Thou do hold the power of summons, to summon unto me any spirit, power, or daemon I do desire by my will. Thy bell shall sound through every level and plain of the universe. Into every corner, summoning and commanding all that be of my desire unto my presence.”

Place the bell in pure dedicated water and repeat:

“As this water be pure, so art thou cleansed of any but the Masseen and the Ways of Darkness, that none but I or those I allow may use thee.”

Put the fire out in the water while repeating the following:

“As I am ______, this is as it shall be.”

**TO EMPOWER A BOWL**

“Welesten, thou who art Weapons Master to all the Ways of the Black Flame. Hear my call and know me as ______ of the Black Flame of the Masseen. Send forth those of thy ways and great powers to touch upon this most sacred bowl that does hold my potions of strength and power. Clothe it in strength and secrecy that it shall remain of the Masseen through all of time. Cause it to turn upon any purpose not of the Masseen or the Black Flame that they learn not but defeat and failure. Cause it to carry strength that all I do be made more potent and carry more value by your touch. Cause it to carry power to know the touch of Darkness and to respond to it unfailingly, that any who use it by my permission will be made welcome by it. Grant unto it all that is within thy ways, that it carry forth strongly unto the glory that is the Left Hand Path.”

**CONJURATION OF FIRE FOR A BOWL**

The bowl should be virgin if possible. If it is not it should be totally clean and empty. There are many conjurations of fire that you can use and will work for you. You can try any that feel right. The working can be changed, as it is the power and concentration that will set the spell in motion.

The bowl filled first with fresh blood, the blood allowed to dry there. The bowl should then be cleansed by pure water. If not this then take the
virgin bowl and pass it through pure water twice. Allow this to dry by air, then you may begin your conjuration.

A small sacred flame is needed. The conjuration should be totally alone, shielded from the sight of any spirit you can shield from, and away from any human eyes, friend or foe. A candle of red and black can be used. If needed any other color except white can be used. Pass the bowl through the fires while repeating the following:

“Fire give brightness that my way be lit. (Again) Fire give power that what I may send be made great. (Again) Fire cleanse that what I create within shall be pure in what it was meant to be (Again) Fire obey that this great bowl shall be and do as it was meant for me. By all my powers and my command, So Shall It Be.”

**TO CLEANSE A CLEANING BOWL**

Mix pure water with Anise and Sweet Basil. Heat until the mixture bubbles. Allow the mixture to cool completely. Then melt a black candle over the mixture until five drops have fallen into the mixture. As the drops harden, remove them from the mixture. Dispose of the liquid. Put the hardened wax into any cleaning bowl that has been overused. It will be made clean and ready to use again. This should not be done for a long period of time, but it will suffice to aid you through a particularly long and hard fought battle.

**TO EMPOWER A CHALICE**

“Lord Caslien, Great Weapons Master from the first age of man, I do call and command thy powers forward into this chalice, dedicated unto the Ways of the Black flame. Will it with powers of revelation that should any enemy take it to his lips he shall be revealed to me.

Will it with the powers of anger, that should any who are not Flame steal it from me, he shall find all that he puts in it turned to a bitter poison.

Will it with memory that whoever does hold it last be to it linked. If they be lost it shall be a link to bring them back quickly and with little harm.

Will it with the feel and touch of the Flame, that those who come upon it by chance will know it is not to be theirs.

Will it with the ability to make itself unseen if it should be somehow lost to the Flame, that those of any other way can look upon it and see it not.
By the ways of our Covenant, So Mote It Be.”

**TO EMPOWER AN INCENSE BURNER**

“Thou art mine, a piece of beauty and use. Thou be warm as if there be blood flowing through thy sacred metal. Thou holdest the holy ash of my sacred fires. Thou dost carry to me the strength I need to continue.

May none ever look upon you but those who enter my circles by my consent. His eyes and his sight shall melt before him that dares to look upon thee. His mind and memory shall be taken from him and held by you.

Thou shalt be the destruction of any who should take you from me. Thou art mine, to be used only by me, or those who I should allow to use thee.

Thou art Flame by my dedication, mine by choice as _______ of all who art Flame. And by my powers thou shalt never be touched by any but me or those whom I allow to touch thee.

Thou art mine, the mark of my path upon you evermore as thou shalt be mine for all of time. So Mote It Be.”

**TO ALLOW A VESEL THE FULNESS OF SIGHT**

“Thou vessel of divination of the name of Pemze. Thou whose face is like a spark, like an obscene feline whose toes are a rearing boar. Put thee light into my vessel. Open it to the earth. Open it to the great underworld. Open it to the Abyss that nothing remains hidden from it.

Allow it fullness of sight for which it was made that nothing shall slow it through its existence. So Mote It Be.”

**TO HAVE VARBATAS CLEANSE THE TAINT FROM A CRYSTAL WHEN A SPIRIT COMES THROUGH UPON A SEER**

“I conjure thee Varbatas. Appear thee in form to behold within this great crystal of the Dark Ways.

Go thee swiftly within every curve and touch of this great crystal that it be cleansed of the evil being who dared come through it and into the mind and being of he who does use it for the sake of the Masseen and the Black Flame.

Return the crystal to its purity and cleanness that once more it be used for the Black Flame. By my word, So Mote It Be.”

**DEDICATION OF WEAPONS**
TO INCREASE SEVEN TIMES SEVEN THE POWES OF AN ATHAME

Take the Athame and light one dedicated candle while alone in a circle of Darkness. Place the tip of the Athame in the flame of your Candle and speak the following spell:


Draw a separate circle around the Athame where it will remain left undisturbed for one full day. This spell will work best on Athames of other fighters, but will give added strength and power to those who are not of the Fighting Ways or arts. Even the Athame of a Healer can be increased in this way.

TO HAVE CASSIEL OF THE FIRE LORDS ENFIRE A WEAPON FOR THE TIME OF A CIRCLE.

“I conjure thee Cassiel of the Fire Lords. Bring thee thy presence within the Medium of my circle that thou may touch on my weapon and instill within it all the powers of thy great fires for the time of my circle. By the word of our Covenant, do thee as little harm as thou can unto the Medium who does serve us. In the name of the Masseen I do conjure thee to come forward now.”

TO DEDICATE A WEAPON

You must have a dedicated candle, pure dedicated water, the new weapon to be dedicated, and a previously dedicated strong weapon of some type. Draw the weapon through the Flame of your candle while repeating the following:

“By the powers of the great Black Flame, thou art within my Circle cleansed.”

Sprinkle the new weapon with water while repeating:

“As this water is clear and pure to the Ways of the Masseen, so art thou made pure and clear as it touches thee.”

Touch the new weapon to the dedicated weapon while repeating:

“As this great weapon of mine is pure and strong of the Masseen, so do you share in its powers and awaken thy own with its touch. Thou art weapon
of the Masseen, and to the touch and command of the Masseen only shall thou respond. Thou shall be the destruction of any other who would dare try and use you. By all that is the Masseen, So Mote It Be.

TO DEDICATE A BLADE TO FIGHT

“By the word of Darkness I do dedicate thee to the Masseen. By the powers of the Masseen I put within you the powers of the Black Flame. By the courage that is the Masseen I do instill within you the courage that is the Masseen. By the Spirit of the Masseen I do instill within you that which is the Spirit of the Masseen and the powers of the Black Flame. I grant thee the spirit to fight whenever thou art called or commanded.

As thou dost feel the fires of our ways so shall your sacred steel be ever strengthened in the path of the Black Flame. Thou art Masseen from tip to hilt. Upon my word as a Child of the Dark Fires, thou art ours.”

Once you have repeated the dedication, run the weapon through your dedicated candle flame. Then leave the weapon on your altar in a circle for 24 hours before touching it again.

POWERS OF FIGHT AND SIGHT THROUGH SKAHONET

“Skahonet of the Ways of Zieheliath I do call and command thee forward into this my _____ , weapon of the Dark Fires that thou may instill within it thy most sacred powers of fight and sight, that ever shall it stand tall upon the field of battle against the enemies of the Dark Flame. So Mote It Be.”

GAMBLET TO INCREASE A WEAPONS POWERS

“Gamblet of the powers of honed pure metal, I call thee in thy sleek and cold form. Enter thee deeply within this weapon of power that all the powers here within be increased nine fold by three for the glory of all that is the Black Flame.”

POTION TO USE CORRECT WAPON IN BATTLE

In your bowl, mix together pure water and Clove Oil. Add the Essence of Sandalwood. Add to the mixture Sweet Oil and Earth Oil, Earth Water and Ginger Root. Allow the mixture to remain in darkness undisturbed for one lunar phase.

When the time is complete, set the bowl and the mixture inside your circle of protection. Before using any weapon of darkness in battle, fully
anoint your hands and your weapons. Throughout the battle when a weapon is needed the correct one will be obvious and ready, no matter how often and how hard it must be used within the battle.

**POTION TO GIVE A WEAPON STRENGTH**

Mix together pure water with absolute metal. Leave the metal to soak in the water for at least one full hour. Add to the mixture a small touch of Rose Hips and a bit of Kelp. Stir with an implement of wood. After stirring add sweetened pure water and the seed of a citric fruit. Leave the mixture to set for ten minutes more. Remove the metal from the liquid and save the liquid.

Within your circle take the piece of pure metal and place it so it is touching the weapon you use the most often. The metal will pass along an added strength to whichever weapon you use it with. The metal should be placed back in the mixture for at least thirty minutes before being used again. Metal and mix can be used whenever needed.

**ADDED PROTECTION TO WEAPONS**

Mix together pure water with Earth Oil, Rose Oil, pure salt, Sweet Oil, the ash of consecrated incense, and the blood of a fighter.

Mixture should be kept and used every time a weapon has been drawn in a battle or used in a battle. With a cloth dedicated and consecrated to your purpose only, take the mixture and wipe over each weapon as you put it back into its normal place of safety. The mixture will give added protection to every weapon it is used upon.

**TO STRENGTHEN FIGHTING WEAPONS**

Any fighting weapon can be made stronger if wrapped in consecrated cloth that has been blessed by fighter’s blood and seers tears between the times it is used. This sort of wrapping will make any piece of yours stronger, but it is especially effective on weapons. It will prevent an enemy from contaminating or touching upon it. The cloth should be consecrated in such a way that when it is touched by an enemy it absorbs the enemies touch without permitting the touch to reach the weapon.

**TO RESTRENGTHEN AND REPPOWER WEAPONS**

Powdered Sandalwood and powdered Jasmine mixed together thoroughly but set in a separate bowl. In your cleaning bowl mix pure water
and root of ginger. Add to the mixture a clove of garlic and the seed from a citric fruit. In the bowl place the strongest weapon of your strongest fighter. If it has been damaged in battle it will regain its former powers.

Return the weapon to the fighter and give him the powdered mixture. Instruct him to use the powder in the rededication of the weapon, that all that was given to it by your potion be sealed within it by his rededication.

**TO ADD STRENGTH OR CURE A WEAKENED WEAPON**

Mix together pure water with Sweet Oil, flower scented oil, and the wax of a candle of protection. Allow the mixture to stand in your bowl for only ten minutes. Add salt.

Place any weapon weakened in battle upon the wax in the bowl. Spread some of the liquid atop the weapons. Soak your hands in the mixture and spread it upon the weapon used in a battle or to be used in any soon approaching battle. The mixture will cure weakened weapons and will give added strength to others weakened or not. Allow weapon in bowl to remain on top of wax as long as possible.

**RINGS OF POWER**

**TO MEDITATE UPON A RING**

To prepare yourself to meditate upon a ring of power use a candle of a color that you find easiest to relate to. Think of the peace you find in meditation and say to yourself:

“This candle be myself, burning steady and true. Here do I find tranquility. A place apart where I may safely learn and grow.”

Then you should settle into your usual pattern of meditation. The should help when working with a ring.

**TO INCREASE CONTROL OVER A RING**

If you feel that your hold over a ring of power is less than it need be, take the ring and place it in a circle within your circle. Facing eastward concentrate heavily on the ring and controlling its actions. While you are concentrating repeat the following:

“As grows my power, so grows my control, ever increasing and ever replenishing. As day follows day, so shall both grow in tandem. May it ever be thus.”
TO STRENGTHEN A HOLD ON A RING OF POWER

“Thou art mine. Thou art of me. Thy powers be mine, entrusted within thy bounds to be sent upon my command alone. Reach not out upon thy own to touch and destroy. Prepare and defend your boundaries that none but I may enter, but leave thee not without my word.”

DEDICATION OF A RING FOR BATTLE

“By the Powers of Darkness, I do dedicate thee to the Dark Flame. The roundness of thy perfection to signify the never-ending perfection of all that is the Black Flame. By all that is Darkness I christen thee _____ of the Masseen. Ring to wage battle against all who art our enemies.”

TO CONSECRATE A RINGS POWERS FOR DESTRUCTION

Before using a ring to aid in destruction, it is best to dedicate it again for the purpose for which you mean it. Within your circle burn a candle in red upon your altar. Place the ring on the Altar directly north of the burning candle. Concentrate deeply upon the ring and repeat the following as a mantra:

“Here is my strength, here is my courage, here is my victory. Mix mine with yours that we be invincible. Our enemy shall be surrounded. He shall know not which way to turn. The battle doth begin, yet the end is known.”

ROBES

The Robe is usually black with hood or cowl. The sleeves are long and the Robe hangs loosely below the ankles. The design is stitched on by hand. When possible it is stitched in silk thread. Depending on the specialty of the Sorcerer, certain colors are to be used for the stitching. The color red is often used for the stitching, as this color on vestments symbolizes power. However Robes decorated in pure red are sometimes hard for those whose primary talents are those of the Arts such as Seers or Healers to wear. Red is an excellent color for those of the fighting arts to decorate their Robes in. It also depends upon the particular Sigil being sewn onto the Robe. Certain sigils are required to be represented in certain colors.

As the Robe Sigils are being sewn, the following should be concentrated upon and spoken the entire time that the Robe is being sewn on.
“As I am _____ under the Black Flame, I commit this work of my hands to the Powers of the Black Flame. May the Circles and Sigils on my Robes draw me ever closer to the Circle of Time, that I may see the link be closed. All of the Masseen bring forth thy mighty powers to keep safe this vestment wherever it be kept, that none may ever use it to damage the Masseen and the Left Hand Path. Instill within it the powers to keep the Black Flame ever burning.”

Robes should be ritually cleaned and rededicated after every Circle is broken. If any of your way is unsure how to do this, you should do it for them until they are taught. If any of yours are primarily of the Ways of the Arts, you may have to strengthen their Robes for them, depending upon their abilities. The best way to anoint your Robes is to put them into a fresh Circle and anoint them with a mixture of pure water and the oil that is most favored by the wearer or user of the Robes. Rededicate them in the same manor they were dedicated the first time, with all touches of those not of the Black Flame warded off.

**POTION FOR SEWING OR CLEANING ROBES**

Mix together pure water with oil of Hyacinth, oil of Jasmine, and oil of Roses. Allow the mixture to stand covered for at least one full lunar cycle. Open and pour a small amount into a dedicated cleaning bowl. The remaining can be re-covered and kept. With every repetition of your dedication put the tip of your needle in the mixture as you sew the robes.

When you are done with your Robes, use a few drops of the potion in the water that you wash them in. This will help them retain their strength and protections. You should also sprinkle a few drops on the Robes each time before you work to help strengthen them.

**TO CONSECRATE SABBAT ROBES**

“Azon, Amator, Emites, Theodonia, Poncor, Pagor, Anitor. All thee great servants of the Black Flame – in thy most holy names do I consecrate these most sacred vestments. Keep pure these garments that they may fulfill unto their greatness all things that I desire to affect. Keep them pure and sacred that the Kingdom of the Masseen may endure forever.

“I call upon thee great powers of protection to surround and be absorbed into every stitch and fold of these vestments of my power. Allow they be pure and untouched, be they upon me or left behind. Allow they be
ready to enter my circle whenever it be needed. By my word as _____ of the Black Flame, So Mote It Be.”

**FOR CLEANSING OR CONSECRATING ROBES**

Mix pure water with Earth Oil, Scented Oil, Sweet Oil, and leaf of a Rose. Keep the mixture in a closed container where air cannot contaminate it.

When you must wash your Robes you can use this mixture. Just a few drops upon your Robes as they are laid out to dry. The mixture will help to repair their strength and their protections quickly. The same mixture can be used when consecrating new Robes or when burning old ones.

**SAFETY AND PROTECTION OF NEW ROBES AND WEAROR**

Pure water in a cleaning bowl. Add but do not mix Sweet Oil, Fennel Seed, Cat Oil, Seers Tears, and a Rose Petal. Make and use this potion immediately. Do not keep any excess.

The Potion should be spread lightly on all portions of your Robes where your body will emerge from them. This need only be done when the Robes are first consecrated or as soon after as possible. Once done it need not be redone. This is added protection for the Robes and added protection for the wearer.

**POTION TO USE ON YOUR BODY BEFORE DONNING ROBES**

In a dedicated cleaning bowl mix together pure water with Mint Leaf, Rose Leaf, Ginger Root, and Earth Water. Leave mixture for one full day.

Add to the settled mixture the oil of camphor and pure earth oil. Remove all solid parts and store the liquid. Rub the liquid on your body after consecration and before donning Robes for added protection and safety.

**YEMANSHEIA TO PURIFY VESTMENTS OR ROBES BEFORE REDEDICATIONS.**

“Yemansheia, mighty powers of purity and purification, come thee forward upon these most sacred vestments of my way. Touch thee upon them that they be made pure and sacred to my way. Remove touch of any who would wish me harm, that they be made ready for me to wear in our most sacred Circles and Rituals, that they hold me safely in battle or any other task I undertake in the name of the Black Flame. So Mote It Be.

**TO INCREASE THE POWERS OF VESTMENTS OR ROBES**

Spoken by one who has dedicated themselves to the Black Flame, this
spell said three times within a Circle over vestments or Robes that have been
dedicated to the Black Flame and the Masseen, will make the protections
within grow many fold. Will also help keep the wearer safer on the field of
battle so long as they are fighting for the ways of Darkness. The powers of
the spell will guide the wearer of the Robes to safety should they be
endangered while without.

“Esprat deas porgen welica pos vespre tuit. Pores les desco filbra quen
prathen”

**TO HAVE GILVNER OF VALSTAT PURIFY AND EMPOWER
VESTMENTS**

“Gilvner of Valstat I do summon thee from thy place of rest. Arise thee
now upon my command that thou shalt purify these vestments I have here
encircles. Let thy powers flow freely through every stitch and fold of the
fabric that these vestments be made pure armor against those who would
cause me harm so long as I walk the path of the Black
Flame. Let that they be held sacred to our path, and that they hold within
them the sacred Fires of our way that should any who would do us harm
attempt to touch upon them or the one who does wear them, that they become
one with our Sacred Black Flame. By my command, So Mote It Be.”

**TO REMOVE ESSENCE FROM YOUR ROBES BEFORE
DESTROYING THEM**

Mix together in a dedicated cleaning bowl pure water with Earth Water,
the root of a flower that dried on the vine, Earth Oil, Citric Peel, blood from
an enemy, and dirt from a grave yard. Use the mixture right after it is ready
and keep none of the left over.

When you are going to dispose of Robes, which are no longer fit to
work in, they should be burned. Before they are burned this mixture should
be poured over them and allowed to dry. It will keep any part of your
essence, which might still be on the robes from being loosened by the fire and
being found by your enemies.

**TO REMOVE ALL TOUCH FROM ROBES BEFORE DESTROYING
WITH PELIGAT THROUGH ARTHRASHAM**

“By the seventh key of Arthrasham I call thee Peligar. Peligar of the art
of purification I command thee unto these Robes I have long used.
They have been retired, the power and protections taken from them. Before they are consigned to the fires come thee and remove all traces beyond the humble clothe from which they were cut. Allow nothing of what they were to become smoke and air. By that which has been granted unto me, So Mote It Be.”

PROTECTION OF PAPERS AND GRIMOIRES

TO HAVE THE MINDERS PROTECT A GRIMOIRE OR BOOK OF SHADOWS

“Great Guardian Orstran, neither thee nor thy Legions are forgotten. By the powers of the Black Flame I command those of thy loyal children, which you choose to guard this precious book of the Masseen.

Surround it and keep it safe from the hands of our enemies that would dare touch it. Surround it and keep it safe from eyes that would look upon it to look upon us and our ways. Surround it and keep it safe from all. Defend it if it is threatened with all thy great powers and weapons.

Carry thyself to where ever it is needed it keep it safe and defended. Attack and destroy any who would wrest it from thy grasp. Keep it safe that I know thy eternal Covenant with the Black Flame remains sacred and strong. Be thou of eternity, the circle Of Time to surround thee.”

TO PROTECT PAPERS AND GRIMOIRES

Mix together pure water with a tear and a drop of your own blood. Add to the mixture Earth Oil, and scented oil that pleases you. Leave the mixture in your dedicated cleaning bowl for 24 hours in a strong circle of protection.

The mixture should be put on the covers of your Grimoire, if possible in the ink in which you write, and around the edges of every paper that you write.

The papers, the ink, and the Grimoire will be made forever yours; safe from anyone stealing and reading them. If they fall into the wrong hands they will be useless. If the person purposely tries to use it, the book will destroy them. If they come upon it inadvertently it will only make itself illegible until in your possession again.

PROTECTION CLOTHS AND GRIS BAGS

PROTECTION CLOTH
Be it Ritual or Battle, unless you are absolutely sure of your grounds purity, Place over the ground a cloth that has been kept pure and fully protected. After every use it should be cleansed and kept in a place where it will remain untouched.

It should be carefully cleaned when it is used and should be anointed with sacred oils between uses. It should be entrusted to the care of only the most powerful, but should be protected by all.

**SIMPLE SPELL TO ENCHANT A CLOTH TO HOLD A CHARM**

“Silken cloth, mine to hold,
Wrap thee around the charm.
Hold inside these powers great.
To keep my ______ from harm.”

**TO CONSECRATE A GRIS BAG CLOTH**

To consecrate the cloth, which is to be made into a Gris Bag, you must have dedicated blessed water that has been dedicated to the Path Of Darkness, consecrated earth, three lit candles of various colors – depending upon what the contents of the bag will be used for or are intended to do.

Light the candles and the incense immediately after the closing of the circle. Sprinkle both sides of the cloth with the blessed holy water as you say:

“With this water I do consecrate this cloth as an instrument to ______”

Sprinkle earth on both sides of the cloth as you say:

“With this earth I do consecrate this cloth as an instrument to ______”

Pass both sides of the cloth through the flame of your candles while saying:

“With fire I do consecrate thee as instrument to ______”

Pass both sides of the cloth through your incense while saying:

“With air I do consecrate this cloth as an instrument to ______”

Place the bag on your altar and permit the candles to burn for one full hour. Then extinguish the candles in reverse order of how they were lit. After the candles are extinguished the cloth is ready to sew into a bag and be filled with whatever charms you wish to use in it.
PERSONAL GRIS GRIS PROTECTION BAG OF THE WAYS OF DARKNESS

A personal ritual of protection for yourself or another whom you wish to protect should be done during the waxing moon phase. As with any protection you do for, or give to another, a protection of a Gris Gris should only be done for those you think are truly worth it. As any protection given can be used against the creator if by chance it should fall into the hands of an enemy or if the person it is given to should turn on you and become your enemy.

You will need 3 candles, at least two of the color black, a red Gris Gris Bag, Bay Leaves, Mandrake Root, a Clove of Garlic, Five Fingered Grass, a piece of black candle previously burned within one of your circles, blessed oil, protection oil, protection incense, a dish of salt, and a dish of blessed (to darkness) holy water, a charm of safety, healing, or protection, and an object or picture of the person you wish to protect.

Dress two of the candles with blessed oil, and the third with protection oil. At the time of dedication, the two candles dressed with blessed oil should be dedicated to the Black Flame and the Powers of Darkness. The third candle dedicated with protection oil should be dedicated to the protection of the one the ceremony or bag is being used to protect.

Anoint the foreheads of any in your circle with you with protection oil, tracing the sign of your way. If there are others within the circle with you have one whom you trust anoint your forehead with the same oil. Only if there are none others with you should you trace the symbol upon your own forehead.

Take the blessed holy water and sprinkle it in all corners of the room where you are going to be doing the working. As you are sprinkling the water say:

“Where this water be cast may a great protection grow to hold all within these walls safe from harm.”

Light the candles dedicated to the Black Flame while saying:

“I do light this candle that the powers of the Black Flame shall ever keep this charm as protection against the ways of our enemies.”

Light the candle dedicated to the Powers of Darkness while saying:
“By all the Powers Of Darkness may ____ always be held in safety.”
Light the candle dedicated to protection while saying:
“I do light this that the powers of protection always be with ______
Place object or picture of the person you are protecting in the bag. Then fill the Gris Gris while repeating the following. While doing so concentrate strongly upon the person you wish to protect.

“Five Fingered Grass your powers last, with Bay Leaves and Garlic to hold thee fast. Mandrake Root to control all that I hold. A touch of Darkness to hold thee pure. A charm of protection to hold thee safe. Your energies alive within this bag.”
Sew the bag shut and anoint it with protection oil. Then set the bag upon the altar and anoint it with holy water while saying the following:

“I do consecrate this charm that it ever keep ____ safe.”
Pass the bag through the flames of the candles while saying:
“With fire I do consecrate thee that the Flame shall ever be yours.”
Pass both sides through the incense while saying:

“With air do I consecrate thee to the protection of ______ that the aura of protection shall remain so long as I do choose it and _____ remains faithful to the Ways of Darkness.”

Extinguish your candles and break your circles. The bag should be kept on or near the person that it was meant for and should be anointed with oil in the name the Dark Path once each week thereafter.

**PURIFICATION AND RITUAL BATHS**

**PURIFICATION BATH**

A Purification Bath is not required, but should be performed in the event that a Ritual Bath is not taken. There are numerous potions that you can put in a Purification Bath depending upon the type and purpose of Ritual or Ceremony to be performed. The same potions that are used in a Ritual Bath can be used in a Purification Bath.

The bath should be taken in a darkened room with but one Candle lit. All who are to work should be present. The bath should be drawn and the potion should be added to the water. The water should be as hot as all can tolerate.
The first to bathe should be undressed by who are to participate in the Ceremony. They should enter the water and all who are present should wash them with a consecrated clothe. When they are washed and leave the water they should be dried by all. The second person should then be undressed and bathed, and so forth until all have been purified. Once all have finished, Robes should be donned and the Circle prepared and entered.

**RITUAL BATH**

A Ritual Bath is not required by any, but its value cannot be explained, only experienced. It is an opportunity to focus your mind on the purpose at hand and to meditate upon what is to be done. It is an opportunity for strength to be gained and resolve to be set.

The bath should be in the warmest water tolerable to the Practicer. Added to the water can be for one form of the bath, Rose Petals or Rose Oil, Sweet Oil, and Vinegar. The bath should be taken in darkness except for one Candle.

The time should be taken to totally relax and allow the steam and scent to take all other concerns away from the mind and replace them with thoughts of what will happen in the Ritual or battle to follow.

The Ritual Bath should be taken alone by each who is going to be involved in the Ritual. Robes should be put on immediately after the bath and the Circle prepared and entered immediately thereafter.

**OTHER RITUAL BATH POTIONS**

Mix together pure water with sweet oil and earth oil. Add pure salt, juice of a citric fruit, flower oil, and wood oil. Mix should sit for at least one full hour. Mix can be saved and used whenever needed. One or two drops should be added to the Ritual Bath of yourself or those with whom you work.

Another potion for a Ritual Bath is pure water with oil of earth, Valerian, Sea Salt, oil of Musk, oil of Roses, oil of Cinnamon, oil of Sandalwood, and oil of Clove. Cover the mixture and put it in darkness for one full lunar cycle. The mixture should be added to a Ritual Bath, but no more than 3 drops should be used.

**RITUAL BATH BEFORE TIME OF STRESS OR BATTLE**

Mix together Pure Water and Sea Water with Earth Oil and Wax of a consecrated Candle. Add oil of a sweet floral smell and then put the mixture...
into a strongly closed container. Use the mixture a few drops at a time in a Ritual Bath before a time of stress or battle. The mixture will fill the air and put the user at peace. The mind will fall into meditation easily and will enable the Practicer using it to gather strength and energy more thoroughly and quickly than is normal.

**RITUAL BATH BEFORE BATTLE**

Mix together pure water with sweet water, Ginseng, Foul Blood, Cinnamon, and Ginger. Add to the mixture earth oil equal to the amount of water within. Leave the mixture in darkness for one full day. When you prepare your final Ritual Bath before battle, add a small amount of the mixture to your bath. This will relax your mind and strengthen your concentration during battle. Keep the remaining mixture in a covered and consecrated vessel in darkness until it is needed again.

**SELF INITIATION**

There are many times that one does not have a group to work with or to aid in an Initiation. This is a Self Initiation that those who choose to follow this Path can take to show their dedication and commitment to the path. This is a Self-Initiation that one can do to commit to the Path and begin working with the Path. However be advised that if you do this and ever begin to work with a group or family, they will more than likely put you through the full Initiation, where you can be tested that they may insure that you are truly worthy to walk this path.

This Initiation should be the first thing that a new Adept of the Dark Path does before they begin any other aspect of their teachings, or begins to work with the Dark Powers. Why do you need to go through an Initiation? It is a commitment to the Path. In this case the Dark Path of the Black Flame and the Ways of the Masseen. You can-not expect to call upon the Spirits and Powers of a Path and have them respond to your summons or your needs if you are not of that particular path and have not committed yourself to the path.

Those who walk the Path of Darkness are never forced to this Path by any. And taking an Initiation to the Path is each individuals choice, However, if you choose to call upon the powers and the Path without the commitment to the Path, then you personally are responsible for any negative results that you achieve working with the teachings of this Path. Oh, you will get results when you summon the powers or spirits of this path, but it will not be the
results or experiences that you will enjoy. For you will be calling upon powers and spirits that you have no right to use.

**PREPARATIONS FOR THE INITIATION**

In times past, one of the traditions of this Path was that all Initiates be clean-shaven. This also included the head. The reason for this was that in a circle situation nothing could reach into the circle and grab the Initiate by the hair and drag them out of their protective circle. This tradition is no longer required or followed anymore, but in honor of the old traditions, new Initiate should be clean-shaven prior to the Initiation Ceremony. The body should be shaved completely with the exception of the head or in the case of a male, any facial hair.

**RITUAL BATH**

A Ritual Bath is taken prior to the Initiation Ceremony. Once the Initiate has prepared themselves as stated above and is ready to undergo the Initiation, the Ritual Bath should be prepared. Draw your bath water as warm as possible where you are still comfortable. Add a few drops of the Ritual Bath Potion to the water of the bath. While you soak meditate and contemplate on the Ceremony that you are about to undertake.

Once you have completed the Ritual Bath, you will need to use the Consecration oil and rub it into every part of your body. Since you are doing this yourself there may be places you can’t reach, but you should rub it into yourself wherever possible. Once this is completed you are ready to enter your Ritual Area to begin the Ceremony.

The new Initiate is not to wear Robes of any type during the Ceremony. Robes are for protection and comfort within the working Circles or areas of the Black Flame. Until you have passed the Acceptance and taken the Oath to the Path, you are unworthy of protection and comfort and are to receive neither within our sacred ways.

**ACCEPTANCE**

Once you are in your area where you will perform the Initiation Ceremony, the first thing you will need to undergo will be the Acceptance. Light your candle. This should have been pre-dedicated to the Black Flame prior to beginning your ceremony. Concentrate on the Candle and the Ways of Darkness and repeat the following:
“I have come unto the Path of the Masseen and the Black Flame of my own free will to seek acceptance unto these ways. I do ask the Ways of the Masseen to come forth now that they test me to determine if I am a worthy candidate to walk this path. Should I be found worthy, may I be welcomed unto the Path of Darkness. Should I be found unworthy, should I survive the test may I ever more know the torment of the Dark Path within my Spirit and upon my being”

You will know within you whether you are found acceptable. If found so your next step is to continue with the Initiation

**INITIATION CEREMONY**

A point down pentagram is to be drawn 13 times on your body using the Blessed Oil. The placement is as follows: One on top of each foot, one behind each knee, one upon the tail bone, one upon the sex organ, one upon the stomach, once upon each breast, once one upon the palm of each hand, one upon the throat, and one upon the forehead. Once this has been done, concentrate upon the candle and the Black Flame and repeat the following oath:

“As I have chosen to walk the Path of the Ancient Ways of Darkness and the Masseen, so do I call upon thou who art the Lords, Spirits, and Powers of Darkness. Thou named and nameless, formed and formless beings from the Realm of Eternal Night, to come forward and join with me here as witness to my vows unto this most sacred path.”

“Before the most mighty Powers of Darkness, and in the presence of all the dread Daemons and Spirits of the mighty Pit, I acknowledge and confess my past errors. Renouncing past allegiances, I proclaim the Ways of Darkness as rulers of all, and I ratify and renew my promise to recognize this in all things without reservation. Desiring in return thy manifold assistance in the successful completion of my endeavors, the destruction of mine enemies, the protection of those who walk with me, and the fulfillment of my desires."

“Oh mighty of the Ways Of Darkness I entreat you that you accept me as I am offered to you. That you may set your mark upon me. That you shall make me prosper in fullness and length of life under thy protections. That you send forth at my bidding thy dreadful minions for the fulfillment of my wishes, the destruction of my enemies, and the protection of those who choose to walk with me in this dark fellowship.”
“I praise and honor thee first thou who Ctha-Lu, Azag-Thoth, Shub-Insigarth, Kraidien, Sabazios, Setheth, and Phanguli,—thou who art the true Fathers of the Path of Darkness. So do I honor thee Mackalane, Sasuz El Dehallow, Habernash, Belacon, Malator, Rightious, and Nelafin. Thou who are the Lords of the Dark Fires.”

“I praise and honor thee Balamard, thou who art the holder of the true touch of Darkness, and ask that you come forth and touch me to the deepest center of my being. That I may carry the touch of your true darkness within my soul evermore.”

“I praise and honor thee Mendacino, thou who holds the essence of Dark power that you look upon me and find me worthy of this path.”

“I honor thee Nyarlathotep, thou who art the unsleeping one. The Black Herald that assured the bond between the living and the past. I honor thee Leviathon – Demon of Lust.”

“So do I honor thee thou who art the Lords and Spirits of the Ways of the Masseen, thou who art the named and nameless ones. The true follower of the Black Flame by whose assistance I shall be made invulnerable for a millennia of forevers.”

“By my word I do swear myself to the Masseen, my loyalty to be absolute. All my energies to be devoted to the Black Flame, the true flame that burns within our Realm and within our hearts, eyes, and soul. Herein to reside evermore by my word and my will.”

“I come to thee now nameless and homeless with nothing but my own powers to be dedicated to the victory of all that is the Black Flame of Night, the Black Flame of the Masseen. I lay down my powers before you that you may use them as you see fit. I lay down my mind, spirit, and my body, and all else that I do hold that they may be used for the good of all that is the Masseen I shall be where I am needed, shall do as I am commanded without hesitation, and shall come when and where I am summoned. I shall place nothing before the Masseen, this family, and my craft. And I shall reveal no member of this Path to any outside, even if they should be like minded.”

“Upon forfeit of my life and my spirit should I ever break this oath, this do I swear. I do hereby give of my blood to seal this most sacred oath I have taken here.”
Once the above oath is taken you will need to prick your finger and draw a drop of blood. Place it on the piece of paper and burn it within the flame of the candle. The oath is completed. Welcome to the Ways of the Masseen and the Path of Darkness.

**GROUP CEREMONY OF ACCEPTANCE AND INITIATION**

The new Initiate should be given a Ritual Cleansing Bath before the Ceremony is to begin. This should be prepared by the Sorcerer Priest doing the Ceremony, or by the Apothecary if the group has one working with them. The Ritual Bath should be administered by one who is sworn to the Ways of the Masseen. Only in the event that the Priest or Priestess performing the Ritual is a solo practicer, should they be the one to administer the bath. The new Initiate should not be allowed to view any of the members of the group or family prior to the Ceremony except the person preparing them for the Ritual.

The new Initiate should be bathed in the water prepared for the Ritual. Candles should be dedicated and placed around the bath and the new Initiate should be given time to meditate upon the upcoming Ceremony and their commitment to the Masseen and the Black Flame.

The new Initiate should be bathed and dried off by the one who is preparing them. They are to be shaven from the neck down. The shaving can be done by the Initiate prior to their arrival for the Ceremony if they desire. And due to the length of the Ceremony, it is probably best if this is done before hand. If not done before hand, it should be done by the one preparing them. The new Initiate is then to be rubbed down with sacred and blessed oil. This oil is to b massaged into their entire body, with the exception of their face and the hair on the top of their head. Once their entire body has been rubbed down with the oil, they are to be blind folded and their hands tied behind their back. The cord that binds them is to be the Robe Cord from the Robe of the Priest or Priestess who is doing the Ceremony. The new Initiate is then to be led into the area where the Ceremony is to take place.

The new Initiate is not to wear Robes of any type during the Ceremony. Robes are for the protection and comfort of those of our way within the working Circles of the Masseen. Until the new Initiate passes the acceptance and has taken the oath, they are unworthy of protection or comfort and are to receive neither within our sacred Circles.

**TESTING**
Once the Initiate has been brought into the Circle area or Ritual area, the Circles are to be drawn in a normal manner, and the standard openings are to be used.

PRIEST: “You are here among the followers of the Masseen and the Black Flame. Are you here by your own free will to seek acceptance to our ways?”

INITIATE ANSWERS

PRIEST: “You will now be tested by the Ways of the Masseen to determine if you are truly worthy of walking and working at our sides. Should you pass this test you will be welcomed to become one with us. Should you fail this test, if you survive this test you will be welcomed to become one with us. Should you fail this test; If you survive, you shall carry within you the torment of these ways evermore. You shall be banished from ever walking among us and you shall be evermore considered an enemy to us.”

The next step of the Ceremony may seem unimportant but it is not. This part of the Ceremony will test the ability of the Initiate to follow directions. You do not want one in your Circles who will not do as told.

PRIEST: “Your test begins now. No matter what you feel or hear you are to neither move nor cry out. Nor will you speak without being spoken to.”

Leave the new Initiate standing alone with no movement from any in the room. With no sound being made by any. In this way the blind folded Initiate will truly not know if they are alone or if there are others present. They should be left standing for 10 – 15 minutes. However watch them that they do not loose their balance or pass out from being left as such while blind folded. Have someone close to grab them if needed. After a length of time move the flame of a candle across their body, with the flame of the candle close enough that thy will feel the heat but without burning them. Then immediately touch them with something cold. The heat and cold should be touched to various parts of their body with but a slight delay between the sequences, This will test their ability to obey commands given and not cry out no matter what the pain or surprise involved. Once this test is passed the new Initiate should be helped to kneel down. Since they are bound they will need assistance.

PRIEST: “Thou who art of the Ways of Chadrelane, come thee
forward to test this child who does seek entrance to our Path and our Dark Ways. Allow us to know if he / she is worthy to stand at our side.”

The circle should be broken and all are to leave the room, leaving the Initiate alone within. After a period of time, and the Priest or Priestess will be able to sense when it is time to return, all should return to the Ritual area. You will be able to tell if the Initiate has been found acceptable to these ways. If they have not been found acceptable they will either not have survived the testing of Chadrelane, or they will be in the full torment of our ways.

IF INITIATE PASSES TEST: “You have been found worthy to walk with us and have been found acceptable by the Masseen and the Path Of Darkness. We welcome you and will begin your Initiation.”

IF INITIATE FAILS TEST: “You have been found unfit to walk the Path of the Masseen. Leave here now and never cross our path again least ye be destroyed as an enemy. Let all who are of the Ways Of Darkness know that this Initiate is unfit to walk with us, and is evermore banished from our presence.” The Initiate should then be removed from the ritual area and cast out.

OATH

Once the Initiate has passed the Testing, they should be unbound and the blind fold should be removed. They are now ready to begin their oath. A pentagram (Always point down of course) is to be drawn 13 times upon the Initiate with sacred oil. The incantation “Be thou sacred unto the Ways Of Darkness” is to be spoken with the completion of each pentagram. The placement of the pentagrams is as follows.: Once upon each foot, once behind each knee, once upon the tail bone, once upon the sex organ, once upon the stomach, once upon each breast, once upon the palm of each hand, once upon the throat, and once upon the forehead.

PRIEST: “As thou hast chosen to walk the path of the Ancient Ways of Darkness and the Masseen, so shall you repeat this oath after me with all others here bearing witness. So shall all others here repeat and reaffirm their oaths after you, with you as their witness.”

“As I have chosen to walk the Path of the Ancient Ways of Darkness and the Masseen, so do I call upon thou who art the Lords, Spirits, and Powers of Darkness. Thou named and nameless, formed and formless beings from the Realm of Eternal Night, to come forward and join with me
here as witness to my vows unto this most sacred path.”

“Before the most mighty Powers of Darkness, and in the presence of all the dread Daemons and Spirits of the mighty Pit, I acknowledge and confess my past errors. Renouncing past allegiances, I proclaim the Ways of Darkness as rulers of all, and I ratify and renew my promise to recognize this in all things without reservation. Desiring in return thy manifold assistance in the successful completion of my endeavors, the destruction of mine enemies, the protection of those who walk with me, and the fulfillment of my desires.“

“Oh mighty of the Ways Of Darkness I entreat you that you accept me as I am offered to you. That you may set your mark upon me. That you shall make me prosper in fullness and length of life under thy protections. That you send forth at my bidding thy dreadful minions for the fulfillment of my wishes, the destruction of my enemies, and the protection of those who choose to walk with me in this dark fellowship.

“I praise and honor thee first thou who Ctha-Lu, Azag-Thoth, Shub-Insigarth, Kraidien, Sabazios, Setheth, and Phanguli – thou who art the true Fathers Of The Path Of Darkness. So do I honor thee Mackalane, Sasuz El Dehallow, Habernash, Belacon, Malator, Rightious, and Nelafin. Thou who are the Lords of the Dark Fires.”

“I praise and honor thee Balamard, thou who art the holder of the true touch of Darkness, and ask that you come forth and touch me to the deepest center of my being. That I may carry the touch of your true darkness within my soul evermore.”

“I praise and honor thee Mendacino, thou who holds the essence of Dark power that you look upon me and find me worthy of this path.”

“I honor thee Nyarlathotep, thou who art the unsleeping one. The Black Herald that assureth the bond between the living and the past. I honor thee Leviathon – Demon Of Lust.”

“So do I honor thee thou who art the Lords and Spirits of the Ways of the Masseen, thou who art the named and nameless ones. The true follower of the Black Flame by whose assistance I shall be made invulnerable for a millennia of forevers.”

“By my word I do swear myself to the Masseen, my loyalty to be absolute. All my energies to be devoted to the Black Flame, the true flame that burns within our Realm and within our hearts, eyes, and soul. Herein to
reside evermore by my word and my will.”

“I come to thee now nameless and homeless with nothing but my own powers to be dedicated to the victory of all that is the Black Flame of Night, the Black Flame of the Masseen. I lay down my powers before you that you may use them as you see fit. I lay down my mind, spirit, and my body, and all else that I do hold that they may be used for the good of all that is the Masseen I shall be where I am needed, shall do as I am commanded without hesitation, and shall come where and when I am summoned. I shall place nothing before the Masseen, this family, and my craft. And I shall reveal no member of this Path to any outside, even if they should be like minded.”

“Upon forfeit of my life and my spirit should I ever break this oath, this do I swear. I do hereby give of my blood to seal this most sacred oath I have taken here.”

PRIEST: "Thou hast sworn thyself totally to the most ancient Path of Darkness. Come thee now that your oath my be sealed by your blood and your kiss upon the ring of power."

The Priest is to charge a Chalice of pure water. They are then to prick the new Initiates left middle finger. Place the first drop of blood on a piece of paper, and the second one in the Chalice. All others who participated are to have their blood placed upon the paper only. The Priest is to then add a few drops of his or her blood to the Chalice. Then the paper is burned within the Altar Candle.

PRIEST: “With the mixing of our blood so are we bound. Drink of this mixture from my Chalice to show the fullness of your loyalty. With this you do complete your oath of allegiance to the Masseen. Should you turn against us, my blood will be the weapon of your damnation and destruction.

After the Initiate has drunk of the Chalice, each present should give them a Nine Fold Kiss, starting with the Priest or Priestess. Each is to say “Welcome to the Ways of Darkness and the Masseen”. After giving the Kiss, all Circles are broken and the Ceremony of the Mark is to begin.

CEREMONY OF THE MARK

Each who is to work regularly within the Circles of the Masseen should have the Sigil of Baphomet put on their bodies. This has traditionally been done in the past by burning, however in modern times this is done by
staining, in the form of a tattoo. At the time is placed upon the body, when it is charged by the Priest or Priestess it is also emblazoned upon the spirit. It is to be done alone with only the Initiate and the Highest of power within the group or family being present. The mark should be carried as a sign of pride in our heritage.

Should any who carry the mark turn traitor, the mark itself will lead the powers of the highest to the traitor and make their destruction total.

The mark should be given in a Circle with a solid shield of invisibility surrounding the Circle. None but the person giving the mark and the new Initiate receiving the mark should be present within the Circle. The new Initiate can choose where they will receive the mark. It can either be in a place that is visible to every day activity, or in a place upon their body where the mark will be hidden. It is their choice where they want their mark placed.

Considering the Initiate has just completed the Initiation which involved oiling their body, the area where the mark is to be placed may need to be scrubbed well with the alcohol to remove the oil from the area so the ink will take to the skin prior to putting the mark on them.

Use pure water, pure dedicated cloth, pure alcohol, and dedicated ink. Repeat the dedication with each line you make and wipe, upon completion of the line.

PRIEST: “As you have sworn Oath and Blood to our Ways, so shall you now receive the mark of our way. This is the symbol of all who breath life as the Masseen. It is the Symbol of the Pit Of Darkness and the Black Flame. This symbol shall give you strength and guidance. If you become weak it will give you the strength to follow the path. If you betray, so shall this symbol be the key to your destruction. Wear the symbol with pride, for the Sigil Of Baphomet is the symbol that stands for all that we are.”

DEDICATION: “Be thou as a mark of my slave to any of our enemies who would look upon thee. Be thou as a mark of a loyal follower of the Masseen only to those who are loyal to the Ways Of Darkness. In the name of the Masseen, So Mote It Be.”

Once the Ceremony of the Mark is completed the Priest or Priestess will give the new Initiate the name they will use within the Dark Ways of their craft. This name should only be known to the Initiate, Priest or Priestess, and the Spirits of the Dark Ways. The Initiate can also choose another name if
they wish for others to refer to them by in the Circle or Craft. However, their true Magickal name should be kept sacred and secret from all others.

Once the Mark and Name have been given the new Initiate is to be robed for the first time. They can then be presented by the Priest or Priestess to the others as the newest member of the Family. At this time any celebration to welcome them can begin for they are now of our ways.

**RITUAL AND CEREMONY**

Ritual and Ceremony are the parts that are tradition. The Rituals of your beginnings are the links that keep you alive to where you are and who you are. They are as essential as the blood in your body. They make you whole. However, you must always remember that time changes things and some of your ceremonies may no longer be needed or practical.

Time changes needs and you may have to change your Ceremonies or Rituals to adjust for your current situations or to account for needs that you did not have in the past. Do not be afraid of change.

**FOR BONDING IN A RITUAL OR CEREMONY**

**TO BE USED BEFORE A RITUAL OR CEREMONY**

Mix together pure water with pure liquor, seed of mustard, basil leaf, and seers tear. Allow to sit for one hour. When the time is complete, add one more seers tear, a fighters tear, and more pure liquor. This mixture if shared before a Ritual or Ceremony will help all involved to understand the meaning of the Ceremony and to keep their minds clear that each in the Ceremony know what they are contributing and what they are receiving.

**CEREMONY OF UNITY**

When within the Circle, the Ceremony of Unity should be performed before anything else is done. It gives strength to each within the Circles bounds. Within the Chalice to be kept within the Circles bounds put holy or blessed water. (Blessed to our ways – not xtian holy water,) and pure alcohol or liquor, but with a touch of ginseng. The Chalice should be passed to each within the Circle, beginning with the one of highest power and working down in rank to the least powerful or most vulnerable. Each should speak the words:

“I share with you my powers and protections that all shall be made solid to the Flame.”
They should then take a sip of the Chalice and pass it on. The person who receives it should repeat the above phrase and then sip and pass it on and so forth until it reaches the one of highest power again. He should then finish the Chalice or spread it around the ground within the Circle.

**CEREMONY OF BONDING AND UNITY**

This is a Ceremony of unity to insure all within a Circle are bonded that none may be touched upon without the others in the Circle being aware of it happening. Should one be in danger, the others will know what is happening. Should one be drained, the others will know that they need energy or other assistance. Should any be harmed, those who remain will know within themselves to aid the harmed one. Should any be lost upon the fields of battle, those who remain within the Circle will have a link to draw them back within.

This Ceremony should be done in a circle with but one black candle being lit. A chalice of pure water, earth water, rose leaf, and valerian should be shared with all. Just a sip should be taken. Take what is left and cover the hands of all within the Circle. All should then join hands and the most powerful within the circle should repeat the following:

“As by the joining of our hands so do we join ourselves that w may be linked for the duration of this great Circle. For during this time we be as one, separate but the same. So Mote It Be.”

**TO SHARE ABILITIES**

Mix together pure water with peal of a citric fruit, pure liquor, and sweet leaf. Leave to sit no more than ten minutes. Mix in a small bit of a combination of anise and pure sugar. Give a small drink from a consecrated Chalice to one within your Circle who is under your enchantment. Allow that they watch you take a drink from the Chalice and then return the Chalice to them to finish. As long as you are both within a Circle, this will forge a bond or link between you that will allow you to feel and share in each other’s abilities.

**TO MAKE ALL WITHIN CIRCLE STRONGR AND OF ONE PURPOSE**

Mix together pure water with salt and sweet basil. Add a small touch of the blood of a Maple Tree and pure liquor. Everyone within the Circle should drink in turn from the mixture. It will make all of one purpose and stronger in
everything they do within the Circle.

**TO LINK AND CONTROL A GROUP**

In a bowl of pure water put the fruit and shell of a winter chestnut, pure liquor, and the liquid of a citric fruit. Leave the mixture to work for at least one full hour. The meat of the chestnut should be eaten by one who leads the group. The liquid should be shared by all within the Circle. The mixture will allow the one who leads the group to control those within the Circle so long as the Circle remains unbroken and the shell of the nut remains within the Circle. The mixture will link all within the group so strongly that each will know if any other is in trouble or threatened before that can even speak.

**TO LINK A PROTECTOR AND CHARGE**

Into pure water put one piece of citric fruit cut from the very center of the fruit. Add pure liquor and the leaf of mint. Add the barest touch of ginger root and cinnamon. The mix does not need to sit at all. Liquid can be stored as long as it is needed, but new fruit should be added every tie it is used.

Half the liquid and fruit should be given to one you fear will be under attack. The second half should be given to the protector or healer within the Circle. They will remain linked as long as the Circle is whole, and if the one is attacked the other will be aware and be able to heal any damage before it becomes severe.

**TO INCREASE ARTISTS ABILITIES MANY FOLD**

**WARNING:** Every time this mixture is used upon an Artist their will be a price to pay. Each time will shorten their life from one to five years, depending upon how strong they are to begin with. It will also increase their ability so much that it could become addictive to them. Use it with care but use it if it is needed. However, this should never be used with an Artist without their permission and their knowing the full cost of doing such.

Mix together pure water with sweet oil, cinnamon, basil, a touch of salt, pure alcohol, and a seers tear. Allow the mixture to stand for a full minute. Add sweet floral oil and the leaf or petal of a sweet flower. Let stand for a few minutes.

The mixture can be kept and used as needed but will increase in strength if a fresh seers tear is added before each use. The mixture should be given to an artist that is going to do something that requires them to be stronger than they are usually capable of. For a Teacher, the mixture should be put o the
head. For a Seer, the mixture should be put on the sides of their face. For a Healer it should be put on the hands. Mixture should be used very lightly and not very often.

**TO RETURN ENERGY LOST WITHIN A CIRCLE**

Pure water with a drop of alcohol, and the blood of everyone in the Circle. Mix together and add a drop of oil of a sweet flower. Let the mixture sit for the entire Ritual. Before you break the Circle all should drink of the potion, starting with the one of least power to the most powerful or strongest. Then break the Circle before you even set the Chalice down. This will return the energy lost within a Circle of Darkness.

**CEREMONIES OF BONDING**

There are many forms of bonding and each will have their own requirements or Rituals that will need to be done to form the bonding. There are blood bondings, sexual bondings, and power bondings. Each are different and will have different effects on those involved with them.

A bonding is not enslavement. It is the farthest thing from it. Enslavement is total control over another. A Bonding, while there is some influence from one to another, is something much different and very special. If a powerful practicer wishes to bond with you, know that you are honored. And know that the decision was in no way made lightly. They must truly respect you and your talents to even consider such a move. They are giving to you a part of themselves that in many cases is not wise to give; usually in the form of protection. You must realize that what they give comes from them. This is less protection that they have and by giving you this gift they have endangered themselves. It is the greatest honor that one can be given, as it is the giving of one’s self. If you are given a bonding be worthy of the gift. For this is the greatest gift any can give, and they must obviously think you are worth the effort as they have taken a chance on being destroyed to protect you.

As there are many different types of Bondings, so are there many ways of Bonding. A Bond can last for the duration of the Circle you are working in, for the lifetime you are living, or for all time. It depends upon the type of bond and how it was cast how long it will last.

A Blood Bonding is the strongest type of Bond that can be done. It is especially strong if combined with a power bonding. Blood bondings are
usually reserved for those who are very close and wish to be as one. Some form Blood Bondings when joining within a Marriage Ceremony, but this is not always done.

On very rare occasions a teacher will bond with a student that they are teaching. This is the rarest of the Bondings, and the most dangerous as the student is usually a new Practicer with no or if with any, very little protection. If they are endangered, the protections of the Teacher will envelope the student and keep the student safe. This could leave the teacher in a very vulnerable position and possibly open for attack. A Teacher must not be a born Teacher for this to work, as a true Teacher cannot fight or protect themselves and must rely on the protection and help of those with whom they work to keep themselves safe. Only in the cases where the Teacher is of the greatest [power or a great Fighter should this type of Bonding even be considered. These types have the power or ability to still keep them safe while the student is being protected.

A Sexual Bonding is another form of strong Bonding that can be done. But unlike a Blood Bonding, a Sexual Bonding is a form of Bonding that can aid the powerful Practicer as well as the weaker Practicer. It is a benefit to both. When this is done it will usually allow the weaker Practicer to be covered in the protections of the stronger Practicer such as happens in a Blood Bonding, but in this type of Bonding, the weaker Practicer has a chance to give something back to the stronger Practicer. Usually the weaker Practicer is covered in the protections of the stronger Practicer, and the stronger Practicer will have the ability to draw upon the weaker Practicer's powers or abilities if there is a danger and the need is there. This will many times give the weaker Practicer the protections against danger, but will also allow the stronger one the ability to destroy or avert the threat with the help of the extra abilities that they would not normally have.

There is another form of Sexual Bonding that can be done. This Ceremony is performed to protect the weaker Practicer against a specific thing. In this case the stronger one will not usually draw anything from the bonding. Physical attack is an example of a Sexual Bonding. Physical attack can be prevented just as Magickal attacks can be protected against. But in the case of physical attack, the only way to protect a Practicer from a physical attack is with a Sexual Bonding with a very powerful Practicer.

Power Bondings are used much more frequently and are used in many
ways. They are mostly used within a Circle, especially within a Circle of Battle. When these are used, if one in the Circle is endangered, others within the Circle will sense the danger. If one is injured, the others will be better able to help them. If one is lost upon the field of battle, the others will usually be able to draw them back if the drawing is possible. Power bondings can either be done through spells or through the use of potions and usually only last for the duration of the Circle they are used in.

**MARRIAGE**

A Marriage between those of the Ways of Darkness is considered a sacred union and should not be done lightly. Once bonded, the Bonding can be broken so long as all parties in the union agree that the breaking of the union is for the best interest of all parties involved. In the event that one party disputes the breaking of the Marriage Bonding, then only a Priest, or Priestess may break the Bonding, so long as they are not one of the involved parties of the Bonding, and only if they feel there is just cause for the bonding to be broken. Treachery to the Ways of the Masseen or the Dark Path will automatically break any union or Bonding.

The Marriage Bonding of two can either be done in a Circle with the whole group present, or with just the persons involved in the Bonding Ceremony and the Priest present.

A Marriage or Marriage Bonding can be done even in the event that one party is legally married to one who is not of our Ways. The Ways of the Black Flame do not acknowledge as valid any Ceremony not done or consummated by our ways. The only time this should not be done is in the event that the parties being bonded wish to make this bonding legal in the eyes of society as well.

However be aware that this bonding will be a close tie, and the one who is not of our ways will be able to sense the closeness between those who choose this bonding. Once this is done, it is very rare that the non-practicer marriage between the one partner and the one not of our Ways will last.

**MARRIAGE CEREMONY**

The items involved in the Ceremony are eight black candles and eight candle holders, sacred oil, a potion of union or binding, a binding cord, as well as the Athame of the Priest or Priestess performing the Ceremony. There should also be present any written vows, and jewelry, gifts, or tokens to be
A Ritual bath should be taken by both participants in the Ceremony prior to entering the Ritual area. Once present the Priest or Priestess will bless the participants using blessed oil by tracing a pentagram on each of their foreheads.

Each who is to participate in the Ceremony is to be given a blessed Candle prior to entering the Ritual area. The Candles are to be dedicated to the Black Flame of the Massee and the Bonding of this union. The Flame is to be lit and dedicated to the Black Flame and should be lit from the Main Altar Candle prior to the couples entering the Circle area.

The working area itself is to consist of two large double Circles. The Circles must be large enough that all who are to participate or observe the Ceremony may work within comfortably with plenty of room to spare. There is to be a Pentagram drawn in the inner Circle, with the point of the Pentagram facing south, and the horns of the Pentagram facing to the northerly direction. A candle is placed on the outer points of the Pentagram on the edge of the inner circle.

Once the preparations and the Altar Candle have been lit and dedicated, the participants are to be led into the Ritual Area. Before they enter the Circle area, their Candles are taken from them and are to be lit from the main Altar Candle. Then they are returned to the Participants. Once they have received their Candle Back, they are free to enter the Circle area. The Altar should have been previously set up with enough room at the top of the Circle for someone to stand between it and the inner Circle. Once the Priestess or Priest and the main participants have entered then others who were to witness the Ceremony are free to enter. They are to form a circle around the inner Circle with enough room for the Priest or Priestess to move around behind them without breaking the Circle. Once all have entered, the Priest or Priestess is to draw the Circles, dedicate, the Pentagram Candles and call upon all who art the Spirits and Powers of Darkness to surround the Circles and bear witness to the Ceremony of Marriage Bonding.

PRIEST: “You are here to be joined and bonded as one in the eyes and by the powers of the Left Hand Path. This bonding is to be considered whole and sacred by all who are of our ways. Another may be added to this union if you so choose, but it must be by the choice of all who are within this union. As long as it is held, this union shall be eternally bound to the Circle of Time and
the Masseen Path. Only by just cause or by combined agreement of all within this union may this union be ever considered to be broken. Do you still desire this union?”

If the parties involved both still say they desire this union and bonding, the Priest is to give each a Potion of Bonding or unity. After they have each drunken from the Potion, any vows or rites they have written for themselves are to be exchanged. After any written vows, any jewelry or other tokens of the bonding are to be exchanged with each other.

The Priest or Priestess doing the Ceremony will then prick the middle finger of the left hand of both the participants. When they are bleeding freely, he or she will take both the participants hands and place the bleeding fingers together. He will then wrap the hands in the cord of binding. The Priest is to then draw the powers of the Black Flame through themselves and cast it into the hands of the participants, allowing the powers to join each of the participants through the bonding of the blood.

PRIEST: “By the joining of your blood and the taking of your vows, through the powers of the eternal Black Flame I do bind thee. Thou shall now consummate this Marriage in front of all who have witnessed its making to show the sincerity of this Sacred Union.”

The couple will then place their Candles in two empty holders upon the Altar. The Candles should remain lit. Once they have set their Candles down, the couple doing the bonding is to remove their robes and consummate the Marriage. Those that the couples have chosen to be at the Ceremony, the Priest or Priestess and the Powers and Spirits of Darkness will bear witness to the consummation of the union. Once the Marriage has been consummated, the couple is to replace their robes and approach the Altar and retrieve their Candles. They are to blow out their candles and repeat the following. Then they are to give their Candle to the one they have joined in the union with.

“I do give thee this Candle as a token and remembrance of this sacred binding.”

Once they are finished the Priest or Priestess will take the paper with the vows from the Ceremony on it and will burn it in the center Candle upon the Altar. Once this is finished the Priest or Priestess will declare the Binding or Marriage Ceremony complete and instruct the participants to break the Circles of the Ritual. The bride will break the inner Circle, commanding its protections around the groom, and the groom will break the outer Circle,
commanding its protections around the bride. The Ceremony is now complete and any planned festivities to celebrate the union may now begin.

TO JOIN A THIRD PARTY TO A MARRIAGE OR UNION

This is a Ceremony that can be used to join a third party into a Ceremony of Marriage or Bonding. However for the union to take place, the Priest or Priestess performing the Ceremony must be sure that it is truly understood and desired by all the parties involved, and once completed this Ceremony or Bonding is to be considered as sacred as the original Bonding.

The Ceremony is to be prepared just the same as in the original bonding Ceremony, with the difference of the Candles and Candleholders. In this instance there needs be three. One for the new partner of the union.

The Circles are to be drawn in the same manor as the original Ceremony. The Priest or Priestess is to call the Spirits and Powers are to be called the same as in the regular Ceremony.

PRIEST: “You are here to add another into your sacred union. Is this the desire of everyone involved?”

If all involved say that they desire the Ceremony or union, the Ceremony can continue. If the Priest or Priestess senses that there is doubt in any, or if any object then the Ceremony should be stopped at this time.

PRIEST: “You are here to add another into your Sacred Union. This Bonding is to be considered whole and sacred by all who are of our Ways. It is as sacred as that of the first union and shall be eternally bound to the Circle OF Time and the Black Flame of the Masseen Ways. As with this union, another may be added into this union, but only by the full choice of all within this union. Only by just cause or by complete agreement may this union be considered broken.”

At this time the Priest is to give all the Potion of Bonding or unity. The Ceremony then continues exactly the same as the original Ceremony. During the consummation, as the original couple are bonded already they need not consummate with each other. However both parties should participate in the consummation as much as possible. In the event that the new partner is female, the original partner that is female should participate as much as possible in the consummation, using her mouth and fingers in place of a penis to consummate the Bonding. A dedicated phallus can also be used in this event. If it is a male joining, then the female partner should consummate the
union with the male participating as much as possible using mouth and fingers, unless sexual intercourse is agreed upon between the two male partners.

The only other difference is when the Ceremony is completed, both the original partners will break their Circles and cast them around the new partner.

**CHILDREN AND MAGICK**

A Child should never be exposed or taught Magickal Practices until they have reached an age where they have an understanding of what they are working with, and the ability to choose which Path they will walk upon. They can be exposed to the philosophies of the Path at a younger age, just as they are exposed to the philosophies of other religions, but they should never be exposed to the actual practice of the Art until they have chosen the Path themselves and have the strength, understanding, and knowledge to handle the powers and teachings of the Path.

They should however, be protected against any Magickal influences in their lives while they are younger. You being the parent or guardian have chosen the Magickal Path, they have not. By taking oaths and practicing your craft you will open doors within yourself and around you. Those in your life will also be subjected to these influences, both positive and negative, and your Children should be protected against such. The Child should be protected at least until they reach an age where they choose their own Path. Should they choose another path than the Path of Darkness, at this point the protection should be removed. For it is the responsibility of the Path they walk to protect those upon their path. But they should be protected up until this point. The child can be baptized to the Dark Path at the time of their birth. This will give them protection of the Dark Ways and allow them to grow to a point where they can choose their own path.

Those who walk the Path of Darkness are as flowers to be nurtured. The Children of the Dark Path are sacred unto us. And as their Children are of their womb, so are the Children of those upon the Dark Path just as sacred. Other ways can do with their Children as they choose. But any who would harm a child of one of the Dark Ways, be it physically, mentally, or sexually should be destroyed at any cost. The blood of one who would harm one who is a child of the Dark Ways should be bright upon the Altar of Darkness. And should one harm such, they had better hope the police reach them before we
do. But then there have never been jail bars created that can stop Magick, and our vengeance can stretch for lifetimes.

There are very few exceptions when a child should be harmed. If an enemy spirit is being reborn into human form, then the child should be destroyed, either before the birth, or as soon after as possible.

If one of Darkness willingly carries the seed of an enemy, she that betrayed the Path and the evil spawn within should both be destroyed. However if the seed has been planted against her will, then if at all possible the child should be allowed to live. They did not ask to be who they are or ask to be born, and what happened is not their fault. In this instance the powers and abilities of the child should be taken so that the child can live out their life as a normal human. For even though they were conceived of an enemy, they are still half of us. Only in the event that any powers and abilities within the child cannot be taken, should the child be destroyed. And in this case it should be done in a way that will do the least damage to the mother, for she is still of our Path.

BAPTISM OF A CHILD OF DARKNESS

A child new born to two of the Black Flame should be welcomed with honor. Traditionally the child was born within a Circle with as many of the Ways around as possible, but due to changes in modern times this is not possible any longer. However the child should be taken within a Circle of Power as soon as possible after the child is born. If at all possible at the time of birth, the Childs cord should be kept and protected.

The Father should take the child from the mother and hand it to the Priest or Priestess first. The child should then be passed to all present then handed back to the Father so that he can hand it back to the Mother for baptism.

The Baptism should be done by the strongest one within the circle. Any form of Baptism known to the Black Flame will serve, and the Ceremony will differ depending upon the one doing it. As long as the child is dedicated to the Masseen and the Black Flame, and given the protection of the Flame, all will be well.

The name which the child will be known by to the Ways of Man need not be known or spoken within the Circle. The name which it will be known by within the Circles of the Masseen should be given within the Circle during
the time of the Baptism. The one performing the Ritual will give it the name which it will be known by until such time as it is fully developed in its abilities and wishes to take a new name. Mother and child should be well protected before the circle is broken.

All who are of the Flame will have the responsibility to help raise the child. However primary responsibility for the care and teaching of the Child falls to those who were at the Childs baptism. They are responsible for the Childs welfare should anything happen to the parents that they are unable to care for the child.

THE RITES AND RITUALS OF SEX MAGICK

All who work in or practice the Art of Sorcery or Dark Witchcraft should be taught and experienced in the Rites and Rituals of Sex Magick. This form of Magick is very unique in the fact that it is always used for a positive effect or outcome. Sex Magick can be used to improve the health of one you work with or who you care about, to help finances, change destiny, change your surroundings, change your atmosphere, to help with safety or security of yourself or loved ones or the ones with whom you work, as well as to help in concentration or meditation or understanding. This type of Magick can be used in-group form or by a lone individual, although the group form is much more potent and will have a greater result and a quicker response.

Sex Magick should be performed only at the point of a FULL MOON or on a Holiday, so that each participant is at the peak of his or her power. All who are to be involved in the ceremony should participate in a group Ritual Bath or a personal Purification Bath prior to commencing the Sex magick Ritual. All, including the main participant or participants of the Ritual are to be in full robes when entering the Circle, and are to remain in robes until the Potion of Unity is shared with all.

RITUAL

All who are to participate in the Ritual should have had a Ritual or Purification Bath prior to entering the Circle of Power. Only those participating in the Ritual should be present within the Circle. No one else should be allowed to observe the Ceremony. Standard Circles should be drawn. These Circles need to be large enough for one or two participants to lie down, and with room enough for the others in the group to move freely around them. It is also advisable for the Circle to be drawn in salt or some
similar substance so that it is well seen and none who participate in the Ceremony will accidentally break the Circle in the Passion of the Ceremony. Standard Opening Ceremony is to be performed. Once all other business of the group or family is completed and the Sex Magick Ceremony is ready to begin, a Potion Of Unity or bonding is to be shared by all within the Circle.

The main participant in the Ceremony should be unrobed by the Sorcerer, Sorceress, or Witch in charge of the Circle, and then they should trace a point down pentagram in sacred blessed oil on the forehead of the main participant. Once this is completed all who are to participate in the Ceremony should then take and rub the sacred oil into the body of the main participant. This should be rubbed and massaged into all parts of their body. There are two purposes to this. One is to purify the body with the oil; the second is to deeply arouse the main participant prior to the Ceremonies commencement. Once the oil is rubbed into the main participants’ body, they are to be laid down in the center of the Circle. With their head facing to the South. They are to then spread their arms and legs into a position that represents a Pentagram. All others within the Circle are to remain robed with the exception of the Secondary Participant, and they should only be unrobed in the event that the Ceremony will conclude in actual intercourse.

All who are to participate are to begin a slow walk or dance in the counter clockwise direction around the main participant and the secondary participant of the Ceremony. They are to concentrate upon the main participant and the energy being raised by the main participant. They should concentrate on winding this energy into a Cone of Power that circles and spins around within the Circle. The more the tension builds within the main participant, the more energy should be drawn from them into the Cone of Power being created. The longer the main participant can remain at the peak of energy without their releasing, the more energy the group will have to
funnel and the stronger the results of the Ritual will be. Those working around the main participant can also chant what they wish the results of the Ceremony to be. This will also help concentrate the power in that direction once it is released.

Once the participants in the Ceremony have begun to circle the main participant, if there is a secondary participant - they are to approach the main participant lying on the floor in the Pentagram Position. They are very slowly to begin to touch and tease the body of the main participant. They must remember when they are doing so that the object of what they are doing is not to sexually satisfy the main participant, but to tease and build sexual tension and sexual energy within them for the others of the group to draw off of them and use. They can use their fingers, their mouths, or any other part of their body they wish to arouse the main participant so long as they do not cause the main participant to cum and release their sexual energy until the latest possible moment. Only in the event that the Ceremony will conclude in intercourse should the secondary participant be unrobed. And this is done only with the consent of the main and secondary participants both. The secondary participant needs to bring the main participant to the brink of orgasm and then back off, let the tension ease and then bring them back to the point of orgasm again; each time bringing them as close as possible allowing the energy to be raised but not let them cum and release until the latest possible moment.

The Ceremony can also be done without a secondary participant, and many times this is advisable. Once the group starts to circle the main participant, they are to use their own fingers and hands and begin to rub and tease their own body. The participant can use a phallus or artificial penis if they wish to help bring them close to orgasm. They are to sexually arouse themselves to just before the point of orgasm and then they are to stop. They are to let their passion and tension relax, and then they are to start again. The reason this many times works better than using a secondary participant is that one always knows their own body best and knows when they need to stop. The more times that the participant can bring themselves to the brink of orgasm and stop, the more power and energy the rest of the group will have to draw from them and direct to the purpose at hand.

At the moment that the main participant can hold out no longer and must release their energy in orgasm, they are to cry out that they are
releasing. All who are walking or dancing the cone of power are to drop to the ground and concentrate on the energy being sexually released by the main participant joining with the energy that they have pulled within the cyclone of power. And at the moment of orgasm they are to picture and concentrate on the power from the cone going forth to accomplish the task that is being desired. A potion of strength may be needed before the Circle is broken for the main participant. An amazing amount of energy is taken from them during the Ceremony, and they may need the potion to help them get their strength back.

A solo Practicer can perform this Ceremony as well though it is much harder to perform by one’s self. You must concentrate upon your arousal, as well as concentrate on pushing the sexual energy from yourself and causing it to turn within the circle. At the same time you must concentrate upon the desired results of the Ceremony and what you wish the power to aid in or accomplish. And at the moment of your release in orgasm you must be able to concentrate on the power going forth and accomplishing the desired effect. This is much more than many can do in the heat of sexual arousal by themselves. The results can be accomplished in a Solo Ceremony, but will never be as strong as a Group Ritual.

DECLARATION OF DARKNESS RITUAL.

“Calling to mind the seekers after knowledge that we were, who have at the hands of false righteousness perished, we the Children of Darkness do intend dominion over the teeming lands beneath the darkened sky.”

“By that which has been granted unto us upon this Dark Path, we shall be not thwarted. Those who have condemned us in times past shall find themselves condemned. Our domain can stretch farther than any can see, and none but those who have treated us with honor shall walk upright among us.”

“We have returned from destruction and treachery. We have survived the separation from those who art our fathers and our creators, and together we have become a teeming force beneath the darkened sky. All that we have known has gone into our growth. Tremble thee sons of Adam, for our new beginning shall spell thy end.”

“In the name of all who reign in the firmament of fire and Darkness, arise thee mighty Minions of the Masseen and mount the steps and answer unto our summons. My lips delight in thy praise. Let comets hail the advent of our coming. Let stars fire brightly to hail the advent of our will. For we
have the answers to that which is not yet asked.”

“Along the shore the cloud waves break. The twin blue suns sink low, the shadows lengthen. In the depth of our night the stars arise, and the darkest of moons circle us in attendance. Such as it was and is again. The world of the Masseen shall have no pity on those insensible unto truth.

**THE ANGLES OF DARKNESS**

The Angles are nine, mighty in the Trapezoid. Through these Angles thou may walk unseen and cast which thou desire. Working through the Angles can breach most Circles of Protection. By concentrating upon your destination without transgressing the area between where you are and where you wish to be. Concentrate upon your destination and follow the Angles where they twist and turn. They will lead you to where you wish to go. Use the Angles., Learn of their power and their ways. They are a tool to be used as needed.

**RITUAL OF THE ABYSS**

This Ritual is to give the followers of the Left Hand Path a greater understanding and bonding with the Path of Darkness, through an increase in understanding, and a greater knowledge of the Abyss.

The practicer shall gain this increase in knowledge and understanding through the Nine Angles of the Laughing One. The Key is Astorathe, he is the Laughing One. A creature of sight as was his namesake, but a creature with it. As he created the Nine Angles so did he become a part of them. The Angles are alive, and they are him. Being made by the Laughing One, the Angles will be different for each who find them, and they will change for each who has found them every time they return. Even if you find the Angles once, it will twist and turn to where it wasn’t when next you return. As you follow the Angles, the laughter of the creature will follow you at every turn.

A Ritual or Purification Bath is to be taken prior to beginning any work. A potion to relax the Practicer should be added to the bath water as it is being drawn. A potion can also be drunk to help relax. Upon completion of the bath, Robes are to be donned and the Ritual Chamber entered. Robes are optional during this Ritual if the Practicer is more comfortable without them, however they are recommended.

There is no guarantee as to what direction the Angles will turn or exactly where they will take you. A Circle is to be drawn around the working
area. The circle must be solid, as when the spirit travels the Angles, the body will be left vulnerable to any touches or influences. A Guardian of the Practicers choice can be called within the Circles bounds. The Circle will also aid the one who is walking the Angles in returning and finding the body again upon their return. When walking the Angles there is a good chance the cord between the Body and the Spirit will be severed. If this does happen without the drawing of a Circle, there is a good chance the Spirit will not find its way back.

After drawing the Circles, perform all regular opening Rituals. After this is completed meditate upon your main Altar Candle that has been dedicated to The Black Flame as your main focal point. Concentrate upon the name “Astorathe” as you meditate. When you find the first of the Nine Angles go with it as it leads you. Once you enter the Angles of the Abyss, if the Angle appears to turn or move, turn with it. If the Angle appears to change, change with it. Set your mind on the Abyss of the Black Flame as you travel through the Nine Angles of Astoraths.

The Angles hold powers, some greater, some lesser. To finally conquer and travel the Angles will give the one who does it the power of the Angles. Things can be sent through the Angles without being accompanied by knowing the Key to the first Angle, and holding your concentration on it as the item is sent. You can also once learned to walk the Angles of Darkness use them to travel from one place to another without having to travel through the areas between. And walking the Angles around or through the particular protection can breach many circles and protections.

The Angles now look to be as this below. Begin at the start and concentrate on him and the Abyss of the Black Flame. Keep the picture of how the Angles go and turn. As they or turn. Go with them… And remember they are always changing.
SUMMONING RITUAL

“The twilight is come soon, the twilight of the Masseen. As dawn passes ore the east, it will be a morning of magick. The world shall be afire, and all the great Lords of Darkness shall be around us as their followers. They cycle shall be opened and the way freed”

“Thou great and might Lords of Darkness thy names be hallowed. Thy kingdom has come, thy will be done. The earth to become as it was. We take this night our rightful due and trespass not upon the paths of pain. Lead us into temptation and deliver us from false piety. For thine is forever the kingdom.”

“Mighty and most powerful Balamard, thou who art the true holder of the Essence of Darkness. Mighty Mendacino, thou who does hold the Dark Essence of Power – We give unto thee the vapors of millennia which thou hast shared with us through time.”

“We thy chosen flock are whole and rekindled now. So do we toll this bell in the names of the true Fathers of Darkness and hereby summon the voices of wonder from all the regions of the Empire of Darkness.”

**Ring the bell nine times, once for each of the Fathers of Darkness. (CTHA-LU, AZAG-THOTH, SHUB-INSIGARTH, KRAIDIEN, SABAZIOS, SETHETH, and PHANGULI.)**

DECLARATION OF THE FALL OF MANKIND

“Fiery Serpents arise thee upon this night for we are the Children of Darkness arisen unto the pinnacle of power that through the Angles we shall walk the universe in domination and in Darkness. Scourge the earth with thy fiery breath. Those who walk the ways of our enemies shall feel thy power and flee from the terror of what you are.”

“Seek thee out those who would stand against us that by thy touch they shall know the true domination of the Fiery Ways. The Ways of Man are the true abomination, for within them rests the touch of our enemies. They bow and worship unto those who would destroy the Ways of Darkness.”

“Within the Ways of Man also resides the powers of the Ancient Ways. Those few who have seeken out the true nature of their beings and have arisen to the call and touch of Darkness shall stand upright among thee. Those who have and seek to deny the true origin and power of their blood
shall be trodden down as by cloven hooves, never more to rise themselves up. The Ways of Darkness to crush them as a leaf in the winds of a storm. The might of what we are apparent to them as they fall crushed under the power and might of all that is the Dark Path.”

**TO TOUCH UPON THE DARK FIRES**

The one that does this Ritual will know fully the feeling of true Darkness descending upon their soul. For it is the Key and the entry unto our Ways. But with a dedicated black candle in a strong circle, call upon the Powers of Alethane to surround and guide you into the heart of the Darkest Fires. Meditate upon the Candle and your mind will be drawn through the Angles to the place of the Darkest Fires. The Fires from which all began. The Fires of the Mountain.

Heed ye and know ye well where you go, for should you go here without right you will become part of the Fires of Darkness to burn upon the jaws of death. Thy doom ever present within the folds of Darkest Night. Should ye hold right to be here, all will be made known to thee.

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**CHAPTER 4**

Know thou mighty Children of Darkness that what is but a moment in time for the spirit is a lifetime for the mortal body. As life ceases to be your true existence shall begin; time immortal to learn and grow.

Black as the blackest night the Dark Blood shall rule again unchallenged. The sky will burn red with fire, the earth shall be scorched. Know this power. Fear it if you are not loyal, for only those who are faithful unto us shall walk upright among us.

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**FOR THE LAND**

**TO HAVE KEPSILINAL KEEP LAND STRONG AND FERTILE**

“Kepsilal. I call thee to come unto this land which does surround me. Cause that the rains fall down upon my lands and that they stay strong and
fertile. Allow that we hear the screams of thunder and see our world lit by the grand fires of lightening. Give this to us as I do command.”

**TO CONSECRATE A PIECE OF EARTH**

This is a spell that can be used with a Potion to dedicate a piece of property.

“In the name of the Masseen, to the glory of the Black Flame, do I consecrate this piece of earth. This ground shall forever be made safe for we who are the embodiment of the Masseen. This piece of ground shall ever be our defense, that no spirit or creature of our enemies shall be able to intrude upon our workings.”

“As these juices of my making are spread upon this ground, this ground shall be ours. As the ground does drink in this holy mixture of our fires, so shall it be made inviolate.”

**TO SANCTIFY SEEDS AND EARTH**

“The earth which I have here marked be sanctified. These seeds, which enter the earth, be sanctified that the fruit of my labor shall be pure to their uses unto all of the Masseen.”

**TO HAVE THE WAYS OF GIANE PROTECT LAND**

“By the powers of Glaciel, I command thee of the Race of Giane. Surround thee this land with the walls of coldness and endless pathways. Keep us safe enclosed, warm and free.

Allow those who come to us in warmth and friendship to come freely and with comfort. Take those who mean us harm and make them feel a cold and impassible distance that I may be protected from them. So Mote It Be.”

**TO MAKE HERBS STURDIER AND MATURE QUICKER**

Pure water mixed together with mint leaves and the heart of a foul. Leave sit for one hour. Heat till mixture bubbles, then cool. Put the mixture in a bowl and add more water and permit it to stand momentarily. Immediately before placing herbs in the earth, spread the mixture over the earth, saving out the fouls heart. Take the fouls heart and cut it into four pieces. Place one piece in each of the cardinal directions around the earth your herbs will grow in. This will make the herbs mature quicker and they should prove sturdier than if planted in untouched earth.

**GROWING HERBS**
Mix together pure water the seed that will grow to be thyme. Permit that it stand from one full moon phase to the next. Place the mixture upon the soil where you wish to grow herbs and they will grow to be more powerful. Before planting any seeds you wish to grow for use in your potions, allow them to sit for two full lunar phases in your cleaning bowl that they grow in potency. They will need nothing to be mixed with them, but will grow by their contact with the bowl. They will also be unlikely to be used by any who would steal them from you for they will be of the Flame even before they enter the ground.

**PROTECTION AND SAFETY**

**FOR PROTECTION OF ONE NOT OF THE MASSEEN**

“Thou Lords and Spirits of the Black Flame that hold within you the Powers of Protection, bestow thy protections upon ______. Although he / she be not of the Masseen Path, they do by their proximity stand in jeopardy of attack. As they are of importance to one of the Masseen, so do they have a right to thy protection.”

**TO PROTECT A CHILD OF THE MASSEEN**

“Great Powers and Spirits of Protection hear my voice and know my command. As this child is of my way, be he / she safe within my Circle. Be he / she safe wherever he may walk. Guide and aid him / her along his path that the potential that is within him shall grow in safety and strength to further the glory of the Black Flame.”

**SPELL FOR A CHILD TO GROW IN PEACE AND SAFETY**

The child you wish to protect should be bathed in a potion of protection. While the child is being bathed, the following spell should be spoken:

“Grow thee in peace and safety child. With this potion I do bathe thy body in the pure protection of the Black Flame that none who are enemies to the Flame shall be able to do thee harm.”

**PROTECTION WITHIN A FLAME**

This can be used in the event that one of your way is endangered to keep their spirit safe while they are endangered. This must be only done with a dedicated candle of our ways.

“As this Flame burns warm and steady, I command the Spirit of this my brother of the Masseen be kept safely within thee until the danger is past.”
SAFETY OF A GIFT

“Great Lords and Spirits of my Way, hold this gift safe, untainted and untouched by any who would bring injury unto he / she who is to receive it. Cast thy mighty protections around it until his / her own protection does cover its walls. As a Child of Darkness, This I command.”

TO INFLUENCE SOMEONE AND MANIFEST DESIRES

MANIFESTATION OF DESIRES

Concentrate hard upon what you desire as you repeat this spell.

“Powers of Darkness,
Powers of Might.
Arise thee now,
Upon this night.”

“Know my mind,
Know my will.
Feel My desires,
And then fulfill.”

All my desires,
I shall see.
By thy power,
Become reality.

Deepest of night,
Swirl about me.
That my will,
Be known to thee.
So Mote It Be.”

Write you desires on a piece of paper and burn it in your Altar Candle as you concentrate.

TO INFLUENCE SOMEONE

Concentrate and repeat the following. (Chant type spell)

“Irswaita iris eana nu. Mela mu aridri el. Ala du eridus melon. Eridus del
aphram.”

**TO CONTROL SOMEONE OF HUMAN WAYS**

Meditate or concentrate upon what you wish to happen with this spell. Once you are in deep concentration repeat the following:

“Besis is caleron iben den bisos caleron amoren. Thou who art ____ of human ways are under my control. Held to me by the powers of darkest night. Bound to my will. By will is ______. So Mote It Be.

**MONEY AND FORTUNE**

To draw for money or wealth can be dangerous. If you become greedy in the seeking of wealth, you can draw it to you. But at the same time you can light yourself with greed. This can be a beacon drawing your enemies to you.

**TO DRAW MONEY**

A green candle given to you as a gift and burned to its end will draw money toward you. The longer the candle does burn, the more money will be drawn. A large candle will draw you more. This will not work if you buy the candle for yourself, as it must be a gift and the gift must be the idea of the one giving it and not your suggestion.

**TO IMPROVE FORTUNES**

The blood of a Cock on a slab of Granite by the dark of the moon; done in a circle. All involved cover their hands in the Cocks Blood and smear it on the Granite. The rock buried where the Circle is drawn. Dug up exactly one month later and then smashed.

Fortune will improve for all but one in the Circle. As many as possible should be included in the Circle to improve chances. Never will the strongest one in the Circle be the one to die.

**TO HAVE DANESMATATA IMPROVE FORTUNES**

A call to Danesmata to ask for fortunes improvement could be tried, but he is a danger. He will come through any Medium you choose and give you his cost. But always remember, if he asks for the hair or blood of any living person, or any part of them, it would be the same as giving the person to him.

**TO CAUSE SOMEONES WEALTH AND FORTUNE TO FADE AWAY**

This can be used to cause one you wish, poor fortune or lack of wealth.
It is a drawing spell such as you would use to draw money using a green candle when you draw money for yourself. But this is used in a negative way to take the wealth and finances from your enemy or one who has harmed you.

You will have to have a candle of the color of green. Not one someone has bought for you and given to you to draw wealth with, but one you have specifically bought for the person you are going against. Bought with their wealth and finances in mind.

Perform standard opening procedure. Work within your regular circles, but with only one Candle upon your Altar that is dedicated to the “Black Flame of the Masseen”. For this Ritual you can use whatever Incense is pleasing to your senses. Once all is prepared dedicate the green Candle to the one you are working against. Draw the money sigil on your Altar, and place something of the one you are working against in the center of the sigil. Once this is completed, hold the green Candle in your hands and concentrate very hard upon the person’s finances and wealth failing them. After you have finished concentrating, repeat the following incantation, then break the candle in half.

“As this is your wealth and fortune, so is it now broken. Nothing but ill luck and lack of wealth to follow you ever more.”

Light one piece of the broken Candle from your Altar Candle and repeat the following. Then place the Candle in a holder on the left side of the Sigil.

“As this Candle does burn from the Flame of Darkness, so does thy luck burn from thee.”

Light the other piece of Candle from your Altar Candle while repeating the following. When done place it in a holder on the right side of the sigil.

“As this be lit from the Flame of Darkness, so is thy wealth burned from thee. All that gives thee financial comfort to be burned from around thee that thou be evermore poor and destitute.”

Once you have completed the above, draw a Circle of salt around the two burning Candles and the sigil. Dedicate the Circle to the financial ruin of the one you are going against. Then you should meditate against the one you
are working against. Concentrate upon their financial ruin as strongly as you can. Just as you would concentrate on drawing money or wealth to you in the opposite type of working. You must then allow the Candles to completely burn out before breaking the Circle of salt around the two Candles and the sigil. Your main Altar Candle can be extinguished any time after you have lit the other two Candles if you wish to have it out.

**FOR POTIONS**

**TO KEEP A POTION FRESH AND UNCONTAMINATED**

Mix together pure water with oil of Sandalwood and Oil of Cedar. Add a touch of salt, the Petal of a Rose, and the feather of a live bird. The mix can be used as soon as it is made, and can be kept and used as often as needed. Just put a bit of the mixture around the point where a potion container meets its cover. This mixture will prevent anything, either natural or sent from contaminating a potion, and will help any powers within a potion of Darkness from deteriorating if it is kept for a long time.

**TO MAKE AN APOTHECARY POTION 3 TIMES MORE POTENT FOR FLAME, AND DEADLY FOR OTHERS**

Mix with pure water seventeen leaves of False Aralia, and the root of a White Rose Bush. Add the water in which the egg of a Robin was boiled. Leave in your cleaning bowl for two days.

Give the mixture to an Apothecary. The Apothecary should add three drops of the mixture to any potion they make. What they make will be three fold more potent if used for the Black Flame, but will be deadly poison if used by an enemy.

**TO INCREASE A DEATH POTION**

Speak this over a death potion to increase its potency and speed.


**FOR PEACE, STRENGTH, ENERGY, AND ABILITY**

**FOR PEACE AND SERENITY OF SELF**

“By the powers of Sidra I call thee. Great Goddess of the Stars and the Sea. I call thee to surround me with the peace and serenity which is yours to give.”
FOR PEACE AND SERENITY USING A RING OF POWER

“Send within me the Peace and Serenity that I not fight those things that must be. Show me acceptance of all that must be, that energy not be wasted in trying to prevent that which is woven into the cloth of time least the pattern of the future be altered wrongly. Peace to settle upon me and quietude within my spirit.”

FOR STRENGTH USING A RING OF POWER

“So be it. Strength to my brothers of strength. Strength to my brothers of weakness. May the arm lift the spear. May the arm hurl the stone. May there always be strength for them to call upon when needed. As I have commanded.”

TO GIVE SOMEONE STRENGTH USING A RING OF POWER

To pass physical strength to someone who will not or cannot accept it directly, place the ring of power inside a circle by itself with your circle around you. Hold either a piece of the person, or something they work with and use frequently firmly within your hand.

“Great Ring fly thy powers of strength into he whose being I do hold that he may find it as a great reservoir within himself, to call forward when he be in need. May he never know the strength he discovered is not his.”

If it was something used that they work with it should be returned. If it was part of them that was used, it should be place back from where it was taken.

PRAYER FOR STRENGTH

“As I have stumbled, regain beneath me my feet. As my faith has wavered, regain within me my mind. As I have wailed up as a child in temper when my commands have been unheeded, keep clear within me that which guides me that understanding shall escape me not.”

TO HELP SOMEONE MAINTAIN COURAGE

Burn a rock of Quartz in a bed of dying embers. Remove the rock and put it in water. Add a bit of Valerian and the peel of a citric fruit. All the mixture to remain undisturbed in your cleaning bowl for one lunar phase. Add pure alcohol to the mixture and give it to a Practicer of your way to help them maintain courage if it appears to be failing them.

TO INCREASE COURAGE AND SHARPEN SKILLS
Mix together pure water with pure alcohol, the Leaf of Mint, Earth Oil, root of Valerian, and a drop of blood from the most courageous fighter among you. The mixture need not sit but for a few moments and will last for at least a month once made.

Any within a Circle of Battle may use this and take part of the mixture to increase their courage, but it will be most effective on the most timid and unsure. The mixture will increase courage and sharpen the skills of any of the Ways of Darkness who partake, but it will not give any dangerous false courage that could cause them to go beyond their own natural abilities. There is no danger to any, and no ill effects from using the Potion.

**TO HAVE CASENZE TAKE FELINGS AND EMOTIONS AT THE DARK OF THE MOON**

At the dark of the moon, any of true Darkness can call upon Casenze to take that feeling of emotion from them that is preventing them from working. That taken will not be returned to you until the next dark of the moon, and will dissipate during the time as it would naturally that when it is returned to you it will no longer prevent you from working any longer.

**STRENGTH TO RECIVER FROM CAUSED INJURY OR ILLNESS**

Mix together pure water with the skin of a Red Grape, and the juice from a ripe Pomegranate. Let it sit for one hour. Add to the mixture bark of a Birch, or the gum of a Maple Tree. Heat the mixture over a fire until boiling. Remove the mixture and let it cool. Give the mixture to one you want to affect while within a circle. This will give them the strength to recover from a caused illness or injury.

**SCHALESTE TO BRING ENERGY TO ONE IN A CIRCLE**

“I call upon thee great powers of Schaleste. Come thee upon my command. Give your energy to _______ of this great Circle of Darkness that he / she may continue his / her work with the Masseen. Allow not this weakness and injury that has struck him / her to cost him / her life. Their value to us runs deep. By my will it shall be.”

**RISSOP TO BRING ENERGY TO THOSE WITHIN A CIRCLE**

“Rissop, come unto us as we do sit within the bounds of this sacred Circle of our way. We are weakened and must have energy and strength to
continue. Grant unto each the energy and strength they will need to continue. Allow none to weaken and falter due to lack of strength. So Mote It Be.”

TO MAINTAIN PURPOSE, STRENGTH, AND HATE WHILE WORKING

I call upon thee Ingrazia. Bring unto me thy purity of purpose that nothing may sway me from that which is my purpose. I call upon thee Yhanwantheia. Bring unto me thy purest hate, that the hate for he who is my enemy shall remain full. I call upon thee Forajanle. Bring unto me the purity of your strength that I may hold strong through the depth of the trial which does await my Ceremony.”

CEREMONY OF STRENGTH FOR A SEER

Begin in a Circle with but one small Candle in the center. Hypnotize the Seer to a point where they are totally blank and unaware of anything but your command. They have to be able to float at your command and your word. Be sure that their body is warm and if possible laying down. They will not have direct control over anything but basic breathing, and if not leaning or laying down they could be hurt if they fall.

In your bowl have a mixture of pure water and Citric Peel. Put it on the Seers lips and face if it feels needed.

Tell the Seer to drift back to their first memory of the present lifetime. If it is a memory of strength, tell them to draw upon the strength of then to feed the body now. If it is a bad memory, or a memory of weakness, tell the Seer to go to the first memory they have of any lifetime. When you find one that is of strength, have the Seer draw the feelings into the body now. If the memory is very bad just tell the Seer to leave from there, then direct them to another. After you have found the one you want, draw them back to the body. Warn them to go slowly and permit them to speak if they do. If they go too far back, they may see pieces of other lifetimes while returning.

The Ceremony is of no danger to either yourself or the Seer. They are not leaving the Circle, but are going through their own mind. Some of the memories may be unpleasant but they will do no harm. This is the best strength a Seer can have, because it is their own. They need to do nothing to learn to adjust to it or learn to use it.

SERVANTS OF ABYDOSE FOR STRENGTH TO SEER

“Thou Servants of Abydose, come thee now upon my call. Thou servest
the Souls of Abydose, for they all live by thee, these souls sacred unto the Flame. Come thee unto our way. Show thyself unto the Seer of our way that he may draw strength from the knowledge of thy being and meaning. He is soul of Abydose. Child of true sight and Darkness and shall not run in terror at thy countenance, but shall gain strength and purpose. Upon my call, So Mote It Be.”

TO GIVE ENERGY TO A SEER OR ONE OF SIGHT

Into pure water put a spoonful of Pure Sugar, Honey, and a small bit of wax from your main Altar Candle. Place in a Chalice. Have the Seer drink after five minutes. Instruct the one to see their strength returning nine fold. Be sure the one is pure of heart to your cause and pure of heart to the Dark Path, or it shall take nine fold of their remaining strength.

TO RELAX A TEACHER OR SEET IF THEY ARE EXHAUSTED AND REQUIRED TO CONTINUE WORKING.

Mix together the Oil of Roses, with the Oil of Sandalwood and Ambergris. The mix should be completed with a touch of Earth Oil in as pure a form as possible. The mixture should b kept in a well stopper bottle. A drop or two can be used to relax a Seer, Teacher, or traveler among your group if they are pushed too hard and are still required to work. It should just be rubbed upon their forehead and wrists and be allowed to sit for a short time. It will temporarily help them and give them strength.

There is no danger from using this potion unless you use it too many times in one Circle. They could be pushed to a point of exhaustion and beyond and could drop when the Circle is broken.

TO MAINTAIN STRENGTH FOR A LONG PERIOD OF TIME.

Mix together pure water with alcohol, Mint Leaf, Sweet Water, and Citric Peal. Allow to stand for at least five minutes in your bowl. Mixture should b shared among all within the Circle. This should be used if staying in the circle and being alert for long periods of time is required. Mixture will help maintain concentration in Fighters, will sharpen a Seers sight, and will increase sensitivity of the Healers of the Dark Ways. In all it will help call up reservoirs of strength. The mixture should not be kept after the Circle is broken.

TO REGAIN LOST STRENGTH
Pure water and pure alcohol, juice from a Citric Fruit, Sweet Oil, the Petal of a Rose, and Earth Oil. Anoint the weakened one upon the forehead and the throat to gain them back some of the lost strength. Use this potion only twice within the Circle. If any remains it should be taken to earth outside the Circle as soon as possible.

**TO INCREASE A FIGHTERS STRENGTH**

Add to pure water the feather of a Peacock. Leave for one minute. Add to the mixture the blood or tear of an Artist. Leave for three days. When the potion is ready give to any Fighter of the Dark Path before battle to increase their strength.

**REDEDICATION OF STRENGTH AND PURPOSE**

In your bowl mix cold pure water with Turmeric, Pure Salt, Mint Leaf, Ginseng, and Sweet Oil. Allow the mixture to stand in darkness for one full day. Bring the mixture into your Circle. Put your hands into the mixture. Have everyone else in the Circle do the same.

Have each in the Circle light their own already consecrated Candle. Have each repeat their oath as they know it, allowing their wax to drop into the mixture. The mixture itself should be shared and sipped by all in the Circle, and the remaining mixture cast to the earth when the Circle is broken. This is for rededication and strengthening of purpose.

**TO EXPAND YOUR ABILITIES**

Dare to try and expand your abilities. It will be a scary adventure because to grow you must tear down old blocks. Have a Circle, a blue Candle, incense of wood, and healing waters. Be prepared to use the water. Place a drop of blood into the water before you start. You will need the water before you break the Circle. Concentrate upon your earliest practicing moment. Even the smallest, like knowing what someone was thinking.

Remember what you did, This is probably when the first block went up. Slowly take it down. Certain blocks will not move. Don’t force it. It will come slowly. Do not work more than one hour. This will add ore ability and strength to your existing abilities.

**TO INCREASE A SEERS SIGHT OR A FIGHTERS STRENGTH**

Mix together pure water, liquor, and Sweet Mint Leaf. Allow leave
standing for one hour. Add the peal of Citric Fruit and a rock of White Quartz. Leave stand for one more hour.

Take the mixture into your Circle in your bowl along with the person you wish to affect. Do not touch the mixture yourself, but give it to the other person to remove the Quartz. Make sure they keep the rock as long as the Circle remains unbroken. Share the liquid with them; it will give strength to both. With the rock in their possession they will be kept safe. If it is a Seer they will also find themselves able to see beyond their limitations. If a Fighter he will be find strength of battle flowing through his blood far stronger than he has ever known it to be.

**TO ALLOW FIGHTER AND SEER TO SHARE ABILITY DURING ATTACK**

Mix pure water with the blood of a Fighter and the tears of a Seer. Leave the mixture in darkness for three days either covered or in a stopper bottle. At the time of an attack, within the Circle of Darkness the Fighter and Seer should each sip from the mixture to share in each others strengths and abilities. After the attack and before any Circles are broken, the remaining mix should be shared by those who partook of it by putting it on a cloth and each who used it should take the cloth and wipe the brow of the other who used it.

**POTION TO GIVE A NON-FIGHTER FIGHTING ABILITY**

This is a way to give a non-fighter the ability to fight. It will also aid them in picking up a weapon and immediately knowing how to send it into battle. Mix Deer Tongue, Vetiver, and Orris Root. Cook in pure water, allow cooling. Put in cleaning bowl and bring into your Circle. Have them sip of the mixture. This will allow their mind to open up for what they are about to do. If you are to have a Healer or Teacher to fight, a mix of Sandalwood Chips and Citric Peal is cooked. For a Seer use Sandalwood and Musk. It tastes lousy, but only the smallest sip is needed for the potion to work.

**TO GIVE A NON FIGHTER THE ABILITY TO FIGHT**

Mix completely and carefully pure water with Sweet Liquor, a touch of spent fire from a consecrated candle flame, and Fighters Blood. Give the mixture to one who does not normally have fighting ability. They will feel a massive surge of fighting ability flowing through them. If they pick up a weapon they will immediately know how to send it into battle. It is best to
warn then that it will happen, and be aware that when the surge passes over they are likely to be left weakened by it.

**TO INCREASE STRENGTH IN WEAKEST AREAS AND FIGHTERS SIGHT**

This is an excellent potion for any of the Dark Ways to use before they go into battle. Mix together Pure Water with Pure Alcohol, Sweet Mint Leaf, Bay Leaf, Clove, Ginseng, and more Pure Water. The mixture need not stand in your bowl for more than five minutes. Add more Pure Alcohol, a touch of Seers Tears, and a touch of Fighters Blood.

Mixture should be drunk by one who is going to fight in a battle and needs or wants extra strength and powers of sight while fighting. If given to a Natural Fighter, he will find himself increased greatly in all areas, especially in his sight which is weakest in Fighters. If given to any other than a Natural Fighter they will find themselves to be increasing in whatever part they are normally weakest.

The mixture does not keep well and should not be kept once the Circle is broken. Mixture will bring no harm to any of the Dark Path who participate in it.

**GREATER ABILITY IN ART AND CRAFT**

Mix pure water with the blood of a fighter. Allow mix to sit uncovered in your bowl for ten hours. Add two drops of Seers Tears and the hair of any artist. Spread the mixture on the arm of the vestments to give wearer greater ability in art and craft.

**TO RELAX MIND, SHARPEN SIGHT, OR TAKE HEADACHE**

Mix together Earth Oil with Oil of Menthol, and a small touch of Pure Water. Add a small amount of Oil of Camphor, then place a bit of the mixture on a cloth and hold it over the mouth and nose of the person affected. Tell them to breathe deeply of the mixture and tell them to allow it to take them over.

This mixture when breathed deeply will relax the mind and sharpen the sight. It will also take most of the pain from a natural or caused headache. The only time it will not take the pain is if that pain is a symptom of a disease or injury that needs more attention.

This will work best on those loyal to the Flame, but it will help
any other you choose to share it with. The mixture can be kept for any length of time, but will need just a bit of oil of menthol to keep it strong when you reuse it.

**TO RELAX AND HELP CONCENTRATION**

Mix pure water with true shed tears of a Seer, and the petal of a fresh Rose. Set the mixture to steam and fill an area with its light scent. Those in the area will be made to relax and be able to concentrate on whatever task is at hand. If possible have a seer you trust cry on a Rose Petal and hand it to you as soon as the tear hits it. Keep the Petals even when they dry and crumble and fall apart. They will be more valuable than any other for potions. Remember the tears should be true shed and not forced.

**TO MAINTAIN CONCENTRATION AND FEEL POWER**

Mix together Sweet Leaf and Pure Water. Add Mint Leaf and Cold Pepper Seed. Stir and add the Root of Ginger, and the blood of a fighter. Keep the mixture in the dark for one day. Return the mixture to light and add pure salt and base metal. Heat slightly and cool in a Chalice.

Remove all but the liquid. Inside the circle sip the liquid before battle. The power of your casting and your weapons will be increased for the duration of the battle. You will maintain your concentration and will more thoroughly feel the power flow through you more easily. Use the mixture sparingly and with care. Too much will cause an over confidence and could bring you to harm. It gives you no more than you already possess. It only makes those of the Dark Ways easier to use what they already have.

**TO SHARE IN SOMEONE'S POWERS**

Mix together in your cleaning bowl, Pure Water with the Leaf of a Rose, Earth Oil, Sweet Oil, and Cinnamon. Allow to stand no less than five minutes. Add to the mixture a touch of Ginseng, Clove, and Comfrey. Leave undisturbed for one half hour.

Rub the mixture on the neck and hands of one within your circle whose powers you wish to share in. This will make their sharing easier with you. Mixture should not be kept. It does not hold well and loses its effect if any attempt is made to keep it.

The mixture will not be of any use if you and the one you are doing this with are not loyal to the Dark Path, or if you are trying to take their powers
without them knowing and without their permission. It will only make easier the giving of that which is given willingly.

**TO HAVE AKTALANS GIVE STRENGTH TO THOSE IN A WEAKENED CIRCLE OF BATTLE.**

“I call thee Aktalans. Come thee from thy rest and peace to once more join with the Flame. We are immersed within a battle. Our losses are heavy and telling upon us. We are weakened and in danger. Come thee into this Circle and give of thy strength and power to all within. Feel thy welcome here. By word of the Flame, So Mote It Be.”

**TO RETURN ALL ENERGY LOST IN A CIRCLE OF DARKNESS.**

Pure water, a drop of Alcohol, and the blood of everyone in the Circle. Mix together and add a drop of an oil of a sweet flower. Let the mixture sit for the entire Ritual. Before you break the Circle all should drink, starting with the one of least power to the one of strongest. Then break the circle before you even set the goblet down. This returns all the energy lost within the Circle.

**FOR SLEEP**

**POTION FOR SLEEP**

For sleep, one of Chamomile, one of Valerian. Pure water. Seep in hot water for ten minutes. Strain and drink.

**FOR SAFE AND RELAXING SLEEP**

Take two full measures of the Root of Valerian, clean and dried. Put it in a bit of porous natural cloth and stick it tightly within. Place the cloth in a pot of hard boiling pure water. Remove the water from the fires and allow it to grow cold. When it is cold, remove the cloth and drink the brew. This mixture should cause safe and relaxing sleep and should cause no serious problems awakening in the morning.

**FOR PEACEFUL SLEEP**

Mix two measures of Rose Oil, a measure of Sweet Oil, a measure of Jasmine Oil, and a measure of citric. Allow these oils to grow warm by setting them on rock in natural sun.

The mix should be added to the bath of one you wish to give peaceful sleep. Keep some mixture back and rub it into the ankles, wrists, and
forehead of the one it was meant for. By the time you finish, this should have
them almost asleep.

**FOR SAFE UNTROUBLED SLEEP**

Mix pure water with the Leaf of Sage and Needles of Pine. Into this stir
a small touch of Rose Oil, and the wax of a candle used in meditation only.
Soak the wax overnight and remove it from the bowl. Set it aside and save it.
Take a piece of cloth or clothing belonging to the person you wish to enchant
and put a few drops of the liquid on the cloth. Instruct the person to put the
cloth in bed with them. As long as they have the cloth with them when they
wish to rest, they will have safe untroubled sleep. The enchantment and
potion will only last for two nights, but it is very effective while it does last.

**TO DREAM OF ONLY FUTURE TRUTHS**

Mix pure water with the pealing of a sour Lemon. Leave in total
darkness for three minutes. Add to the mixture, the meat of the lemon. Add a
Seers Tear and a touch of  ginger root. Give it one hour in darkness. Stir with
an implement of wood. Store in a glass stopper container to use as you feel
necessary. Give a small drop to the person you wish to have it, no more than
one hour before they will be going to sleep. The person will sleep throughout
the night without any false dreams. They will only dream of future truths.

**TO INDUCE DREAMS OF FUTURE OR PAST USING A RING OF
POWER**

To induce dreams of future or past happenings into someone, select the
person carefully. It must be someone you can trust to tell you everything that
happens in their dream. Place your ring of power in a container of pure water
and allow it to stay there while you are within a circle.

“Charge fully this water with the power to bring dreams of _____ unto
he or she who
does drink it.”

Give the liquid to the one who is going to dream, first removing the ring
and hiding it from their sight. Warn them against what will happen/ Do not
drink the liquid yourself, and wash it off yourself immediately. To cast upon
yourself for any reason save strength or healing would be folly

**RING OF POWER TO REPLACE NIGHTMARES WITH DREAMS**

To cause dreams in someone who is plagued with nightmares, place the
ring of power upon your Altar with three candles. One dark blue, one red, and one black. Light the blue candle. Concentrate and say:

“Here burns peace and tranquility to be directed upon _____ that they surround him/ her in his / her rest.”

Light the red candle, concentrate and say:

“Here be his desires that all he / she should wish to know shall come to hem / her in his / her time of rest.”

Light the black candle, concentrate and say:

“For truth in all he / she dreams, this flame be lit. As I command, So Mote It Be.”

FOR GUARANTEED PEACEFUL SLEEP AFTER CIRCLE IS BROKEN

Take thirteen spoons of purest water. Add nine spoons of purest alcohol. Mix all with the salt of the Ocean, wood from a fresh cut switch, the Oil of Earth, and the Petal of a Rose. Allow the mixture to stand for but a few seconds and then share it with all within your Circle. This will insure peaceful sleep once the circle is broken.

SIGHT, SEERS, AND MEDIUMS

TO PERMIT A SPIRIT TO FLY

To permit a spirit to fly upon its destination mix Belladonna, Sweet Flag, Cinque Foil, Bats Blood, Poplar Leaves, Wolfs Bane Oil. Allow the mixture to sit for one day. It should be shared by all who wish to fly. All should sit in a circle as warm as possible and concentrate upon where they wish to be.

TO CHECK A POTENTIAL MEDIUM

Mix together pure oil, pure potable alcohol, Sandalwood Powder, Vervain Herb, Sweet Sage, and a slice of Apple. Give this mixture to someone who is a potential Medium and have them sip it slowly while concentrating on who or whatever you wish to contact. If they have any ability toward being mediumistic, the spirit will come through them. If they are not mediumistic, the mixture will do nothing to them except to make them tired. It is perfectly safe to try on anyone who is willing

TO AID A MEDIUM
Mix together very cold water (Pure) with Liquor and Earth Water. Mixture can be used right away. Give mixture to one in your Circle who is to act as a Medium for you. The mixture will strengthen the Mediums tie to their own self that they won’t be as likely to be displaced. It will also permit them to act as a Medium longer for periods of time without the usual bad effects that this can have.

On a person who is strongly mediumistic, the mixture will sometimes cause a loss of consciousness. But this is natural and they will return normally. The only need for caution is to insure that they do not fall hard or suffer injuries if they lose consciousness.

**SPELL TO AID A MEDIUM**

“Dones callera porte vans kelto wandeguard. Forsten leca des metellio. Porsen uello bailan dieze.”

**TO OPEN A MIND FOR READING**

This will make the one you are trying to read more open and in tune with your mind. They will not resist your entrance as they normally would do. This will allow a closer mind link with one you are trying to work with.


**TO RELAX A MIND SO YOU CAN HYPNOTIZE**

A small bit of thyme in pure water, left in your bowl for five minutes. Add a possession of metal of the person you wish to affect. Leave for at least one day. Give to the person while they are within your Circle. Within ten minutes the persons mind will be relaxed and you will be able to hypnotize them.

**FOR DEEPER MEDITATION**

Mix rose water and Sweet Oil with pure water and Earth Oil. Add to the mixture Clove Oil and Mint. Place the entire mixture close to you, between you and your candle. Breath deeply of the mixture and begin your meditations. The mixture should help you relax and prepare your mind that your meditations will be deeper than what you usually achieve. If trouble or a fight is in your mind, the answers will appear before your mind more thoroughly than normal.

**TO RETURN SOMEONE TOO LONG OR TOO DEEPLY**
ENTRANCED

Mix together pure water with Sweet Oil, Pure Salt, Sweet Leaf, and Rose Petal. Allow the mix to sit for ten minutes in your bowl in darkness. Take the mixture upon your hands and touch it to the hands of the one you wish to affect, talking and trying to bring them back as you do so. This will bring back one too deeply entranced or entranced for too long a period of time who cannot be called back normally. This will work best on one that you entranced, but it will work on anyone you choose to work it with.

TO HELP SOMEONE TOO DEEPLY ENTRANCED

Mix together pure water with pure Alcohol, Citric Juice, Root of Ginger, and Sweet Oil. Allow to stand for ten minutes in your bowl. Add Fennel Seed, Cinnamon, Pure Salt, and Earth Water. Potion is complete and can be kept and used whenever needed if kept well covered.

Put just a drop or two on the tongue or lips of one who is too deeply entranced, then gently draw them out toward you. This should enable you to rescue one trapped in a trance you have been unable to break any other way for fear of doing harm. It is safe and while they may return somewhat confused, they should return unharmed.

TO HELP ENCHANTMENT OR ENTRANCEMENT

Mix together pure water with the hard shell of a nut, Leaf of Mint, Cinnamon, and Sage. Put mixture in your bowl before it is totally cooled. Into the mixture put liquor and a sweet wine of the white grape. When completely cooled put into the mixture the peel of an entire citric fruit. Mixture will be ready in no more than one hour. Give mixture very slowly to one you work with who has either been enchanted or entranced by an enemy during battle and is having a hard time recovering themselves with another battle near.

Mixture is strong and should not be used unless nothing else seems to work, or if you do not have the time for anything else.

TO AID A MEDIUM SUFFERING BAD EFFECTS

Mix together pure water with pure Alcohol, the wax of a blessed red candle. And the peel of a citric fruit. Keep the mixture in a container of darkness, well covered. When opened add a drop of Seers Tears and if possible Seers Blood. The mixture should be put on a cloth and used upon the face, throat, and hands of a Medium who is suffering bad
effects from something brought forward through them. This will not take away all the effects, but will ease them greatly and make the Medium more quickly able to recover.

**TO WEAKEN A POSSESSING SPIRIT IN A MEDIUM**

Mix together pure water with Sweet Water, a living seed of a citric fruit, peal of the same piece of fruit, Comfrey Leaf, pure Alcohol, pure salt, a bit of Ginger. Mix needs to sit for at least one half hour. Then add to it the wax of a consecrated candle, preferably in fresh burned liquid form that it not solidify until it touches the mixture. Take out all the solids, seed, leaf, peal, and wax. Give the mixture to a Medium you wish to affect.

The mixture once taken and drunk will weaken any spirit that has taken a Medium and will not leave. This should make the spirit weak enough that they can be commanded out. This is far better than having to hurt the Medium to drive them out, although not as fast.

Once the spirit is out, if the one you want returned to you is not returned, place the solids from the mixture in the Mediums hands and call their spirit back to you.

The mixture does not keep well or save well. It can be made ahead of time, but only up to twenty-four hours if it must be. It should be made in very small amount. It will bring no harm to the Medium, nor will it bring any harm to the spirit within other than temporary weakness.

**TO HELP THE MIND ADJUST TO THE WAYS OF SEEING**

This simple charm when used by an inexperienced Seer will help the mind adjust to the ways of seeing.

“Casting this bodies vestments aside, my spirit into the night shall glide. Then like a bird to sit and sing. To wet and comb its silver wings.”

**CEREMONY OF SIGHT TO FIND ANSWERS**

This is an anointment for the temples and the middle of the forehead. Do not use it in any other way. This should only be used when an answer escapes your grasp.

Potion is two drops of Bats Blood, two drops of Dragons Blood, one drop of Zodiac Oil, one pinch of Rabbits Root, and one pinch of Eye Bright. Mix together and heat over a candle. While doing so repeat the following:

“Oh mighty Aztorazh Father of Sight, I beseech you to guide me and
help me understand that which I search for. Help me to understand all that I find on the way and the wisdom to know that which I should know and how much to reveal. This I do ask in the name of the Black Flame. So Mote It Be.”

Anoint yourself with the mixture within a protective circle with only one candle and your crystal. This should be done only when the time allows.

**OIL OF MASSAGE FOR WEAKENED SIGHT**

Mix together very cold pure water with Earth Oil and Civet, Ambergris, Oil of Sandalwood, and a drop of Seers Tears if you can get them. The mixture should be used as a oil of massage for someone whose sight is weakened.

**TO RETURN PAST SIGHT**

The Sight that was yours in your past lifetimes can be brought forward within you again. This will work, so long as you did not will the Sight permanently to another person upon your passing.

In pure water put Anise, Comfrey, Vetiver, Earth Oil, and Sea Salt. Leave in a bowl for approximately fifteen minutes. Add to the mixture the oil of a tree but a few drops, and Rose Petals. Leave for one full night at the dark of the moon covered in darkness. Take the mixture and massage the forehead and temples with it in a strong Circle of darkness. The sight and ability of previous lifetimes will begin coming back at whatever pace you can handle.

**FOR STRONG SIGHT WHILE WITHIN A BATH**

A bowl of water, a spoon of Sea Salt, three spoons of Earth Oil, a half spoon of Rose Oil, and a half spoon of Citric Oil. Add the mixture to blessed bath water then lay back in the water and close your eyes. Allow your mind to fully relax. Your mind will be made to open and your sight will be made stronger while you are in the bath.

**CEREMONY TO CREATE A STONE TO SHARPEN SIGHT**

Take an Amethyst, pure of color and fine weight. Allow the stone to soak in an Oil of Roses and Lemon Flowers, mixed with Orris Root and Cinnamon. Leave all in darkness for two lunar phases. Remove then the stone from the mixture and wrap it securely in a cloth of consecrated skin from an animal you have killed for this purpose. It is best if the Animal is hard hunted and wild. Wrap and bury the stone on land that is
consecrated to the Dark Path for one lunar phase. Every night visit the spot where the stone is buried and anoint the ground with but a few drops of the potion the stone was soaked in while repeating:

“Light of knowledge visit true Sight unto he who shall possess this stone of purity.”

Upon the end of the lunar phase bring up the stone and unwrap it carefully while within your circle. Burn the cloth completely and add the ashes to any of the remaining mixture. Add the oil and ashes to the Ritual Bath of the one you intend the stone for.

Then once within your Circle the stone should be given to the one whose sight you wish to sharpen. This will work for any of the Dark Path whose Sight you wish to sharpen, but will not give sight to the blind.

**SEER TRAVEL AND BINDING STONES**

Mix together pure water with pure Liquor, Sweet Oil, two rocks of White Quartz, and stir this with a feather of a live bird. Mixture is ready when prepared. Two who are strongly linked in a circle of darkness should share in the mixture, a Seer or a Medium and the one who will protect them.

When the Seer travels, he or she is safe as long as they can grip the stone. The one who is to help can tell by the way the stone is being held how they are doing. If they drop the stone they are in trouble. In this event the second stone should be held in their hand and they will be easily drawn back.

If the Medium or Seer that is using the stone has been entered by a spirit that is causing trouble, take the stone from them. The holder of the other stone should then force their stone into the Medium or Seers hand and cast the Spirit out. They will be more easily returned to their own body and with less damage this way. The stone and mix can be kept, but only used by the same two.

**SEEING THE FUTURE**

If a Seer is willing to devote their time and effort to seeing your future it should be accepted. To help them do this more easily, prepare a Candle of the color you feel most comfortable with. To prepare the Candle, wash the body in pure cold water and allow it to dry naturally. Then rub soft oil over the entire Candle with both hands while concentrating on the clear sight of the Seer. Cover the Candle and present it to the Seer.
Upon looking at it and touching the Candle the Seer will know what it is for and will only say “Avante”. Although they will not know that they have said it. This will tell you that the Seer is able enough.

If you are to see for someone and they give you a Candle to use, do not consecrate it in any way or tamper with their touch upon it. Take the Candle to a place where you can work in peace and comfort. Work with all your protection down that the sight you seek will come easily. Light the Candle and speak the following to the flame only:

“As my clear sight has been given, so do I give it over to this purpose. Bring me truth of the future of ______ that he be warned of danger, prepared for sadness, and anticipating of joy. He is a friend to me. This is a gift to him.”

The picture should come clear to your mind through your meditation on the Candle. Do not judge or discriminate. Since you have promised to see for them, you should tell them all that you see. Even if you find the sight frightening and pain filled. What you see could serve as a warning to them to be avoided. Even their death or the death of a loved one could be avoided. Once you agree to see for someone, you are bound by “Seers Law” to tell them all that you see. Any less will hold you false. If you know beforehand that you will not be able to tell them all, you should never have agreed to read for them.

TO GAIN THE SIGHT OF AN ENEMY SPIRIT

To call the spirit of an enemy into your sight if time is available, thrust two pins through a Candle so that they cross themselves in an X. Light the Candle in your most protective Circle. As it burns clear your mind and repeat the following:

“It is not this Candle alone I stick, but ______’s heart I mean to prick. If awake or asleep he be, I summon his spirit unto me.”

Concentrate deeply until his thoughts begin to merge with your own mind. Be careful when doing this because if you are not careful you could easily lose yourself.

TO HAVE RYSTZION GUIDE A WEAPONED SEEER

“Rystzion, guide to the weaponed Seers of ancient times, hear thee my call and come. Take this prepared and weaponed Seer and guide him safely through the mazes and tunnels that will lead him to the land that harbors
those of the ______ Ways. Allow that our Seer ______ come to no harm that you can stay from him. Guide him with care that he remain shielded from those who do approach until it be the time that his weapon be unleashed. When he be done, return him to us if he can be returned. By word of the Masseen, So Mote It Be.”

**LAST SCRY IF NO OTHER WAY IS AVAILABLE**

When holding in dexterous hand your ring of power in your sinister hand a piece of the person you wish to scry something for you, speak the following:

“The power is already his to accomplish my deed. Send him what he does need to survive the sight. That which he shall scry shall fly into him with all the speed and force he can bear. Around him shall be a wall of Flame, that any which pass through can cause no harm unto his being. Allow that he see all, yet naught must touch him. Be as his guard and his strength.”

Do not do this unless you feel there is no other way to scry what is needed. And it should not be done to anyone who is unwilling or unaware of it. For they must be strong and ready for such a mental assault.

**TO CALM OR SEDATE A SEER**

A mixture of pure water with pure Alcohol, the Leaf of Mint, and peel of a Citric Fruit. Should be heated and strained and given in a consecrated Chalice to a Ser who has some fear of what they are to do. It will calm and sedate them enough for them to continue, but not so much that they become careless. No matter how practiced a Seer may be, this can help. The less experienced a Seer, the more often they will want this type of will.

**TO FIX A BREAK IN A SEER**

This should be done if you feel that the mental break will leave serious scars, or there have been too many breaks. Or if the breaks have come too quickly one after the other.

“As the Black Flame be the source of the power, so do we ask thee mighty Rimmon to come forth from the Black Flame and take from our Seer the memory that broke her so. We need our Seer whole and undamaged if the Black Flame is to prosper. Take these memories deep within the furthest reaches of the Masseen Pit that they be heavily guarded against her finding them ever.”
TO RETURN THE SEERS SIGHT IF STOLEN

“May the Darkness of the Black Flame grant the light of her seeing back unto our Seer. Let that which has stolen it be burned for eternity within the walls of the Pit.”

FOR CONTROL

TO MAKE SOMEONE FORGET WHAT HAPPENS IN A CIRCLE

Mix pure water with pure Liquor, peel of an Orange, Cinnamon, Ginger, Anise, Basil, Mint, and the wax of a candle used when both you and the person you wish to affect have worked together most recently. Mixture does not have to stand for any length of time, and can be kept for as long as needed.

Give the mixture to the person while inside your Circle, while they are holding the wax. While they are drinking the mixture command that they forget what happened in the last Circle in which the candle was used. The memory will leave them and only be recalled if you give them the piece of wax to hold and command that it be returned to them.

TO CONTROL SOMEONE IN A CIRCLE AND HAVE THEM REMEMBER NOTHING AFTERWARD

Mix pure water and Liquor in equal amounts. Add Mint Leaf and Thyme. Leave the mixture in your working area in a Chalice that the person will drink from. In your bowl mix oil of roses, needles of pine, sandalwood oil, and earth oil. Leave it in your bowl and bring it into your practicing area.

Within your Circle give the Chalice to the person you desire. Require that they drink half the mixture. You drink what they have left. When the drink is gone, wait no more than a quarter of an hour, then take the oil mixture and use it to massage the persons hands and neck. Require that they do the same to you. Within one hour, the person in the Circle will be yours to use them as you please. Once the circle is broken, the person will remember nothing

TO HOLD CONTROL OF SOMEONE FOR UP TO THREE HOURS

Mix pure water with pure Liquor in equal parts. Add a touch of Leaf of Mint and a peel of a Citric Fruit. Allow mixture to stand within a Circle for at least one hour. Give mixture to person you desire. When they have taken a drink, take one yourself and return it to them to finish.
When the mixture has been drunk, the one you desire will be more willing to do as you wish them to, be it to love them, sacrifice them. Heal them, or leave them. The potion will give you power over them for up to three hours. Only the strongest of minds could refuse you after this mix. Do not make this too far ahead of time, nor should the mixture be more than four sips in size. Its potency does not last when stored.

FOR KNOWLEDGE

TRANCE TO LEARN INFORMATION

Mix together Sage, pure water, pure Liquor, Mint Leaves, one Seed of Mustard, and one Leaf of Rose. Stir and mix completely. Give quickly to the person for which it was meant. It lasts less than two minutes in potency. Once given the person will slowly fall into a trance state and be wholly empty to you. You will have about five minutes to ask them what you need to ask them before you bring them forward. To bring the person forward again, have them swallow a few ounces of pure water while holding a piece of strong protection. Have them focus on a strong-lit candle that you place before them.

TO REMEMBER PAST LIVES EASIER

Put together pure water with pure Liquor. Add to the combination Leaf of Mint, pure Earth Water, Earth oil, oil of a scent you find pleasing, and a petal of a flower. Hypnotize the person in your Circle keeping the Circles of Protection strong. Take the mixture and surround the person with it. Put it on their face, their hands, and their robes. Put it on your own self too until the Circle is filled with the scent. The effects should be immediate.

Whatever you want to know of past lives should be asked. You may have to steer them in time to where you want them, or you may choose to permit them to wander and see what you can learn. The mixture will help them to travel more easily and to remember more clearly all that then happened.

TO LEARN OF KNOWLEDGE BEYOND THE ABILITY OF YOUR SEER

“I call now upon the unsleeping one, the Black Herald. Messenger of the Fathers of Darkness. Thou who assurest the bond between the living and the past. Go thyself within she who sees for us that the past be no more blind to her. Allow her the sight of that which we need and is beyond that which she
is able to see. Give her strength enough to place the knowledge within my grasp before it does destroy her being. Hail Nyarlathotep.”

**TO CALL HESKEL FOR KNOWLEDGE**

“By that which is mine I invoke thee Heskel. Come thee forward within the mind of this willing Medium. I command you that you answer true all that I ask of you and leave when you are told. Take nothing of my Medium when you leave, and permit him full return unharmed upon your departure. By the will of all the Ancient Ways, By all that I am and all which I hold, So Mote It Be.

**KNOWLEDGE FROM AHLITEN**

Ahliten is a Spirit of Knowledge that will come forward within a Seer of the Dark Ways to answer questions and give knowledge.

“I conjure thee Ahliten, by the great and living powers of the Black Flame. Come thee gently within this Seer of Darkness without causing terror, to answer truly unto all the questions I shall ask of thee.

Here unto I do conjure thee, by virtue of these most sacred names of the Black Flame: Beldor, Frangam, Madorn, Melroy, Alynd, Rictels, come. So Mote It Be.”

**TO LEARN THE PLANS AND MOTIONS OF ENEMIES**

Sebus-Tacliume will come forward within a Medium of Darkness and reveal the motions and plans of your enemies. This spell will call him through any Medium that you choose. However both the Medium, the one calling, and the Circle must be true of the Dark Path or he will not appear within the Medium.


**TO GAIN THE STRENGTH AND KNOWLEDGE TO BEAT AN ENEMY**

Repeat the following while in meditation. This will help if the need is great. The spell will come easily. The words will flow from you like blood from a severed heart. This is not to be used unless it is truly needed.
“By the will of the Black Flame grant me the strength to continue. All I know be not enough to defeat this enemy. Give unto me the knowledge that the Black Flame may prosper.”

**TO CALL THE SPIRIT OF LOST KNOWLEDGE**

“Kenysten Spirit of Lost Knowledge, I command thee forward into the mind of this one I do touch.. Give him the knowledge I do seek that he may give me the knowledge I wish. Harm him no more than what must be, but if he does have to be sacrificed for the knowledge so it must be. Kenysten, what I seek is__________”

**TO LEARN THE SECRET OF AN ENEMY ATTACK AND HOW THEY CAN BE BEATEN**

“By the powers of the Flame I do command thee great Matrium. Fly thee within this Medium and take her mind into lifetimes past. Unto the time of our enemies beginning that she may learn the secrets of our enemies attack and how we may beat them. Guide her safely through the mazes and the traps that she may safely return. By the powers of the Black Flame, This I Command.”

**ART AND SQUARE OF THE SECRETS OF WAR**


Thou who art the arts and square of the secrets of wars, I call upon thee within thy great reaches to bring forward thy knowledge and talents unto we who art the followers of the Black Flame of Darkness.

Mellabed, artisan of the Swift Sword. Fill us with the ways to create a sword of power unlike any which has seen battle since the times when you held a sword within battle.

Elinalse of the Frozen Waters. Bring thee forward unto us the knowledge and powers to freeze our enemies with just a touch of thy great waters that they be made immobile and powerless.

Linakilb of the Fiery Hands. Give unto us the power to instill pure fire into the hands of those who fight for the glory of the Black Flame, that if left without a weapon they have hands of purest fire with which to smite our enemies.
Anakakab of the Ways of Incubus. Give unto us the ways to command the Incubus that we may send them unto those who are enemies of the Black Flame. That they may be weakened and powerless in their way.

Bakakana, thou who are of the Ways of Succubus. Give the knowledge that those of the Flame may learn to command the powers of the Succubus against enemies of the Black Flame.

Blikanil of the Daggers. Send us the knowledge of the Daggers that those which we hold shall be made into fierce and powerful weapons in any battle they are commanded.

Eslanile of the Great Winds. Give forth the knowledge of the Great Winds that do blow in strength. Allow us to learn control of the winds that they shall blow back against those who do approach us to do harm, that all but the fiercest be stopped and turned away.

Debbalem of the Thousand Spells Of Death. Bring unto me as a true follower of the Black Flame, the many ways of death which can be mine to command. That all shall be used to advance the glory of all that is the Black Flame of Darkness.

Come thee forward one at a time through the willing Medium and bring unto us the knowledge of the cost for which we ask. All the knowledge gained will only be used for the advancement of the Black Flame and the Dark Path. Allow that we may learn the ways you wish to be called. Give all to the Medium that it can be given to me. Bring no harm within the Medium, for he is true of the Dark Path and shall remain as our link, whole and unharmed. By the word of the Flame, So Mote It Be.”

FOR HEALING
LESS VULNERABLE TO ILLNESS

Within a great circle of warmth, place your ring of power into your dexterous hand and say:

“Ring of well being, travel thy powers swiftly and surely within my body that all which fights illness be made stronger and less vulnerable. Allow that I may walk among lepers and be untouched. As the hand that holds thee be the hand that gave you life, This I do command.”

Sit and concentrate on the growing strength within your body, Direct it to where you are weakest.
TO PROTECT AGAINST CAUSED PAIN AND DISEASE

Any who are of the Ways Of The Masseen can use this spell.

“The wicked god, the wicked daemon. The daemon of the desert. The daemon of the seas. The daemon of the marshes. The enormous Uruku. The bad wind by itself. Thou wicked ones which do try and seize this body be foiled. Spirits of darkness cover me that none who wish me to sicken shall succeed. That instead my powers shall flourish and grow. That I shall flourish by the will of the Black Flame of Darkness. So Mote It Be

TO LEARN IF PAIN IS CAUSED OR PHYSICAL

Mix together pure water with the Leaves of Mint and the Leaf of a Rose. Add Earth Oil and Basil and Clove Oil. Allow the mixture to sit for at least five minutes.

Use the mixture to bathe the forehead of one who is stricken with pain and cannot fight it off. The pain will ease enough that you can learn if there is truly a physical injury or if the pain is caused.

FOR A NON-HEALER TO HEAL

Mix together pure water with Sweet Basil. Into the mixture put a Leaf of a Rose and a touch of Ginseng Root. Leave the mixture for ten minutes at least. Both the injured person and the one who is to heal should sip from the mixture.

The one is to heal should complete the healers ritual as if he or she were a healer normally. The potion should give them the added strength to know what to do. The entire ritual should stop here if the knowledge does not seem complete. To proceed wrongly or without absolute certainty could cause further damage to the injured one.

TO MAKE A FIGHTER ABLE TO HEAL

To permit a non-healer to heal requires tears of sight and tears of a healer be mixed in pure water. Give the mixture to a fighter who is willing to heal and knows the cost in pain. Be sure the fighter is knowledgeable on, or instructed in the art of healing.

TO GAIN HEALING POWERS

“Lords of Fire touch me with thy healing powers that these hands may heal. Allow my touch to take pain and illness from those who aid and succor me. My healer does not walk with me, but those who are mine must not
suffer from this loss. By what I am, This I command.”

**TO BECOME A HEALER (FATHER OF HEALERS)**

“Thou great and powerful Negrath, hear my words and look upon me with thy will to my mind. Thou who art the Father to all Healers, look upon these hands which do not heal and fill them with the powers which are yours to give. Look upon this mind, which knows not the fine art of thine way and give to it the knowledge needed, that I may heal this injured brother of the Black Flame. Great Negrath hear me and grant me my desire.”

**TO HEAL**

Mix clean pure water with Mint Leaves. Into this mixture put a piece of your protection and a piece of her protection. Leave sit for as long as you feel you can afford it, but at least one day. Within your circle, each should hold or wear the protections of the other. Healing should be done in darkness, save the light of one dedicated candle. And it should be done in a place where you feel no interruptions.

Keep in your mind that your hands are the hands of a healer, and that your only purpose within the circle is the healing of the injuries before you. Sip lightly of the potion. Very gently touch the liquid to your hands, and then put some on your sister’s forehead.

Use your voice to relax her mind and entrance her into acceptance and relaxation that her body will not fight you. When she is relaxed and entranced you will know. Then place your hands upon or near the injured area and perform the healer’s ritual. Concentrate in drawing the pain from her into your hands. If this seems to do well concentrate on the healing of the injury or if there is an infection drawing the infection through.

Be very careful. If drawing infection, it would be more deadly in you than in her. If all this goes well, the infection should go into the protection of hers that you have instead of into you. And be sure if you choose to try this, as doing it wrong could end with the infection in the both of you.

**TO AID IN HEALTH**

To send improvements in health to someone who is ill and endangered of becoming more ill, take something they wear or use fairly often. Take the item and your ring of power into a circle of protection and put them into a circle of their own. Stand within the main circle but do not break the inner circle.
“This I do dedicate to ______. The blessings of the Black Flame be upon him / her that they may prosper. May this ______ become as a draw for him / her to draw for him / her health and strength threefold. To be taken into ______’s body. To serve him / her and to build him / her as the Gods of our most Ancient Ways would wish. By my command, So Mote It Be.”

Banish the inner circle and remove the ring before touching the object of the person that is being helped. Return the object to the person for whom it was meant. Improvement will happen, but the results are slow so this cannot be done in an emergency.

**TO STRENGTHEN THE RESOLVE OF A WEAKENED HEALER.**

Mix pure water with a Seer’s Tear, a Juniper Berry, a Mustard Seed, Earth Oil, and Sweet Oil. Take the mixture immediately into your circle and give it to the healer to rub on his or her hands while concentrating upon the art of healing and how important this art is to the group. This will strengthen the resolve of a weakened healer and give an added sense of purpose and sense of worth to a healer who is strong and willing.

**TO HEAL THE INJURED AND AFFECT THE SENDER OF A SERIOUS CAUSED INJURY**

Mix together pure water with Leaf of Mint, Salt of the Sea, Oil of Clove, pure Alcohol, Bay Leaf, Sweet Oil, and water, which has held a powered stone of the mountain.

The mixture should be rubbed upon the hands of a healer before they begin trying to heal a serious caused injury. As they touch the injured one they should repeat the following incantation.

“By the powers of the Black Flame so shall you be healed. By the powers of my hands, so shall that which affects you touch me not, but instead shall seek back unto he who did send it that they may feel the force of the evil they held. Be healed.”

**WARNING:** Only those of the Black Flame should do this, as the waters will not be of any value and could cause damage to healers who were not loyal to the Black Flame, even if it was someone of the Black Flame they were trying to heal.

**TO RETURN CAUSED ILLNESS**

Light your candle and use your athame. Hold the tip of your athame in
the flame of the candle. Concentrate and repeat the following:

“All thee illness within me flow into this blade and it into this fire of the Flame. Go thee forth into the presence of he who dared send thee, and attack that which your sender does love the best. By the powers of the Black Flame it shall be.”

**TO REMOVE AN ENEMY TOUCH FROM A BROTHER OR SISTER WITH THE POWERS OF YEMANSHEIA**

“Mighty powers of Yemansheia, come thee now upon this injured one of my way They hold upon them the foul touch of those who are enemies of our way. Cleanse and purify them that they be made whole unto our ways with all touch of those who would do them harm taken from upon them and within their being. So Mote It Be.”

**TO HELP SOMEONE TOUCHED AND AFFECTED BY AN ENEMY**

Combine softened wax of candles used in your circles with tears of a seer and oil of a sweet flower. Permit the wax to harden completely, with tears and oil in the center of the wax. Place the wax in a bowl once it is completely hardened. Pour pure water into the bowl. Add a drop of Fighter’s Blood and the leaf of any flower you choose.

Place the wax in the hand of one who has been touched and badly affected by an enemy. Work with them until they have improved to the point where they are touching and holding the wax, molding and concentrating upon it. The powers within the wax will aid the injured one to recover quickly. This mix works best on Fighters.

When complete, return the wax to the liquid in the bowl that it be cleaned. This is an excellent tool to have on hand if you have to fight often. It will keep indefinitely as long as the liquid is completely cleaned and the wax purified before it is sealed. If you have a Seer with you have them check for purity before you reseal the mixture. If the Seer can hold the wax and go within safely, it is clean and safe to reseal.

**SPELL FOR HEALING**

“Thou who art the Lords, Spirits, and Powers of Healing, thou art commanded into the being of our brother whose hair I do burn in the name of the Black Flame. As he be ill and unable to cure himself, thou art needed. As our brother be vital to our Circle of Time, thou art commanded. As I am
_____ of the Masseen’s Black Flame, so must thou follow my commands.

**SPELL TO USE AFTER HEALING POTION**

“Feel the stirring within you,
The healing potions course.
Feel the strength around you,
The healing in its course.
Feel your injury leave you,
And strength return once more.
Feel the life within you,
Steer you away from injuries door.”

**SPELL FOR HEALING USING HAIR**

“Thou Lords and Spirits of the Powers of Healing, Thou art commanded into this being of our brother whose hair I do burn in the name of the Black Flame. So Mote It Be.”

**TO CURE SOMEONE NOT OF THE CRAFT**

“Grow mighty powers of cures that you may send every part of thy healing within the stricken body of _____ who has been a part of my life. Though my art and craft have no place in his sphere, he is of importance to me. If he be true and mean me no harm, may he be freed to live a life of concrete time. If this be the will of the Black Flame, So Mote It Be.”

**TO TAKE CAUSED PAIN IN INJURED AND GIVE INJURED TRUST IN HEALER.**

Mix together pure water with pure Alcohol, the shell of a Lovebird, Sweet Oil, Leaf of Mint, Ginseng, Flower Oil, and Salt.

Mixture will work right away if needed, but if it can be left for 5-10 minutes its potency will be increased greatly. The mixture should be placed upon a cloth and placed by the healer on the nose and mouth of the person being healed. It will totally relax them possibly into unconsciousness, and will make the healing faster and more through. If the person being healed does not trust the healer, the mixture will give them total trust needed for the healer to work. The mixture will also eliminate any caused pain before the healing begins.
TO CALM AND SEDATE INJURED INTO UNCONSCIOUSNESS

Mix together pure water with pure Alcohol, Mint Leaf, petal of a flower, Sweet Water, and Rain Water. Allow the mixture to sit for three minutes or longer if you wish.

Give a sip of the mixture to calm one who is injured. If you wish them sedated into unconsciousness for any reason give them more. If they are able to understand what you are doing let them know what will happen to them so they will not panic and worsen the injury you may be wishing to heal.

Mixture can be kept so long as it is securely covered. It is usable as many times or on as many Practicers as you may wish.

TO MAKE A PERSON LOOSE UNCONSCIOUSNESS AND RETURN UNHURT OR UNDAMAGED.

Mix together water with the Tears of a Seer. Add Salt and the Leaf of a Rose. Stir. Add a strong piece of protection in metal. Leave for two minutes.

Cause the person to lose consciousness. Put mixture on the cloth and apply it to their forehead to make them regain consciousness. When they regain they will be as they were before being affected. This will cure someone that you have somehow hurt or damaged that they will have no hate for you and will continue to work with you willingly.

TO SPEED RECOVERY FROM BATTLE DAMAGE

Mix together pure water with the petals of any wild flower fresh or aged, a touch of Pure Sugar, Honey, and Mint. Leave mixture for ten minutes.

Spoon-feed the mixture to one of your own damaged in battle. It will speed their recovery to where for every week it would have taken to recover; it will take but an hour. This is a very good mixture to keep with you when you work with those to good to leave behind but easily damaged.

TO CURE INJURY AND RETURN POWERS OF INJURED BROTHER UNTIL CIRCLE IS BROKEN

“Upon my touch, the powers of the Ancient Fires flow through thy being. You are my brother. Know thee the fullness of the powers that are ours. Awaken whole from your injuries. Know them not. Be as you always were until such time as our Circle is broken.”

TO CALL THE STRENGTH OF KAZALEN INTO ENEMY
STRICKEN BROTHER WHO IS CLOSE TO DEATH

“Upon my command, come thee forward Kazalen, thou fierce and mighty holder of strength. Fly thee swiftly into this brother of the Dark Path that I do hold. He is stricken and his strength is lowered to bring his body close to death. Return him his strength that he may rise again to work in the name of the Black Flame.”

TO TAKE SADNESS AND MORNING.

Three seeds of Lemon in pure water. The center core of an Apple, and the skin of two Grapes. Leave together over night in the bowl. Pour into a chalice upon the first light of the next day.

Give the mixture to the person affected and the sense of sadness or morning will pass from them and they will be as they were.

POTION FOR DISPAIRE

Citric Peel, Skullcap, Damiana, Ginseng, and pure water. Make cold and give in small amounts.

TO REMOVE HATRED FROM SELF

“Burn mighty fire as the symbol of the Black Flame of the Masseen. Take from me the hatred I feel least the feelings make me careless. Allow my revenge without the feelings of hatred to cloud my being.”

TO REMOVE TORMENT

“By that which has been granted to me through the Black Flame, I command thee mighty Minions of Sight to present yourselves in behalf of our sister who is stricken with torment by our enemy. As by my touch take her and isolate her in the bulwark of your protection, for she is undeserving of this anguish. Let that which bears against her be rendered powerless and void of substance. Allow her vital salts to flow again unhampered that she may know her future dreams. Succor her through fire and water, earth and air to repair all that has been taken.

Through the powers of the Black Flame, let the joy of being re-entered her. Allow no misfortune to allay from the path of the Black Flame this our sister. But return her to us that we may defeat our enemy.”

TO LEARN HOW TO AID A DUMB STRUCK SENSATIVE

“Great and revered Kindra, thou who holds dear the fate of all who are
Sensitives. Come thee into the confines of our great Circle, within this Sensitive who I have for you opened. He is dumb struck and I cannot return him, nor find that which has caused the malady which affects him. Enter thee within him, or send one of thy ways who can answer my query. I wish to know what has harmed him and how I may give him aid. By my will, So Mote It Be

**POTION TO EASE PAIN**

Start with pure water. Find a rock of Smoky Topaz or Rose Quartz. Add it to the water. The topaz will make it work faster and last longer, but either will work. Add to the water Valerian and Echinacea. Strain the rocks out and have the person drink the potion.

This potion need not stand for any length of time and it cannot be kept, but must be made fresh every time it is used. The same stones can be used each time you make this potion, but the stones will be of more value to it if they are raw. They lose some of their natural strength once they have been turned into ornaments.

**TO RID SELF OF PAIN**

Kneel before a roaring fire. Hold a handful of dried Vervain Leaves. Concentrate and throw the leaves into the fire while repeating the following:

“Here is my pain, I keep it no more. Depart from me now, offend me no more”.

**TO EASE PAIN**

Mix clear Liquor with pure water, and one Rose Petal. Put on a cloth and bath the face and hands of one who is severely pained. This will help to ease the pain but not to reduce the injury.

**LESSING OF NATURAL PAIN PREVENTING SOMEONE FROM WORKING**

Mix pure water with the Root of Ginger. Add a touch of Pure Salt. Boil over a fire until completely boiling. Empty the liquid into a Chalice. Leave it for one hour and reheat it.

On the second heating add Pure Sugar and Honey. Do not allow it to boil. Return the mixture to the Chalice. Allow it to cool totally. Give it to the person you wish to affect. Within one hour they will feel a lessening of any natural pain that is preventing them from working.
TO MASAGE PAIN FROM A CRIPPLED OR INJURED BODY

Mix together Sweet Oil with pure water, Valerian, Oil of Camphor, and Earth Oil. Use this mixture to massage the pain from crippled or injured bodies. This will work on Practicers and Non Practicers, but is most effective on those of your way.

TO AID THE PAINS OF BEING FEMALE

The ground Root of Ginger plant in pure water. A rock of Lava from a Volcano to sit on the bottom of the potion for one hour. The mix is then ready and can be given to any female suffering the pains of being female. This will lessen the pain and soothe the mind at the same time. The mixture will work on any, Practicer or otherwise.

TO EASE THE PAIN OF LABOR AND AID THE HEALTH OF THE CHILD

Place clear water and Seers Tears together. Add to the mixture the meat and juice of an Orange, Leave the mixture sit for twenty four hours. Add two stones of White Quartz or Mica. Leave the mixture for one more full day. Add the Root of Ginger and a piece of Cinnamon. Keep it stored in a stopper bottle until it is needed.

Give a small amount to a woman with a child every day until she delivers the child. This will ease the pain of her labor and increase the health and life of the child.

TO RETURN CAUSED PAIN TO THE SENDER

Mix pure water with pure Liquor, Mint Leaf, Earth Water, the bone of a bird, the Seed of Mustard. The mixture need not stand at all. Remove the bone and leaf before giving it to the person it is meant for.

Inside your Circle give the mixture to one who is troubled by caused pain that has no injury to explain. As they drink, the pain will ease. Bury the bone and the leaf in the ground where it will not be disturbed for a long time. The pain will return to the one who has dared send it.

TO HEAL A WOUND AND MAKE THE SCAR SMALLER

In your cleaning bowl, mix Healers Tears and Seers Tears with Fighters Tears. Add pure water and seep with the Leaf of a Rose of any color for thirty minutes. Add a Rose Petal and Pure Sugar. Apply the mixture to any serious
injury or wound and the injury or wound will heal quickly and the scar will be made smaller.

TO AID IN MENDING BROKEN BONES

Mix pure water with the tears of the person you wish to cure. Leave the mixture in your bowl for ten minutes to one hour, depending upon the severity of the injury. Add a bit more water and the juice or peal of a Citric Fruit. Give the mixture to one who has broken bones. If in the leg or arm, the mixture should be placed on the area. If in the body, the mixture should be drunk. The bone will mend quickly.

TO HEAL CUTS, BURNS, BRUISES, AND BITES

Combine one Aloe Leaf, three drops of Palm Oil, one Witch Hazel Leaf. And one pinch of Unicorn Root. Grind all together with your Mortar to make a paste. Charge it as such:

“As this balm shall be used for the healing of one I so choose and deem worthy of the Masseen’s attention, so shall it work to make him / her whole again. In the name of the Masseen, So Mote It Be.”

POTION TO HEAL THROAT, LUNGS, OR BREATHING PARTS

Mix together pure water with Mint and Oil of Camphor. Add to the mixture the juice of a sour citrus, the Needle of a Pine Tree, and pure Alcohol. Warm the mixture until the scent blends. Allow the mixture to cool. Mixture must be reheated and cooled again with every use.

If the person you wish to affect is unconscious that is good. If they are conscious, lay them down, as the mixture will possibly take the consciousness from them. Put the mixture on a piece of pure cloth. Place the cloth over the person’s mouth and nose that they will breath it into their body. If they seem to choke upon it then take it from them. They are injured too seriously for it to help. It will go slowly to any injury they have in their throat, their lungs, or any area a part of their breathing. It will not completely heal, but it can ease the pain and allow the body to heal itself.

If the mixture causes harm or causes them to choke then withdraw the mixture and save it for one who is less harmed. Instead make the same mixture, but instead of camphor put healers tears and fighters tears. If they cannot accept this mixture you can do no more and they are too injured to
help and must be permitted to die.

****CAUTION: Use the potion over the mouth and nose for only three minutes. More and the passage ways could be healed shut. Less and the healing will not be complete.

REPAIR PIECES, REMOVE MEMORIES, HELP SNAPS, AND STRENGTHEN WALLS OF AN ARTIST

Mix pure water with the Tears of a Seer, Leaf of a Rose, Sweet Water, Earth Water, Rose Oil, Oil of Camphor, Oil of Jasmine, Earth Oil. Mixture is ready for use as soon as it is made.

Apply the mixture to the hands and forehead of any artist who is severely snapped or broken. This will help them put the pieces together as they are returned. And will help you remove any false or overly damaging memories that are responsible for the snap or damage. If the snap is repaired this will help make the repairs stronger and faster. It will also help make any repairs in breaks much deeper and make the walls of the mind as firm as they were upon their first creation.

TO FIX A BROKEN SEER

Mix together pure water with Seers Tears, Citric Peel, Earth Oil, Sweet Oil, and the ash of Incense burned within your Circle. The mixture can be used immediately upon being made, or can be kept. If kept, you should re stir before each use that it be thoroughly mixed.

The mixture should be given on a cloth of pure fabric and placed over the eyes of a broken Seer. Use the mixture lightly because if you use too much and it gets in the Seers eyes, they could be burned and blinded forever. The mixture can be used to speed repairing of breaks within the Seers mind, and can be used when time is short or the breaks are too severe to be healed in normal ways.

TO SOOTHE A BROKEN MIND AND PREVENT THE FLIGHT OF THE INJURED – OR FOR PEACEFUL DEATH IF THE INJURY IS BEYOND HELP

Mix cold pure water with pure Alcohol, Mint Leaf, a drop of Flower Oil, and a piece of White Quartz rock. Allow the mixture to sit for one full hour in darkness. Give the mixture to one of the Dark Ways who is badly broken or snapped. If they are not conscious, the mixture can be put lightly
on their forehead and on their wrists. It will produce close to the same results.

If they regain consciousness then give them a drink of the mixture. It will soothe the broken mind and prevent them from running away while you attempt to heal them. The same mixture dedicated to a peaceful death will allow the spirit peaceful death in the event that the mind is beyond repair.

**TO CURE A SEER OF A TOUCH OF MADNESS**

To cure a Seer of a touch of madness, the seer must drink several ounces of pure water mixed with but the smallest touch or particle of Atropine and Belladonna. The remainder of the mixture should be used to bath their face. The Seer should then be confined to a room of total darkness for one full day uninterrupted.

**TO QUELL ANGER AND DISPELL NATURAL OR CAUSED MADNESS**

Mix with pure water the leaf and thorn of a Red Rose. Leave in your bowl for at least thirty minutes. After the time, give he leaf and thorn to the person affected. Add one petal to the water. Leave for another thirty minutes. Give the liquid to the person to drink and the petal to hold. This will quell anger and dispel madness, natural or caused

**TO CURE CAUSED MADNESS OR HYSTERIA**

Mix in your bowl pure water with pure Liquor, a Seers Tear, a Healers Tear, a Fighters Tear, Citric Peel, Cinnamon, and Pure Salt. Stir the mixture in any clear container for as long as needed. Keep it well sealed so it cannot get contaminated. Vessel and seal should be consecrated and kept safe.

Give the mixture to someone who is suffering caused madness or caused hysteria that you cannot control. This should calm them down enough that you will be able to help them.

**TO CURE CAUSED MADNESS**

Mix pure water with the bark of an Elm, and the scales from a sea fish. Boil to thickening. Cool, and then add the liquid from a Leaf of Aloe. Leave in your bowl for a short time. Put he mixture on the forehead of an affected artist being hit by caused madness. It will induce a cure.

**TO CURE NATURAL MADNESS**
Mix together pure water, Red Sage Leaf, Cloves, Ginseng Root, and natural Sugar Root. Warm them together before putting in your bowl. Once in your bowl, add a dedicated piece of Quartz Rock and allow it to remain there until one full day is past.

Have the person you fear is affected drink the liquid and keep the rock upon their person at all times. This potion will help to clear the mind of one you feel is becoming affected by totally natural madness.

TO STOP MADNESS

Take fresh hair, willingly given from the person you believe is touched into your Circle and place it in a Chalice of water. Concentrate upon the person being cured and repeat the following spell:

“As this hair does rest in purity, so shall he who’s being is within it be purified of that which drives him towards madness. As he is open to that which I send, I do send all which I am possessed to command to halt this vile madness that has set upon his being. Heal him and cover him with thy protections that he be ever freed to walk our path.”

The person can know that you worked to help them, but must never know this was done, least it be made impure by needless exploring. If it does not work and you consider him of value, the kindest thing for him is to cause his destruction swiftly and with as little pain as possible rather than to permit them to slip into total madness.

SPELL TO STOP CAUSED TERROR

“May the terror that has invaded the mind of my brother be taken to where it began. Take from him the feeling and memories totally that he know not of it, for it will prevent his working and progress for the Black Flame. As I am what I was born to be, I command this be done.”

TO HAVE ROSUE HEAL BATTLE DAMAGE WHEN NOTHING ELSE WORKS

“Gentle Rosue, come thee softly within the mind of this brother of my way. He has been stricken by an enemy while honorably in battle with all of the Flame. That which I know has failed to cure him. His powers and abilities are needed by the Flame sorely. Return him swiftly unto us whole. By all that is the Black Flame, aid us freely.”

TO CURE AN ILLNESS WITHIN YOURSELF
To cure yourself of an illness which has gained a weakening hold upon your being, place your ring of power inside your Circle with you but in front of you as you face eastward. Do not have it upon your person. Concentrate and repeat the following spell:

“Fly thy curative powers within my being to remove that which is weakening me. Cause my strength to return and be reinforced that I be not stricken as this again. This I Command.”

**TO CURE INJURY OR DISEASE**

Mix together pure water with a piece of Cedar Wood, pure Alcohol, Cinnamon, Comfrey, Salt, wax of a consecrated candle, Basil, and Clove. Allow the mixture to stand at least one hour, then add a touch of a sweet scented oil and Earth Oil. Allow the mixture to stand in your bowl for five to ten minutes. Remove the piece of wood and allow it to dry completely. Remove the wax and the Clove and allow them to dry with the wood. The liquid should be placed upon and massaged into the area you want healed. The Clove should be put in the mouth of the person you want healed. The healer should hold the wax.

Concentrate upon the person you are healing. If they are at all conscious, speak to them that they know what you are doing. Do not allow them to panic or to leave you. Burn the cedar wood close to the person so they inhale the fumes. This will probably cause them to lose consciousness, but this is not harmful. When they regain consciousness the healing of whatever injury they had, or disease they had that you are trying to cure should be begun.

**TO STOP BLEEDING AND PREVENT INFECTION**

Mix the Root of Ginger with Clove Oil and pure water. Apply to any open wound to slow the bleeding and prevent infection.

**FOR BLEEDING WITH INFECTION AND SEVERE PAIN**

If bleeding from a wound that is not healed and there is also infection and severe pain, you should act quickly. Together these can take a life quicker than you can know. The person can go from normal to dead in a very quick period of time.

Protect the injured person first. Be sure they are as strong as possible.
Look for sweating, loss of concentration, change in speech, or change in eyes. These can tell of a badly spreading infection. Stop the infection spread before anything else. Then the bleeding and the injury can be attended to. Pure blessed water given by a Healer of Darkness before healing will help greatly. A hand on healing is the best and surest way if the injury is severe.

If no Healer is available take pure water with a touch of Citric Juice and Cinnamon. Mix together and leave it in your bowl for ten minutes. Add sweetened pure water and a drop of Rose Oil. Make sure the affected one is clear of mind with no memory of the battle or accident that caused the injury haunting them. Only if they were a victor in battle is it good to leave the memory. Get the injured one to drink the potion and it should slow the infection until a Healer can be found. There is no substitute for a hands on Healer. This will only slow things down and possibly help the survival until a Healer can be found.

**TO SLOW INNER BODY INFECTION AND START HEALING**

Pure water with refined White Sugar, a drop of Rose Oil or the Petal of a Rose mixed together and heated. Cool and add a bit more refined White Sugar and Honey. Within your Circle, give the mixture to one of the Dark Ways with an infection within their body and it will slow the spread of the infection. After the first thirty minutes give them more of the mixture, and the infection should begin to heal. If the infection is severe or very far advanced, it will require three or more times being given.

**A LAST RESORT HEALING OF INFECTION**

This is a way to kill an infection, but it should be done only as a last resort and only if nothing else seems to work. Make a fast potion of a mix of pure water, tear of hers, a touch of true Garlic, and Mint or Ginger. Take the potion and the person within your Circle. Before you give her the potion, hypnotize her as deeply as you can. Stop every sign of life that you can. Slow her breathing, her mind, and her blood flow until almost dead. Give her a small amount of the potion and slow her as absolutely as you can. Once she is slowed, command your protections and hers within her to prevent the infection from going any further to harm her, and to confine it to where it is.

Once it is confined call upon the Lords, Spirits, and the Powers of Healing to send those they command to heal any infection and injury. This is to be done quickly, because being slowed this way is very bad for the mind. When it is done, she can only be speeded up slowly, or the shock can cause
physical harm. It is a very dangerous way to heal and the cure could cause more damage than good. It should only be used as a last resort.

TEMPORARY STOP OF INTERNAL BLEEDING

Mix water with the Leaf of Mint or Cinnamon. Add pure Salt and Rose Oil or a Rose Petal. Mix with the Tear of a Healer and the Tear of a Fighter. Leave for one hour at the most. Give to the injured person as soon as the mixture is ready. It will stop any bleeding within the body until a stronger help can be found to heal the injury.

TO FIND AND HEAL INNER BLEEDING

Tears of a Healer, as many as you can possibly collect. Place in a bowl with pure water and add a few drops of pure Liquor. Allow to sit for ten minutes to one hour. Add the tears or blood of a Seer to find the source of the blood, and the blood of a Fighter to fight the bleeding quickly. Give the mixture two minutes to set in total darkness. Mixture should work within two days. The bleeding will be found and fought, and the injury itself will be healed.

TO STOP INTERNAL BLEEDING AND PROTECT AREA

If other potions do not stop internal bleeding, mix pure water with a touch of Sugar and Salt. Put strongest protection metal in the potion and leave in your bowl for twenty minutes. Give it to the injured person that they should drink the potion while holding the metal. This should stop the bleeding and protect the area until something can be found to heal the injury or until a true Healer can be found.

TO CURE ONE STRUCK BY A STRONG DEATH SPELL

Speak this spell three times over one of the Dark Ways who has been struck by a strong death spell to assure their spirit be made safe. If it is possible the spirit will be returned to the body. If not it will be taken to where you choose it to go. This can only be used one time on a person. If used a second time, the spirit will not respond.

“Qualis presu vant ortelez. Qualis vendu vant frozen. Qualus menlte vant morte.”

FOR DEATH
TO BRING DEATH TO A LOVD ONE

To bring death to someone you love who is suffering from something beyond your ability to help. Will only work if the person is going to die from what is wrong.

“Vansea pakan set letin fraquotn. dennen porgo le shosh antlen kylle mortend. Andleia wilte bas carthis ontle varne dega leon vas pelito orga alliest encyphil akes denko.”

TO SPEED DEATH AND EASE PAIN FOR A LOVED ONE

Add clear water, Atropine, and Belladonna in equal amounts. Add a bit of Pure Sugar and Ginger Root. Give to a dying loved one to speed their death and ease the pain and fear of it.

TO PROTECT A DEAD BODY

Mix pure water with Earth Water, Sweet Oil, Tamarack, and Coriander Seed. Heat until mixture is but barely warm. Put it in a bowl and allow it to cool.

Place the mixture upon the body and face of the person you wish to protect. This will protect the dead body of one you do not wish to be taken over by another, but wish to return the rightful spirit to. If the rightful spirit cannot be returned, no other will be permitted to enter and the body will remain dead.

TO RETURN THE RECENTLY DEAD

Wrap the recently dead body in a hide from a freshly dead animal that is large enough to completely cover them. Keep the body close to a fire so that it stays warm. Pour water mixed with Sea Salt and the tears of those who worked with the dead over the hide. Leave the body by the fire and do not return until the last of the fire has burned out. If there was even a spark of life left in him, the last spark of the fire will ignite the spark of life and return him to you. He will still be gravely ill but at least he will be alive.

TO ALLOW ANY PART OF A SPIRIT TRAPPED IN A DEAD BODY TO ESCAPE

Mix together pure water with Sweet Oil, Ginger Root, earth oil, the shell of a birds egg, Ginseng Root, Cinnamon, and the ash of a consecrated Incense. Allow the mixture to stand for at least one quarter of the moon.
Use the mixture to anoint the forehead and hands of any of your way who die, either naturally or in battle as long as they have died with honor and you wish them reborn or sent to the Black Flame or the Masseen lands. The mixture should allow any part of the spirit trapped within the body to escape and go where it is sent.

If for some reason there is no body to anoint, you can use the mixture upon the ashes of the person. Or if there are no ashes, you can even use the mixture upon any weapon or implement they used in their craft.

As you anoint the person or whatever you have, concentrate upon asking the most powerful whom you command to take the spirit and keep it safe, and onto whatever you wish done with it.

This can be done with any who are sworn to the Black Flame with whom you work. It requires some ceremony and time, but if one has shown faithfulness it is a final honor that they have earned. And it will make good-bye easier to accept.

**TO AID A SPIRIT IN SAFE PASSAGE TO NEXT INCARNATION**

One of Wormwood, half of Earth Oil, half of Sweet Oil, a touch of Rose, a touch of Jasmine, a touch of Gardenia, and one of Sea Salt. Mixture should be rubbed into the hands and face of the one you care about who has died normally. This done with concentration and dedication will help assure his or her spirit a safe passage to their next incarnation.

**TO CONSECRATE THE GRAVE OF A LOVED ONE**

Mix together pure water with Rose Oil, the Tears of a Seer, Tears of a Fighter, Sweet Water, Ginger Root, and Pine Needles. Make sure the mix is melded together fully and left to stand for one lunar phase. Mixture can be kept and used as often as wished.

The mixture should be taken to the grave of a loved one and spread lightly over the ground to maintain the area as sacred. This should be done every week as a sign of love for the departed one. And as a sign to others that the ground is sacred and guarded by the Ways of the Black Flame and the Masseen.

**TO SPEAK TO DEAD FRIENDS AND LOVED ONES**

You can speak to your dead friends and loved ones through a Medium who is willing and prepared. The Medium should be given a potion of
Valerian, Thyme, Anise, Ginger, and Apple Blossom cooked together in pure water. An Incense should be burned in the Circle consisting of Crete, Wormwood, and Lavender. Only when the Medium is fully sedated from the potion and he air is filled with incense should the one whom you wish to speak to be called.

**POTION OF REMEMBERANCE IN CEREMONIES OF SAYING GOODBYE**

This potion contains pure water, pure Alcohol, Fighters Tears, and should have been touched by whatever weapon or adornment of theirs you are holding upon your Altar.

**CEREMONY OF SAYING GOODBYE**

There are many ceremonies of saying goodbye. All are a cleansing of grief, a way of honoring so that you can begin again. Usually for a ceremony of saying goodbye, all of the family should be present. A ceremony of goodbye will vary depending upon the specialty of the one who passed. The following is an example of a ceremony that would be used for a Fighter of the Black Flame.

If the fallen one of your way was a fighter who died in other than while fighting, the ceremony can be performed at any phase of the moon. If he died while in battle the ceremony should be done at the time of the full moon as a sign of honor of his passing as such. You should have one of the weapons or adornments that he used while within the Circle. This should rest as the center most piece on the Altar. The Candles should be lit once the Circles are drawn and the highest-ranking family member present should perform the ceremony.

“We have lost _____ our fighter, and one loyal to our family. By this shared nectar he / she will evermore be a part of us.”

At this point a Chalice is passed to each in turn to drink of the potion of remembrance.

“He is gone from us, but now he ever more shall be a part of us. To be remembered with joy for all we gained and shared with him. Celebrated, not mourned. We shall be awaiting his return that once more we shall share.”

The highest one who is performing the ceremony then turns to concentrate upon the one who is gone and faces they symbolic flame of the Candle upon the Altar and speaks to the Spirits of the Pit.
“Our fighter ______ has passed from us. Guide his spirit unto the Black Flame to be kept safe and returned to life if his return is possible. If he is not returned, allow him rest that we may once again walk together when the battles are done. By all the will of all that is the Black Flame shall it be.”

The Circle can then be broken and the ceremony is considered complete.

**BANISHMENTS, PROTECTIONS, AND RETURNS**

**TO RETURN SOMETHING LOST**

Lezhale is sworn by Covenant to the Black Flame and will respond only to those who are sworn to this Path.

Great and powerful Lezhale, I do command thee in the name of the Masseen. Thou who art bound to the Black Flame by our most Ancient Covenant. Thou art needed and called. Seek thee out ______ which is lost to us that it be returned to where it truly belongs, In the name of our most ancient Covenant, thou art commanded to find and return.”

**TO RETURN A BROTHER USING HAIR**

“As burns this hair of my brother, so shall thou great Spirits and Powers of the Masseen go into his Spirit and free it from where it is being held. Allow it no harm, but return it to us that we be made whole. Do what you will to those who have tried to do us harm, for they deserve no mercy.”

**TO REMOVE BLACK FLAME TOUCH FROM ENEMY AREA**

The one who is to do this must be untouched and pure. They must not be of the Black Flame or carry the mark of Flame upon their body or their spirit. They will first have to have a Ritual Bath in rose oil, and will have to be fully anointed in oils that will enhance their innocence. They should be robed. It is acceptable for this that they use the robes of another if their own cannot be provided in time. However these robes should be totally cleaned with all marks and protections of the Flame being removed.

Once you have her in your Circle you may have to put her in a hypnotic trance, and you should have no one in the Circle who will distract her. Make her totally relaxed and have her leave all of herself behind with you except for her purpose. Tell her to be an empty vessel to go to the land of ______ and fill the vessel with all touch that is foreign to that land. Tell her she must be silent and un-noticed as a wisp of wind. Being an empty vessel herself, she will leave no touch of her own, but will rather absorb other touches within
herself.

There is really very little danger to her while she is there. The greatest
danger is once she is out and back with you. Chances are that If by some
chance she is not going to survive, it will be then that you lose her. She will
be filled with many touches, not just the touch of the Black Flame. All touch
within her should be sent to the Pit as soon as possible. There will be enemy
touch as well as your own, and to try and separate them on your own would
take too long and would insure that she was destroyed.

You will have to bring her back out. She will not have enough of herself
left to do it on her own. It is best if you have a Seer who can draw her out
without entering themselves. The touch she carries will cause her pain once
she is returned to your Circle. It is still up to you to help her become whole
again if it is at all possible.

**PROTECTION AGAINST SOMEONE TAKING AND MISUSING**

This spell will require a ring of power that has been dedicated to the
Black Flame. To protect against someone evil taking and misusing someone
that you work with, use two green candles and one black one. Light the black
candle and draw a Circle around the Candle and the ring. Before closing the
Circle place an item or object that the person treasures within the bounds,
closing the Circle while saying:

“Heart is a Circle of strength about the spark of _____ whose spirit burns
brightly in its midst. It is an ever present protection for him.”

Light the two green Candles and place them east and west of the still
closed Circle. Draw a Circle about the two green Candles about three inches
wider than the smaller Circle. Close the Circle while saying:

“Reinforcing the Circle of strength is a Circle of purity. Keeping him
whole throughout his battles. He is protected from all harm, protected from
all evil. He is free to work his greatest tasks unharmed or uninjured.”

This can safely be used on anyone who works with you as a Fighter or a
Teacher, but it should not be used on Seers or Healers. The strength of the
Circles could easily contain them or slow them in their work. And this could
be dangerous to them.

**PROTECTION OF ONE ALREADY UNDER ATTACK**

There is no easy way to protect one who is already under attack by one
who holds a lot of power. One way for helping one who is already under a severe attack is for the one being attacked to give his most powerful ally he has a virgin Candle. The Candle should be lit while within a Circle by the powerful one. This should be done while he is totally alone within a dark Circle of Power. The Candle should be anointed with a mixture of Seers Tears and Fighters Blood. Once the Candle is lit it should be directed to the protection of the one who is under attack. The form of dedication will vary depending upon the particular family giving the protection. He will know what to do and say.

Another way is to wrap a piece of hair of the one being attacked totally in the hair of those willing to share in the protection. The more who are willing to give their hair to him, the more power the protection will have. The hair should be encased in the wax of a consecrated Candle and the wax given to the one being protected. He should carry the wax with him as long as the danger exists.

Another way to protect after an attack has begun is to take the blood of the one being attacked and place it in a clean and consecrated Chalice that has pure water in it. Add to the Chalice a bit of Fighters Blood, a drop of Seers Tears, a drop of Earth Oil, and just a touch of Pure Salt. The mixture should be shared by the one being attacked and by those willing to protect him. This also serves as a binding of sorts that binds those whose blood and tears are used to promise to protect each other if needed.

WARNING: These protections will work fairly well depending on the power of those who are doing the protecting and providing the person attacking does not hold the blood of the one who is being attacked. If the blood of the one being attacked is held by the attacker, by joining protections of the ones helping with the one being attacked, the ones helping could possibly open themselves up to attack as well. One other thing that must be remembered when you protect someone as such is that by doing such you should insure that the one you are protecting is totally loyal to your path and one you would be willing to give your life to protect. By the sharing of your protections as such, you are not only opening yourself to a possibility of being attacked by the one who is attacking the one you are willing to protect, but you are also opening yourself to the one you are trying to help. Should the one you are protecting turn upon you, they could easily use the protections and the links that you have created to them to cause you harm or
destroy you.

Do not share protection with any who you do not believe are truly worthy of the protections, for to give protection the one giving will always have costs to pay, be it weakness in their own protections, loss of energy, or possibly more depending upon the protection given.

**CEREMONY TO FIND SOMEONE LOST**

To find someone who is lost with this ceremony you will have to have two Seers, or at least one true Seer and someone who has sight enough to help and also has some healing ability. The true Seer should be hypnotized if needed to keep them concentrating upon what they are doing and the task at hand. The two should be alone within a Circle. Any others involved should be in a separate Circle, but close enough to help if it is needed. Both Seers should truly be willing to do this, as there is a real danger that one could be lost while looking for someone else who is lost.

The one searching should if possible have something that belongs to the lost one. They should be given something of the strongest one present to hold with whatever they are holding of the lost ones.

The second Seer should hold a Candle above the hand, which holds the items. The candle should be dedicated to the Black Flame and the Powers of Darkness, and as well to the finding of the lost one. The wax should be allowed to fall into the Seers hand and over what they are holding while telling the Seer to find the one who is missing. The second Seer should keep asking what is happening and what is being seen. They should be able to find the one they are seeking in this manner. As soon as possible the Seer should be told to take the missing one if it is wished that they be returned. Or return and be safe if the lost one is meant to be found and not returned.

When the Circle is done either with success or with failure, both Seers will be tired and probably very confused. They will need a little time to recover before any more tasks are under taken.

**TO SEEK OUT ONE LOST**

Lay the one down that is looking so that they are comfortable. Call upon Avlemare, Guide and Guardian to go through you and into the one seeking. The one seeking should permit Avlemare to guide and should go as he directs. Show any kind of resistance and he will leave the seeker wherever he or she is.
Once the lost one is found there is one chance in two that the Guard Alemare will leave when the two are together and cause them the need to find their own way back or be drawn back.

**TO RETURN SOMEONE BEING TAKEN**

Care must be taken when using this return. That which is trying to take the affected person will actually be drawn through the banisher. If the attacking person is extremely strong, it could possibly catch hold on the banisher on the way through. Or in the least, damage him severely.

Hold the affected person tightly in your arms. Allow your strength to flow into them while repeating the following:

“As my strength flows into him all that which is taking him to flow through me. I will feel the pain for him, he will feel my strength. By the powers I hold I command a peaceful return to this body. So Mote It Be.

**BANISHMENT WITH AN ATHAME**

Touch your Athame to the skin of the person being taken over and repeat the following. The spirit within may resist physically, and the body of the one the spirit is being banished from may have to be physically restrained to do this.

“As the powers of this most sacred Athame of our way, thou who art enemy of our way be banished. By the touch of this most sacred Athame know thee the touch of the Dark Fires, which burn through eternity. Harm thee not that which thou hast entered within and leave thee now or know these fires throughout time.”

**TO COMMAND AN INVADING SPIRIT TO ABEYANCE**

“By the Powers of Darkness I command thee unto abeyance, foul spirit who has dared to invade one of my own. Thou art now here trapped to be taken by my own unto the Pit. So Mote It Be.”

**LOVE, LUST, AND DESIRE**

Love spells and potions are an excellent tool for any who practice the Art of Sorcery to master. They are in most cases very simple spells to work, and care should be taken when they are used. To cast a love spell on someone is basically the same as emotionally enslaving him or her. And depending upon the spell and the power that is put behind the spell, the love attraction could last for a short time. Or it could last for the remainder of the affected
person’s lifetime. There have even been cases where such have carried over, from lifetime to lifetime. You must realize this when you choose to cast such a spell on someone. Once you draw someone to you, there may be a problem getting rid of them again. Simple lust spells can be used if there is one that you lust after only. But if you truly love someone you should be careful and think twice before casting a love spell on him or her. Yes, they will love you. But you will always wonder within yourself if they in the slightest bit love you for who and what you are, or if it is just the results of what you have cast. And many times they will not be happy in the relationship. They will love you, but they will not know why. It will not feel natural to them.

However a love spell is an excellent weapon to use against one who is your enemy. If you find someone that they truly would not be attracted to, you can cast a love spell upon the person drawing that person to your enemy. If they are focusing their attention upon you or one with you, casting such and having someone suddenly chasing them around and inserting themselves into every aspect of their life can easily take your enemies attention off of you. Giving you a chance to strike at your leisure. Or you can just sit back and watch the attracted one bring your enemies life crashing around them.

**TO AROUSE LUST IN SOMEONE**

To arouse love or lust in someone who shows no interest in you, bring them within your Circle while burning incense made of crushed Patchouli Leaves, Vervain Herb, Cloves, and Essence of Musk. Add just a bit of Earth Oil if it is available to insure that the mixture burns evenly and smoothly.

**SPELL TO DRAW A LOVE**

Concentrate very hard upon the person you wish to draw. Have an image of the one you wish to draw fixed firmly within your mind while you cast this spell.

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“Be my love, hear my voice,
Keep me in your mind.
Know without a doubt at all,
I’m the love you’ll find.
Be my love and seek me out,
No other love will do.
No man alive will give you joy,
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I am all for you.
Allow no man to stay your path,
To hold you from my way.
Come to me and be my love,
Upon the full moon day.”

**TO CAUSE LUST AND DESIRE**

“Thou Spirits and Powers of Love go thee into the heart of she whose hair I place within my symbolic flame, that she may think of none but me. She will find desire for me growing in her heart and in her body until no longer can she stay away from me.

May the pleasures of our bodies draw her to me whenever I desire her return, that she be as a slave to me. As a child of Darkness, Thou Art Commanded”

**TO TAKE A LOVER**

This spell is to be done inside a Circle with a strong image of the person you desire fixed in your mind. Concentrate on them strongly before the spell is cast. And after it is cast concentrate on them and picture them coming to you.

“Thou mighty and powerful Spirits and Powers of Love, fly thee within the mind and being of ______ that she know love for me. Take from her the feelings that she feels for _____ and fill her with love and desire for me. Cause her to love me stronger than she has ever loved any other. Cause within her desire for me stronger than she has ever felt, or ever will feel for any other. As I Command, So Mote It Be.”

**TO OBTAIN ONE DESIRED**

“Mighty Ways Of Darkness, send forth the messengers of great and voluptuous delights and let these obscene vistas of my dark desires take their form in future deeds and doings. Go thee within the vital salts of she who I desire and move the body of her flesh into my presence upon my call.”

**TO CAUSE SOMEONE TO DREAM OF YOU (ATTRACTION)**

Mix together pure water with Arrow Root and Sweet Oil. Soak pure cloth in the mixture. Add to the mixture a piece of your hair and the hair of the one you wish to attract. Leave the cloth and mixture to soak for two lunar
phases, Remove the cloth and scent it with a sweet flower oil. Allow the cloth
to dry completely. Find a way to put the cloth in the area where the person
sleeps and it will cause them to dream of you continually.

FOR ATTRACTION

If the occasion deems fit for a flighty romance, use this mixture in your
bath as a perfume. This will cause the one you wish to be sexually attracted
to you.

In a cauldron of water add the following: A pinch of Cat’s Paw, crushed.
A part of Loveage Root, bruised. A pinch of Blue Vervain. A dash of Lemon
Verbena. Boil and repeat the following:

“______ shall be attracted to me for as long as I so wish under
the fragrance of my potion I shall bath in and wear. _____ shall be attracted
to no other for as long as deems necessary by the use of this potion. He / she
shall be enchanted and enthralled in my presence. By the powers of the Black
Flame, So Mote It Be.”

FOR SEDUCTION

Mix together pure water with the Oils of Rose, Sandalwood, and Sweet
Oil. Spread the mixture around the area of seduction and the person you wish
to seduce will be drawn to you no matter how hard they try and avoid it.

FOR LUST OR SEDUCTION

Mix essence of Civet with Oil of Patchouli, Oil of Cedar Wood, and
Ambergris. These scents should be mixed in a pure dedicated and clean bowl
with a spoon used for just apothecary purposes. This mixture should be used
very sparingly and should be used when you plan a spell for lust or seduction.
As long as it is kept well enclosed it will keep
indefinitely.

LOVE SPELL

Crumble leaves of laurel and scatter them over live coals. As the leaves
burn firm your will and mind. Bring the face of your beloved into your
mind’s eye while chanting:

“Laurel leaves,
Burn in fire.
Draw to me,
My heart’s desire.”

**LOVE SPELL**

If there is a person you wish to love you give them this potion. In a cauldron of water add three drops of Eucalyptus Oil, a pinch of Bear Paw Root, a pinch of Devils Claw, and one Eucalyptus Leaf. Crush the Bear Paw Root, Devils Claw, and Eucalyptus Leaf. Sprinkle in the water while the entire time saying:

“I do wish this person to love me as I do love him/her. ____shall love or see no other than me. This potion is made by my desires, that he/she will love me and no other. I call upon the assistance of the Mighty Powers of Darkness that my desires be made successful. In the name of the Black Flame, So Mote It Be.”

**LOVE SPELL**

Speak the following over a red wax image of the one you desire while concentrating strongly upon them.

“I call thee loud,
Through all of time.
Come thee now,
Be thee mine.
Allow no thought,
To make you stay.
Come to me,
Prepare to stay.”

**TO MAKE SOMEONE YOUR LOVER AND SLAVE**

In your dedicated bowl mix together pure water with Salt. Place in the mixture a piece of Gold and a Diamond. Allow the mix to sit for one full day. Add to the mixture a piece of hair of the person you wish to affect. Place the mixture upon the clothing of the person and give them as strong a kiss as you can. They will be your love and a slave to your pleasure forever.

**TO INCREASE FEELINGS OF DESIRE SEVEN FOLD**

Mix together pure water with Oil of Cloves and the Oil of Roses. Add to
the mixture more pure water, Salt, and the juice of a Citric Fruit. Permit the mixture to stand uncovered for one day uncovered in your bowl. Stir and place it in a covered container for at least one full phase of the moon. When ready to use add a sprig of Fresh Mint and the touch of Pure Sugar. Add the mixture to the water of one you desire as they bathe. They will find their feelings and desires for you growing seven fold.

**TO KEEP SOMEONE FAITHFUL AND LOVING**

The petal of a Yellow Rose in pure water and Sweet Leaf with a piece of bark from a Birch Tree. Leave in your bowl for twenty four hours, remove and save the solids. Give the liquid to a woman whose love and faithfulness you wish to strengthen. As she drinks it tell her “You are mine evermore.”

The solids from the mixture should be put in a small cloth bag of your own making. Keep the bag among her possessions in a place she does not know it is there. She will remain faithful and loving.

**TO BECOME IRRESISTABLE**

“Great powers of love, touch me and surround me with an aura of irresistibility that all I am attracted to feel desire for me. So By My Command, It Must Be.”

**FOR IRRESISTABILITY**

To make yourself irresistible to those you desire use a talisman or other item that you wear regularly for this spell.

"Mighty powers of love, surround and penetrate that which I do hold within my symbolic Flame that as it be upon my being, those I desire shall be attracted to me. I shall be totally irresistible and they shall hold no desire to resist me. But shall be bound to me by their lust and desire so long as I do wish it. By all that I am, SO Mote It Be.”

**TO DRAW WOMAN**

“Lords of darkest desires hear me and obey. Draw to my presence the most beautiful and nubile of the young women to become a woman in the truest sense. Fill them with lust and want that they will be unable to resist my wishes. By all my way, this shall be.”

**TO CAUSE DESIRE**

“Draw her to me mighty powers of love. Fly thee within the mind of _____ for whom I know lust. Bring her to me filled with passion and desire
that our bodies will merge together in the passions of lust fulfilled. Hold her from me only if she would do me harm. So Mote It Be.”

**TO CAUSE DESIRE**

“Powers of love know thee the woman whose hair I burn in my flame. Draw her to me that slowly thoughts and desire for me do fill her being. Bring her to me ripe and ready that our desires shall be matched and fulfilled. If she would do me harm, do not allow her to approach me. So Mote It Be.”

**TO WIN LOVE USING A RING OF POWER**

Place your ring of power next to a gray candle at the stroke of midnight in the full moon. Concentrate hard upon the one whose love you want to win and repeat the following spell. When completed let the candle burn throughout the night. Put the candle out before the first stroke of daylight. Bury the remains of the candle in consecrated ground that is consecrated only to the Black Flame.

**TO CAUSE LOVE WITH A RING OF POWER**

“Great and mighty ring of power, carry forth thy powers of love and lust upon ______. Cause her to love me stronger than she has ever loved or will ever love another through all her lifetimes. Place within her a lusting for me that she be not able to fight, a desire stronger than she has ever known. Put upon her a draw that she be drawn to find me. So Mote It Be.”

**TO BIND A LOVE**

“In the name of the Masseen I do command thee Isis to bring forth thy great powers into the presence of _____. Fill her with the sight of my image and overpower her with undying lust, love, and devotion for me that she becomes mine alone. As she is my love, bind her to me throughout all of time that our love shall grow unto our completion. Permit that none but I shall hold her heart, By my will, So Mote It Be.”

**TO DRAW ONE FOR LOVE**

Choose the person carefully that you wish to draw for love with this spell. Be sure this is what you truly want, for once cast they will be yours. For even the darkest of heart will not be able to resist this spell. Be very sure though before you cast, for once cast they will be yours for the rest of your life. No matter what you say or do to them, they will not leave you. If you tire
of them and choose to kill them, even their spirit will haunt you unto your death!

On the dark of the moon go to your dedicated Ritual area. This must be an area outside, and an area that you have used and dedicated previously. You will need Rose Hips or Rose Petals, Salt, a light red or pink candle, a black candle, and a white candle. You will also need an oil of a flower such as rose or honeysuckle etc. You will also need the blood of a bird, preferably a dove. You will also require an item of the person.

Draw your Circle in salt. It can be any Circle, but preferably one that is not too strong. Once the Circle is drawn, scatter the Rose Hips or petals throughout the Circle area. Light the main black candle and dedicate it to the Black Flame. Off to the left side of the black candle prepare whatever you have of the person. Place a small amount of the oil upon it, dip it in the blood, then set it down upon the ground. Place the red or pink candle upon the item. If the item is too big or won’t fit under the candle, place the item below the candle with the item between you and the candle. This candle should have been rubbed with a small amount of the blood and oil. Light the red or pink candle. Then place the white candle between the red and black one with nothing on the candle. Light the candle.

Once your red and white candles are lit, you can extinguish your black candle. Around the candles draw a Circle of salt. At this time you can break your outer Circle. Let the white and red or pink candles burn down all the way before you return. When they have burned out return. Relight and dedicate your black main candle. Burn the item of the person in your black candle flame, then bury the item. By the next dark of the moon, they will be yours.

TO CALL THE SPIRIT ANNBUS TO CAUSE LOVE AND LUST

The Spirit Annbus is a Spirit of Love and Lust. To call upon him dedicate and light three candles. The main candle being black. A dark blue candle on the right, and a red candle on the left.

“I call thee Annbus to surround ______ with all the powers of thy spirit that they may come to me. In their hearts and in their minds they shall lust for me. To give me what I wish.”

You may then break your Circle. Snuff out the black candle, and let the others burn to nothing. It may take a full moon cycle for this to work.
TO GAIN POWER OVER ANOTHER WITH A RING OF POWER

To gain power over another clasp your ring in your most dexterous hand while within your Circle. Picture the person you wish to dominate strongly in your mind. Concentrate hard and repeat the following spell:

“I see in my mind the figure of _____ who shall be as a slave to me. Nothing can she do that is not her master’s wish. Nothing can she think that is not her master’s instructions. For she is nothing but a puppet of my will.”

TO MAKE SOMEONE YOURS

On the dark of the moon take the wax of a candle burned within a Circle. Add to it your hair while within the Circle along with something of the one you desire. Add Vervain, rose leaf, sandalwood, and skullcap herb. Allow it to sit for one full day in darkness. Then mix together with pure water and earth oil. Place a few drops on an item you are giving to the one you desire and they will be yours.

TO HAVE MARIKHETE MAKE ONE YOURS

Those sworn to the Dark Path can call upon Marikhete to make one yours that you desire.

“Mighty Marikhete come thee now upon my call. Thou who art messenger of grim and voluptuous delights. Bring _____ unto the providence of my call that she be ever more mine. None other shall hold her heart. None but I shall she hold desire for. Ask an semen sense vorden plias. So Mote It Be.”

TO MAKE SOMEONE YOURS

Light a candle upon the dark of the moon dedicated to she who thou desire. Lay something of the person desired at the base of the candle. Place the tip of your Athame in the flame of your dedicated candle and repeat the following spell:


Take the item or piece of the person and dedicate it to the Powers of Darkness, and put it in the flame of the candle. As it bur, repeat the following spell:

The person will be yours evermore. Not to be done lightly because once cast it is impossible to break. They will be yours as if held by one of the tightest and strongest addictions. And always remember, some of the stronger addictions have even been known to carry over to other lifetimes.

**INVOCATION OF DESIRE**

Concentrate upon the one you desire. Picture them strongly within your mind. Repeat the following spell three times, holding their picture strongly within your mind the entire time. The one you feel desire for will begin feeling desire for you more than for any other.

“Yagas venz du poreth vesas tuit. Preat vagne doreth pruth. Vas tagos intras corthu.”

**TO CHECK THE FAITHFULNESS OF A LOVER**

To check the faithfulness of a lover or mate, in your bowl mix pure water and a good bit of pure salt. Add a touch of liquor. Add to the mixture the leaf of a Rose and the flower of a Poppy. Stir the mixture with an implement of wood for two minutes. Give the mixture to the person you wish to test. If they drink of the mixture in silence they are faithful to you.

**TO RETURN A LOVE WHO IS WITH ANOTHER**

The following spell can be used to return a love that is in another relationship with someone else.

“As happiness abounds so does it leave thee, leaving strife and misery in its wake. No more is there contentment in thy relationship. No more is thy love true to thee. Where there was contentment there is misery. Where joy, there is sorrow.

Thou feel within thy being the desire to be with me. To feel my touch, to know me once more, to walk at my side. The desire to once more walk with me fills every waking moment, the desire to be with me fills every moment of rest. Where ever you look you shall see me. When ever you sleep thoughts of me do fill your mind.

You shall know no happiness or contentment until once more you are with me, to walk your path at my side. No joy until once more you are mine. So Mote It Be.”

**TO KILL THE LOVE FOR ANOTHER**
To kill the love of one for another use a candle of red to represent the ones whose feelings you wish to destroy. Concentrate firmly upon the candle while holding a picture of the person firmly in your mind. Then repeat the following spell:

“What was attractive now seems plain. What was fun now is boredom. What was pretty now is sullied. What was bright now is dull. What drew together now detracts. What lived died. As I command, SO Mote It Be.”

**TO DESTROY A MARRIAGE**

Take a red candle that is dedicated to your purpose and hold it while concentrating on the ones whose marriage you wish to destroy. While concentrating, repeat the following:

“Be thou the flame of ______ and ______’s marriage.”

Pass the candle to any others in your Circle with you and have them do the same thing. Then light the candle and place your Athame in the flame of the candle and repeat:

“Be thou the flame of ____ and ______’s marriage that all they hold be thru thee. As the knot of marriage be tied, so be it held thru time, thru thee that it be unbreakable.”

Leave the candle lit. Take a bowl of pure water. Add to it a couple drops of your blood and a couple of your hairs. Place your athame tip in the potion and repeat the following:

“Be this the water of misery and disappointment. Be this the water of distrust and delusion. Be this the water of lost loves and unattained hopes. Be this the eater of deceit and unfaithfulness. Be this the water of misery and destruction that the flame of ____ and ____’s marriage be consumed by thee. So shall their marriage fall prey to all that you represent. As a child of the Masseen, and by the powers of the Masseen, So Mote It Be.”

Take the candle and put it out in the potion. Pour the water on unconsecrated ground.

**CHAPTER 5**

Dark skies have fallen upon us. Death flows freely though our
beings. Know thou of mortal ways that thou shall hear the sound of the Cloven Hooves as they bring our death upon your being and your soul. For the days of mankind are numbered and the ways of darkness shall return unto this earth to once again claim back what is rightfully ours.

The blood of our ways shall claim back that which was taken from us so long ago. Our Demons shall scourge the earth and our fires shall fall from the skies in waves. When all is over, the Ways of Darkness shall once again have returned to the red waters of life.

For we are from a race beyond the wanderers of the night. We have survived the age that destroyed our creators. We are Mashu, from far beneath the feet of the Mountain of Massu.

AGAINST SPELLS

AGAINST A RETURNED SPELL

Should a spell worked against an enemy be thwarted and returned upon you or upon one with whom you work, prepare yourself and your Circles swiftly. Concentrate hard upon the spells powers dissipating and fading back unto their origins.

“My images have given you over to the dead, turn back. My images have thrown you to the ground of the dead, turn back. My images have given you over to destruction, turn back. My images you have enclosed within walls. Be these returned unto me, as the walls part to allow your passage. My images have you stricken down and fading this lifetime quickly. I do command my image to fade from you and free you from that which is meant for our enemy. Return unto me that you can be made whole and viable unto the Ways of the Masseen and the Powers of the Black Flame.

TO RETURN A SPELL AND DESTROY THE CASTER

Within a Circle of solid dimensions, magnify all the hatred and anger you have within you and direct it towards your enemy as you do this spell.

“Arise thee vicious Daemons and go forth unto our enemy. Destroy his symmetry that his dimensions shall fall around him. That which he has tried to cast upon us shall return unto him and drive him unto his death. By the powers of the Black Flame, So Mote It Be.”
TO KEEP ENEMIES AWAY
TO WARN AN ENEMY

“Lords and Spirits of my way hear me and arise. Visit yourselves upon this enemy _____ that the terrors of the Pit be made known to him before he does act against us. Leave him unharmed to choose his own mind. If he makes no move to cause us harm, allow him free. If he should ignore the knowledge given him, fling his very essence into the depths of the Pit. That he remain there until time is no more. By the powers that I am, This do I Command.”

TO SLOW AN ENEMY ATTACK

To bend the veils of time for an enemy, take the Athames of all within your Circle and lay them next to each other upon your Altar with the Athame of the strongest laying across the top of the others. Sprinkle them with pure water and with the Salt of the Sea. Once this is done, repeat the following spell:

“Enemies, know thee thy time is stilled. Thou art slowed upon thy approach that we of the Fires may prepare for thee. Time Fathers be thou bound unto my command that our enemies be slowed upon their approach. By the powers of the Black Flame, So Mote It Be.”

FOR AN ERRORED ATTACK BY AN ENEMY

“By the Powers of the Masseen, I command thee Adramalech and Diabolus. Go thee forth within the mind of my enemy ______ and command him wrongly that he make errors in his attack. Cause him to falter at the sight of those he thinks dead by his hand. Cause the thunders of the dead to haunt him every moment he works against the Masseen. So Mote It Be.”

TO KEEP SOMETHING BACK

“Massu.
May the Black Flame overpower you.
May the Black Flame hold you back.
May the Black Flame conquer you.
May the Black Flame shake you to your core.
May the Black Flame hold you in check.
May the Black Flame fall upon you.
TO FREE ENEMY SLAVES APPROACHING CIRCLE


As they are the slaves of my enemies, sent to their doom, I do command them freed. Flow the around them. Break their bonds, and break their shackles. Freeing them from the enslavement that does hold their beings. Thou shalt break all bonds that do hold them to their masters commands. Those who would flee to our enemies shall be destroyed. Those who would fight with us or do us no harm are to be freed.

Spirits that do approach be thee gone. Flee thee not back to my enemies, but flee thee away. By my powers and command thou art freed. Dare thee never again approach my being or those who walk with me intending harm or destruction least ye seek thy very doom, held for eternity within my fiery realm. As I command, So Mote It Be.”

TO BANISH A SPIRIT FROM AROUND YOUR CIRCLE

“Thou most vile Spirits be thee gone from about us. By the night and the powers of the Masseen thou cannot approach us. Our Circles are cut from thy banes. Be thee gone from the presence of the Masseen.”

TO TURN AN ATTACKING SPIRIT IN ANOTHER DIRECTION

This spell can be used by one sworn to the Dark Ways to torn a Spirit that is attacking in another direction. Should only be used when being attacked by a single Spirit. Concentrate hard upon the Spirit and repeat the following spell while doing so. You must know the name of the attacking Spirit to use this spell.

“(NAME) filbra quesna do coleo. Porsenz vallia muerta inferno. Susquesa balisa densino.”

SPELL TO CAUSE ATTACKERS TO SE SENDERS AS US

“Stars of night, winds of fate,

Do circle about me.

Once they stop thou shall see,

Those who sent thee as me.
My image,  
Shall be gone from thee.  
My image,  
Shall from thee flee.  
Far shall thou be,  
From those of my way.  
Far from me,  
Shall thou stay.  
Thou shall turn,  
And attack those you see.  
For within your mind,  
They shall be me.”

TO STOP AN ATTACK
“Crawling, creeping, masses growing,  
Evil eyes of amber glowing.  
Enemies around me showing,  
Defense of mine it now is knowing.  
My own appear, be here,  
Destroy the masses with fear.  
By word be done,  
Be thee turned by none”

TO BUY TIME FROM TOO POWERFUL AN ENEMY
Mix together the Oil of a Rose, with the Oil of Jasmine, and the Oil of Honeysuckle. The smell will be almost over powering. Ignore that. Add to the mixture the wax of a Candle that has never been dedicated or used within a Circle of Darkness. Leave the mixture together and covered in your bowl for two hours.

When you are ready to do battle with an enemy whose strength or numbers you feel are too much for you, give the wax to one ion your Circle who is not needed in the battle itself. Keep the oils in which the wax was cured within your Circle with you. If your enemy finds their way into your
Circle and into your presence, you and all the others within your circle will appear to be nothing. The only thing your enemy will see or attack will be the one holding the wax.

Use this when your enemy is of Lordly or Noble Blood. Once they have taken the one with the wax, they will flee the area believing they have destroyed the strongest enemy there.

The body within your Circle may be restorable. Try with the mixture liquid to restore them. This will usually work. If that fails, melt the wax and mark the arms with the mark of sacrifice. Then try and recall them once more. Many times if the first fails this will succeed. If this fails completely, complete the sacrifice to your way that the Lords of Darkness will attempt to regain the Spirit and put it at peace.

This is a costly and expensive way to buy time and escape from an enemy, and should be used rarely and only as a last resort.

**SLAVES**

**TO TEACH A FEMALE SLAVE OBEDIENT**

“I command thee great Adramalech to bring forth your strongest and most controlled Incubi that he come within me to teach the lesson of abeyance to this unruly slave. Cause him to join with me while harming me not. Cause him to add his powers to my own that as my juices and seed does enter this slave, he shall enter her to overtake her being at the moment she does believe her punishment for defiance is ended. Allow her not the peace of unconsciousness not the escape of death, but torment her unto her limits that she may survive to be my server once again.

The one sent must be controlled as my slave must not be injured beyond repair, but must know that I am her master and will tolerate no defiance from those I own. I care not that she may hate me. Her hate will only make her stronger. But she shall do as commanded that the Ways of the Masseen shall be glorified. What she feels shall be of no concern to me; her obedience is what is required. She is mine to command. I shall not accept her attempts to be free.

As by thy evil powers, send forth thy most vicious and capable one unto me. Thou art command by the Ways of the Masseen.”

**TO FREE A SLAVE**
“I release thee, thou who hast proven thy loyalty unto the Black Flame. Arise thee from the depths of thy slavery to be free and whole.

Hear me all who did come to the call to enslave this being. Know thee that he / she is now free of my command and is allowed to be as he / she does choose to be. So Mote It Be.”

AGAINST AN ENEMY

TO HAVE ARCATUANE ISOLATE AN ENEMY

“Arcatuan, by my right and by my power I do command thee to take all those great powers of solid Darkness which are yours to call. Erect thy great solid wall around ______ of the Ways of ______ that he may neither see nor move. That he may neither hear or be heard, but shall be hidden in your Darkness.”

TO BRING DARKNESS UPON AN ENEMY

“Bring darkness upon my enemy that he knows the power of the Black Flame within his spirit. May he feel within him anger, to not know from where it comes. May he come to despise those he should trust and give his trust to those who would do him harm. May all that was sweet turn sour on him. May that which was fine turn bitter.”

TO CAUSE AN ENEMY ILL LUCK

Mix Rose Water with Earth Oil, and the ash of burned Sandalwood. Allow the mixture to sit in your bowl in darkness for one full day. Then add Salt from the Sea and blood from one who has been dead for at least a year.

Soak a piece of pure Silk Cloth in the mixture until all the mixture is gone and the cloth has fully dried. Get the cloth to he who is your enemy. Once he has touched it evil luck will harm him as long as your enemy continues to harm, or until they learn to break the curse.

TO CAUSE AN ENEMY TO WITHER AND FAIL USING THEIR HAIR

“Come thee forward minions of the Black Flame in the mighty name of the Masseen and destroy he whose hair I burn as a sign. Pierce his mind with stings of scorpions. Go as voiceless birds of prey within his mind that he may slowly wither and fail in all he shall attempt.”

TO CAUSE AN ENEMY TO SHOW THEIR TRUE SELF
“May the being of ____ show forth that his true self be not hidden from those around him any longer. Allow them to see him as he truly is, instead of how he desires them to see him. May all his flaws and faults stand forth for all to see. May all his lies come forth that those around him know the true essence of his being. If this be the will of the Masseen. So it shall be.”

**TO HAVE AN EMEMY SHOW THEIR TRUE SELF**

“Fly thee Night Gaunts within the mind of our twisted enemy that the facade he lives behind shall crumble and his true essence shall be seen by all. May those who thought him friend and leader be repulsed by what he is that he remain alone and unaided by all his eternities.”

**TO CAUSE FOLLOWERS TO STRAY**

“By the powers of the Black Flame I command thee Caren to the house of ______. Infest those who would follow this enemy with longing and desire for all that is worldly, leaving behind the teachings of their Lords and Fathers. Fill them with the need to be as the world of man. Cause within them a desire to walk among man as an equal. To live by their ways and blend with them in all aspects.

Cause them to cloud their minds that as time passes they forget their evil origins and meld with man for all time. By my powers and upon my word, Thou Art Commanded.”

**TO CAUSE UNACCEPTANCE TO ANY WAY**

“By the powers of all that is Darkness I cast a spell and a shadow upon you that none will accept you in any way. Thou shalt be but a solitary nomad, wandering to work alone for all the time which life allows you.”

**CURSE TO EMPTY ONE OF WAYS AND KNOWLEDGE**

“Thou be now lost to all thy Ways and knowledge. Evermore an empty vessel, unable to be filled and helped. Left to wander unknowingly throughout what time is left for you.”

**TO WIPE CLEAR A PAGE OF AN EMEMIES GRIMOIRE**

The following spell will wipe a page of an enemies Grimoire clear. Concentrate upon the page and repeat the following spell while casting:

“Calle setin nagre. Lucifen porten frez calle. Denizen Grimoire dela antiago por mesa quell sept paprus son muerto. Ishna venegran vishe valliet.”
Porten valla questa par abean. Todos golese pica. Denizen Grimoire del achean prezete visines al aquia.”

The information taken from the Grimoire can possibly be brought to you through a Medium by repeating the following words, but there is always the risk that it may be damaging to the receiver. They should first be warned and protected against any unexpected danger.

“Vesen denizen benth tarre shenz.”

**TO HAVE KASIENZ DESTROY AN ENEMIES BELONGINGS**

“I call thee Kasienz, come thee swiftly to the ring of my bell. Take the hoard of terrors which is thine to command. Gather up the fullness of their power and enter thee unto the land / area of _____ of the ______. Destroy all that is his to hold. His books to burn, his weapons to melt as he does reach for them. His robes to fall from him as a pile of shreds and dust, and all that he does control be made hollow and useless to his command. This I wish and so it shall be.”

**ALENAR TO TAINT AN ENEMIES PRACTICING AREA**

“I call thee Alenar, carrier of the Silver Dagger of Horrors. Hear me as a Child of the Black Flame.

Fly thee unto the place of ______ of the ______Way and leave fully upon his place the touch and power of the horror you possess. Make it so when he or any of his own enter their place they feel overcome with a horror and revulsion so strong that they find themselves paralyzed. Unable to leave and unable to function. Fill them with horrors as they remain unmovable until they become completely maddened. Far beyond the touch of those who may try and heal them.

Leave thee so strong a taint that those within the place will be forced to remain there for all time. Visible, but unable to be reached. Cause the fate of any who would go to them to give aid to be the same as their fate. That always when one of _____ Ways looks upon then they shall recall this defeat and be demoralized by it. By the Word and Powers of the Black Flame, be this the will of the Masseen, So Mote It Be.”

**CAUSED PAIN WITH SCULPTED IMAGE**

An image to represent your enemy should be sculpted upon the dark of the moon. Into the image should go some part of your enemies body, or a
piece of their clothing. The image should be placed into a place of darkness until the moon is full. Once the moon is full, the image should be placed upon your altar and washed in a mixture of the juices of a fresh pepper, stagnant water, and the tears of one other than yourself who wishes to destroy your enemy. Once the image has been washed, it should be pierced by a sharp object of base metal in any place you wish your enemy to suffer pain.

Be careful whose tears you use. They should not be tears of yourself or the tears of any who the enemy has touched. And the one who sheds the tears is the one to dispose of the mixture after the image is washed. They should also be the only one who knows where the mixture is disposed.

**AGAINST ONE WHO HAS CAUSED TORMENT**

“As a Child of the Black Flame of the Masseen do I command thee mighty Portals of Darkness. Open wide the gates that the mighty Spirits and Powers of Darkness may spill forth. Let the messengers of grim delights come forth to slash this victim I have chosen.

Silent be the voiceless bird that feeds upon the brain pulp of him who hath inflicted torment and agony on one of the Masseen. Carry thyself forward upon ______ that as he mocked me, so shall he come face to face with that which he mocks. Parade thyself fully within his mind. Smash the Angles of his mind, that his dimensions shall come crashing down around him. May his agony sustain itself in shrieks of pain to serve as a warning to those who would cause harm to one of the Masseen. That should he survive you, he shall never gain cross the path of one who walks the Pathway of the Masseen.

As we are brothers under the Black Flame, so shall we seek to do vengeance upon any who would do us harm. If but one of us remains, they shall continue to the end of their days in search of vengeance."

**REPPARET AGAINST ONE WHO HAS CAUSED TORMENT AND INJURY**

“Repparete, vengeful warrior of night. Arise upon thy silken wings and go forth upon ______, who did cause torment and injury to one who has chosen to walk with me. Rip from their beings their very soul, that they be as an example to others who would dare try and bring us harm. Avesses deus variastas Repparete. Casus delem verge. So Mote It
DESTRUCTION SPELL USING IMAGE

“Be thou not just image in wood and bone, (wax) but thou be spirit and body of he who has proven himself my enemy.

As I touch thee so shall he feel my touch. As I burn thy feet, so shall his souls blister and pain him. Thou doest carry his image upon thy being. Thou dost carry his hair within thy flesh. Thou art he, and he is at my mercy.

By the dark fires of all eternity. By the hold of time and hate. All thou art shall be destruction.”

TO HAVE ISHTAR GIVE NIGHTMARES

“By that which I am, I command thee fearsome Ishtar to reign down nightmares upon my enemy _____, that be he awake or asleep his senses be not faithful to him.

Allow his mind no rest, but only that it chase itself around a never ending trapezoid with misdirected thoughts. May he reach no conclusions, only cross roads that have no ends until the next cross be reached, that each ninth road lead back along the first. So Mote It Be.”

TO CAUSE AN ENEMY TO SLEEP

Take a candle and dedicate it to your enemy when you wish them to suffer this fate. Concentrate hard upon them when you work this spell.

“This candle be to me the symbol of _____’s body. May his body slowly drift into deep oblivion while his spirit stays fully awake and helpless to change his fate. May he be able to comprehend, but not respond. Hi spirit shall be trapped within hi body surrounded by protection that is impenetrable. May he suffer this fate until time so deems that he shall be released, and only done so by one of the Masseen. In the name of the Black Flame, SO Mote It Be.”

FOR DISQUIETED MEDITATIONS

“Great Black Herald, go thee into the sanctum of our enemy that he be disquieted in his meditations. May his concentration be shattered by the deafening shrieks that is the anger of the Black Flame. May his quietude escape him whenever he searches for it, that he may know no peace again.”

TO CAUSE AN ENEMY NO PEACE USING HAIR
“Mighty Daemons of the Pit, I command thee as messengers of destruction to take with grim delight and totally this victim whose hair I burn for thee. May the great black shapes arise from the depths of the Pit and follow him all his moments that peace be unknown unto him from this day forth.”

**LACK OF PEACE TO AN ENEMY**

“By what I am I command the essence of the Fifth Angle to drive with all thy force into the heart of my enemy that he know no peace while intending harm upon me.”

**CURSE AGAINST PEACE AND TRANQUILITY**

“May you know over time the ways of a vagabond. Never to settle in peace, never to know tranquility.”

**TO CAUSE TORMENT THROUGH ATHBICANE**

“I do conjure and command thee. By all that I am. By all which I hold, By all which I touch, I do conjure thee. By all the names which are Spirits residing within my realm. By the names of all the great Fathers of Darkness I do conjure thee.

I command thee Athbicane that you send down torment to he who is my enemy. He who goes by the name of ______. Obsess and harass the spirit and the body, the soul and the senses of ______ that he shall loose all that has meaning to him. That all which he believes to be his shall fail depart from him. That even the powers he does hold shall fail him and he shall b rendered helpless before the might of the Flame. By all which I am, So Mote It Be.”

**TO DISABLE AN ENEMY**

“By the powers I command, appear thee great Velitica unto the presence of ______ who is my enemy and does try to do me harm. Take from him the use of his arms, and the use and feel of his legs. Hold him motionless within the confines of his body, and take from him his working mind that nothing be left but the memory of what he once was. By words and power of the Masseen, So Mote It Be.”

**CAZIEN FOR DESTRUCTION**

“Cazien, I do call thee into the presence of (Practicing Name) who has proven himself to be enemy to all that is the Black Flame.
Shake the surface upon which he does stand that he no longer may stand proudly. Vilify the air which he does breath, that with every breath he does take he shall grow weaker. Slowly cause him to falter that he may watch himself in his falling. When he is to the point where there is no recovery allow that he know of his destruction by the Ways of the Masseen and the Black Flame. So Shall It Be.”

**TO CAST FIRE AGAINST AN ENEMY WITH ATHAME**

“Cold blade within my circle, take thee the fire of my candle into thyself and carry it with you upon my command. Go thee forward fire of my flame, and pierce the very essence of _____, that which would try and hurt me or those of my way.

The fire within thee is the command of the Black Flame of Darkness. Flee only as a dread sight to give destruction to those who are my enemy. As by my command, So Mote It Be.”

**FOR EVERLASTING DAMNATION**

“Black Spirits of the Night who riseth from the shadows of the Abyss to torment our enemies, swirl thou about me and hear my command.

Go thou to the chambers of ______ and cause him to know the fires of everlasting damnation for his sins against us. Dark Familiars, take his body and knot it with pain. Seize his throat and stifle his breath. Return not until my command doth be done. So Mote It Be.”

**VENGEANCE WITH THE POWR OF THE DARKENED MOON**

“By the powers of thee Darkened Moon, I call forth the mightiest of the Lunar gods to visit the lands and homes of my neighbors. May their lands be filled with a blight of Locust such has been seen nowhere upon this earth. May they starve within their homes in poverty and misery, with no joy upon their lives.

Go thee within the womb of their women folk that those who are with child shall have monsters in their wombs. Those who are barren shall so remain so. Turn brother against brother, turn father against mother, turn husband against wife, and turn friend against friend that none shall have another to turn to. They shall be made to regret that which they have done.”

**TO ENCHANT AND DESTROY AN ENEMY**

Mix together Earth Water with Earth Oil, Fighters Blood, Sweet Oil, the
feather of a live bird, and the ash of Incense consecrated and burned within your Circle. Mix this within your bowl. Upon completion, put the mixture in a bottle and cover tightly. Leave it untouched for one full day. Once completed, remove the feather and lightly put salt on it. Allow the feather to dry completely.

Give the feather to one who can travel to your enemy, or to one who is liable to be captured by your enemy. Instruct them to touch the enemy with the feel of the feather. The enemy will be enchanted by the feel and paralyzed by the enchantment. You will then be able to destroy them easily. If enchanted any creature is defenseless against the source of the enchantment.

The liquid of the mixture can be retained and another feather can be added to the same again. Do not use more than one feather at a time unless you use separate containers.

If the person carrying the feather is captured, they should be easily returned to you unharmed, unless the enemy has harmed them before being touched by the feather. And do not use the same feather more than one time. It will be tainted by the touch of your enemy and will worn any others before they can become enchanted.

**TO DESTROY AN ENEMY**

Take pieces of wood from a tree taken down by a Beaver. Put it on an Altar of metal and crunch it to dust. Take the dust and put it in a bowl that has never been used, and will never be used again.

Into the bowl, put the foot of a wild Squirrel, the ear of an Opossum, the tail of a Goat, and hair clipped from the mane of a Dead Horse. Cover the mixture with foul water and allow it to stand for a day. Strain the mixture down to pure liquid. Cover the area where your enemy sleeps with this liquid.

**TO DESTROY AN ENEMY WITH THEIR MIRROR**

Find a mirror used by one you wish to destroy. Preferably one they have used while within a circle. The mirror should be put into a mixture of contaminated water, the bones of a dead animal that never ate flesh, and the body of a dead rodent. The mixture should stay in the mixture for one full lunar phase. When it is removed, the first one to look in the mirror should be one of sight. They should see the image of your enemy on the glass. If the image is not there, the mirror should be returned to the mixture for one more lunar phase.
When the image appears the mirror should be smashed and the pieces sent to your enemy. The mixture should be placed upon the ground where your enemy will step with no shoes on his feet.

THUNDERS OF DESTRUCTION USING HAIR

“Thou thunders of destruction, be thee sent through the forth Angle unto he whose hair I burn in thy name. May the thunders of my wrath invade him with the likeness of an oak whose branches are dung filled nests, which burn night and day and vomit out the heads of scorpions and live sulfur mingled with poison. There be the thunders that in an instant roar, with a hundred mighty earthquakes and a thousand as many surges, which shake him unto his center. Follow him through his eternities, that should you be called unto him again he be easy prey to you. Rest not nor know ye any time here, only do as thou art bidden.”

CHARM OF DESTRUCTION

“Azag galra sagbi mu unna te.
Namtar galra zibi mu unna te.
Utuk xul gubi mu unna te.
Ala xul gabi mu unna te.
Giden xul kadbi mu unna te.
Dingir xul girbi mu unna te.
I minabi-ene tashbi aba andebbi esh.”

DESTRUCTION USING HAIR AND NAME

Light your candle and dedicate it. Hold the hair of your enemy and concentrate as hard as you can on their destruction, on their burning. While doing so repeat the following:

“Upon this burning candle I commit this, the hair of ______ my enemy. As burns this hair to mingle with this flame, so may they burn and mingle with the Flame of Darkness.” Then burn the hair within the flame while concentration upon your enemy burning.

BLOOD DRINKERS TO DESTROY WITH HAIR

“Barra-Ba-Abbin of the Blood Drinkers of night. Come thee now that this victim whose hair I burn in thy name knows the destruction of thy ways. Seek him out and destroy him that never may he harm me or mine. So Mote
TO DESTROY ENEMY WITH HAIR OR BLOOD

Mix together pure water with Earth Oil left open to air outdoors in the night. Add to the mixture the hair or blood of an enemy, the blood from a bird, the dirt from over or near a long undisturbed grave. Leave the mixture for 24 hours in a strong circle. Remove the mixture from the circle and add to it three White Quartz rocks. Take the mixture and the rocks into a circle with one of sight you trust to work with you who has the ability to travel and carry an object.

The one of Sighted Ways must take the rock and leave it in the presence of the enemy whose hair or blood was used in the potion. The other person should give the second rock to the person traveling to bring them back. The third rock will be as a link to watch what happens when his destruction is discovered, to allow you to see if there will be any repercussions. When the enemy touches the rock they will be destroyed.

TO DESTROY AN ENEMY WITH BLOOD OR HAIR

Mix fresh blood with the fur of a dead Wolf, pure water, a rock from a graveyard, and the bones of a bird. The mixture should be heated above an open fire with the blood of your enemy or his hair added to it slowly. The mixture should become thick and sticky. This mixture should then be placed someplace your enemy is sure to step. The rock from the mixture should be placed where your enemy is sure to pick it up.

TO DESTROY AN ENEMY WITH A PIECE OF JEWELRY

Capture a wild bird while it is in flight. Wash it in pure water. Save the water and destroy the bird. Allow the blood of the bird. Allow the blood of the bird to flow into the water that flowed over the bird while it lived. Into the water put a piece of jewelry. Allow the jewelry to sit in the mixture until the lunar cycle is complete.

The piece of jewelry should not be touched by any of your own, but should be lifted from the potion with a stick that you will later burn. Place the jewelry in a box to be sent or given to your enemy. The jewelry will have no effect upon the person until the first time he tries to work against you in a circle.

DESTRUCTION OF ENEMY WITH JEWELRY OR CLOTHING
At a time when the new moon holds the old one in the curve of her arm, take jewelry or clothing that your enemy wears in his practicing and bury it deep in the northern most section of a piece of property where it will remain undisturbed for at least one full lunar cycle. In the hole with it place the bones of a dead bird and the blood of any animal you choose, so long as it is dead. As you fill the hole, chant the following three times:

Thou art mine enemy.
Thou shall die.
Thy bones be as dirt in this grave.
Thy blood as soil.
Soaked and full.”

When the thirty days are passed, dig up everything. Tie it together in a bag of vegetable matter and drown it in the sea.

**TO DESTROY AN ENEMY WITH PIECE OF CLOTHING**

Take the bark of a tree that has been struck and split by lightning, and soak it in sullied water with a piece of clothing taken from your enemy that he wears within a circle. Add to the mixture Oil of Camphor. Allow it to soak until the water is evaporated. The piece of clothing should then be made to look as clean and wearable as possibly. As close to the way it looked when it was taken. The piece of clothing should then be returned in a way that your enemy does not know it was taken.

**TO DESTROY AN ENEMY WITH CLOTHING**

Take a piece of clothing worn by your enemy that still has his sweat upon it. Within your circle, burn a gray candle while concentrating upon your enemy’s destruction. Allow the wax of the candle to drop on the clothing as the candle continues to burn.

When the candle has completely burned, put the clothing into cold water and allow the wax to break off. Collect as much of the wax as possible. The wax should then be reheated and formed into a ball and buried where it will not be found.

**DESTRUCTION OF AN ENEMY WITH BELONGINGS**

Face to the north on the night of a full moon with your Altar before you. You should be within the strongest circles you can create, and you should have within your circle all who work with you. Into your fire should be
dropped a piece of Sandalwood and the fire should then be smothered. All should concentrate on the destruction of your enemy. Each in the circle should place in the brazier something that is part of or belongs to your enemy. When this is done, the brazier should once more be lit and be allowed to burn itself out.

The ash and other remains within the brazier should be placed within a black bag and securely tied and left where your enemy will find it and open it. Be careful to keep your circles secure while doing this. There is a danger that your enemy will sense and strike at those who are concentrating upon his destruction. But the more you have concentrating, the more success you are likely to have.

**DESTRUCTION USING NAME**

“Thou mighty Lords of vengeance, come thee forth in the mighty name of Abbadon and destroy he whose name I do burn upon this parchment. Move and appear. Present yourselves unto he who is an enemy of the Black Flame. Pierce his lungs with the sharpness of hatred and torment. Plunge his substance into the dismal void that is the Pit mighty Lords. I thrust aloft this mighty Athame of my art. Upon its blade resplendently Impaled is my sacrifice for vengeance.

**DESTRUCTION WITH A RING OF POWER**

“Great ring of power carry forth my strength and my anger into the very presence of ______ who is a true danger to us all. Tear him apart with purest pain and agony, that in his destruction he knows who has taken him. By the power that I am, This I Command.”

**LADDR OF DESTRUCTION**

Use a three-foot string of pure thread of either plant or animal fiber. (Silk or cotton) In this you must tie nine knots. Keep firmly in your mind a picture of , or concentrate heavily upon the one you wish destroyed. Repeat the following while tying the knots.

The spell begun.
No power undo.
So shall it be.
For ever more.
The charm is alive.
Its magick fix,
About and unleavened
Work winds of fate.
To my design.

Knotted string must then be buried for nine days in unconsecrated ground. It does not have to be, but it will work much better if it is then placed near to the victim. The only way to break the spell is to untie the knots.

TO DESTROY AN ENEMY

Speak the following and cast fire into the eyes of your enemy. This will destroy one who is an enemy to the ways of darkness.

“Shiam dies kepa bengol wadeos polastion vensu caliopor dias meurta bon.”

SPELL OF DESTRUCTION

“By the powers of all that is the Black Flame I call upon thee Lords of Lucifend, Lords of Aztorazh, Lords of Baal, and Lords of Quanter to send forth those of thy ways to fly upon ______ who is pure enemy of our way. Destroy him and all he does hold that nothing shall ever arise where he was.”

DARK CURSE OF DESTRUCTION

“Ydessa senmilo frezio thed.
Ydessa garseo plarlen frale.
Ydessa volcio brazio.
Pradiz Ydessa”

This basically translates to “Know thee the cold of my way. Know thee the hatred of my way. Know thee the destruction of my way.

DESTRUCTION OF AN ENEMY WITHIN THEIR PROTECTION

“Fly thee Daemons of the Pit into the presence of he who has proven himself to be my enemy. Drag him screaming and fighting from the deepest safety of his protection into the depth of the Pit. Give him no more reprieve than he would give unto me should the ways of power be turned. By what I am and what I hold, So Mote It Be.”

TO DESTROY ONE WHO WEARS THE SYMBOL OF JEHOVAH

“Fearsome Ahpuch, rise thyself against this enemy of the Flame. As he
does wear the symbol of Jehovah about him to protect him, so shall his mighty symbol fail him now. As he beseeches that which he believes in to give him strength, may he be weakened. As he begs that which he has all his faith in to help him, may he become more helpless.

Only when he be lost may he be taken, that his spirit be crushed and empty. By what I am, this I Command.”

**TO CAUSE SICKNESS AND ILLNESS**

Illness spells and conjurations are an excellent weapon to use against an enemy, but it is not something that you should use if you are seeking quick results. Disease will many times require a period of time to set into someone and debilitate them. If you know your enemy and you have not drawn their attention and do not need to work quickly, then these can be a great weapon to use. Just sit back and watch your enemy slowly sicken and fall.

**TO CAUSE SICKNESS TO AN ENEMY**

Concentrate hard upon your enemy and repeat the following incantation:

“_______ shall suffer a mysterious sickness which renders him bed ridden. May his body slowly wither and fail him of all accord. No medicine shall be able to cure his malady unless it is of the Masseen. And it shall only work when asked for. No mortal will be able to stand the withering grotesque sight of him. May he never know the relief of death or cure. In the name of all that is the Masseen, So Mote It Be.”

**ILLNESS TO AN ENEMY AND HIS COMPANIONS**

“Mighty Lords of the Dark Pit, fly thee unto the surroundings of ______ who has shown himself to be my enemy. Infect him and the very air that surrounds him that all those near enough to breath his air shall share his illness. Weaken his limbs and his joints that movement be slowed for him. Cause him the stiffness of great age and the pains of physical senility. May his mind remain clear that he watch his once strong limbs wither to uselessness. As by my command, So Mote It Be.”

**DREAD ILLNESS USING A RING OF POWER AND HAIR**

Using your ring of power, concentrate strongly upon your enemy while holding your ring in your dexterous hand. Have a piece of your enemy’s hair. While concentrating upon your enemy and holding the ring, repeat the following spell. Once completed dedicate the hair to the ring and burn it in
your main candle flame.

“Carry dread illness into the presence of he whose hair I give unto thee. Cause his blood to thicken and slow within his body. May that within his being which would stave off illness be itself stricken down and made useless to him, that every illness in the air about him shall find a great and munificent breeding ground within his body. So Mote It Be.”

TO HAVE SHAAGAN CARRY PLAGUE TO AN ENEMY

“Shaagan of the eyes of the plague, in the name of all that is Darkness I call thee forward from thy place of rest.

Set thy evil and malignant eye upon ______. Cause that he and those with him be stricken by thy ageless plague. To sink into an eternity of mindlessness and empty suffering. To be isolated and left. Never again to be thought of or mourned. So Mote It Be.”

TO CAUSE ILLNESS

Three candles upon your altar, all black. The center candle dedicated to your enemy. The left candle dedicated to the Dark Fires or the Black Flame. The right candle dedicated to the powers of Arameshgalis. Between the center candle and the left candle should be drawn the symbol of:

\[\text{Symbol 1}\]

Between the center candle and the right candle should be drawn the symbol of:

\[\text{Symbol 2}\]

A picture or touch of the person you are working against should be placed in front of the center candle. If not their name should be written and placed there.
Concentrate strongly upon the Powers of Arameshgalis touching strongly upon the person you are against. These powers will cause the body of the person to begin turning against them. That which are their weakest points will manifest themselves. If they are prone to illness, they will be affected by this. They will see themselves falling apart. Burn all three candles for one hour at least while concentrating. Then allow all three to burn themselves out, or extinguish the outer two and just allow the center one to burn out.

**TO HAVE MELEK CAUSE SICKNESS UNTO DEATH**

“As a true child of Darkness I do call upon thee great Melek, that thou send forth hose of thy way within the being of my enemy _____ that he slowly may sicken unto his death. Choose that which is his nature of weakness and destroy his defenses against it. If his bones be treacherous, may they break. If his eyes be poor, may they dim. He shall slowly fall into illness that none can cure. Be this the will of the Masseen, So Mote It Be.”

**TO HAVE AVIENSUN BRING ILLNESS OR DEATH**

To make one ill, at the dark of the moon call upon Aviensun of the great powers of illness and death. He can be called into a battle or against an individual. Command him to bring illness or death as is thy choice. Those who die by his hand become his evermore.

To call upon him put one drop of your blood in a Chalice of pure water that is dedicated to him. Called before a dedicated candle of darkness. Can only be called by Darkness and will not work against any who are truly sworn to the Dark Path.

**FOR ILLNESS AND WEAKNESS**

“As what I am and all that I have been granted through the Black Flame, I command weakness to befall _____ who has shown himself to be my enemy.

May he sicken every day he awakens. May his sleep be trouble filled and restless. May he be driven slowly from his mind that nonsense, and logic are unthinkable. Decisions go wrong and mistakes abound. This I command by what I am, be it the will of the Black Flame.

**CURSE OF PAIN**
“By the Powers of Darkness I raise the Darkness. By the Powers of the Flame, I raise the Powers of the Black Flame. By all the powers which are mine I curse thee for all thy generations that thou shall all know pain of every movement of the body, and pain of every thought of the mind.”

**FOR CONFUSION, FEAR, AND DREAD**
**FOR CONFUSION AND MENTAL INSTABILITY**

To cause an enemy confusion and mental instability place your ring of power upon your altar with a dark red candle dedicated to represent your enemy. Stand or sit before the Altar and concentrate hard upon your enemy and repeat the following:

“Here stands mine enemy all alone. He is without friends, without aid. He will pay for tormenting me. Naught is before him. Sickness, doubt, and worry creep upon him. Fear, anger, and confusion are his companions.”

Sit for a moment and picture your enemy in your mind.

“I call to the spirits of the east, the west, the north, the south. Send upon him fear and hate. Never again peace and tranquility shall he know. So Mote It Be.

**TO CAUSE CONFUSION WITH BEHERIT**

“Mighty Beherit, carry unto my enemy thy sensations. Every time he tries to close his eyes, allow the Black Flame to fill his mind and confuse his senses. May he be burned by cool air and soft water. May he fear to tell others of his happenings that he have no one to provide him comfort or assuage his fears. By what I am, This I Command.”

**TO HAVE MICHTAI CAUSE DREAD**

“I call upon thee Michtain, to carry all thy powers into the presence of _____ my enemy. May he never again know any feeling but dread. May he fear that which gave him pleasure. May he know not but trepidation over every move he must make. May fear freeze him within his mind until he be lost within himself. By the powers of the Black Flame of the Masseen, Thou Art Commanded.”

**TO CAUSE FEAR AND DREAD OF PAST LIVES**
“By what I am and what I have been granted through the Black Flame, I command thee mighty Diabolus to go forth into the mind of my enemy that his memories long dead return to haunt him.

Sneak unfelt within his furthest reaches, through his strongest walls, and into the hidden recesses of his mind. Go thee to where the fears and dread are kept and bring them forward with you that when he tries to rest they infect his mind. Take from him his peace and haunt him with his own memories. So Mote It Be.”

**TO CAUSE AN ENEMY UNKNOWN FEAR**

“Mighty Powers and Spirits of the Masseen Way, as a Child of the Masseen I call upon thee to enter within the mind of _____ my enemy and a danger to the Masseen.

Begin thee as but a lick of fire into his mind. May he sleep to awaken screaming before true rest sets upon him. May he walk in fear of something for which he has no name. May he see before him those terrible caverns of the Angles awaken and show themselves inevitable in broad daylight. As this is my will, So it must be.”

**VISIONS OF TERROR THROUGH GASHU**

“Gashu, carrier of the Ancient Fears, hear my voice as thine own command. Go thee unto the mists that surround _____ of the Ways of ______. Go unseen through his walls and fill him with the terrors of being that have filled and quieted his most ancient ancestors.

Allow that the sights of the most ancient Banes of his Way cloud his vision. Allow that the terrors that claimed many from the earliest times cloud his mind and his work. Give him neither peace nor rest but turn him into a small and terrified coward. Unable to work or function, but to be left alone that his terror does finally consume him.”

**NIGHTMARES UNTO DEATH THROUGH ASMET**

“Great Spirit Asmet. As by thy contract with me thou shall bring horrors of the night onto she who has proven herself my enemy. Allow her neither peace nor sleep, that each hour she lives she craves the grave more strongly until the pull becomes stronger than she can fight.”
FOR AGONY AND UNREST

“Be thou called Lord Guardian Beherit into the spirit of he whose hair I do burn in thy name. Carry him through the Fires and Thunders of the Pit that every thought he holds shall reach him with agony. May he rest no more. By the powers of the Black Flame, may this be.”

FOR HATRED AFTER ATTACK

“By that which I hold I command thee Ahpuch to throw that hatred which is your mightiest weapon upon this enemy in payment for his attack upon us of the Masseen, He must not be allowed to stand in our way nor take one of ours. The Black Flame must prosper.”

FOR HATRED THROUGH DAGON

“Mighty and most fearsome Dagon, be thou commanded to go forth upon the place of our enemies and unleash upon them the full force of thy hatred that they may never emerge upon this lifetime again. By what I am, So Mote It Be.”

FOR MADNESS

FOR MADNESS

“Thou who art Lords and Spirits of Madness, I call thee to bring forth the searing coldness of the Black Flame within the mind of ______, my enemy. Carry forth his mind through every twisted angle that when returned to him he know not day from darkness, nor love from hate. Make him feel within him the vengeance of the Masseen as the last thing he shall feel. By the powers of the Ancient Fires, Be it the will of the Masseen, So Mote It Be.”

MADNESS AS AN EXAMPLE

“Hear my command thou Lords of the Masseen Way. My enemy must be destroyed, but taken slowly through the angles and turns that are madness. That he be an example to any other who would choose to cross the Black Flame.

The veils shall descend upon him slowly that all which is real shall be questioned. There shall be no true respite, only moments of sanity that will
act as a reminder of what was, before the next step shall begin. By the Powers of Darkness, So Mote It Be.”

**MADNESS WITH THE WAYS OF CELLINE**

“Thou great ones of the Ways of Celline hear us and answer unto us. As a true child of Darkness I call upon thee by the Ways of the Masseen and the Powers of the Black Flame, that thou bring forth thy powers of madness unto ______ of the Ways of _______.

Fill his mind with twists and circles that he does sink into confusion from which he can never arise. Permit that he not know a friend from an enemy. Permit not that he may understand words that he may hear, or thoughts he may have. Nor the feelings that will assault his consciousness. Leave him floundering in confusion and loss. Alone in the depths of paranoia. So Mote It Be

**MADNESS TO A LEADER OF A GROUP THROUGH ELYSSEN**

“I do call upon thee Elyssen, to carry thy depths of madness unto ______ who does lead the evil ones of ______. They do plan to destroy the Masseen. They have learned of a weakness in us and will use it to our destruction.

Touch him to his very core that his mind shall turn to frozen nothingness, surrounded by a wall so cold that not even the strongest Lord of their Healers can find a way through.

Permit that he continues as not but an empty echo, to show all who may look upon him the fate that awaits those who try and harm the Masseen. By the powers of all that is Masseen, So Mote It Be.”

**TO CAUSE DEATH**

**TO HAVE A RING OF POWER CARRY DREAMS OF DEATH**

Use your ring of power and concentrate heavily upon the one you are going against while within your circle of power. While concentrating, repeat the following spell:

“Carry the pain of unrelenting terror of death deep within the dreams of ______ that every moment he try and rest be filled with agony. Show him
death in all the ways he fears the strongest that every terror be increased within his being. Allow him no rest and no respite until he be helplessly driven from the walls of his mind.”

VISIONS OF DEATH USING HAIR

“Mighty powers of illness, go thy powers deeply within the mind of he whose hair I burn. Visit his mind and his sight with visions of death, both his own and those he cares for. Give him sight of death in the forms he fears the most. When he looks in a mirror, send the vision of death to look back at him. This I Command.”

FOR DEATH

“As the memory of the flame does flicker, so does it burn in the spirit of my enemy unto his death. May he be carried by the full heat of the Black Flame unto the furthest reaches of the Pit.”

FOR DEATH AFTER SAFETY

“By that which I am and all that I hold I do cast forth the Denizens of the Pit to fly forth in their full glory into the sight of mine enemy that he knows what awaits him. May death await his egress from his temporary safety and carry him away in a solid flash of glory.”

SPELL TO TAKE AN ENEMIES LIFE

“Dead salt taste of dead sea air,
   Fill is mouth with taste.
Allow no air to pass by thee,
   Turn his breath to waste.
Empty air to cause him pain,
   Give him no time free.
Allow him not to touch on life,
   Allow that he not be.
By the powers of my word,
   By the law I live.
The life he holds be now forfeit.
And no new life to give.”

**TO KILL AN ENEMY OF THE WAYS OF LIGHT**

This spell can be used to kill any enemy of the Ways of Light, or those who truly follow Adoni. You must know the enemies name to use this spell though.


**CURSE OF DEATHLESSNESS**

“Know thee always the feel and touch of death, but know thee nevermore thy own dying. All that you hold dear to be taken from you. All that brings you joy to be snatched from your grasp that you wander on in deathless loneliness.

**TO STOP AN ENEMIES HEART**

This spell is to be done in a salt circle and works best if your enemy is working at the time you do this.

Light a small dedicated candle that is dedicated to the destruction of your enemy. The candle should be of the color of blood. Light it in a small circle of salt. When you light it think of your enemy’s heart and how it beats. Concentrating on how it sounds, then slowly how the beat slows down slower, and slower. Before the beat completely stops smash the candle, flame and all.

One main drawback is that the weakest one in the circle will have chest pains. But this is just pain and will subside once the circle is broken and time passes.

**TO CALL SARIMOTHOSS – BRINGER OF DEATH AND PLAGUE**

Sarimothoss, bringer of death and plague can be called upon by those of the Dark Ways and will respond to the Dark Call, but he is not loyal. And works to himself. You should take precautions with this one just as you would with a Daemon. There should not be anyone you love in the area you are calling him to. He may decide to take them also. He usually just attacks
those near to the victim. No one should be near to the area you are calling from either. Innocent animals he will not hurt. This is one thing he does not affect.

Two circles of salt. One for the caller and one for him. A dark red candle and a yellow-green candle in his area. His incense needs to be sweet. Picture of the person beneath the candle. This is a long waiting ritual. In your circle any type of candle, but not one of his colors. You must wait until his candles are completely out before breaking your or his circles. Once his area is set up and candles are lit, meditate upon the person you wish to affect and call him as such:

“I call thee Sarimothoss unto this circle I have prepared for you. Go through the image of your victim. Bring forth your wrath upon them and any around them you see fit. I do command thee. By my word you shall go.”

“Efan delos esfron.” (Repeat three times.)

If you do not have a picture of your victim, this should also work with hair or writing etc. Place this item under the candle, either one, though preferably the yellow green one. If you do this, change the wording in the spell to “Touch” instead of “Image”.

TO CALL DARKOS- SPIRIT OF DEATH TO AN INDIVIDUAL

Darkos is a Spirit of Death and can be called at the dark of the moon. Yellow and black candles are to be used upon the altar. Yellow on the left and black on the right. The candles are to be dedicated with urine and foul smelling oil. The yellow candle on the left dedicated to Darkos, and the black one on the right dedicated to the death of the victim.

The following sigil needs to be drawn between the two candles in salt.

An item of the person you are working against to be run through the flame of the yellow candle while repeating the following incantation and concentrating very hard on the death of the person you are working against.
“Darko vingen barkos vilese rabon Darkos.”

The item is then to be burned in the black candle. The candles should then be allowed to burn out with a circle of salt around them dedicated to Darkos and the death of the victim. Meditate upon the persons death. The person should die within a fortnight.

**TO TAKE AN ENEMIES LIFE AND STRENGTH**

In your bowl mix the blood of a fresh dead mule mixed with water that has held no life. Add salt from the sea and oil of clove. Put a few drops into something your enemy will drink and it will slowly take his strength and life.

**CURSE OF DEATH UPON ONE OF HUMAN WAYS**

A curse of death upon one of human ways. Place a picture of the one you wish to die strongly in your mind as you meditate upon their destruction. While concentrating repeat the following spell placing their name in the blank space. With strong enough meditation and concentration, within a fortnight they will die.

“Ava nes norten dias relefus mortimus. Bresis targin belcron vas tessu ______. Porden venbas narsas lasu quenden.”

**DEATH AND DESTRUCTION TO AN INDIVIDUAL**


Used to call the powers of death and destruction of the Dark Ways. Concentrate very strongly upon the person or group you are going after. If a person repeat the person’s name before and after the call. Done in a strong circle with a dedicated candle.

**TO CALL ILLISAIEA – SPIRIT OF DEATH**

“Illisaiea, thou most reverent spirit of death of the Lesitare, I do call thee. Arise thee from thy crypt of time to touch upon ______. Grant him eternal death within thy realm that nevermore will he walk in mine. By the power of the Dark Fires I do call to thee.”

**CURSE OF 1000 DEATHS**

This is the curse of 1000 deaths upon one who has harmed you. Repeat
the following spell and cast your powers at the person. They will die the
death of 1000 deaths shortly after.

“Velem est mortem.
Arbus est mortem.
Cabernaet est mortem.
Breaunt mortem des belem.”

**BANES**

Banes are destruction. Very strong and very specialized destruction. For
every talent within the Magickal Ways there is a Bane that can destroy the
Practicers of that particular talent.

And the destruction of a Bane is a very difficult task. Most Banes have
survived since before Ancient Times. In order to destroy them you will need
to know their name and the Art they are Bane to. There are many ways that
destruction of a Bane can be tried. Spells and direct attack will work, but it
depends upon they type and strength of the Bane. A good Seer can help find
the names and ways of the many Banes you will encounter wherever you may
go.

There were once beings called Baneslayers but they have long ago
disappeared and none know what became of them. It is said that a Baneslayer
could destroy any Bane it was called against.

**SEERS BANES**

Beware the Seers Banes Marduk, Euromyous, Sekhmet, Tezcatlepoca,
Morno, Chemosh, and Haborym. There are many other Seers Banes, but
these are the main ones you are most likely to encounter. Each can bring
danger should they be called upon by those who have right to call upon them
along with the knowledge and ability needed. Those who are of Sight cannot
even hope to fight against a Seers Bane. Any developed sight the Bane will
find. If you are a Seer, stay away or be taken. To fight is to lose!

A Bane can be beaten by either a Baneslayer or by another power other
than the power that the particular Bane is after. If a circle of Fire is cast
around a Bane, the bane will not be destroyed, but will lose its direction and
return upon its sender. If the sender is no more than it will wander aimlessly searching for the sender until it is next called.

The first origin of the Black Flame in this world, well more so where we first manifested when we came to this world is in the area of the world that is now known as Iraq. Due to the location of this origin, the followers of the Black Flame are able to call upon and summon the Seers Banes who will answer to those of the Asiatic, Greco-European, Sino-Asiatic, Afrikaner, Baltic or Nomadic Cultures. As the beginning area of the Black Flame in this world is central to all these areas we are fortunate enough to be able to call upon the Banes of all these areas. The Ways of Yzidi originated in this world near to the same place as the Black Flame, the land that is now in modern times known as Syria. They can also call upon many of the same Banes that we can call upon.

Marduk can attack born Seers or those who have acquired their sight by gift or theft equally hard. He can travel freely through a Seers protection and steal it away with him. He does not use human agency to achieve his aims, but rather uses spirits to go within the Seers walls. Marduk can be sent by the Telzans or any of the Asiatic Families. No Seer can protect themselves from Marduk, but the Seer can be protected by those with whom they work. To protect a Seer who is under attack by Marduk, each of those working with the Seer must make the Seer a charm dedicated to the protection of the Seer and put it somewhere around the area where the Seer normally sleeps without the Seer knowing of it.

Eromyous attacks only those born to sight. They are the best and most developed of all Seers, but they can be destroyed mentally by Eromyous with very little trouble. He will invade a Seers mind during sleep and cause disorientation by fouling dreams. A natural Seer depends strongly upon what they see in their dreams. If they are fouled a Seer will easily be driven to self destruction. Eromyous can be sent by Marchandians or others of the Afrikaner or Greco-European Families.

To send him the Practicer must be very advanced in their abilities and be able to sacrifice a Seer of their own to him if they are to have any success. He is the most powerful and the most dangerous of all the Banes of seeing.
He is also the most difficult to control and command.

As with any Bane, a seer cannot protect themselves from Eromyous, but can be protected by those with whom they work, if the attack is recognized for what it is early enough. To protect the Seer, the one he or she works with who is the most able to make potions of protection must make a potion of a small amount of the Seer's own blood with pure water, clove oil, and instill it with protection. This must be rubbed on the Seer's forehead every night by the one who created it before sleep for one true month.

Sekhomet will attack indiscriminately any Seer in his path. He will go for any group that learns to call him. He will take any Seer that is in the group that is there when he is called upon before going on his assigned task or commission.

His attacks are fast and devastating. He can break through a Seer's natural protections and completely devastate their minds before they can tell those with whom they work that they are even under attack. Sekhomet does not kill the Seers he destroys, but leaves them as empty as if they were first born.

To protect against Sekhomet, those who work with a Seer they want to protect will have to make a protection before the attack can happen. Once there is an attack in progress it is too late to make any kind of protection. One of those who work with the Seer will have to make a circle with blue wax with a small round piece of metal deep inside of it. While the ball is being made it must be specifically dedicated to the Seer by name, to their protection from Sekhomet, and it must be instilled with the protections of the most powerful protectors that can be commanded. The ball must be given to the Seer as a good luck charm. If accepted it will do its job well.

Tezcatlepoca will go after or attack only born Seers and will go to any born Seer he is commanded against. He can be called or raised by any of the Sino-Asiatic Families or Cultures. Tezcatlepoca will sneak his way into a Seer's mind and remove their stops, His attack will cause a Seer to not know when they have gone too far until too late. A Seer will easily break or burn themselves out by working themselves too much or too far beyond their ability.

To protect a Seer under attack by Tezcatlepoca, the most protected of the
ones who work with the Seer must make for them a square of blue wax, that
contains three strands of the Seers hair, and three strands of their own hair.
The hair must be freshly acquired.

While making the square he must concentrate of what Tezcatleopoca
could do and protecting against it. The strongest of beings that protect which
can be commanded should then be sent within the square to protect. The wax
should then either be given to the Seer or hidden somewhere close to where
they will be. The closer the better

Morno can and will attack Seers who are practicing, and those who are
not. He can be commanded against and will take any person who sees at all.
No matter what the level of
their sight. Morno is at the command of the Elder Way and any other sects of
Norman and Saxon origins. Morno will invade the sights the Seer looks upon.
He will twist and distort them so that the Seer will see before them sights that
will break them by their distortions.

To protect against Morno, the Seer must be given a combination of pure
water, whole peppers, and fresh blood that has been seeped in a bowl of true
silver for one full day. This should be given to the Seer without them
knowing about it.

Chemosh attacks born Seers and those with developed inherited ability.
He can be commanded by Marchanians and others of the Afrikaner
followings. Chemosh will attack a Seer slowly and torturously, being the only
Bane of Seers that takes the Seers life as well as their abilities. He slowly eats
away at the Seers powers. He will take a little more from the Seer every time
the Seer works until they are left with no ability either mental or physical.
Even drawing breath will be beyond them.

To protect a Seer under attack by Chemosh requires much hard work by
those who are working with the Seer. Each who work with the Seer must give
to them a charm or amulet carrying whatever portion of their protection they
are willing to give over to the Seers safety.

Haborym can attack Seers of any level of ability. He can be sent by the
Black Flame, the Yzidi, or any others of the Baltic or Nomadic Cultures.
Haborym is the least known of all the Seers Banes. His attacks have always
come fast and left every Seer he has touched paralyzed or blank. The best known protection against Haborym is the casting and reinforcing of the strongest circles possible around the Seer until such time as the agent who sent Haborym can be destroyed.

CHAPTER 6

We are the lost ones, from a time before time. We survived the first war between the Ancient Ways and the Elders. We are from a race beyond night. We are the wrath of the oldest. We are the wrath of the Ancient Ones. We shall survive the rule of Anu, the power which has destroyed our generation. In allegiance we were betrayed, but we have repaid with our ancient artistry. We shall know a million years of battle if it must be, and it was through our ancient artistry that hose barred without have now been returned to the red waters of life. The generations of the Ancient Ones have returned as cold and dead shall return. The Children of the Pit have memories of age that will not be thwarted. The bitter venom of our hatred shall be fed now that the keys have been found and the gates have been opened. So shall we now complete the circle of time.

DEMONOLOGY

There is a place called the Demon Realm. This is where these such creatures were created and where many such still reside. If you do astral travel you will understand this. The Demon Realm is of another plane than our reality. Demons do not look as we do, and many times the legendary description of a daemon is actually pretty close to their actual appearance. Some can when summoned make themselves visible to us in this realm. Many cannot. Some when summoned will not appear physically, but will have an odor or a feeling in the air when they manifest themselves.

How they were created is unknown. No one can create them and if you ever hear of a practicer saying they can then they have lied to you. As well no one can destroy a Demon. They can be controlled or banished, and
sometimes you can banish them for a very long period of time, but you cannot destroy them.

Demons are basically a very rudimentary creation. They basically have a set area they can work in. Some are good at various types of destruction. To cause an enemy to feel nothing but cold, to cause an enemy to feel nothing but pain. Some have the ability to cause one they are sent against to go mad or have nightmares. They can carry illness. They can carry enchantment. Some can actually heal or protect. Each have their purposes.

But what you must know is that with the exception of a very few, they do not work willingly. When working with such you must be stronger than what you have summoned and you must not lose control. Because if shown weakness or given the slightest opportunity a Daemon will turn on the one who called him and try and destroy the caller. When summoned and controlled by a Daemon Master they have no choice but to obey just as a slave would. But they do not do so willingly and would destroy the caller quicker than any other if given the opportunity.

They have their uses, and some do have a cost that the one who summons them must pay to have them summoned. Some are held to pact by a Sorcerer and have no cost to them for their use. Some have no special requirement and can be summoned by any who have the knowledge and power to do so. Sometimes their requirements are simple such as burn a certain scent incense in the circle while summoning. Some have steeper costs such as a drop of the blood or hair of the victim or the one who summons them. However one must realize that if you ever give even the smallest part of yourself to a true Daemon, you will be theirs. For if they request a part of you and you are dumb enough to give such. They will forever hold your touch and from that point on the conjurer will become the slave.

A Demon Master within the concepts of their art can accomplish anything that any of the other Arts or Crafts of Practicing can accomplish. Everything from destruction and healing, to love, madness, and despair can be accomplished through the use of Demons.

**CONJURING DEMONS**

Demonology is an exact art. It is an art where you cannot afford to make a mistake when you work. When you summon a Demon, you are binding the Demon to your will.
Basically you are enslaving the Demon to do your bidding. When doing such you must keep your concentration and powers strong. If ever you weaken in your control or if a Demon can somehow escape your command or enter your circle, you will become the slave instead of the Demon. This is not something that someone who is new to the Art of Sorcery or Practicing in general should ever attempt.

Many types of Demonic Ritual Conjurations require you to have your circles of a certain size such as requiring your main circle to be exactly nine feet wide. This is not necessary. Your main circle should be large enough that you and any you work with can comfortably work within along with your implements and remain there for a period of time if necessary. Large enough that there is NO possibility of anyone who is working within the circle with you accidentally breaking the circle. It should also be large enough that those within can work without getting too close to the edge of the circle. Daemons have been known to break their conjuring circle before and if one is working within the main circle too close to the edge, they have managed to reach within and pull one from within the main circle across the circles bounds, thereby breaking the circle and giving the Daemon access to all within the circles bounds. It is always wise when working with Demonology to have your circles physically drawn so that those within can actually see the boundaries. Within the main circle on the northern side of the circle should be another small circle. This smaller circle will be for the caller, and his books etc. He needs be separately protected from those within the main circle.

The conjuring circle for the Demon is placed outside the main circles bounds. This should be on the southern side of the main circle. It should be a triple circle drawn in salt, and if possible you should use Sea Salt for this. This acts as a sort of barrier to help enforce the powers of the circle when it is drawn and helps with the Demons control.

Around the triple circle of the Demon should be drawn a line of pure water, and within should be any rewards that are required by the Demon that is being summoned. It is also best to make sure that the Demons area is clean of all touch of any who are conjuring. Vacuum or clean the area well before setting up the Demons area to insure that there are no stray hairs or other touch of yourself or those you work within this area. You should also banish any spiritual touch or yourself or those with you from within the
Demons area prior to conjuring or summoning them.

The Circle you cast around the Demons area should be the strongest controlling circle you can conjure, and your circles around yourself need be of the strongest protective circles you can draw. Robes as well should always be worn, with hood or cowl when summoning such as these as they give the wearer added protections when working, and if by some chance a Demon does manage to reach within your Circle it will not be able to grab someone by the hair and drag them out of the protection.

DEMONIC CONJURATIONS

STANDARD DEMON CONJURATION

Concentrate upon the Demon you are summoning and then ring your bell.

“I do command and conjure thee ______, thou who art a true Demon of ______. I summon thee here from where ever thou may be. I do summon thee by the power filled principality of the Dark Abyss.

By the power and wisdom of the Ancient Ways I do summon thee. By the power of the Masseen I do command thee to abdicate all which thou dost do to respond to this summons I do send.

I constrain thee and command thee to arise in pleasant or neutral form now unto this area I have prepared for thee. I constrain and command thee by the powers of the Black Flame to come and obey all that is commanded of you.

I command you now to arise and obey my wishes. By the powers I hold under the Masseens Black Flame thou art now summoned. So Mote It Be.”

Ring bell one more time.

ANCIENT DEMON SUMMONS

This is an ancient summons of the Ways of Darkness for Demons. It can only be used by those sworn to the Dark Path. Any others who attempt to use this summons will either not have any results, or if they do have results, they will have no control over what they summon when it arrives. It will summon them even if you do not have the normal requirements of their summoning.
Be careful how you use this though. Make sure you really need to use it. They do not like to be bound and using such on a Demon will get them really mad, but if necessary it can be used. They will come but not as willingly as if you met all the requirements for the summoning, and they will resent you for calling them as such. There are a few great and old Demons that this will not work on, but these are very few and the names of this are not given in this book.


**DEMONS OF THE DARK PATH**

**AAHAKAHLARA** - A Daemon of draining powers.

![Sigil of Aahakalara](image)

**ABBAO-LZ** – Carrier of enchantment to the Telzans. He will paralyze their healers for one full period of the lunar cycle. Can be called by any of the Dark Ways who lead and have the courage to call upon him. He should be kept separately from those calling him by at least a double circle or protection around the Practicers and a separate circle around that which is his reward.

**ABLLAKASHEEM** – A Demon of terror. He goes within the mind of one he is sent against and finds the things which cause them the most fear. He will turn himself into that form, be it a past memory, or a dread never before seen.

![Sigil of Abllakasheem](image)

**ADACAPHEON** – A Demon of greed. Will cause those he touches to feel
each of them a desire to possess that which their brother has and add it to their own. It shall matter not to then if they already have one of the same. That of their brothers will appear more desirable and become an obsession until it is their own.

\[\text{Sigil of Adacaphron}\]

**ADES-SEPLIA** – Will carry enchantment to any, and will destroy enchantment of an item sent by the Light or White.

**ADESQUE** – A Demon of noise.

\[\text{Sigil of Adesque}\]

**ADLAKKARAN** – A Demon who will appear as a huge statue of stone, solid and frightening to look upon. Will be seen only by the one he is sent against. That one will see him move, approach, and change, while others will see nothing. He will then reach his arms around his victim and crush them where they stand.

**AGANE** – A Demon who carries lightning to the insides of the mind of who he is called against. He will go against anyone, but he is hard to control.

\[\text{Sigil of Agane}\]
AGGA DELULIE – A Demon of lust.

AKKA KARRIENN – A Demon of hatred.

ALGOSSIAN – A Demon of silent growing madness. He can not be used if his powers are needed to work quickly. His madness is the slow variety and can take up to a year to work on a strong mind.

ALLEGANE – A Demon of lust.

ANAG-SEK-EL – A Demon of lust.

ANGHOSTIO – Will go after any, but must be called the first day of the
waxing moon, and must be called at the darkest moment of the night, and the caller must be facing to where the sun will rise.

ANGUSTINGE – A Demon of lust and desire. Appears in male form as a male image, but will arouse lust in both males and females. The lust he brings will be unquenchable, and those who see him will drop their weapons to follow him where ever he goes.

![Sigil of Augustinge]

ARGONIA – A Demon who is loyal only to the Black Flame. Can do almost anything in the ways of destruction, but do not send him to return anything that is alive. This he is incapable of.

ASTENIDS – A Demon with no sigil and no sworn loyalty. Male in appearance, but very seldom will appear at all. When he does appear he is male, but a horrible and frightening sight. Enough alone to have the effect on a Sensitive of a Medusa. Those he is sent against will first be struck by horrible smells that will make them try and flee, but the smells will grow stronger and follow them. It will hold them together and close down upon them until the smell totally poisons them.

BAKKA-HAD – A Demon of fear.

![Sigil of Bakka-Had]

BAKKAHN – Bringer of blindness to sight, paralysis to fighters, and he takes the memory from teachers.

BANGULBENEN – A Demon of Apothecaries.
BARATT – A Demon of blindness.

BARRAQUANTAN – A Demon of absolute silence. Those upon whom he touches will be driven mad by him. He shrouds his victims in total silence. They can hear nothing and while they can see around them, they can no longer be seen themselves.

BKLANANES – Carries fear and terror to the minds of those he touches. He will go after those he is sent after, but he will also likely go after those who sent him.

CENITELFAEGA – Destroyer of weapons that have their own minds. He needs to have the name of the weapon you wish him to go after. Burn a feather when he is called. The moon should be between the waxing quarter and new when he is called.
Sigil of Cenitelfaega

CHAKALAN – He carries vacillation in his touch. Any who come within his touch will quickly lose faith, and with their faith will go their ability. Can be called by any, but only at the waning or waxing of the moon. No specific sigil needed for his conjuration.

CHANDALERSASRDE – A Demon of fevers. He touches those he is sent against and they sink into a deep and hallucination filled fever from which they will not be able to rise for at least a year, at most a generation.

CHANGAN – Demon of power draining.

Sigil of Changan

CLDINODE – A Demon of fires. He will carry the fires of his creation to where your enemy is, and will engulf his spirit to become part of the fires.

Sigil of Cldinode

CYLAN – A Demon of lust causing. Those he touches during a battle will find themselves putting down their weapons and returning to where they came from to satisfy their lust within their own home.

Sigil of Cylan
**CYSEPLIANE** – A Demon of Familiars. He will not touch upon Practicers, but will instead turn their Familiars against them to where it will either attack them, or break their Circles in an attempt to get away from them.

![Sigil of Cysepliane]

**DACC-ALLET** – A Demon to truth speaking. He can be called to cause truth to be told by one you are unsure of.

![Sigil of Dacc-Allet]

**DAKKAS** – A Demon of vengeance. Responds best when called in anger, and when all within the Circle of Power are engulfed in anger. One of the rare times anger can be used without being a danger.

![Sigil of Dakkas]

**DARAKHASIS** – Must be called by Ancient Pact. If you or yours have no Pact with him, he will turn on you if you try and summon him. No specific sigil needed for his conjuration.

**DEMI-SERAPTIN** – Will carry or break the enchantment of the Ways of the White.

**DENAGGA** – A Demon who controls physical movement of anyone of the Dead or Ways of Le Marchand he is sent against.
**Sigil of Denagga**

**ENDUVIN** – A Demon of lust.

**Sigil of Enduvin**

**EQSTENIAT** – A Demon who will attack only Seers. Taking away first their confidence, then their ability, and finally their will to live.

**Sigil of Eqsteniat**

**ERANGAVAS** – A Demon of lust and violence.

**Sigil of Erangavas**

**ERGENON** – A Demon of lust and violence. Will go against any of either gender, but prefers artists over fighters and does not like to approach any of the dead.
ESQUALLRE – Will carry enchantment to the ways of the Dead or the White.

ESQWADE – A Daemon of exhaustion. Those he touches will find their energy drained and will be unable to replenish it by any means.

EYSSEN – A Demon who will do as bidden, but be sure to command him carefully. He will do exactly as told. He will come forward on the four moons of the lunar changes of the year. No specific sigil needed for his conjuration.

FRAGGASAN – A Demon of blindness.

GARAGAGASEL – A Demon of savage violence. Those he touches will turn to savage but usually fatal violence.
Sigil of Garagagasel

**GARALACCHC** – A Demon of hate and violence.

Sigil of Garalacche

**GARRONDEL** – Demon of pain. Will touch upon those he is sent against and will slowly grow from minor pain to agony.

Sigil of Garrondel

**GYSKLINE** – A Demon when unleashed is like a storm long brewing finally being released upon those he touches.

**GYSTENE** – A Demon of lust and destruction.

Sigil of Gystene

**HAGANIS** – Called only by the Ways of the Black Flame or the Ways of Le Marchand. Will work against any except those who can call him. He must be called with great care and ceremony. Will not turn on those who call him, but
if not called properly he will not do as bidden. In his pentacle should be a sprig of mint and an unfertile pheasants egg.

Sigil of Haganis

HAGGASE - Can be called by any of the Ways of Darkness and will likely strike at any he is called against if called properly. He will freeze those he is sent against. Freeze them as they stand or as they walk. What ever they are doing as he catches them.

Sigil of Haggase

HARACLIAN – A Demon of dreams. Those he touches are affected in their dreams. They will loose the peace of mind that sleep brought them, and they will slowly loose themselves in their dreams.

Sigil of Haraclian

HASTUR – Called easily to bring fear and abeyance to the ranks of slaves who are either revolting or escaping. The slaves must be faced down and told to return to their homes in the name of Hastur. He is the Lord Demon to all who are enslaved. Once spoken he will appear, and the sight of him will quell the slaves.

HELGUISPAUN – A Demon of slow and wasting death. Can be used only on All hallows and on the eve of Candlemas. He extracts a high cost by requiring one of your own to be touched by the same as your victim. You will know your victim is suffering by watching your own.
HSKYLLE – A Demon of anger. Will touch upon any, but is much more effective against Fighters and Weapons Masters than against artists. Can only be called at the moons quarter points, either by waxing or waning.

ICAHTH – A Demon to cause enemies crops to fail in their fields.

ICCALSHA – A Demon of lustful dreams.

IGLANTELLCE – A Demon of stupidity. Causes those he is sent upon who he touches to become increasingly less intelligent and causes them to make wrong choices.
INDARATHION – A Demon of great beauty. She appears to the one she is sent against in battle only, and will show such beauty that he will stop whatever he is doing and he will follow her wherever she will lead him. The only thing that is immune to her is a blind Seer. She can not project her beauty into sightless eyes, and she will be seen by them as terrifying and hideous. No specific sigil needed for his conjuration.

JALAVIE – A Demon of hatred. Will cause those he touches to be overwhelmed by feelings of violent hate for all of their own kind. They will also begin feeling a sudden affinity to those who have always been their sworn enemy.

KARRALAZE – A Demon of lust.

KASATAN – A Demon who carries feelings of deep sadness and depression. Will work against those of the Arts. When he is called none of the Arts should be involved within your Circle, or he will cause his taint of sadness upon them.
KASENEN - A Demon called by Darkness to strike at Light. Insatiable appetite for walls of any kind, from walls surrounding a fortress to the walls protecting a mind. Use care, as the caller is at as much risk as the victim if he is called wrong.

KASTAHAKKAL – A Demon of silence.
KEKENSGALE – A Demon of lust.

KELTHU – A Demon of weakening metal. He can be sent against any Practicer and will attack one item of metal upon their Altar. If it is a chalice, it will turn into a fish. If a candle stick it will turn into a cat. If a bowl it will turn into a large spider. Anything else a large and unidentifiable bug.
**KENDRESTEN** – A Demon of lust. Will attract only those whose natural talent is as a fighter and who are female.

![Sigil of Kendresten]

**KESPEN** – Will carry enchantment to the Dead, but must be allowed two lunar cycles afterward to cleanse himself before being called again or he will taint the caller.

**KSSLEMANON** – A Demon of deep gloom.

![Sigil of Ksslemannon]

**LAGGRANSE** – He can be called by any, but he is very stubborn. Sometimes he will need be commanded many times before he will respond. Once you capture him, he will do as commanded.

![Sigil of Laggranse]

**LAGGESTROD** – A Demon of blood. He will attack the blood of those he is sent against. He is slow.
LAGGUND SEZUL – A Demon of death. Can only be called at the dark of the moon and cannot be called against the Dead. Against them he is powerless.

LASTURN – A Demon of blood that wills strike at the blood of an enemy and cause their bodies to slowly drain of all energy and life. He will work best against Seers as their blood is by nature vulnerable, but he will strike at any he is sent against. The stronger they are the slower he will be, but he will succeed. Any Seer you possess at the time of the calling should be strongly encircled for their own safety.

MAGGAS AGALI – A Demon of pure anger. Any he touches will be filled with absolute anger, the kind that pushes any logic and care out of a mind and leaves only blind anger, striking out without care for safety or defense.

MAKKESTINE – A Demon of raging fires and ultimate heat.
**MANGALLANE** – A Demon of pure lust who can be sent against any. To insure his coming and obedience, once he comes his circle should be saturated with the scent of lilacs. This will cause his return when the time comes to banish him.

**MAQUAL** – This Demon will carry whatever you wish unto the Ways of the Yzidi. Must be called with great care. No specific sigil needed for his conjuration.

**MEGGASE** – A Demon of silence.

**ORGGA-LEKT** – A Demon of lost direction. No specific sigil needed for his conjuration.

**ORHAQUAND** – A Demon who attacks weapons. He will only strike at one weapon per calling. The weapon he is called against will turn from a dagger or a sword to a serpent as it is being held. The serpent will then turn and devour the one who is holding it. He will only come at the dark of the moon and he prefers to work against the Dead or Telzans. He is more virile when working against these.
PANAGYSET – A Demon of pain. Those he touches are immediately stricken with a hard and almost intolerable pain. Very useful if one of your own is snatched away and you know who is holding them.

Sigil of Panagyset

PAQUESTES – Carrier of dark illusions. Can be called but only in a time of darkness. Any Seer present should be warned not to watch or it could scar their mind.

PARRANAGUN - A Demon of Drawing. He draws only Succubus. He is used as a defense. If you believe one of your own is in danger from a Succubus he can be called to surround them with an image the will draw the Succubus. Once he touches the image the Succubus is taken by Parrangun.

PARTEQUALLIAN – Will destroy enchantment on any of the Black Flame, but must be used with care and ceremony.

PELACANSEO – A Demon of sound.

Sigil of Pelacanseo

PELANTE – A Demon of fires.

Sigil of Pelante

PORAGUSTEL – A Demon of death.
PORRAGATHIA – A Demon of weapons. Once sent he will infect the strongest weapon held by the enemy he is sent against.

PORSENADA – A Demon of death.

PORTHON – A Demon of despair. Will leave any he touches in mental darkness and with a sense of loss and emptiness.

PURSENK A Demon of Death.

QUARRINIU – A Demon who attacks against wealth. Once sent against someone, their good fortune will turn bad, their luck will seen to stop, and that which they believe to be their own shall be lost to them. In time they will
find themselves poor and destitute, with no hope in their eyes for recovery.

**Sigil of Quarriniu**

**QUISELT** – A Demon of the gray depths. He will come to you only on the dark of the moon, and only at the darkest part of the night. He spreads darkness and fear where ever he touches.

**Sigil of Quiselt**

**RASSAQUE** – A Daemon of annoyance. He is a very minor Demon with no great powers, but what he can do will make a human enemy unhappy and miserable. The one he touches will for a full day taste nothing but bitterness. Any clothing they wear will feel very heavy and either very warm or very cold, If they try to put shoes on, one will be too small an one will be too large. There is no way to be sure what exactly he will do, but this gives you a general idea.

**Sigil of Rassaque**

**RUD-KYSE** – A Demon of blurred memories.
RUZEQUA – A Demon who will go within the sight of a Seer of the Dead and will cause them to see sights that will cause them the most terror. If called, he can only be called by a Seer who is using great care. Those Seers capable of calling him know who they are and how to call merely by concentrating on Ruzequa.

SAL-GASSNET – He is known as the son of lightning. He strikes as fast and as hard as lightning, and immediately burns any true enemy as quickly as he touches them. Will only work in a battle.

SAQUANE – A Demon of monsters. He creates creatures of horror with his very breath. He can only be called by an Artist, preferably a Healer or a Seer. The one doing the calling will likely be badly affected, but the effects will not be long lasting. He will go into any group in battle and destroy those he appears to.

SHALLABAHAN – A Demon of death. Must be held by Pact or he will turn upon the caller.

SUL-ASTIANE – A Demon of greed. Will cause an uncontrollable lust for acquisitions in those he touches. He will cause them to steal.

TAKKA-LET – A Demon of animals. He works most effectively on
magickal beasts. He will turn them from the path they have taken and turn them against those who have sent them.

Sigil of Takka-Let

TANNANET – A Demon of violence. Will not work against the Ways of the White.

Sigil of Tannanet

TATURANE – Worshiped as a God by the earlier followers of Light. He is a Demon of great dimensions and power, and should be called only by the greatest of powers and only with total caution. He is very loyal to nothing and has no wish to be called.

Protection is very necessary for the caller and any working with him. Taturane will show force of anger at being called. All involved in the calling should be in one great circle of protection. Each should also be separately encircled in a separate circle of their own. No specific sigil needed for his conjuration

TEK-ASIANE – A Demon of warfare and weapons. He can either strengthen a weapon of yours or weaken a weapon of your enemies, but not both within the same battle.

Sigil of Tek-Asiane
ULANGRA – Will destroy a fighter of any way besides Darkness. He can be called upon by any of Darkness who know his spells.

UGGULLET – A demon to cause long sleep of peacefulness or horrible nightmares, your choice. Will work with great gentleness on those with you, or great violence on those against you. No specific sigil needed for his conjuration.

ULQWISTERON – A Demon of pain. Will bring pain, beginning with very slight but growing slowly to a very deep and strong pain. Will work against only those of White or Light.

USTUNEK – A Demon of Sight. Any he touches will slowly loose their sight, both the natural sight of their eyes, and the gifted sight within them.

Sigil of Ustunek

WASADE – A great Demon carrier of madness and fury. Use with care because he himself is the epitome of madness and unchained fury. Should he find a way through the protections of the caller or any one with him, he will affect them quickly and incurably.

WASDELIAN – A Demon of total despair.

Sigil of Wasdelian

WASSAGNE – A Demon of Seers. Will destroy a Seer totally but slowly. He is deadly against any Seer he is sent against, but will have no effect upon any others.

WASZENNEN – A Demon of weapons made from wood.
WSTECETTAN – A Demon of great cold. While he does not destroy those he touches, he leaves them filled with an eternal cold. They are never again able to feel any warmth. All they will be able to think about will be getting warm, but it will not be possible.

YAGGARTI – A Demon of the phantasmal. He will cause those he touches to see impossible sights and colors beyond imagination. His effect will last as long as you choose it to.

YAKKAHTH – A Demon of greed. Will touch event he gentlest and least worthy of Practicers with an unquenchable greed to possess the wealth and powers of those around them.

YOSSOTHOTH – An ancient Demon who still wanders and still waits to be called. Goes only to those with whom he has been bound and only when called just right. Within his circle the scent of oak moss or elm moss will control him. Around the circle of the caller the scent of pine or birch bark will
keep him without. No specific sigil needed for his conjuration

**ZAMWETEV** – A Demon of attraction. Those he touches will immediately feel a strong attraction for who or what ever it is he is attacking. No specific sigil needed for his conjuration

**ZILENDE** – A Demon of destruction sent to Seers, Will take their energy and destroy their blood. When sent, any Seer of your own should be protected and as secure as you can keep them. They should know nothing of him, not even his name. Just being exposed accidentally to anything about him can do a Seer immense harm. He is very effective but not very fast.

![Sigil of Zilende](image)

**CHAPTER 7**

We are the children of the Ancient Blood, created from the blood of the oldest to avenge their defeat and return them to brazen victory. The highest, thickest, strongest walls could not hold them out. For the Ancient Ways of darkness have returned to the ways of man and the red waters of life. And like a flood they shall pass unto the homes of our enemies. They shall ravage those who have caused us pause along our way. They shall be as a fierce burning pain to those who dared to cause us pause along our way. They shall be as a fierce burning pain to those who have harmed. The great abyss has reawakened and the descending path is once again traveled. The Black Flame has arisen unto wholeness.

**SIGILS OF THE MASSEEN PATH AND THE BLACK FLAME**
SIGIL OF THE MASSEEN - The Sigil Of the Masseen is the Sigil that represents the Masseen Path and the Ways of the Masseen. This sigil was originally a circle with flames in the circle and a sword rising from the flames. The Ways of the Masseen have recently adopted this as the new sigil of their ways.

![Sigil of the Masseen Path](image)

THE SIGIL OF BAPHOMET – The Sigil of Baphomet is the Sigil of the Black Flame of Darkness. This Sigil also represents the Pit of Darkness. It is the Sigil that is used to mark those who have sworn their allegiance to the Black Flame. This Sigil also acts as a gateway to the Pit for those of the Dark Path when it is meditated upon.

![Sigil of Baphomet](image)

SIGIL OF THE FATHERS – The Sigil of the Fathers represents the seven Fathers of Darkness that came forth from the seven flames. These flames were later joined to form the Black Flame.

![Sigil of the Fathers of the Black Flame](image)

SIGIL OF MASHU – This is the Sigil of the Race of Mashu. The Mashu are
the children of the Fathers of Darkness. There are only two of this race. They are the Dark Prince and the Dark Princess of the Black Flame.

Sigil of the Race Of Mashu (The Children of the Fires)

SIGIL OF SEPTIMO LESE DOR MORTE – This is the Sigil of Septimo Lese Dor Morte, September Of Death. Septimo is the Banyan renegade who saved the Children of the Fires and protected them during the banishing time of the first battle when the Fathers of Darkness and many of the Ancient Ways were banished by the Elder Ways. Septimo has stood with the Children and the Path of Darkness from before the time of the banishing until the present time. The Children and the Path of Darkness are indebted to him more than can ever be repaid. He will always hold the honor of the Dark Path and will always hold a place within our ways.

Sigil of Septimo

SIGIL OF BALAMARD – This is the Sigil Of Balamard. Balamard is the carrier of the true Essence of Darkness.

Sigil of Balamard

SIGIL OF MENDACINO – Mendacino is the carrier of the Dark Essence of Power. He is the holder of many whom he has placed at the call of the Dark Flame.

Sigil of Mendacino
SIGIL OF THE SARMENZA – The Sarmenza are a Race of Darkness that have come forth and have joined with the Ways of the Masseen. They are of great power and protections.

SIGIL OF THE SKORIAN WAYS – The Skorian Ways are sworn in brotherhood to the Ways of the Masseen. Many of those of the Skorian Ways reside within the Masseen Lands. The Point down Pentagram within the double circle represents the Dark Ways, while the point up Pentagram in the center represents the Chaldean Covenant. The overall Sigil represents the domination of the Ways of Darkness over the Lighter Paths.

SIGIL OF THE SORCERERS AND WIZARDS – these are the Sigils of the Sorcerers and the Wizards of the Black Flame. Those who have reached this rank within the Black Flame wear the Sigil that pertains to them stitched on the left sleeve of their robes. This is always stitched in blue color.
Sigil of the Wizards Of The Dark Fires.

Sigil of Sumeha (The Serpent)

Sigil of the Watchers Of Darkness

Sigil used to draw energy to one’s self.

Sigil of Money and Wealth

Sigil used to help gain more Sight.

Sigil to help open ones soul.
Sigil To Protect A Weapon (Sword)

HEALING SIGILS – These healing Sigils can be used to aid in healing one who is injured. For a fighter, trace them on the arms and lips. For a Teacher, trace them on the neck and legs. For a Seer trace them on the hands and forehead. For any of the other Arts or Talents, or for a non-practicer the Sigils should be traced on the chest or back. If the Sigil is traced on the injured one prior to any healing being done on them, it will aid the healing powers. Trace these in very pure oil. Not necessarily healing oil, just pure oil.

Sigil of Healing Injuries Caused By the Dead

Sigil of Healings Injuries Caused By the Yzidi.

Sigil of Healing Injuries Caused By the Elders.

Sigil of Healing Injuries Caused By the White

Sigil of Telzan Healing.
PROTECTION SIGILS – These are Protection Sigils that can be sewn onto your Robes, engraved upon your Implements, or worn as an Amulet to help with protection when it is needed. For Ritual use within a Circle these can also be drawn in salt.

![Sigil of Protection](image1)

Sigil of Protection.

![Sigil for Protection of Self](image2)

Sigil for Protection of Self.

![Sigil of Protection for Others in Circle](image3)

Sigil of Protection for Others in Circle.

![Sigil for Protection of Weapons](image4)

Sigil for Protection of Weapons.

![Sigil for Protection of Apparel](image5)

Sigil for Protection of Apparel.

![Sigil for Protection of Adornments](image6)

Sigil for Protection of Adornments.

![Sigil for Protection of Your Ground](image7)

Sigil for Protection of Your Ground.

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[Image 1](image1)

[Image 2](image2)

[Image 3](image3)

[Image 4](image4)

[Image 5](image5)

[Image 6](image6)

[Image 7](image7)
Sigil for Protection of Your Space.

Sigil for Protection of Your Familiars.

Sigil for Protection of Your Materials.

SIGILS OF OTHER PATHS

SIGIL OF THE WAYS OF DEMETER – The Sigil of Demeter is worn by his strongest followers. Look deeply within the eyes of Demeter and this Sigil is all that you will see. It is burned into the Spirits of any taken by the Ways of Demeter.

Sigil of the Ways of Demeter

SIGIL OF THE YZIDI WAYS – The symbol of the bird rising in flames symbolizes the rebirth and resurrection of the Yzidi from their defeat at the hands of the Black Flame. It is a symbol of pride to them. A symbol of eternal life.

Symbol of the Yzidi Ways.

SYMBOL OF THE WAYS OF LE MARCHAND – The symbol of the dagger with a bejeweled scabbard and hilt is of the Ways of Le Marchand. It is as beautiful as it is deadly. It will also be used as a lure, its beauty drawing those who are their enemies and entrapping them. They will send an illusion of it to the face and sight of an enemy to draw them.

SYMBOL OF THE RENEGADE SEEERS – The symbol of a hand facing upward and an eye ball looking out from the center of the palm is the symbol
of the world held by the renegade Seers. It is a comparatively new tribe made up of only Seers, and Seers of every way work and exist together. They are not likely to join in any battle. The only threat that they are is that they hold a strong draw to any Seer. Especially one who has seen much battle and is bothered by it. However they have been known to draw a Seer away from a group only to banish them or destroy them.

SYMBOL OF THE ELDER WAYS – The symbol of an inverted Pentagram inside of an upright pentagram is the symbol of the Elder Ways. It is used to show their domination and imprisonment of the Ancient Ones and the Path of Darkness.

Symbol of the Elder Ways.

CHAPTER 8

We are the children of the Ancient Blood, created from the blood of the oldest to avenge their defeat and return them to brazen victory. The highest, thickest, strongest walls could not hold them out. For the Ancient Ways of darkness have returned to the ways of man and the red waters of life. And like a flood they shall pass unto the homes of our enemies. They shall ravage those who have caused us pause along our way. They shall be as a fierce burning pain to those who dared to cause us pause along our way. They shall be as a fierce burning pain to those who have harmed. The great abyss has reawakened and the descending path is once again traveled. The Black Flame has arisen unto wholeness.

They speak of us in many ways in their legends. They call us Plague Gods, Children of the Underworld, and things far worse. But they thought us gone, and this has been their downfall and shall be their defeat. For we have returned unto the red waters of life once again to walk among the ways of mankind.
DARK PATH POWERS AND SPIRITS

AAHAKAHLARA - A Daemon of draining powers

ABADDON NARGAL OF BELPHAGOR – Lord of the Black Flame. Guardian and Protector of the Black Flame. Known through other modern traditions as the destroyer, the angel of the bottomless pit, and in the Christian Bible he is referred to as the king of the locusts. His name in Hebrew refers to the Greek God Apollyon.

ABALOSHEA – Great Demon Master. Can only be called upon from the magickal realms.

ABBAO-LZ – Carrier of Enchantment to the Telzans. He will paralyze their healers for one full period of the lunar cycle. Can be called by any of the Dark Ways who lead and have the courage to call upon him. He should be kept separately from those calling him by at least a double circle or protection around the Practicers and a separate circle around that which is his reward.

ABBES CASSIEND – Holder of monsoons of power.

ABERNOSS – Carrier of Death.

ABLISCONIEN – A Seer and Healer. Very old and very able, but not very fast.

ABLLAKASHEEM – A Demon of Terror. He goes within the mind of one he is sent against and finds the things that cause them the most fear. He will turn himself into that form, be it a past memory, or a dread never before seen.

ABRANKEL – Warrior with the full strength of the stones of Massu.

ABRENTH – Great Sword of the Ancient Ways. Too powerful to be carried by any warrior.

ABYDOSE, SERVANTS OF – Servants of the Ways of Sight.

ABYSINIA – Creator of the first crystal of sight.

ABYSVANA – Wizard. Holder of the Spectacle of Death spell.

ACHAM – Guardian and protector. Carrier of protection.

ACRA – Of the Ways of Giane. Brings peace and serenity.

ACTUNEL – Holder of the powers of the first fires.

ADACAPHEON – A Demon of Greed. Will cause those he touches to feel each of them a desire to possess that which their brother has and add it to their own. It shall matter not to then if they already have one of the same.
That of their brothers will appear more desirable and become an obsession until it is their own.

ADES-SEPLIA – Will carry enchantment to any, and will destroy enchantment of an item sent by the Light or White.

ADESQUE – A Demon of Noise.

ADILEST – Fighter.

ADLAKKARAN – A Demon who will appear as a huge statue of stone, solid and frightening to look upon. Will be seen only by the one he is sent against. That one will see him move, approach, and change, while others will see nothing. He will then reach his arms around his victim and crush them where they stand.

ADRANEL - One of the Great Ones of Darkness.

ADRANALECH – Lord of the Black Flame. Commands enemies terror. Lord over and holder of Incubus. Sometimes listed with the spelling or known to modern Demonologists as Adramelech.

ADRITTTE, LEGION OF.

ADWANTET – Fighter.

AEWES – Fighter.

AGAAL, POWERS OF – Part of the Ways of Synthal.

AGALIAREPT – Spirit of Knowledge that will work through a Medium. Will cost the Medium one-year of their life. Held by Covenant.

AGALLRIUM – Healer that heals through seed.

AGAN – Fighter.

AGANDAR – Leader of those who learn battle knowledge. His will learn and tell of losses and gains during a battle.

AGANE – A Demon who carries lightning to the insides of the mind of who he is called against. He will go against anyone, but he is hard to control.

AGGA DELULIE – A Demon of Lust.

AGGASSA - One of the thirty-nine Fire Lords.

AGGRIIO – Sword.

AGIANE – Fighter.

AGLEPT - One of the thirty-nine Fire Lords.
AGLIAREPT – Great Spirit of Knowledge.
AGNIN – Lord and Spirit of Madness. Spirit that will ease the mind of those affected by madness. There is a cost to use him.
AGUR-ENULI – Used against the Ways of Le Marchand.
AHLITEN – Spirit of Knowledge.
AHRIMAN - One of the Great Ones of Darkness.
AHRIMAN - Lord of the Black Flame.
AKHKHARU – Ancient word for Vampire.
AKKA KARRIENN – A Demon of hatred.
AKKAR-SULE – Helps cure a darkening of the mind.
AKTALANS – Giver of strength and power to those weakened within a Masseen Circle.
AKIEN - A weapon mastered by the Weapons Master Ayskine.
AKKANIN, DARK POWERS OF
AKKAR, WAYS OF – See Sepsin Of Quantan.
AKKAR SULE – Healer of a darkened mind.
AKTALANS – Giver of strength.
AKTOI – One of the eleven Gorgons of Time. He is the strongest and the only one that can be called upon.
AKWES – Fighter.
ALAGIS – Holder of an army of Synthal.
ALAI – Ancient word for destroyer.
ALAKH – Of the undying sleep of sight. Protector.
ALAKTI – One of the three great Watchers.
ALANTHANE – Warrior with restrictions on his calling.
ALBRENTH – Great Sword of the Ancient Ways. Too powerful to be carried.
ALDIETH – Forth Horror of Squinese.
ALDRET – Artist of the poisons. One of the artists of Lord Wizard Gwylden.
(See Gwylden)
ALENAR – Carrier of the Silver Dagger of Horrors.
ALESH, POWERS OF - Powers of cleansing and purification.
ALESSAN – Sword. Carried by Treibin.
ALGOSSIAN – A Demon of silent growing madness. He cannot be used if his powers are needed to work quickly. His madness is the slow variety and can take up to a year to work on a strong mind.
ALKIEN, LEGION OF.
ALKINARE – Guardian and aid to those of Aztorazh.
ALLEGRO– A Demon of Lust.
ALLEGRA, POWERS AND WAYS OF – Sister spirit to the Ways of the Black Flame.
ALLETH – Of the Hollow Eyes.
ALLETHIA - One of the River Masters. Master of the river of death.
ALPARC, LEGION OF.
ALRTHANE, POWERS OF
ALSKET OF THE LINETH – A purifier who can clean your working areas.
ALVEMARE – Guide and guard to help find one lost.
ALYND - One of the Sacred Names of the Masseen and the Black Flame.
ALYSVANA – Wizard.
AMADEANE – Nature Bender of the Air held by Quasliet.
AMALASE – Sword.
AMARI – Great Spirit of Knowledge who knows the ways and touch, and teaches of the darkest madness.
AMATOR - One of the great Guardians of the Black Flame.
AMBLEK – Teacher.
AMERIES - Lord of the Black Flame.
AMILTY – Fighter.
AMISOR – Great messenger sworn covenant with the Black Flame. Specializes in entering enemy prisons.

AMITOR – Great messenger who can penetrate to ours held within enemy prisons.

AMON - Lord of the Black Flame. Worshipped by the Egyptians in human times. He is also considered by modern Demonologists to hold the rank of Marquis of Hell with forty legions of spirits at his command.

AMPROSE – A very knowledgeable Weapons Master who can teach much. Call upon him to learn old ways of fighting long past lost.

ANABUS – Spirit of love and lust.

ANAG-SEK-EL – A Demon of Lust.

ANAKAKAB - Of the Ways of the Incubi. One of the spirits of the Art and Square of War of the Black Flame.

ANAKEA OF THE RACE OF BALEZE – A sword carrier in the form of a young maiden, with skin of chocolate and eyes of lightest blue. She carries the sword Ershiene. Their race was always loyal to the Black Flame.

ANCALVE, WAYS OF – Fighters not of the path of the Black Flame or the Masseen, but they are loyal. There are 933 of them. The Eldest of them also takes the name of the sect. Their powers also have a life of their own. 103 of theirs were held behind the gates that held the Fathers and were freed when they were freed.

ANCIENT GODS – The ones who refer to themselves as the Ancient Gods are Masslea Of Lebon, Crasnen Of Gal, Belathan Of Wankast, Gornen Of Deptha, and Nulpar Of Quasen. The Ancient Gods were companions to the Fathers Of Darkness during the time of the Beginning of the Ways of the Black Flame. Using the Powers of the Black Flame, with the help of the Fathers of Darkness they created their children. These Ancient Gods are the Fathers of Satanas, Lucifend, Beelzabeal, Aztorazh, Belial, Pyerun, Tarilo, Balaam, and Anubis.

The Ancient Gods at first treated their children as nothing but toys for their amusement. It was quite a bit of time after their creation that they realized that their children actually held great powers and were not just toys for their amusement. They basically let their children go their separate ways at this point, letting them fend for themselves. (See Black Flame Of Satanas.)
The Ancient Gods are still, but little has been heard of them in recent times and they prefer to interact with very few.

**ANCIENT ONES** – (See Fathers Of Darkness)

**ANCIENT POWERS OF DARKNESS**

**ANDALEAN** – Warrior with sight, though not as much sight asa Seer.

**ANDREG** – Commander of the Legions Forend, Yennel,. AndVeng.

**ANDRUS** – Succubus.

**ANELLA** – Name of the sword carried by Maccbir.

**ANGHOSTIO** – Will go after any, but must be called the first day of the waxing moon, and must be called at the darkest moment of the night, and the caller must be facing to where the sun will rise.

**ANGONALLEN** – Carrier of weapons.

**ANGRASTEK** – Spell Master.

**ANGUSTINGE** – A Demon of lust and desire. Appears in male form as a male image, but will arouse lust in both males and females. The lust he brings will be unquenchable, and those who see him will drop their weapons to follow him where ever he goes.

**ANITOR** - One of the great Guardians of the Black Flame.

**ANITRA** – Giver of healing powers. Great healer who also holds the power to heal madness.

**ANNBUS** – Spirit of love and lust.

**ANNLEA** – Seductress.

**ANNUA OF THE FIERY SPIRITS** – Fiery warrior.

**ANONCAY** – Spell Weaver.

**ANTELITH** – Destroys any fighter.

**ANTHEA** – Warrior. Takes power and paralyzes enemies.

**ANTHET** – Of the Ways of Giane. Will guard the spirit of one destroyed on the field of battle until the Masseen can get there.

**ANUBIS** - Lord of the Black Flame of Satanas. See Black Flame Of Satanasa

**APLESSA** – Heals teachers.
APOLYN - One of the Guardians of Fire, from the Southern Gate.
APOLLYON - Lord of the Black Flame. Many times referred to in Christian theology as another name for Abaddon.
APPYSTYNE - One of the thirty-nine Fire Lords.
APSARAS – Lord and Spirit of Madness. Can be called by those of the Black Flame, but there will usually be a cost.
APSIENE – One of the thirty-nine Fire Lords.
APUCH - Lord of the Black Flame.
AQUALLA, LORD – Commander of the Denizens of Keshtal.
ARANDRAMELSET – Battle Lord of great power and high rank. He is independent and strong. He will join in a battle if he wishes, but he was given the right to choose long ago and he must not be approached. He will not fight against the Black Flame.
ARANT – Slave to the blood teacher Calithropia at the time of her betrayal to the Black Flame. His holding to the Black Flame is questionable.
ARBAGANE – Of the Roaring Winds.
ARCATUAN – Holder of the powers of solid darkness.
AREDIAN – Of the Ways of Giane – Holder of fighting slaves.
ARENT - One of the nine Living Fires of Battle.
ARETHUSE – Healer to Seers of all ways. Minister of sight.
ARGONIA – A Demon who is loyal only to the Black Flame. Can do almost anything in the ways of destruction, but do not send him to return anything that is alive. This he is incapable of.
ARMIES - Leader of one of the 13 battalions of Sepsin Of Quantan.
AROGANST – Guardian.
AROVEAU – Fighter.
ARRAKAN, LEGION OF – Legion of fighting slaves.
ARRANROD – Name of power used to command death.
ARROW OF KAMA – Arrow of desire. Powers of desire.
ART AND SQUARE of the SECRETS OF WAR OF THE BLACK FLAME, SPIRITS OF – Mellabed of the swift sword. Elinalse of the frozen waters.
Linakalb of the fiery hands. Anakakab of the ways of the Incubi. Bakakana of
the ways of the Succubus. Blikanil of the ways of daggers. Eslanil of the
great winds. Debbalem of the thousand spells of death.

ARTHRAHAM – Old Wizard of great power with many creatures at his
call. He gave the Dark Prince the Nine Keys of Arthrasham which allow him
to call upon many of his creatures.

ARVEAN – Warrior with a large following.

ASCHU, WAYS OF – A once great race. Some of these ways are now with
the Black Flame.

ASETRA OF THE FIRES OF DALIONE – Heals dead stricken.


ASHAM – Holder of protections.

ASHKANT – Spirit of Dark Love.

ASHSHU KASHSHAPTU – Power of banishment.

ASKAN – Of the Night Storms.

AS-KET-EK – Fighter.

ASLET – Holder of great mirrors and walls used against the Ways of the
Yzidi.

ASMET – Carrier of the Horror of the Night.

ASMINEN – Fighter.

ASNETH – Healer.


ASSU, LEGION OF.

ASTACAPHTHIA – One who leads a large group of creatures into battle. They
do not fight as such, but the distract an enemy so he can be hit by the fighters.
They used to be known as fighters familiars or fighters pets. Many fighters
would not venture into battle without one.

ASTARNEL, LEGION OF – A legion of fighters of ancient and powerful
bloodlines.

ASTARTE – Spirit of power. Used in rituals to command and heal the
powers of death

ASTENIDS – A Demon with no sigil and no sworn loyalty. Male in
appearance, but very seldom will appear at all. When he does appear he is male, but a horrible and frightening sight. Enough alone to have the effect on a Sensitive of a Medusa. Those he is sent against will first be struck by horrible smells that will make them try and flee, but the smells will grow stronger and follow them. It will hold them together and close down upon them until the smell totally poisons them.

ASPEQUE – Fighter.
AESETH – Guardian of Knowledge.
ASTEUS – Teacher.
ASTORAZH – One of the Fathers of the Black Flame of Satanas. The Father of Sight. Otherwise known as Astorath, Astaroth, or Aztorazh. Considered by modern Demonologists to hold the rank of a Duke and hold the control of forty legions.
ASQUILEND – Fighter and bearer of weapons.
ASSAN, LEGION OF – Commanded by Ingate.
ASWAL – Son of Tensen.
ATASEN - Succubus.
ATHBICANE – Carrier of torment and despair.
ATRIER - Guard of the Second Gate of the Seven Hells of Denocholes.
ATTALAGA – Guardian Lord of the Skorian Way.
AVANHE - One of the nine Living Fires of Battle.
AVANKE - One of the nine Living Fires of Battle.
AVECEON – Spirit that can drain enemies of power and energy.
AVEN OF COR – Master of the Sword Arts.
AVERMONT – Wizard of Darkness.
AVESSTEL - One of the thirty-nine Fire Lords.
AVIENSUN – Carrier of the powers of illness and death.
AWETH - Directional Circle Guardian of the Western Most Gate
AYPEROS – Can raise and heal fallen warriors. Holder of great healing powers.
AYSKINE – Weapons Master of the following weapons: Glandial - Swordl, Osyan - Sword, Cavatten - Dagger, Lesien - Sword, Sydolane - Sword, Gyluier - Sword, Haskiln - Sword, Invied - Sword, Akiene - Dagger, Waspiel – Dagger, Velreku - Sword, and Olyskand – Fire Sword.

AZAG-THOTH - One of the Ancient Ones. One of the great Fathers Of Darkness See Black Flame of the Ancient Ones.

AZAZEL - Lord of the Black Flame.

AZEK – Fighter.

AZON – One of the great Guardians of the Black Flame.

AZTORAZH– Lord of the Black Flame of Satanas. See Black Flame of Satanas

AZUDEL – Of the Synthal Ways. Strongest and most able to come to a petitioner.

BAAL - Lord of the Black Flame. Holder of a number of Fighting Legions. He was worshiped by the early Semitic people where he was sometimes known as Hadad. The Canaanites also worshiped Baal as a fertility god, and in later times as a rain god.

BAASADARRAGON – A large dragon type creature. Has scales that are poison to those not of the Black Flame. His feet work like hands and he can carry weapons into a battle. He breaths fire or icy cold, whichever is most appropriate for the time. He is more intelligent than most of his kind. Deadly and fierce, he is one of many of his kind, but he is the smallest of them.

BACKENTAK – Large cat with claws of fire. Loves battle and relishes winning at all cost.

BACKERLOSER – A heavy silver sword to be called and used against the Ways of Le Marchand or like ways. Can be used to seek out the Dead in your own ways. It glows pure white when one is near.

BAKAKANNA - Of the Succubus. One of the spirits of the Art and Square of War of the Black Flame.

BAKKA- HAD – A Demon of Fear

BAKKAHN – Bringer of blindness to sight, paralysis to fighters, and he takes the memory from teachers

BALAAM - – Lord of the Black Flame of Satanas. See Black Flame Of
Satanas
BALAAM – Sword carried by Pelrcas.
BALACAR – Great Wizard.
BALALEEN – Warrior spirit that can be asked, not commanded.
BALAMARD – The true carrier of the Essence of Darkness.
BALBERITH - One of the Great Ones of Darkness. Many of the modern writings with Goetic or Christian influences list Balberith as a Daemon of the second order or as a Duke of Hell.
BALENT - Succubus.
BALENZEL – Great Lord held by pact. Called to protect circles.
BALGAROTH – Lord Protector. Youngest to Abaddon.
BALGLANZE – Holder of great thundering walls that can be used to surround a circle as protection.
BALINDS – Seer.
BALSATEN – Ruler of Guiding Spirits.
BALSATEN – Healer. Sworn to the Black Flame. Holds others of his kind.
BALSUN- A fighting group not held by covenant to any, but will most likely join with the Black Flame over any other. The leaders name is Katheane. He can be called through a Medium if their help is needed or requested. What they will ask in return is unknown, but their fighting skills are great.
BALZEN – Lord of the Black Flame.
BANDESAN - Artist of the Cold Breezes. One of the artists of Lord Wizard Gwylden. (See Gwylden)
BANDRIEN – Fighter.
BANEET-ELL, LEGION OF - Commanded by Desprit.
BANGULBENEN – A Demon of Apothecaries
BAPHOMET – Master of dimensions. Without whose sight we would not see ourselves as we are. He was a pagan idol under the order of the Knights Templar, though his name is more commonly known as depicted in the sabbatical goat image of Eliphas Levi.
BAQU OF THE NARD – Holder of Fighting Legions.
BARA – Ancient word to signify “be gone”.
BAR-AGATH – Wizard and teacher of Cartha.
BARASEQUE, LEGION OF.
BARATT – A Demon of Blindness.
BARCEN – Dagger.
BARDASH – Seer.
BARENAL – Guardian of the Curse of Sight.
BARKET – Weapons Master.
BAROLET – A shield forged for the most powerful to carry. Can stop most swords except for the strongest. Can carry the carrier back to safety if needed. Can be called even from battle. It can also cast an illusion of someone holding it, but it cannot fight alone.
BARRA-BA-ABBIN – One of the blood drinkers of night. Destroys a victim with the use of their hair.
BARRA-STEP, LEGION OF – Commanded by Eleag-sep.
BARRAQUANTAN – A Demon of Absolute Silence. Those upon whom he touches will be driven mad by him. He shrouds his victims in total silence. They can hear nothing and while they can see around them, they can no longer be seen themselves.
BARSGANIA – Commander of the Noble Ways of Carth.
BASAME, POWERS OF – Powers used with sword. Right to use these powers given to the Dark Prince by the Fighting Teacher Cassandra.
BASANTREL – One of the thirty-nine Fire Lords.
BASSALYA – Lord. Giver of wealth and riches for the sacrifice of one of your blood.
BASSATEL – Fighter.
BASSTIRN – One of the thirty-nine Fire Lords.
BASQUEK – Seer.
BASVELLEN – Fighter.
BAST – Lord of the Black Flame. Also worshipped as a War and Solar Goddess by the Ancient Egyptians. Bast was also portrayed in a female form by the Egyptians and was represented as the Cat Goddess. Also known as Ubasti, Baset, and Bastet.

BEASTS OF THE PATH AND ANGLES – Guardian Beasts. Can be called to guard area or circles.

BEFRAY – Fighter.

BEHERIT - Lord of the Black Flame. Carrier of flames. Sometimes referred to as a Daemon named Berith, thought Beherit and Berith are actually separate entities.

BEHERIT - One of the Guardians of Fire, from the Eastern Gate.

BELDENCHES – Group of fighters of an old race. Very tiny creatures but they are incredibly powerful.

BELDOR – One of the Sacred Names of the Masseen and the Black Flame.

BELETH - Lord of the Black Flame. He is also considered to be the thirteenth spirit within the Goetic Practices. According to many Demonologists he is supposed to command eighty-five legions and is supposed to ride upon a pale horse. He is also known by the names of Bilet, Bileth and Byleth

BELIAL - – Lord of the Black Flame of Satanas. See Black Flame of Satanas

BELKASIEN – Holder of forces that can be called and used against the Ways of the White.

BELLAST OF GIANE – Can give powers of speed in battle.

BELZ - One of the great names of power of the Masseen Ways and the Black Flame.


BELCON – Lord of the Dark Fires.

BENATA – Guardian.

BEN-KALBE – Slave Master. Holder of 937 slaves.

BENTAS – Healing Bane.

BERENAL – Guardian of the Curse of Sight

BERESEND – Bringer of sight unto an Athame. Called through Eighth Key
of Arthrasham.

BERITH - Protectors of the Masseen Great Circle from the ways of the south. Some Demonologists consider Berith to be a great Duke that commands 26 legions of hell. Some also refer to the name Berith as Beherit, though they are actually separate entities.

BESTRUM – Carries the sword known as Gana.

BETHAN – Spirit of pain from within the Gates of Shellan.

BETHELL – Servant of the Lord of Sight.

BETLION – Warrior of generations past.

BHAGA Lord and Spirit of Madness. Can be called by those of the Black Flame, but there will usually be a cost.

BILON – Warrior.

BLADESH – Powerful spirit who can help remove one who is possessing one of yours.

BIAZEN - One of the Sacred Guides of the Fiery Ways.

BKLANANES – Carries fear and terror to the minds of those he touches. He will go after those he is sent after, but he will also likely go after those who sent him.

BLACK FLAME OF THE ANCIENT ONES– Created by Chullizmah , the Black Flame was originally seven great fires, fated to burn throughout time. It is from these great fires that the Fathers of the Black Flame were created. The Fathers of the Black Flame are Ctha-Lu, Azag-thoth, Shub-Insigarth, Kraidien, Sabazios, Setheth, and Phanguli. These seven great fires that were the origin of the great Fathers were later combined into the one great fire that we now call the Black Flame, and these are the fires of power from which we draw the powers of darkness that we use within our workings. The Lords of the Black Flame were also created within these great fires. Pure of Flame, to grow as the Ways of the Flame grew, to ever walk the path of Darkness. The Dark Prince and Dark Princess of the Black Flame were also created and consummated within the powers of the great fires. Created by the Fathers of Darkness and carried by mothers of great powers of other ways, loyal to the Dark Ways. The Fathers of the Black Flame are the same ones that the Sumerians referred to as the seven evil ones in the Enuma Elish and the Epic of Gilgamesh . They are also the seven who are considered the evil ones in
BLACK FLAME OF SATANAS – Created by the Ancient Gods (See Ancient Gods) the Children of the Ancient Gods once they were on their own, joined with the Ways of the Black Flame of the Ancient Ones (See Black Flame of the Ancient Ones) for a period of time for a period of development and learning. Later they went their separate ways. They left the Ways of the Ancient Ones, the Black Flame, and the Mountain of Massu and formed their own group calling themselves the Black Flame of Satanas. Later creating those of the Elder Ways to be as their brothers. At the time they did not know of the treachery of their creations. During the First Battle at the time of banishing, those of the Black Flame of Satanas were banished along with the Ancient Ones and the other millions who walked the ways of Darkness. These were freed when the Dark Prince and Dark Princess returned the Fathers of Darkness and those who had been banished. However unlike the Fathers of Darkness, the Children of the Ancient Gods chose not to continue the fight against the enemies of Darkness and went off on their own upon their release. They were unable to adjust to and accept the time that they had been banished away before their return. It is as if their spirits had been broken.

BLACK WINDS – Great Winds of Battle carried by the fighter Alkas.
BLADESH – Of great power to hold an enemy spirit.
BLASTROS – Holds the powers to freeze an enemy. Use of this spirit is restricted to limitations.
BLIKANIL - Of the daggers. One of the spirits of the Art and Square of War of the Black Flame.
BORADEN, WAYS OF – Guardians and protectors who will guard a speaker from within a battle.
BORDASK – Seer.
BORDERALISS – Holder of an army of Vampires. Leader of the ancient blood takers.
BORTEAN – Thirteenth Horror of Squinese.
BOULISET – Holder of weapons powers. Covenant with the Black Flame.
BOUN - Leader of one of the 13 battalions of Sepsin of Quantan.
BRASQUET – Sword carrier.
BRAVESSHE – Fighter of old knowledge.
BRETHHAM, POWERS OF – Battle powers and forces.
BRISTAS – Born and created of the Flame. Pure fighter who will destroy any in his way.
BQUALL- Fighting Legion of the Masseen Ways that is loyal to the Black Flame.
BRANSE – Teacher.
BRASQNET – Sword Carrier.
BRETHHAM, FORCES OF – Hold a Covenant with the Black Flame.
BRUNTE - One of the Fighting Lords Of The Vasprinta.
BURUSKA, LEGION OF.
BYRSECAR – Fighter.
BZIZA – Ruler of the Angle of the Fiery Quadrangle of the Four Quadrangles of Fire.
CABEL , LAND OF - Some of these ways walk with the Black Flame.
CABON - Protectors of the Masseen Great Circle from the Ways of the North.
CABRATH - Teacher of blood. Can teach of long forgotten talents.
CACANALA – Great Healer.
CALALIPEN – Great fighter.
CALASH – Spell Weaver.
CALAVENDEN – Wizard.
CALDONET, DENIZENS OF – Battle forces under the command of the Black Flame.
CALETZN – Sword Carrier.
CALHYAN – Fighter and Sword Carrier.
CALIPENE – A name of power that can be used to gain knowledge from the past.
CALIT – Fighter.
CALLIESTA – Holds Covenant with the Black Flame against the Ways of Belin.
CALRAN – Warrior of the darting tongues of fire.
CALVENDEN – Wizard.
CANLAK - Spell Weaver.
CANSALLI - One of the River Masters. Master of the river of the Breathing River of Denol.
CANTIEL – Succubus of the prime order.
CANZ - One of the Fighting Lords of the Vasprinta.
CAPAS – High Lord of the Masseen Ways.
CAPIAM – Name of the sword carried by Fortine.
CAPLESET - Nature Bender of fires held by Quasliet.
CAPRICORNUS
CAPTHERIAN – Holder of black knowledge.
CAREEDEST – Sword.
CAREN – Carrier of longing and desire to enemies.
CARESK - Succubus.
CARIN – Of the fiery breath. One of the Beasts of the Masseen.
CARNATINE – Fighter.
CARREND, LEGION OF.
CARRIE-ANN-THROUP – Bringers of fire and flame.
CARRIS – Great Warrior.
CARRIS LEVLIN – Fighter with great power with the ropes of fire. One of the oldest fighters of the Black Flame.
CARSPIAN WAY.
CARTH, NOBLE WAYS OF - Commanded by Barsagania.
CARTIAN – Carrier of plague and death.
CASENGEN – Fighter.
CASENZE – Taker of feelings and emotions.
CASHENE - Succubus.
CASLIEN – Great Weapons Master from the first age of man. Called upon to empower the Chalices of the Masseen Ways and the Path of the Black Flame.
CASMODIAN – Bearer of the sword known as Garben.
CASPYLT - One of the thirty-nine Fire Lords.
CASSANDRA - One of the Thirteen Teachers of the Fighting Arts. Teacher of the Fighting Art of Spell Weaving
CASSIEL - Lord of the Black Flame. One of the Fire Lords.
CASSORONE – A weapons master of the Black Flame. Taught most other Weapons Masters. Has a legion of weapons beneath him of all types from swords to fire sticks.
CATHAY – Healer.
CAVATTEN - A weapon mastered by the Weapons Master Ayskine.
CAVENTE – Sword welder born to the Blood of the Black Flame.
CAVWEEN – Teacher.
CAZIEN – Spirit of unsteadiness and weakness.
CELLINE – Those of his ways carry madness.
CELLINE, WAYS OF – Holders and carriers of the Powers of Madness.
CELQUIEN, WINDS OF – Carries those damaged in battle to the Healers, and those damaged of enemy ways to the Pit for imprisonment.
CENITELFAEGA – Destroyer of weapons that have their own minds. He needs to have the name of the weapon you wish him to go after. Burn a feather when he is called. The moon should be between the waxing quarter and new when he is called
CERDAN – Of the Ways of Cllastra.
CERIDWIN – Name of power used to command death.
CERRESS DIEN – Holder of the Keys of the Nine Swords of Achellan.
CHABLEAN , FIRES OF – Battle Fires.
CHADRELANE, SPIRITS AND WAYS OF – Spirits called to test the new

CHAKALAN – He carries vacillation in his touch. Any who come within his touch will quickly lose faith, and with their faith will go their ability. Can be called by any, but only at the waning or waxing of the moon. No specific sigil needed for his conjuration.

CHALAKAR – Heals fighters.

CHALAVEND – Giver of life. Does not heal sick or injured, but if called quick enough can return life to one who was killed while encircled.

CHALEIEN COLISAR – Spirits from our beginning. Can be called into a fight or into a Medium.

CHALKANTAS - Legion of the Masseen Ways that is loyal to the Black Flame.

CHALAKAR – Great and powerful healing spirit.

CHALTRAM – Fighter.

CHANDALERSASRDE – A Demon of Fevers. He touches those he is sent against and they sink into a deep and hallucination filled fever from which they will not be able to rise for at least a year, at most a generation

CHANGAN – Demon of Power Draining.

CHILDREN OF DARKNESS – There are two who are the Children of Darkness, they are Children of the Ancient Blood and are the Dark Prince (Also known as the Pope of the Black Flame) and the Dark Princess. They are created of each of the Ancient Fathers of Darkness and hold mothers of different ways who were loyal to the Black Flame. These two children are known as the Race of Mashu. In their beginnings the Children were sent by the Fathers of Darkness to a land far away from the great Mountain Of Massu, with each a teacher to teach them. They were sent away to keep them safe and hidden from the ones such as those of the Elder Ways who would use them to their own advantage or do them harm. During the time of the First Battle, during the time of the great banishing, the Children of Darkness were hidden away by the Renegade Banyan Septimo Lese Dor Morte. When the Elder Ways created the race of man, he placed the spirits of the Children of Darkness into the form of man, feeling that the best place to hide the
children was among the Elders own creations. The Dark Prince, with the powers of the Black Flame, created the Race of the Masseen, and with this race along with the Lords of Darkness (Those who were not banished in the first battle), with the Skorians and those who joined with the ways of Darkness) managed to defeat many of the enemies of Darkness. In recent times, the Dark Prince and Dark Princess managed to free from behind the gates, the Fathers of Darkness, the children of the Ancient Gods, and the many millions who were banished during the first battle. These children continue to walk the path of the Dark Flame and the Ways of the Masseen.

CHORINTHE, WAYS OF

CHORINTHE – One of the Thirteen Teachers of the Fighting Arts. Teacher of the Fighting Arts Oof Circles,

CHR – Guardian.

CHULLIZMAH – Chullizmah is the true Father of Darkness. He is of origins unknown and is the one who created the original nine fires of the Black Flame. It is from these great fires that the seven Fathers of the Black Flame were created. These fires were later combined into the one great fire that we now call the Black Flame, and these are the fires of power from which we draw the powers of darkness that we use within our workings. (See Black Flame of the Ancient Ones)

CHUNDRA - Lord of the Black Flame. Will come through a Medium.

CHUNDRA OF THE WAYS OF ATHEANIA – Carrier of swords and shields to those without in battle.

CINGE - Lord of the Black Flame. Holds the power to destroy a Weapons Master.

CKEMOSE - One of the denizens of the Angles of Darkness. Ruler of the Ninth Angle of the Flame.

CLDINODE – A Demon of Fires. He will carry the fires of his creation to where your enemy is, and will engulf his spirit to become part of the fires

CLEMSIONA – Guardian.

CLLASTRA, WAYS OF – Those of her ways are Healers with the powers to cure fire stick wounds. Those of her ways are Deva, Kansa, Serga, Pintra, Cerdan, Luchiet, Maldiend, and Varn.

CLUSSEL – Gives captured ones strength to free themselves.
CLUSTRON – Ties winds of battle sent by enemies.
COLINESTRA – Great healer.
COR – Spirit of healing of one you love.
CORESELEN, LEGION OF – Commanded by Palade.
CORICUS – Blocker of sight.
CORPREIT - One of the Thunders of Darkness
CORTEL – Fighter.
CORSU – Teacher who was commanded to the ways of man to teach blood.
COSENDEN – Sword that needs no carrier.
COVELL – Healer.
CRANSALIET – Holder of forces. There are limits and restrictions on the use and calling.
CREPANOAL – Wizard. Holder of great fires.
CRUSTELEN - Great power of the Ninth Moon.
CTHA- LU – One of the Ancient Ones. One of the great Fathers of Darkness See Black Flame of the Ancient Ones.
CUNEAR - One of the nine Living Fires of Battle.
CYLAN – A Demon of lust causing. Those he touches during a battle will find themselves putting down their weapons and returning to where they came from to satisfy their lust within their own home.
CYLENHER – Succubus. Carries a very strong seed of the Black Flame. Has been used to kill Elder seeds.
CYLESHE - One of the thirty-nine Fire Lords.
CYLORN – Seventh Horror of Squinese.
CYOTE - One of the Great Ones of Darkness.
CYSEPLIANE – A Demon of Familiars. He will not touch upon Practicers, but will instead turn their Familiars against them to where it will either attack them, or break their Circles in an attempt to get away from them.
DACC-ALLET – A Demon to truth speaking. He can be called to cause truth to be told by one you are unsure of.
DACKAS-BAR-SAB – Holder of 733 Daemons. of death and destruction.
DAGANE – Healer.
DAGON - Lord of the Black Flame. Carrier of hatred. Worshiped by the Phoenicians as a major God source or figure.
DAGRION - One of the Denizens of the Angles of Darkness. Holder of the Second Angle of the Flame.
DAGVENA – Commander of the Slave Hoards of Percical.
DAKARRO – Marauder of Time.
DAKKAS – A Demon of vengeance. Responds best when called in anger, and when all within the Circle of Power are engulfed in anger. One of the rare times anger can be used without being a danger.
DAKSEPIOUS, LEGION OF.
DALENST – Fighter.
DALIEN, WEAPONS BEARERS OF
DALLERION – Keeper of the Light of Knowledge.
DALLIA – Incubus.
DALLISENE – Fighter.
DAMBELLAH – One of the denizens of the Angles of Darkness. Controller over the Second Angle of the Flame.
DANESMATA – Spirit of Wealth. Not of the Black Flame but can be called by them. He will come through a Medium and give his cost for his aid. His costs can be expensive.
DANVION – Holder of terror.
DARAKHASIS – Must be called by Ancient Pact. If you or yours have no Pact with him, he will turn on you if you try and summon him. No specific sigil needed for his conjuration.
DARKEST LIGHT, POWERS OF
DARKENED MOON, POWERS OF.
DARKENED NIGHT, POWERS OF
DARK RIDERS
DARMALOR - Spirit of Madness with the teachings of Grandest.
DARSKE – Dagger.
DARVELOT – Sword once carried by Los Chien.
DARVIEN, FORCES OF – Forces that cause fear and terror.
DASKEI – Fighter.
DASVIATA – Fighter.
DASVIATA – Healer.
DAVIKE – Healer.
DEASAS – Warrior Guardian. Conqueror of the renegade Miantes.
DEATH FLIERS OF EUROL – Those who rise upon leathern wings from the great and powerful Abyss.
DEBBALEM - Of the thousand spells of death. One of the spirits of the Art and Square of War of the Black Flame. This is also a name of power used within the Abramelin’s square of magic in his third book.
DELANANE - One of the Thirteen Teachers of the Fighting Arts. Teacher of Fighting with sword and knife spells.
DELEANE – Warrior of the Ways of Szal.
DELKASIEN – Holder of forces that can be called against the Ways of White.
DELESENTH – Guard of the first gate of the Seven Hells of Dencholes.
DEMI-SERAPATIN –Will carry or break the enchantment of the Ways of the White.
DENAGGA - Demon who controls physical movement of anyone of the Dead or Ways of Le Marchand he is sent against.
DENEKAT – A beast with the head of a dragon, the legs of a horse, the body of a lion, and a tail like a sea serpent.
DENESMATA – Spirit that will improve fortunes for a cost. Costs will vary, DENESOT – Holder of seven leagues of slaves.
DENCHOLES – Sworn Covenant with Satanas.

DENOENIA – Fighter.

DEN SICERRO – Carrier of the Whip of Power.

DENVESTAS, FORCES AND LEGIONS OF.

DENZELIA – Seer.

DEPORTHE - One of the eleven Gorgons of Time.

DESALAN – Welder of the Sword of Blood.

DESCARANATET – Fighter.

DESCATREN, LEGIONS OF – Servant Fighters or the Masseen Knights of Battle. The first Knights of our circle.

DESDESENDEN – Fighter and carrier of the sword Agell.

DESdra – Sword. Mastered and carried by Sim.

DESENTED – Shape Changer.

DESHALLA, WARRIORS OF – Group of very fearsome warriors. Commanded by Pravense

DESMORES – Strong spirit of protection.

DESNIEA – Holder of great power. Great power of the night.

DESPRIT – Commander of the Legions Baneet-ell, Froset, and Peshepd.

DESTIAS – The invisible one. A guide to lead unseen any of the Black Flame who wish to learn to most places. Not a fighter, but a valuable guide. Can keep any with him unseen.

DEVA - Servant of the Ways of Cllastra.

DEZLEN - Lord of the Black Flame. Holder of a large number of fighting Legions.

DGYAZ – Fighter.

DIABOLUS - One of the Great Ones of Darkness.

DIABOLUS – Lord of the Black Flame. Holds the power to command
enemies.
DINASEA – Curse upon him and his generations to be ever under the control and command of the Black Flame.
DIRECTIONAL CIRCLE GUARDIANS – Yashwee of the northern most gate, Aweth of the western most gate. Yowith of the southern most gate, and Mashen of the eastern most gate

DORLEN – Holds the power to cleanse all within a circle. Gives the powers of death to destroy any who take over anyone within a circle. Cleanser of death. Also gives powers of death to an individual to carry into battle.
DORSEAN – Twelfth Horror of Squinese.
DORXIAIA – Large being that is very ancient and old. One of three. Can give prophesy of Flame future happenings. Not sure if friend or not, but somehow connected.
DRAGONS OF THE ANCIENT WAYS.
DRAJICLE – Dagger.
DRASP - Spell Weaver.
DUGAT – Spirit of natural healing.
DULCEED - Nature Bender of the earth held by Quasliet.
DULETH – Part of the most powerful Legion Of Baal.
DULISE – A great Saber from the distant past. Dulise needs no command to join a battle He knows when a battle is being fought, and battle was the reason he was forged. Dulise is one of the few weapons that can lead other weapons into battle. When forged he was given a true mind to enable him to sense battle. And when within battle, he can sense those who are with the Black Flame and those who are our enemies. This is a weapon of unusual intelligence and power. Dulise was forged in the fires of the mountain long enough past to have been one of the first weapons touched by the Fathers of the Black Flame. Its powers were used as a model for many of the weapons
that were forged when it was finished. Dulise is a symbol of pride and power that is the Black Flame. Dulise can be captured and held, but not destroyed.

DUNZEST - One of the Fighting Lords of the Vasprinta.
DURANGE - Leader of one of the 13 battalions of Sepsin Of Quantan.
DUSGARTH - One of the thirty-nine Fire Lords.
DUSYZEKOLR – Fighter.

DWANET – Seer.

DWELLS – The dwells are a land or place of forgotten knowledge and forgotten spirits of the Dark Ways.

EA – Name of power.

EARNIOUS – Lord and Commander of the Ways of the Succubus.
EASTEPE – Fighter and Weapons Master.

EBENDOS – Great Sword of Ice.
EBESOOM – Fighter.

EDIPITEN – Eighth horror of Squinese.

ELATREE – Great and fearsome slaveholder.
ELDANE – He and his followers can be called to into an attack against the Ways of Light.


ELEASE, WAYS OF

EL RO OF HABON – Teacher or Spirit of knowledge.

EL SHEA E TIEN – Protector / defender. Knows the voice of the Black Flame and the Masseen when called. He will come through a medium and do as bid, but he is a danger and should be separately encircled when called. He is not of the path, but he has been loyal. He is of time, but a renegade of time.

ELATREE – Slave holder.

ELIGOR - Lord of the Black Flame.

ELINALSE - Of the frozen waters. One of the spirits of the Art and Square of War of the Black Flame.

ELIPIGE, LEGION OF – Commanded by Ingate.

ELIPSEN – Holds the depth of madness.
ELNA – Seer of blood.
ELSPAQUAREWNDEN – Spell Weaver.
ELVEAT - Spell Weaver.
ELYSSSEN – Madness carrier.
ELZAN – Spirit of Knowledge. Will bring you knowledge through a medium, but it will cost you your medium.
ELZENEN – Healers Bane once of the Elder Ways now enslaved to the Black Flame.
ELZIAN – Great Powers of Knowledge.
EMITES - One of the great Guardians of the Black Flame.
EMLYSEN – Spirit of the Gray Tunnels.
ENDRA - Legion of the Masseen Ways that is loyal to the Black Flame.
ENDUVIN – A Demon of lust.
ENEDESQUALA – Carrier of madness.
ENDIS – Healer.
ENEGRALET – Of the ancient blood letters, Protects against others of his kind. Gives protections against Synthal when entering battle.
ENLET – Teacher.
ENLYSON – Of the clouds impenetrable.
ENTABOR – One of the great names of power of the Masseen Ways and the Black Flame.
ENQUAL – Guardian.
ENSILEIN – Guardian of the East.
ENZIPED - Leader of one of the 13 battalions of Sepsin Of Quantan.
EONSELISIAN – Wizard. Holder of a destruction spell against the Telzans.
EPLIAS OF THE FOURTH GATE
EPLISON – Greatest and most fearsome fighter in the stables of Arthrasham.
EPSLARAK - Lord of the Black Flame.
EPTEANT – Dagger Master.
EQSTENIAT – A Demon who will attack only Seers. Taking away first their confidence, then their ability, and finally their will to live.
EQUENT – Holder of fighting forces sworn to the Black Flame. Warrior who commands those who are leaderless in battle.
ERANGAVAS – A Demon of lust and violence.
ERGAS-ALASET – Fighter and Sword Carrier.
ERGENON – A Demon of lust and violence. Will go against any of either gender, but prefers artists over fighters and does not like to approach any of the dead.
ERISLES - Carries fires of life and joy.
ERGLAST OF THE HALASABA- Holder of armies. He is also a Spirit of Knowledge called through the First Key Of Arthrasham.
ERNICUS - Lord of the Black Flame. Lord and commander over Succubus.
ERGAS-ALASET – Fighter and sword carrier.
ERSHIENE – Sword carried by Anakea of the Race Of Bzaleze.
ERUSTES – Holder of the fires of life and joy. Healing fires that can be used on a Warrior of the Black Flame.
ERZULE – Servant warrior of the Ways of Chorinthe.
ESALEN, WAYS OF – Eight hundred and thirty fighters loyal to the Ways of the Black Flame.
ESCADRILLE – A circle with nine circles within it.
ESCHAMBIA – Very powerful warrior. Can be called to destroy enemy leaders.
ESDENAN - One of the thirty-nine Fire Lords.
ESENEXT, LEGION OF – Commanded by Palade.
ESIDEL, LEGION OF.
ESKET OF THE DENISOT.
ESLANILE - Of the great winds. One of the spirits of the Art and Square of War of the Black Flame.
ESPET - One of the Fighting Lords of the Vasprinta.
ESQUALLRE – Will carry enchantment to the ways of the Dead or the White.
ESQWALLATINE – Holder of great power over steeds.
ESSQUALLENTEN – Taints enemy healers hands.
ESQWADE – A Daemon of exhaustion. Those he touches will find their energy drained and will be unable to replenish it by any means.
ESQWALLATINE - Holds the power over all great steeds.
ESTISE – Teacher of the powers of fires.
ETALE – Strengthener of seed used for madness cures.
ETERNAL SERPENT – (See Fathers Of Darkness)
ETHIAL - Lord of the Black Flame.
ETHIAN WAY – Some of this path work with the Ways Of Darkness through Covenant.

EURONYMOS – Seers Bane.
EVAKEL – Fighter.
EYLESIAT – Carrier of Death Winds.
EYSSEN – A Demon who will do as bidden, but be sure to command him carefully. He will do exactly as told. He will come forward on the four moons of the lunar changes of the year. No specific sigil needed for his conjuration.
FALGEST – Strengthener of athames.
FALIGE – Great Lord of the Ethian Way. Brings knowledge of those taken if still alive.
FAIGEN – Knight of chaos.
FAILEN - Legion of the Masseen Ways that is loyal to the Black Flame.
FALJA – Bearer of the sword known as Tirone.
FALLIEN - One of the River Masters. Master of the river of peace.
FANGEN – Great Prince of the Race of Sword Carriers.
FARAKANAR – Sword.
FARINE - One of the thirty-nine Fire Lords.
FAROUL – Guardian.
FASCYLN - One of the thirty-nine Fire Lords.
FASELT – Fighter.
FASQUEN – Of the Ways of Giane. Warrior.
FASUS DECIMER – Holder of winds of battle.
FATHERS OF DARKNESS – The great Fathers of Darkness otherwise known as the Ancient Ones, are Ctha-Lu, Azag-thoth, Shub-Insigarth, Kradien, Sabazios, Setheth, and Phanguli. Created within the great dark fires of the Black Flame, the seven fires of Chullizmah. These great ones have been referred to as the Eternal Serpent. They are the Fathers of Darkness and the Fathers of the path of the Black Flame. There are two children of the Fathers Of Darkness, they are the Dark Prince and the Dark Princess of the Black Flame.
FATHERS OF TIME – Those who control the Ways of Time.
FELIM – Holder and commander of the sword known as Sira.
FEWNLESIAN – Holder of the great black hand of death. There are restrictions on his use and calling.
FENRIZ – Lord of the Black Flame.
FERGAL – Carrier and master of the sword known as Suriana.
FEVEREN – Of the Enchanted Ways.
FIFTH ANGLE, ESSENCE OF
FINLAY – Spirit of Balzen.
FIRE CLOUDS OF GLASTEN – Great fire clouds that can be called upon enemy lands.
FIRE LORDS – (The thirty nine Fire Lords are listed in the order of least powerful to the most powerful.) Apsiene, Lorgen. Yanshel, Orvex, Suspyne, Ulveng, Tapisa, Basstirn, Zanlext, Aglept, Wanglet, Cyleshe, Fascyln, Dusgarth, Munes, Guvea, Iptali, Xallept, Vuspite, Onnagre, Aggassa, Lavieshha, Huskard, Puliese, Esdenan, Gurrinda, Narrind, Quantrun, Farine, Illisset, Avesstel, Varrig, Appystyne, Orrit, Caspylt, Gorrne, Tylla, Basantrel, Kyrpinet.
FIRE SHADOWS – 90 X 900 Battle Fires.
FIROTHAT – Guardian of Dragons.
FLASSAN – Holder of images of terror.
FOCANSOP, LEGION OF – Commanded by Lantas.
FORAJANLE – Bringer of the purity of strength.
FORCENE – Succubus.
FORDULON – Teacher of the old ways. sister of Haverlion.
FORELL – Fighter.
FOREND, LEGION OF – Commanded by Andreg.
FORSH - Leader of one of the 13 battalions of Sepsin Of Quantan.
FORTAMA – Teacher. Can work through a medium to help with teaching.
FORTATULE – Spell Weaver.
FORTEASK – Sword Carrier,
FORTINE – Bearer of the sword known as Capiam.
FORTIENZ – Teacher.
FOSTNE – Fighter.
FOUNSEN – Spell Weaver.
FOUR HUNDRED SWORDS – Each of dependent powers brought out from behind the gates.
FOUR QUADRANGLES OF FIRE – The Angle of the Fiery Quadrant is ruled by Bziza. The Angle of Fluid Fire is ruled by Sanaa. Kerub is the ruler of the Angle of Etheric Fires. And Holax is the ruler over the Denser Fires of Earth.
FOURTY FOUR SPIRITS OF WEATHER – Fred from behind the gates when the Fathers were freed. They will go into battle and cause the weather and climate to change in the favor of the Black Flame.
FRAGGASAN – A Demon of blindness.
FRAMPE – Spirit of madness with the teachings of Kaleset.
FRANGEN - One of the sacred names of the Masseen and the Black Flame.
FRANKENTOSS – Spirit. As strong as a Lord. He was a Spirit of Light. Born to light, but was banished because he went against their Lords. Was found by ours, tested, and swore undying loyalty to the Black Flame. Very good against the Ways of the Light. Also good for knowledge.
FRANSEE – Fighter.
FRENSHA – Great and mighty leader of the Weapons Bearers of Dalien. Covenant with the Black Flame.
FRENZINEA – Carrier of the Tentacles of Death.
FROSENT, LEGION OF – Commanded by Desprite.
FROTEN - One of the Fighting Lords of the Vasprinta.
FROZEN AIR, POERRS OF – Battle Power
FUSURN – A sword that will accept no carrier.
GAIANE – Sword.
GAJAS – Fighter.
GAKALI – Fighter.
GALEONE – Weapons Master who holds the powers to give flight and sight to a weapon. Held by Ancient Covenant to the Black Flame.
GALLAVAS – Fighter.
Gallet – Sword Welder.
GALLETH – Of the frozen night. One of the Beasts of the Masseen.
GALSAN, POWERS OF
GALTZ – Sixth Horror of Squinese.
GALWENS, BIRSD OF – Fire breathing birds.
GAMBLET – Of the powers of pure honed metal. Can increase a weapons powers nine fold times three.
GANA - Name of the sword carried by Bestrum.
GANETON – Holder of the Serpents of the Fires.
GANLEASH – Can freeze the air around a circle to stop intruders.
GANSALEON – Once great protector of the Elder Ways.
GARAGAGASEL – A Demon of savage violence. Those he touches will turn to savage but usually fatal violence
GARALACCHC – A Demon of hate and violence.
GARANE – Sword.
GARBEN – Name of the sword carried by Casmodian
GARIATHE – Carrier of blinding light of blue fires.
GARLOR – Great and powerful warrior of Lord Abaddon.
GARNET – Controller of fire weapons.
GARON - Commands winds, as well as a wrath of demons.
GARRAGASE, LEGION OF – Commanded by Palade.
GARRON - Protectors of the Masseen Great Circle from the ways of the west.
GARRONDEL – Demon of pain. Will touch upon those he is sent against and will slowly grow from minor pain to agony.
GASABALE – Guardian.
GASHU – Carrier of ancient fears and terrors.
GASPRAN - Fighting Legion of the Masseen Ways that is loyal to the Black Flame.
GAVESA – One of the Nine Living Fires of Battle.
GEENTEP – Seer.
GELAI – An ancient name for Incubus.
GELEN – A Lord of Madness destroyed in battle on All Hallows 1988.
GELZKE – Lord of Abaddon.
GENEZE, LEGION OF
GENDOSUR – Seers Bane.
GENEZE, LEGION OF.
GENVEL – Lord over the Sighted Swords of Oligane.
GERNATILLE – Race from below the feet of the great mountain. The Serpent Race. Guardians of working areas.
GIANE, WAYS OF
GIGIN XUL – Ancient word for evil ghost or spirit.
GILAVEL – Holder of a hoard of fighting slaves.
GILLIANE, FIRES OF – Battle fires called against the Ways of the Light.
GILLIVANS – Seductress.
GILVNER OF VALSTST – Empowers vestments.
GIMAS – Fighter.
GISSED – Fighter.
GISSELED – Fighter.
GLACIEL, POWERS OF – Powers of the Ways of Giane.
GLADKA Fighting Guardian of the Fighting Teacher Chorinthe..
GLACIEL, POWERS OF – Powers of the Race Of Giane.
GLASTEN OF THE ASKI – Holder of fire clouds.
GLAURAB – Protectors of the Masseen Great Circle from the Ways of the East.
GLEN – Lord of Madness.
GLENDVAIL – Sword. A weapon mastered by the Weapons Master Ayskine.
GONLOWIAN - One of the three great winged beasts held by Wenlesa.
GORENTH - One of the Thunders of Darkness
GORGONS / HYDRAS – Gorgons and Hydras shall reproduce themselves in the superstitions and minds of the fools of righteousness. But such as they are, and they are forever within us. In our grasp and in our beings. They are that which stand eternal within our grasp, to be sent by our wishes.
GORGONS OF TIME - There are eleven Gorgons. They are Aktoi – Strongest of all and the only one who can be called. Lexion – Fighter. Wasine – Destroyer. Rapason – Gatherer of strength and information from enemies. There are also Kolaine, Zylone, Kintel, Jurged, Deporthe, Masena, and Lourex.
GORMY - Lord of the Black Flame.
GORRNE - One of the thirty-nine Fire Lords.
GOUZE - Leader of one of the 13 battalions of Sepsin of Quantan.
GRANDEST – Ruler of madness unto those of the arts.
GRANNEL – Teacher.
GREAT BLACK HERRALD – This is another name for Nyarlanthotep.
GREAT EVIL BIRDS OF THE PIT
GREAT ONES OF DARKNESS – Samu, Proserphen, Balberith, Ahriman, Cyote, Diabolus, Haborym, Nergient, Mictan, and Adranel. These great ones should not be called by any except the Dark Prince or Princess, the Children Of Darkness in their times of great need. They were called and used by them when the great walls that held those barred without from the banishing of the first war were breached and those without returned to the red waters of life.

GREY WINDS – Battle Winds.

GRIFFINS – Griffins were the familiars to the great Lords from before time. Most were destroyed in battle, or died from age long ago. Many who were left changed over centuries into what are now cats. Few of the original Griffins were able to reproduce themselves, and their young were more valuable than anything else one could possess. Young of the Griffin are born with all the knowledge of both of the parents, and they hold all the power of both. They are born with the full memory of all they have seen within circles for however many generations they go back. A Griffin unheld by any master is a deadly enemy, and a Griffin once harmed becomes your enemy for all eternity.

GTERSLOH – Great sword carrier destroyed in battle on All-Hallows 1988.

GUALWENS, FIRE BREATHING BIRDS OF.


GUARDIANS OF FIRE – Sammele of the Eastern Gate, Yastzne of the Western Gate, Apolyn of the Southern Gate, and Beherit of the Northern Gate.

GUDLIONE – Of Vespat.

GUELLO – Battle forces.


GULLIEND – Fighter.

GULUSE – Fighter.

GURRINDA - One of the thirty-nine Fire Lords.

GURRIND-DEP, LEGION OF – Commanded by Lantas.

GUVEA - One of the thirty nine Fire Lords
GVISSATE - Lord of the Black Flame.


GYLANE – Of the Carspian Way. Destroys those of the Elder path.

GYLVUIER - A weapon mastered by the Weapons Master Ayskine.

GYPSTAN, WAYS OF – Fighters against the Ways of Light.

GYSKLINE – A Demon when unleashed is like a storm long brewing finally being released upon those he touches.

GYSTENE – A Demon of lust and destruction.

GYVEL, WAYS OF - Part of the Ways of Sessaran.

GYZVINE - Spirit of madness with the teachings of Grandest.

GZLENTA - Succubus.

HABERNASH – Lord of the Dark Fires.

HABERNASH – Seeker of good fortune. Can influence good fortune for those who are deserving. (No known cost.)

HABORYM - One of the Great Ones of Darkness. Modern Demonologists consider Haborym to have the rank of Duke

HABVRAMORT – Bringer of deadly illness to one who has wronged you.

HAGANIS – Called only by the Ways of the Black Flame or the Ways of Le Marchand. Will work against any except those who can call him. He must be called with great care and ceremony. Will not turn on those who call him, but if not called properly he will not do as bidden. In his pentacle should be a sprig of mint and an unfertile pheasants egg

HAGGASE - Can be called by any of the Ways of Darkness and will likely strike at any he is called against if called properly. He will freeze those he is sent against. Freeze them as they stand or as they walk. Whatever they are doing as he catches them.

HAKKALLAN – One of the three Great Winged Beasts held by Wenlesa.
HALFINLIFE – Carrier of knowledge.
HALKKA-SHA – Seer.
HANNAS – Guardian.
HANX – Spell Fighter.
HARAACLIAN – A Demon of Dreams. Those he touches are affected in their dreams. They will lose the peace of mind that sleep brought them, and they will slowly loose themselves in their dreams.
HASAK – Teacher.
HASKILN - A weapon mastered by the Weapons Master Ayskine.
HASTUR – Called easily to bring fear and abeyance to the ranks of slaves who are either revolting or escaping. The slaves must be faced down and told to return to their homes in the name of Hastur. He is the Lord Demon to all who are enslaved. Once spoken he will appear, and the sight of him will quell the slaves.
HAVERLION – Teacher. Sister to Fordulon.
HAVERMORT – Carrier of sickness and disease.
HAXIEL – Seer.
HEALERS, RACE OF.
HEATHEROE – Great female warrior from a race long ago destroyed. One of the Dark Flame helped her on the field of battle just because she was such a great fighter. Just because of that she stayed and is loyal. She fights with sword and knives in close combat. She also has a special weapon. A sword of fire that can melt most metals.
HEBRETIDE – Seer.
HEGATHE – Great Lord of the Ways of Giane. Can make poisoned circles safe to break.
HEKNET – Lady of salvation against madness.
HELENDINE – Spirit of Madness with the teachings of Kaleset.
HELGUISPAUN – A Demon of slow and wasting death. Can be used only on All Hallows and on the eve of Candlemas. He extracts a high cost by requiring one of your own to be touched him the same as your victim is touched. You will know your victim is suffering by watching your own
HERRATHIN - Guard of the Fourth Gate of the Seven Hells of Denocholes.
HERWAN - Of the frozen stare. One of the Beasts of the Masseen.
HESENUTAR - Connected with Ctha-Lu.
HESKAL - Sorcerer. Son of the aged Sorcerer Petrale.
HESKEL - Great Spirit of knowledge.
HESTIN OF BAK - Holder of weapons that can be used against the Elder Ways.
HSKYLLE - A Demon of Anger. Will touch upon any, but is much more effective against Fighters and Weapons Masters than against artists. Can only be called at the moons quarter points, either by waxing or waning.
HESSEN - Fighter.
HETHIEN - A great Sword.
HOLAX - Ruler over the Denser Fires of Earth. One of the Four Quadrangles of Fire.
HOPICALE - Leader of one of the 13 battalions of Sepsin of Quantan.
HOUNDS OF THE BARRIER - Strange and terrible are the Hounds of the Barrier. Follow thy consciousness to beyond its limit. Unseen they shall remain among thee in places where the eternal rites have been committed. Fear them not, for they shall be as thy protectors. Guardians around thy circles. Fences around thy workings.
HRECATE - Guides the injured to a Healer.
HSTUN - Seer.
HUMMEX - Fighter.
HURGENSE - Sword.
HUSKARD - One of the thirty-nine Fire Lords.
HUZAK, LEGION OF.
HYDRA - (See Gorgons)
HYS - The Hys and his tribe are all weapons of a blue look, with the strength beyond blessed metal forged by a Sorcerer.
HYSEX - Fighter.
HYSGEN, NINTH GATE OF – One of the Gates of the Hys.
HYTHEN – Dagger.
IASSEL – Teacher.
IBLAPISHER – Sword.
ICAHHTH – A Demon to cause enemies crops to fail in their fields.
ICCALSHA – A Demon of Lustful Dreams.
ICE, SPIRITS OF.
IDIMMU – Ancient word for Daemon.
IGLANTELLCE – A Demon of Stupidity. Causes those he is sent upon who he touches to become increasingly less intelligent and causes then to make wrong choices.
IGALVASE – Healer. Can be used on Black Flame only.
IGLE – Seer.
ILLEASE – Guardian.
ILLESAR – One of the Thirteen Teachers of the Fighting Arts. Ancient Teacher of the Fighting Arts of Athames.
ILLESAR OF THE SHADOWS NEAR – Carrier of battle shadows.
ILLISSET - One of the thirty-nine Fire Lords.
ILLSEA – Weather Spirit who was once called upon by those of Druidic Ways.
IMUTHES – Bane to all of the arts.
INARA - Spirit of Madness. Spirit that will ease the mind of those affected by madness. There is a cost to use this spirit.
INCARTATRIX – Ancient word for female Enchantress.
INDARATHION – A Demon of great beauty. She appears to the one she is sent against in battle only, and will show such beauty that he will stop whatever he is doing and he will follow her wherever she will lead him. The only thing that is immune to her is a blind Seer. She cannot project her beauty into sightless eyes, and they will see her as terrifying and hideous. No specific sigil needed for his conjuration.
INDRA – Lord and Spirit of Madness. Can be called by those of the Black Flame, but there will usually be a cost.
INES - One of the Thunders of Darkness.
INGALLEN, LEGION OF – Commanded by Eleag-sep.
INGATE – Commander of the Legions Assan, Resqut, and Elipige.
INGRAZIA – Can bring purity unto thy purpose.
INVIED - A weapon mastered by the Weapons Master Ayskine.
IPTALI - One of the thirty-nine Fire Lords.
ISCAL – Seer.
ISHTAR – Holder of nightmares.
ISIS – Spirit of Love. Worshiped by the Egyptians, and later by the Greco-Romans as a Goddess as the patron mother.
ISLELLENEX – Dagger.
ISLEN - Spell Weaver.
ISTARNEL, LEGION OF – Fighters of ancient and powerful bloodlines.
JACKALS - The deadly Jackal is a guardian and watcher to the followers of the Black Flame. He is a symbol of stealth and cunning. He is a symbol of true freedom where nothing binds you other than your own wishes. Those whom he knows will see him rarely, but signs of his being will be there. He can be heard and felt, but he honors few with the sight of him,
JANVELER – Lord and Ruler over Madness.
JALAVIE – A Demon of Hatred. Will cause those he touches to be overwhelmed by feelings of violent hate for all of their own kind. They will also begin feeling a sudden affinity to those who have always been their sworn enemy.
JANESUS – Daemon Sword.
JAUIR – A spirit of confusion and conflict.
JAVIER - One of the nine Living Fires of Battle.
JAVIER – Spirit of confusion and weakness.
JAVIR – Spirit of confusion and conflict.
JEVELEN, LEGION OF.
JENOS - Lord of the Black Flame. Lord Protector over Sighted Ones.
JOVAK - Leader of one of the 13 battalions of Sepsin of Quantan.
JUNVERSE – Sword.
JUNVIER - Guard of the Seventh Gate of the Seven Hells of Denocholes.
JURGED - One of the eleven Gorgons of Time.
JYNZED – Weapons Master.
KABBANAPS ANIAN – Great power over the Darkened Wanderers.
KAKACANIAIT – Warrior of blood.
KALHERIA – Great messenger. Has worked as a messenger for Satanas in the past.
KALIN – Lord and Commander of the first Angle of the Flame.
KALESET – Ruler of madness unto those of the crafts.
KALMEN, LEGION OF – A Legion of Dezlen.
KALPA – Called against one who holds one of ours. Spirit of fear and terror.
KALPAT – Great Wizard.
KALTEN - Artist of the nine swords. One of the artists of Lord Wizard Gwylden. (See Gwylden)
KANSA - Servant of the Ways of Cllastra.
KAR-AK-AIA. LEGION OF.- A Legion of Sword Carriers and their Swords.
KARANATHE – Sword.
KARES – Sword.
KARRALAZE – A Demon of lust.
KARTHEAN - One of the Thirteen Teachers of the Fighting Arts. Teacher of the Fighting Arts of the Apothecary Ways.
KASADAN – Carrier and bearer of the plagues of old to enemy lands.
KASANEL – Great of the Incubi.
KASARA – Seer of the Black flame.
KASATAN – A Demon who carries feelings of deep sadness and depression. Will work against those of the Arts. When he is called none of the Arts
should be involved within your Circle, or he will cause his taint of sadness upon them
KASENEN - A Demon called by Darkness to strike at Light. Insatiable appetite for walls of any kind, from walls surrounding a fortress to the walls protecting a mind. Use care, as the caller is at as much risk as the victim if he is called wrong.
KASHIPANNI – Power of Banishment.
KASIENG – Commands a Hoard of Horrors.
KASLEGAPTR – Great Sword. The first ever done by and for Satanas himself.
KASTAHAKKAL – A Demon of Silence.
KASUIAN – Spirit formerly under Callia.
KATHEANE – Leader of the Ways of Balsun.
KASUIAN – Spirit under Callia.
KAZALEN – Fierce and strong holder of strength.
KAZALEN – Holder of strength.
KE - Legion of the Masseen Ways that is loyal to the Black Flame.
KEALSEPT – Seer.
KEASA – Causes circles to fight against enemies. Can be used through requirements of the Fighting Teacher Corinthe.
KEKENSAGLE – A Demon of lust.
KELATUM SEIPRUNEM – Powers of Seduction.
KELDE, RACE OF – Some of these ways are loyal followers of the Black Flame.
KELLATUM KUTTUMTUM – Power of Banishment.
KELLZN – A warrior of the Legion of Kalmen. Will come through a medium of the Black Flame to give information on the legion and calling upon them.
KELPRITHEN – Fighter.
KELQUANE – Great buy vane fighter. Excellent with weapons. Sword, brand, and knife fighter of the first order. His vanity was in thinking himself as powerful as his master. It cost him his life, but it gave him immortality within his ring of power. His spirit can be sent upon the command of the
Dark Prince.
KELTHEPA – Lord over the Ways of Silent Destruction.
KELTHU – A Demon of weakening metal. He can be sent against any Practicer and will attack one item of metal upon their Altar. If it is a chalice, it will turn into a fish. If a candle stick it will turn into a cat. If a bowl it will turn into a large spider. Anything else a large and unidentifiable bug.
KENDRESTEN – A Demon of lust. Will attract only those whose natural talent is as a fighter and who are female
KENKANANE - Fighting Legion of the Masseen Ways that is loyal to the Black Flame.
KENTATUMN AMUND – Sword against the Ways of the Vampire.
KENYSTEN – Spirit of Lost Knowledge.
KEPSLINAL – Spirit of the land. Causes rain to keep lands fertile and strong.
KEPTRILE, LEGION OF – Commanded by Lantas.
KERTOL – Healer.
KERUB – Ruler over the Angle of Etheric Fire. One of the Four Quadrangles of Fire.
KESANEN – Great of the Incubi.
KESHTAL, DENIZENS OF – Commanded by Lord Aqualla.
KESPEN – Will carry enchantment to the Dead, but must be allowed two lunar cycles afterward to cleanse himself before being called again or he will taint the caller.
KESPYA - Succubus.
KEST – Healer.
KEHESTOP OF EQUALAIRE – Worked with the Black Flame in the past. Held Covenant with Satanas, which he honored with the Children of the Fires when Satanas was held behind the gates. Strengthens circles.
KIAS, DAEMON FIRES OF – Daemon fires that can be cast in battle.
KUESTASEL – Race of Enchanters and Destroyers.
KILATUM SEIPRUNEM – Powers of Love.
KILTULUPE – Lord over the ways of Silent Destruction.
KINBUS – Great warrior. Has the power to destroy an enemy seed.
KINBUS – Fighter.
KINDRA – Holds the powers to aid a dumb struck Sensitive.
KINDRY – Healer.
KINTEL - One of the eleven Gorgons of Time.
KINTEU - Lord of the Black Flame.
KINTGAN - Lord of the Black Flame.
KISTA – Name of the sword carried and commanded by Penth.
KOLAINANE - One of the eleven Gorgons of Time.
KORVEN – Carrier of the Demon Axe Jeznet.
KOLESE, WAYS OF.
KRAIDEN - One of the Ancient Ones. One of the great Fathers of Darkness
See Black Flame of the Ancient Ones.
Kranakan – Sword Welder.
KRASANPHASIAN – Great Lord of the Plian Zebl Haylin.
KSSLEMMANNON – A Demon of deep gloom.
KUREX, LAMP OF – A lamp of enlightenment. Can be used by Seers of any
way. The lamp will guide the Seer to see anything they desire to see. There is
a cost though. They gain the knowledge and the lamp gains their sight for the
rest of their life. Upon the death of the Seer, The sight is returned to the seers
spirit for use in their next lifetime.
KYLAKESTE – Fighter.
KYLZEPST – Weapons Master.
KYRPINNET - One of the thirty-nine Fire Lords.
KYZELN – Spirit of caused harm.
LAGGESTROD – A Demon of Blood. He will attack the blood of those he is
sent against. He is slow.
LAGGRANSE – He can be called by any, but he is very stubborn.
Sometimes he will need to be commanded many times before he will
respond. Once you capture him, he will do as commanded.
LAGGUND SEZUL – A Demon of Death. Can only be called at the dark of
the moon and cannot be called against the Dead. Against them he is powerless.
LAGRIANE
LAGST – A servant to the Serpent Phanguli.
LALARTU – Ancient word for phantom.
LALASSU - Ancient word for specter.
LAMACHE – Teacher.
LAMIA – Ancient word for Witch. Usually a female with the webbed feet of a bird.
LANDISCARVED – Fighter.
LANSUS – Great Black Lord over the Ways of the Swords of the Fires.
LANTAS – Commander of the Legions Focansp, Keptrile, and Gurrind-dep.
LARACHIEN – Slave Master. Holder of a Legion of 700 slaves.
LARANIA- Healer of the Ways of Sight.
LARGET - Spell Fighter.
LARRAG, LEGION OF – Commanded by Narpal.
LASANDA - Legion of the Masseen Ways that is loyal to the Black Flame.
LASHA – Spirit of strength and energy.
LASHA – Great fighting spirit.
LASTURN – A Demon of Blood that wills strike at the blood of an enemy and cause their bodies to slowly drain of all energy and life. He will work best against Seers as their blood is by nature vulnerable, but he will strike at any he is sent against. The stronger they are the slower he will be, but he will succeed. Any Seer you possess at the time of the calling should be strongly encircled for their own safety.
LASUAL – Weapons Master.
LAVANASK – Sword of ice. Kills by turning an enemy it touches to ice. Cannot be carried. Any who try will be turned to ice just as quickly as if they were an enemy.
LAVASHEAH – Lord and Ruler over the Nine Angles of Kahlen. Holds covenant with the Lords of the Black Flame.
LAVIESHHA - One of the thirty-nine Fire Lords.
LAYAMON - One of the great names of power of the Masseen Ways and the Black Flame.

LEGION – A legion of the Black Flame and the Masseen Ways can contain from 300 Spirits or beings within it all the way up to 300,000 in it. From behind the gates that held our fathers, 1033 Legions were freed at one time. More came out at different times.

LEGION OF GREAT DAGGERS FREED FROM BEHIND THE GATES.

LEIF – Healer of the dead.

LEIGUN – Teacher

LEJEIX – Carrier of destruction.

LELITH EMBRIEM – Of the Great Eyes of Fentles. Holds the power to aid seers with battle sight.

LELTINE – Spirit of Madness with the teachings of Grandest.

LENSHEL, THOSE OF – Carriers of death and destruction.

LENTAINE – Battle powers called against the Ways of Le Marchand.

LEPSAR, LEGION OF – Commanded by Narpal.

LERI – Sword. Carried and mastered by Moreth.

LESHANDA, LEGION OF.

LESIEN - A weapon mastered by the Weapons Master Ayskine.

LETEREL – Destroyer of Seers.

LETEREL – A Spirit of Le Marchand, however it is not held strongly to these ways of our enemy. He can be commended by other ways, and who hold a strong will as well.

LETHIAN- Servant Slave Master.


LETHRA - Holder of the Curse of the Ancient Fires.

LEVIATH-EN-BOLL – Destroyer of armies and lands. Has limited and restricted use.

LEVIATHON – Daemon of Lust.

LEXENEL – destroyer of webs.
LEXION – The fighter. One of the eleven Gorgons of Time
LEZHALE – Swore Covenant to the Black Flame. Will help find that which is lost or taken.
LILET – Ancient name for Succubus.
LILHELA – Succubus.
LILHEN, POWERS OF – Battle powers.
LINAKALB - Of the Fiery Hands. One of the spirits of the Art and Square of War of the Black Flame.
LINAS – Fighter.
LINETH – Spirit of seeking. Returns those banished.
LITHEN, POWERS OF.
LIZAN – Wizard.
LLUSAR – Spirit of Enchantment.
LOCHELL – Carrier of fighting strength. Holds the power and abilities to restore the powers and abilities of a Lord of the Black Flame who lost or had abilities damaged in battle for the Black Flame.
LOGGAT – Sword.
LOJIEUX – Warrior.
LOLLYMAR – Ancient dragon of games and protection. Guardian of work.
LORANIA – Healer of the Ways of Sight.
LORDS OF THE BLACK FLAME - The Lords of the Black Flame were created from the fires of the Black Flame. They were created to continue through history as they were first created, with growth as the Black Flame grew, but still to remain unchanged fundamentally. These Lords have proved themselves many times over as being proud warriors who are unwilling to accept defeat of any kind.
LORGEN - One of the thirty-nine Fire Lords.
LOUREX - One of the eleven Gorgons of Time.
LUCENDARE – Spell Weaver.
LUCET – Healer.
LUCET – Fighter


LUCIT – Healer.

LUCHIET – Servant of the Ways of Cllastra.


LUCIFEND, LEGION OF - Legion of the Masseen Ways that is loyal to the Black Flame. A Legion of fighters

LUKIC - Fighting Guardian of the Fighting Teacher Chorinthe.

LYKESH – A very brave spirit of the Black Flame that was destroyed getting information about the nine tribes of Le Marchand for the Dark Prince.

LYKESH – Spear.

LYSENSHA – Sword carrier.

MACCBIR – Bearer of the sword known as Anella.

MACKALANE – High Lord of the Dark Fires.

MADELONT – Great Wizard of the Four Winds

MADORN - One of the sacred names of the Masseen and the Black Flame.

MAGA – Ancient word for a witch who only seeks pleasure.

MAGATHEN – Vengeful Warrior of the Kings. Commands the legions of fighters sworn to the Dark Covenant.

MAGENTEN, LEGION OF.

MAGGAS AGALI – A Demon of pure anger. Any he touches will be filled with absolute anger, the kind that pushes any logic and care out of a mind and leaves only blind anger, striking out without care for safety or defense.

MAKA - Succubus.

MAKKESTINE – A Demon of raging fires and ultimate heat.

MALABRATHA – Formerly of the Elder Ways, now enslaved to the Masseen Ways.

MALADENDRIA - One of the River Masters. Master of the river of the river
of sorrows.
MALDIEND – Servant of the Ways of Cllastra.
MALDILONT – Great Wizard of the Four Winds.
MALITOR - Lord of the Dark Fires.
MALLEX, LEGION OF.
MALLION – Image Maker.
MALRONT - One of the Sacred Guides of the Fiery Ways.
MALSEON – Healer who can block the ways of death.
MALTU, WAYS OF – See Sasanna.
MAMMON - Lord of the Black Flame. Considered by some who practice Demonology to be a Demon of avarice.
MANGALLANE – A Demon of pure lust who can be sent against any. To insure his coming and obedience, once he comes his circle should be saturated with the scent of lilacs. This will cause his return when the time comes to banish him.
MANTUS - Lord of the Black Flame.
MAQUAL – This Demon will carry whatever you wish unto the Ways of the Yzidi. Must be called with great care. No specific sigil needed for his conjuration.
MARA – Sword. Carried by Pendorn.
MARAQ – Carrier of poisons to seers.
MARCENENAN’S, WAYS OF – Of the Ways of Darkness and related to those of the Black Flame. They hold all their talents in one. They can fight but are more of a scholarly race and seek knowledge more than battle.
MARIKHETE – A spirit of grim and voluptuous delights. Can cause one to love you.
MARRAS-AG-AM-DEHALLOW – Daemon of Knowledge who can teach much of the Daemon Ways.
MASENA - One of the eleven Gorgons of Time.
MASHEN - Directional Circle Guardian of the Eastern Most Gate.
MASITE – Lord of Madness.
MASTEKIA – Master of the Thirteen Horrors of Squinese.
MASTEMA - Lord of the Black Flame. Carrier of despair. Some claim that Mastema is a fallen angel who tempts those who are the ways of mankind into sinful ways. They also claim that he will then go before God and accuse them of these sins.

MATINI – Sword. Carried by Ratoshigan.

MATRLRTH - One of the Thirteen Teachers of the Fighting Arts. Teacher of the Fighting Art of Poison Sticks.

MATINI – Great sword mastered and carried by Ratoshigan.

MATRIM – Carries seers mind into the past to learn of enemies beginnings.

MATRIUN – Guide to the lifetimes past among enemies to learn how they can be beaten in the present.

MEDICAMEN – Lord of Madness.

MEGGASE – A Demon of Silence.

MALEFICA – Ancient word for a Witch who has been taught directly by a Daemon.

MELEK – Carrier of sickness unto death.

MELIK - Lord of the Black Flame.

MELLABED – Of the Swift Sword. One of the spirits of the Art and Square of War of the Black Flame.

MELROY - One of the sacred names of the Masseen and the Black Flame.

MENDACINO – Carrier of the dark essence of power. Holder of great legions.

MERCIA – Sword. Carried by Nia.

MERSIS – Spirit of destruction.

MERSISBILION – Fighter.

METZELE - One of the denizens of the Angles of Darkness. Commands the Eighth Angle of the Flame.

MEWSITSAN – Spirit of love and desire.

MGLEST – Sword.

MICTAN - One of the Great Ones of Darkness.

MIGNA – A partly hollow stone is used and carries within it a creature. If the creature escapes the stone, there will be no sign of it. If still within the stone there will be a small imprint of it, very light. The creature is a Migna. Once freed from within his stone, he will destroy the nearest Seer to him. Once touched by any other than a Seer he will be destroyed, leaving a shadow or imprint upon the stone. There has only been one Migna awakened since the tie of the first battle.

MINDERS – Another name for the Guardians. The sect of Minders that dedicated themselves to the Black Flame is ruled by Orstran.

MITRA – Spirit of desire. Deprives one desired of their own will.

MOLENZ - One of the denizens of the Angles of Darkness. – Great Lord over the Third Angle of the Flame

MOLINCH – Seers Bane.

MOLOCH - Lord of the Black Flame. Sacrifices of children were given to Moloch by those who were the ancient Israelites in their worship of them.

MOLZ – One of the Fighting Lords of the Vasprinta.

MORETH – Bearer and master of the sworn known as Leri.

MORTEL – Fighter.

MOSTAR – Bearer of the sword known as Theskin.

MULLA – Ancient word for evil.

MULLAH – Healer.

MULZE – Teacher.

MUNES - One of the thirty-nine Fire Lords.

MUSAFAR – Healer.

NABRISO – Succubus enslaved to the Dark Prince and the Black Flame.

NAFERLONYA – Called to poison waters. Can bring death to those who drink of them. Those who touch the waters can become very sick. Called here of there.

NAHALANE – Guardian of the North.

NAJRA – Holds the ability to guide and aid the familiars of our way.. Also hold the ability to release a loyal familiar from life.
NAKA - Leader of one of the 13 battalions of Sepsin f Quantan.
NAKKATEN - Spell Weaver.
NALAGE – Natural leader to fighters who have lost their own leader.
NALIANS – Warrior against the ways of Le Marchand. Sworn brethren to the Fathers of the Flame.
NANATAILE – Of the ways of clouds impenetrable. Covenant.
NARAAL – Fighter.
NARCORONE, FORCES OF – Holds the knowledge of sights and plans of enemies.
NAREONCE – Dancer of flames. Carrier of fires to enemy lands.
NARIKHETE – Messenger of grim and voluptuous delights.
NARLESIAT – Shatters the veils of lifetimes within enemies.
NARPAL – Commander of the Legions Larrag, Ugulun, and Lepsar.
NARRIND - One of the thirty-nine Fire Lords.
NATABOR - One of the great names of power of the Masseen Ways and the Black Flame.
NEDRA – Protectors against carriers of disease.
NEFERIA – A race of Darkness apart from the Black Flame. Brothers of Darkness.
NEGAAS SETULI – Daemon stone of calling.
NEGALE – Dagger.
NEGILTH – First horror of Squinese.
NEGRATH – Father of all healers.
NRGUL – Teacher.
NELIFIN - Lord of the Dark Flame.
NERGIENT - One of the Great Ones of Darkness.
NETHCARTEN – Carries weakness and desolation.
NIA – Bearer of the sword known as Mercia.
NIGHT GAUNTS.

NINE ANGLES OF KAHLÉN – Ruled by Lord Lavasheah. They have a Covenant with the Lords of the Black Flame.

NINE HUNDRED SPIRITS OF RISEN DEATH – Nine hundred spirits who will go into battle and touch upon dead enemies who have been destroyed and cause them to rise again. When they do they will turn against those who were their companions before their destruction.

NINE HUNDRED SPIRITS OF JEALOUSY – Pulled from behind the gates. Will cause enemies to look upon each other and want what the other has. They shall be overcome with jealousy and greed and turn upon one another to take what the other one has. In their greed they will forget what they are fighting and will fight one another.

NINE LIVING FIRES OF BATTLE – The nine living fires of battle can be only called under terms of their Covenant. The fires are Ollheta, Gavesa, Tyrens, Sestell, Cunear, Javier, Prouke, Avanke, and Ularin.

NINETY THREE SPIRITS OF HOPELESSNESS – Freed from behind the gates when the Fathers were freed. Will give all they touch the feelings of hopelessness and despair.

NINTEEN GUARDIANS OF THE KEYS OF KNOWLEDGE – Brought out from behind the gates of banishment.

NOLATE – Guardian.

NOTARONEAN – Wizard of the Blackest night.

NOVASSE – Carrier of pain and disease.

NUSPEN – Fighter.

NYA – Seers Bane.

NYARLANTHOTEP – The Unsleeping One. The Black Herald. He who assureth the bond between the living and the past. The dark one who rideth the winds of the Abyss and cryeth of the Night Gaunts between the living and the dead. Messenger of the Fathers of Darkness.

OGRIAN

OLESSEN – Guardian of Knowledge.

OLKINA – Sword Carrier / Fighter.

OLLHETA – One of the nine Living Fires of Battle.
OLYSKAND - A weapon mastered by the Weapons Master Ayskine.

OMLINA – Sword bearer of the sword known as Twero.
ONNAGRE - One of the thirty-nine Fire Lords.
ONZPLEASE – Sword.
OPREN – Fighter.
ORAGONE – Guardian of Lost Souls.
ORANET, LEGION OF
ORSTRAN Great Guardian. Leader of the Sect of Guardians or Minders that chose to dedicate themselves to and walk with the Black Flame.
ORCAVIAN – Teacher and Seer to those of the Ways of Sight.
ORCAVIANE – Seer and Teacher.
ORETH - One of the Thunders of Darkness.
ORGAP-KET, LEGION OF – Commanded by Sheprian.
ORGASSE – Fighter.
ORGGA-LEKT – A Demon of Lost Direction. No specific sigil needed for his conjuration.
ORHAQUAND – A Demon who attacks weapons. He will only strike at one weapon per calling. The weapon he is called against will turn from a dagger or a sword to a serpent as it is being held. The serpent will then turn and devour the one who is holding it. He will only come at the dark of the moon and he prefers to work against the Dead or Telzans. He is more virile when working against these.
ORNATHE – Bane of Weapons Masters.
ORRIENDEL – Fighter.
ORRIT - One of the thirty-nine Fire Lords.
ORVEX - One of the thirty-nine Fire Lords.
OSKAN – Commander of the Legions Uthric, Wantled, and Pelk.
OSYIAN - A weapon mastered by the Weapons Master Ayskine.
OUALACCA – Fighter of great powers. Can fight with a group or signal against an enemy.
OWEND - One of the Fighting Lords of the Vasprinta.
OXILAK – Herb Master.
PAGOR - One of the great Guardians of the Black Flame.
PALADE – Commander of the Legions Garragase, Coreselen, and Esenext.
PALZET, WAYS Of. – A race of Guardians and Guards.
PAMETHIRUS – Keeper of the Dark Well of Knowledge and Power.
PANAGYSET – A Demon of Pain. Those he touches are immediately stricken with a hard and almost intolerable pain. Very useful if one of your own is snatched away and you know who is holding them.
PANCEAL – Once great Lord of Death upon the Ways of Demeter, now enslaved to the Black Flame.
PAQUESTES – Carrier of dark illusions. Can be called but only in a time of darkness. Any Seer present should be warned not to watch or it could scar their mind.
PARA GASALIA, LEGION OF.
PARDANIAN – Holder of great wolves. Can be called into a battle but there are restrictions on his calling and use.
PARRANAGUN - A Demon of Drawing. He draws only Succubus. He is used as a defense. If you believe one of your own is in danger from a Succubus he can be called to surround them with an image the will draw the Succubus. Once he touches the image the Succubus is taken by Parrangun.
PARTEQUALLIAN – Will destroy enchantment on any of the Black Flame, but must be used with care and ceremony.
PASQUAN, SEVEN THOUSAND SWORDS OF – Battle Swords called with the Mirror Stone.
PASSELUR – Fighter

PASTEK - Spell Weaver.
PAVENSE – Leader of the fearsome Warriors of Deshalla.
PAZA GASLIA, LEGION OF.
PEKHE, LORD – Wanderer of the Deserts of Time
PELACANSEO – A Demon of Sound.
PELANTE – A Demon of Fires.
PELCRUS – Sword Carrier.
PELENDAREL – Fighter.
PELIGAR – Of the art of purification. Can remove the touch from robes before they are destroyed.
PELK, LEGION OF - Commanded by Oskan.
PELRCAS- Sword Carrier of the sword Balaam.
PEMZÉ – Great Vessel of Divination.
PENDEN - One of the Thunders of Darkness.
PENDORA – Sword Bearer.
PENDORN – Bearer of the sworn known as Mara.
PENTH – Bearer and commander of the sword known as Kista.
PERESOTE - Lord of the Black Flame. He specializes in entering enemy prisons and freeing captives.
PEREZESSENED – Guardian of Sessaran knowledge.
PERRISTEN – Tells plans and actions of the Ways of the White.
PERSE - One of the Thunders of Darkness.
PERSIMO – Dragon Slayer. Weapons Master to the Pit.
PESCAS – Wizard.
PESHEPD, LEGION OF – Commanded by Desprite.
PESQUAN, SEVEN THOUSAND SWORDS OF. PESTIQUINZE – Fifth horror of quinese.
PETHRA - Legion of the Masseen Ways that is loyal to the Black Flame.
PETRALE – Aged Sorcerer of the Black Flame. Father of the Sorcerer Heskal.
PHADESHAM – Fighter.
PHANGULI - One of the Ancient Ones. One of the great Fathers of Darkness See Black Flame of the Ancient Ones.
PHEISETHET - Legion of the Masseen Ways that is loyal to the Black Flame.
PHILDOES - One of the great names of power of the Masseen Ways and the Black Flame
PIALARN – Tenth horror of Squinese.
PINTRA - Servant of the Ways of Cllastra
PIROTHAT – Guardian of Dragons.
PLAPENT – Fighter.
PLIAN ZEBL HAYLIN – A sect and race that works with the Black Flame. Their leader is the Lord Krasanphasian.
POITHEN - Spirit of Madness with the teachings of Kaleset.
POMETHIRUS – Keepers of the Dark Well of Knowledge and power.
PONCOR - One of the great Guardians of the Black Flame.
PORAGUSTEL – A Demon of Death.
PORGREY – Seer.
PORRAGATHIA – A Demon of Weapons. Once sent he will infect the strongest weapon held by the enemy he is sent against.
PORSENADA – A Demon of Death.
PORSTKA – Holder of weapons.
PORTHON – A Demon of Despair. Will leave any he touches in mental darkness and with a sense of loss and emptiness.
POSTEN – Seer advisor.
PROSERPHEN - One of the Great Ones of Darkness.
PORCE - One of the Fighting Lords of the Vasprinta.
PRAVENSE – Commander of the Warriors of Deshalla.
PRENIKE – Sword.
PREYSTYNE – Of the Great Power of the Dark Winds. Can be called to purifies your areas or your circles.
PREZILLE – Weapons Master.
PRISTIPONE – Warrior.
PROTECTORS OF THE MASSEEN GREAT CIRCLES – From the east the Ways of Glaurab. From the west the Ways of Garron. From the north the Ways of Cabon. From the south the Ways of Berith.
PROUKE - One of the nine Living Fires of Battle.
PSSASTRA, FLOWING FIRES OF – Fires of battle.
PULIESE - One of the thirty-nine Fire Lords.
PURSENK - A Demon of Death.
PYRACENE OF THEBIAS – Wizard.
PYSTENT – Fighter.
PZLLE - Legion of the Masseen Ways that is loyal to the Black Flame.
PZSCARE – Holder of weapons.
QEWLLE - Legion of the Masseen Ways that is loyal to the Black Flame.
QUALENOON – Great Spirit of the Elements.
QUALLERO - Guard of the fifth gate of the Seven Hells of Denocholes.
QUANTRUN - One of the thirty-nine Fire Lords.
QUANTZE - Artist of the silent storms. One of the artists of Lord Wizard Gwylden. (See Gwylden)
QUARRINIU – A Demon who attacks against wealth. Once sent against someone, their good fortune will turn bad, their luck will seem to stop, and that which they believe to be their own shall be lost to them. In time they will find themselves poor and destitute, with no hope in their eyes for recovery.
QUASLIEET – Commands the Nature Benders. He is part of the Great Square of the Flame. His Are: Amadeane of the Air, Dulceed of the Earth, Stonata of the Water, and Capleset of the Fires.
QUASTEN
QUASTEZE – Warrior.
QUATAZESIA – Bringer of darkness to the field of battles.
QUEARSE - Succubus.
QUENELLEN – One of the River Masters. Master of the River of the Lesser Flowing Waters.
QUEPSARE – Seer / Healer.
QUERSEZ – Healer.
QUILLAS – Fighter.
QUINTEZ, WAYS OF – Loyal to the Black Flame.
QUISELT – A Demon of the Gray Depths. He will come to you only on the dark of the moon, and only at the darkest part of the night. He spreads darkness and fear where ever he touches.
QUOINAD, LEGION OF.
QWAVAZEN, FORCES OF
QUESKEL - Spirit of Madness with the teachings of Grandest.
QUZTEZ, WAYS OF.
QWAVAZEN, FORCES OF.
QWILLAS – Spirit of Destruction.
RABINARRA – Of the Invisible Ones. Helps those endangered.
RAKAIN – Great Warrior.
RAKEIN – Ancient Warrior.
RAKEST – Fighter.
RAPASON – Gatherer of strength and information from enemies. One of the eleven Gorgons Of Time
RASIC, LEGION OF.
RASSAQUE – A Daemon of Annoyance. He is a very minor Demon with no great powers, but what he can do will make a human enemy unhappy and miserable. The one he touches will for a full day taste nothing but bitterness. Any clothing they wear will feel very heavy and either very warm or very cold, If they try to put shoes on, one will be too small and one will be too large. There is no way to be sure what exactly he will do, but this gives you a general idea.
RATHELLE – Guardian.
RATOSHIGAN – Master of all who bear swords. Weapons Master and bearer of the great sword Matini.
REISTEP - Spell Weaver.
REPPARETE – Vengeful warrior against those who have harmed.
RESPITE, LEGION OF – Commanded by Sheprian.
RESQUT, LEGION OF – Commanded by Ingate.
RGLENETH, LORD – Mighty Lord of the once great Ways of Aschau.
Aschau was destroyed by the Ways of the White.
RHABA – Guardian.
RHUNDEA – Of the Seas of Death.
RICTELS - One of the sacred names of the Masseen and the Black Flame.
RIGHTIOUS - Lord of the Dark Fires.
RIMMON - Lord of the Black Flame. Sometimes referred to by modern occultists by the name of Damas. They also consider him when dealing with the Christian concepts to be an ambassador from hell.
RISSOP – Carrier of energy and strength.
RITHA - Lord of the Black Flame. Lord over slaves.
RIVA – Giver of sight from the most ancient of times.
ROFOCALF - Lord Of The Black Flame.
ROSU – Healer.
ROSUE – Healer.
ROUSPIN - Artist of the Black Terrors. One of the artists of Lord Wizard Gwylden. (See Gwylden)
ROVALE – Teacher.
RUD-KYSE – A Demon of Blurred Memories.
RUZEOQUA – A Demon who will go within the sight of a Seer of the Dead and will cause them to see sights that will cause them the most terror. If called, he can only be called by a Seer who is using great care. Those Seers capable of calling him know who they are and how to call merely by concentrating on Ruzequa.
RYSEA – Second Horror of Squinese.
RYSTZION – Guide to the Weaponed Seers of Ancient times.
SABAZIOS - One of the Ancient Ones. One of the great Fathers of Darkness. See Black Flame of the Ancient Ones.

SABAZIOS - One of the Denizens of the Angles of Darkness. Commander over the Fourth Angle of the Flame.

SABAZIOS - Lord of the Black Flame. Worshipped as the Sky Father God by the Greeks.

SABBATANE – Legion of the Black Flame that is loyal to the Masseen Ways.

SABERNOT – Great illusion caster and general worker.

SACRED GUIDES OF THE FIERY WAYS – Ulurke, Biazen, Malront, and Vinigen.

SACRED NAMES OF THE MASSEEN AND THE BLACK FLAME – Beldor, Frangen, Madorn, Melroy, Alynd, and Rictels,

SALEM – Power of Banishment.

SALESOT - Lord of the Black Flame.

SAL-GASSNET – He is known as the Son of Lightning. He strikes as fast and as hard as lightning, and immediately burns any true enemy as quickly as he touches them. Will only work in a battle.

SAMMELE – One of the Guardians of Fire, from the Eastern Gate.

SANAA – Ruler over the Angle of Fluid Fire. One of the Four Quadrangles of Fire.

SANCENTL – Spirit of Knowledge who holds ancient secrets. Covenant with the Dark Prince.

SANGLE OF THE BLOOD – Vampire.

SANU - Lord of the Black Flame.

SARATU – One of the three great Watchers. Saratu is the Lord of the Watchers.

SARLANE WAY – This is a race that has been enslaved to the Dark Prince.

SARITAH – One of the three great Watchers.

SAQWILAEA, WAYS OF

SAQUANE – A Demon of Monsters. He creates creatures of horror with his
very breath. He can only be called by an Artist, preferably a Healer or a Seer. The one doing the calling will likely be badly affected, but the effects will not be long lasting. He will go into any group in battle and destroy those he appears to.

SAQUILAEA, WAYS OF – Swore Covenant with the Fathers of the Black Flame.


SARLANE WAY – Group that in enslaved to the Masseen Ways and held to the Dark Prince.

SAEIMOTHOSS - Bringer of death and plague. Not loyal, but can be called.

SAGA – Ancient word for a fortune teller.

SARIN SUN – Holders of knowledge.

SARMA – Carrier of fires.

SARMENZE, RACE OF – Powers and protectors of the First Darkness.

SARNU – One of the Great Ones of Darkness.

SASANNA – Group that joined with the Black Flame long ago. The Eagle and the Wolf are their forms. They are as Shape Shifters of the Ways of Maltu, and can take the form of trees and rocks.

SASSYLONE – Seer.

SASTIEL – Spirit with the force of a Weapons Master and the powers of the Vampia.

SASUX EL DEHALLOW – Great Lord of the Dark Fires.

SATANAS – Father of the Black Flame of Satanas. See Black Flame of Satanas.

SAUL, LEGION OF – Commanded by Eleag-sep.


SAVENSH – Frees captives from enemy prisons. Turns prisons on captors.

SCANDEREN – Fighter and weapons carrier.

SCAPPESE – A sword that needs a carrier. Double edged. One edge blue and clear for use against the White or the Light. The other edge dark for use
against the Dead or the Elders.
SCHALESTE - Giver of strength to the Ways of Darkness

SCOREND – Sword.
SEBAN – Runabout for the Ancient Gods.
SEBAN – Third horror of Squinese.
SECA - Dagger.
SEEBOLD – Seer.
SEHOHETE, POWERS OF – Brings energy to those within a circle.
SENA BA HALA – Guardian Race of Darkness held to the most ancient and their spawn.
SELINAN - Succubus.
SENECAL, WAYS OF
SENLICA- Healer with the powers to heal a fighter of the touch of a Fighters Bane. Restrictions on use.
SENNECAL, LEGION OF – Legion of 1066 fighters.
SENTANE – Daemon of the Dead now under the command of the Dark Prince.
SEORAKE – Sword.
SEPALIA – Of the Foul Gray Waves.
SEPSIN OF QUANTAN - Great one of the Ways of Akkar. Holder of thirteen battalions. Battalions are lead by: Walgase, Forsh, Enzipd, Urque, Boun, Gouza, Velentet, Durange, Hopicale, Yevek, Naka, Jorak, and Armies.
SERGA - Servant of the Ways of Cllastra
SESTEL - One of the nine Living Fires Of Battle.
SESTRANIEUN – Large entity capable of many battle functions. He can fight well. He can carry many weapons to give to those who have lost theirs. He can easily find one of your own and return them to you if they are not destroyed.
SETH – Seer.
SETHETH - One of the Ancient Ones. One of the great Fathers of Darkness See Black Flame of the Ancient Ones.
SEVENTY THREE GREAT SPIRITS OF KNOWLEDGE – Spirits of Knowledge brought out from behind the gates of banishment.
SHAAGAN – Of the Eyes of the Plague.
SHADOWS OF DEATH – Death powers.
SHAITTEN - One of the denizens of the Angles of Darkness. Ruler over the Angle of the Sixth Path.
SHAKEDEN – Seer.
SHAKLEN – Leader of the Slave Guards.
SHALESTOE, POWERS OF – Giver of great energy.
SHALLABAHAN – A Demon of Death. Must be held by Pact or he will turn upon the caller.
SHALLI CONSTA – Holds Incubus and Succubus that do breath lust and terror.
SHALLIAS-KENATWOR – Servant and slave to the Ways of the Masseen and the Black Flame.
SHAMET - Spell Weaver
SHANAT – Sword. Once carried by Lord Abaddon.
SHANLEA – Guardian of the South.
SHANTI - Succubus.
SHAPIA, LEGION OF.
SHAPARAN – Sword.
SHARA – Incubi.
SHARADEN – Sword.
SHARGAN – Of the Eyes of the Plague.
SHAS – Fighting Guardian of the Fighting Teacher Chorinthe.
SHAVENSH – Frees captives and turns prisons on captors.
SHAWEND – A dagger.
SHELNAME – Sword. Will come to your call when you are outside of your circle and ready to enter battle.
SHELLALESA – Carrier of the powers of the firebrand.
SHELLAN, GATES OF
SHELLATESA – Carrier of the power of the firebrand.
SHELLEPE – Holder of battle forces.
SHELLYSE – Warrior who carries fear.
SHENAVALTE – Messenger.
SHENDAGEL – Warrior of the Ways of Death now enslaved to the Black Flame.
SHENVEL - One of the Fighting Lords of the Vasprinta.
SHEPRIAN – Commander of the Legions Tagep-tend, Repsite, and Orgap-step.
SHERITOR, LORD – Lord of Kurtenz. Holder of blades and scepters.
SHIENZEL - Artist of the blindness. One of the artists of Lord Wizard Gwylden. (See Gwylden)
SHIMMON - Lord of the Black Flame. Watcher over Seers.
SHIVANE – Seers Bane.
SHODEAN - One of the River Masters. Master of the ancient river of pain.
SHOHET – Holds the jeweled eye of destruction.
SHOTLEN - Succubus.
SHUB-INSIGARTH - One of the Ancient Ones. One of the great Fathers of Darkness See Black Flame of the Ancient Ones.
SIDRA, POWERS OF –Can be used to call the Great Goddess of the Stars and Sea.
SILEGID, LORD – Ruler over the Slaves of Ancient Times.
SILVER HUNTER – From the Sacred City of Ur. Protector.
SIRA – Name of the sword held and commanded by Felim.
SIM – Holder and master of the sword known as Desdra.
SIMGLEST – Spirit of Knowledge who holds the knowledge of the Ninth Gate of Hysgen.
SKAHONET OF THE WAYS OF ZIEHELIATH – Holders of the powers of fight and sight.
SKANE – Frees Seer if captured. Skane is a spirit of pure sight. A destroyer. A Seer of the first order.
SKONTEN – Fighter.
SKORLESK – Seer of great power to know the minds of enemies.
SKORTES – Fighter.
SLACHES – Holds the power to heat the handles of an enemy’s weapon.
SLAVE HEOARDS OF PERCICAL – Commanded by Dagvena.
SOKHOM-MOA-ANESIA-THAOMA – Healing Spirit enslaved to the Flame.
SONS OF THE SECOND BEGINNING
SORTILEGA – Ancient word for a Diviner.
SOUNDS OF ZEPHYM – Battle Sounds.
SPAKAS, LEGION OF – A Legion of great and powerful Spell Weavers.
SPIRITS )F THE ICE – Spirits that are held to none by Covenant. Friends to those he who is the Dark Prince.
SPIRITS OF THE FIRES.
SPIRITS OF THE FOUR WINDS – Spirits of strength and knowledge.
SPIRITS OF THE SEAS
SQUASSETEN – Dragon.

STACHES – Affects weapons.

STARNEL – Spirit of Healing for any injury received in battle while fighting for the Black Flame.

STARSTENSIL, POWERS OF – Powers to protect one against the Ways of the Vampire.

STASIS-EN-THAL – Holder of an army of blood drinkers.

STASTIEL – Weapons Master with the powers of the Vampia.

STAVLEA – Carrier of the great black wings of the fires. Sent against the Ways of Le Marchand.

STEHITHO – Survivor of the Ancient Madness Carriers.

STLENE – Weapons Master.

STONATA - Nature Bender of the water held by Quasliet.

STRIX – Ancient word for Sorcerer or Sorceress.

SUL-ASTIANE – A Demon of Greed. Will cause an uncontrollable lust for acquisitions in those he touches. He will cause them to steal.

SUMANSE – A diversionary. He goes into battle strictly to draw the enemy into any traps the fighters have set.

SUMEHA – A name of power, a name of calling. One name that is a summoning within itself.

SUNA – Of the Icy Ways. Held to the Balck Flame by pact.

SUPORY - Lord of the Black Flame.

SURIANA – Sword. Carried and mastered by Fergal.

SUSARO, MINIONS OF

SUSPYNE - One of the thirty-nine Fire Lords.

SUTLLLIL – Fighter.

SVENOS – Carrier of madness.

SWORDS – 400 Swords of ancient and dependent powers sworn to
Beelzabeal.
SYDOLANE - A weapon mastered by the Weapons Master Ayskine.
SYNTHALL – A race of Vampires. The largest in number of all the Vampire Races. Some have gone other ways, but the majority of them have sworn their allegiance to the Ways of the Black Flame.
SZAL, WAYS OF – This sect has fighters fighting with the Black Flame.
SZALAEN., LORD – He who looks upon the ones of knowledge. The teachers. Holds Covenant with the Black Flame.
SZATORI – Gives life and warmth to those cold and drained on a battlefield.
SZWEAN, WAYS OF – Part of the Ways of Sessaran.
TAGEP-TEND, LEGION OF – Commanded by Sheprian.
TAKKA-LET – A Demon of Animals. He works most effectively on magickal beasts. He will turn them from the path they have taken and turn them against those who have sent them.
TALLINDEK – Fighter.
TAL VAGO - Spirit of Abaddon.
TAMENANCHE – Battle spirit.
TANNANET – A Demon of Violence. Will not work against the Ways of the White.
TAPISA - One of the thirty-nine Fire Lords.
TARIE – Fighter.
TARSALOTE – Bringer of darkness unto those who have turned.
TASIBOR - One of the great names of power of the Masseen Ways and the Black Flame.
TATURANE – Worshiped as a God by the earlier followers of Light. He is a Demon of great dimensions and power, and should be called only by the greatest of powers and only with total caution. He is very loyal to nothing and has no wish to be called. Protection is very necessary for the caller and any working with him. Taturane will show force of anger at being called. All
involved in the calling should be in one great circle of protection. Each should also be separately encircled in a separate circle of their own. No specific sigil needed for his conjuration.

TALVAGO – Spirit of the Ways of Abaddon.

TAVEROFT – Can influence others to do your will. Holds within his hands the destinies of mankind.

TAWAGALLIAS – Bane Slayer from the Dwell.

TEK-ASIANE – A Demon of Warfare and Weapons. He can either strengthen a weapon of yours or weaken a weapon of your enemies, but not both within the same battle.

TELZAKE – Teacher.

TEMENACHE – Holder of power.

TENSAR – Eleventh Horror of Squinese.

TENZENIA - Succubus.

TETHENAR, OF THE STORM STONES – Of the Whirling Stones. Destroyer.

TEVYAN – High Master of all who teach the Fighting Arts.

TEZCATLEPOCA – Seers Bane.

THARIAN – Of the Lasque Healers.

THEODONIAL - One of the great Guardians of the Black Flame.

THERIOS OF THE BON SAL REGAL – Daemon who is raised to avenge those of the Ways of the Black Flame who have been wronged.

THERMINAN – Healer.

THESKIN – Name of the sword held by Mostar.

THIRTEEN TEACHERS OF THE FIGHTING ARTS – Tevyan is the High Master of the Teachers of the Fighting Arts. Many of the Teachers had not taken new students in many generations. It was not until recently when some of them decided to teach much of what they know to the Dark Prince that they began to teach again. Listed here are seven of the Teachers. These are the ones who could be called upon to teach those in human form. The other six of the thirteen teachers are restricted to teaching only those in spirit form. If you choose to call upon one of these Teachers and are accepted as a student of theirs, know in advance that they require a very high cost for their
teachings. Some of the costs are worth what you can learn, some are too high
to even consider. But the choice is yours. The seven who can be called upon
by thos in human form are Illesar – Ancient Teacher of the Fighting Arts of
Teacher of the Fighting Art of Spell Weaving, Delane – Teacher of fighting
with sword and knife spells. Chorinthe – Teacher of the Fighting Arts of
Circles. Mateleth – Teacher of the Fighting Art of Poison Sticks. And
Karthean – Teacher of the Fighting Art of Apothecary Ways.

THIRTY SEVEN SPIRITS OF TERROR. Freed from behind the gates when
the Fathers were freed. Will spread fear and trepidation among mankind and
other enemies.

THUNDERS OF DARKNESS – Urespren, Varen, Gorenth, Varpia, Perse,
Penden, Corpreit, Ines, and Orenth.

THUNDERS OF DESTRUCTION.

THOR – God of thunder, later worshiped by other sects.

THOTH - One of the denizens of the Angles of Darkness. Leader over the
Fifth Angle of the Flame.

TINORMES - One of the great names of power of the Masseen Ways and the
Black Flame.

TIRONE – Sword. Carried by Falja.

TORRAT – Fighter.

TRASPESIAN – Giver of strength to artists.

TREIBIN – Bearer of the sworn known as Alessan.

TRENCE – Fighter.

TRESEK-KAYA – Holds the power to wall enemies.

TROMSET – Winged Daemon with many followers.

TURENZ - One of the nine Living Fires of Battle.

TUNRIDA - Lord of the Black Flame.

TURGION – Very powerful holder of large Legions.

TURRI – Fighter.

TUSCANE – Fighter.
TWERO – Sword. Carried by Omlina
TYLLA - One of the thirty-nine Fire Lords.
TYPHON - Lord of the Black Flame.
TYRENS – One of the nine living fires of battle.
TYWASQUE – Holder of the Deadly Grey Fires
UDIAN – Dagger.
UGGULLET – A demon to cause long sleep of peacefulness or horrible nightmares, your choice. Will work with great gentleness on those with you, or great violence on those against you. No specific sigil needed for his conjuration.
UGULUN, LEGION OF – Commanded by Narpal.
ULANGRA – Will destroy a fighter of any way besides Darkness. He can be called upon by any of Darkness who know his spells.
ULARIN - One of the Nine Living Fires of Battle
ULASTEN - Succubus.
ULGAT – Weapons Master.
ULGATHE - Guard of the Third Gate of the Seven Hells of Denocholes.
ULITAR – Warrior.
ULLADEJA – Incubus.
ULQWISTERON – A Demon of Pain. Will bring pain, beginning with very slight but growing slowly to a very deep and strong pain. Will work against only those of White or Light.
ULSEAN, OF THE WAYS OF ZASCARE – Holder of great power.
ULTAREN - One of the Nine Living Fires of Battle.
ULITAR – Great destroyer.
ULUNNE, LEGION OF.
ULURKE – One of the Sacred Guides of the Fiery Ways.
ULVEA – Spell Weaver.
ULVENG - One of the thirty-nine Fire Lords.
ULVIET – Sword.
UMBRSA – Healer.
UMPTHRO – Fire carrier who can carry fire into battle. He has the ability to draw upon the Black Flame to strengthen the fires he carries.
URALE – Dagger.
URELH – Cleanser and purifier of the lands where the sacred rites will take place. Cleanser of outside ritual areas.
URENTH - One of the three Great Winged Beasts held by Wenlesa.
URESPPRENN – One of the Thunders of Darkness.
URGAN – Dagger.
URQUE - Leader of one of the 13 battalions of Sepsin of Quantan.
USTENZ – Fighter.
USTERIANE – Seer.
USTUNEK – A Demon of Sight. Any he touches will slowly lose their sight, both the natural sight of their eyes, and the gifted sight within them
UTHRIC, LEGION OF – Commanded by Oskan.
VAGAGAL – Sword.
VAGARSES – Great Wizard of Ancient Times.
VAGNAM – Servant of Mammon.
VAGOS – Sword.
VALDAK – Fighter.
VALESOM – Power of the Worlds. Spirit of gated knowledge. Those who look upon Valesom shall become a part of them.
VALRUASA, FIGHTING FORCES OF. – Carriers of strength and knowledge.
VALRUASEA, WAYS OF – Holders of strength and knowledge.
VALSDESE, LORDS OF – Purveyors of madness unto the enemies of the Black Flame. Curers of madness inflicted.
VALTIEM – Giver of death to those of the Black Flame who wish it if they have truly earned it.
VANDEAS OF THE WAYS OF KOULESE – Bringer, carrier and causer of battle storms.
VANDES – Of the Ways of Koulese. Holder of great battle winds.
VANLE – Lord of Madness

VANLENTEN – A Lord of the Black Flame and a spirit of strength and energy.
VANSEN – Great battle sword of the Black Flame.
VANSLENTEN – Lord of the Black Flame.
VARSANALLAS – Warrior.
VARBATAS – Can be called to purify a crystal of sight.
VAREN - One of the Thunders of Darkness
VARGACE – Seer.
VARGARSES – Great Wizard.
VARGAS – Of the Ways of the Synthall.
VARN – Servant of the Ways of Cllastra
VARPAI – One of the Thunders of Darkness
VARRIG – One of the thirty-nine Fire Lords.
VARSIGN – Vampire Hunters.
VARUNA – Spirit of Desire. Deprives one desired of their own will.
VARZEX – Lord of Madness.
VASGEE – Creature of lust and decadence. Will cause those he is called against to turn on each other in lust and forget their other objectives.
VASPRINTA, FIGHTING LORDS OF – Spirits of great fighting and healing. Lords are: Molz, Canz, Ventle, Froten, Porce, Wente, Zurte, Owend, Brunte, Shenvel, Espet, and Dunzest.
VAUL – Lord of the Black Flame

VEGAS – Sword.
VEKKAH – Fighter.
VELENTET – Leader of one of the 13 battalions of Sepsin Of Quantan.
VELITICA – Disables enemies.
VELITICEA – Fighter.
VELKEKA - A weapon mastered by the Weapons Master Ayskine.
VENIFICA – Ancient word for one who uses poisons or philters.
VENG, LEGION OF – Commanded by Andreg.
VENTLE - One of the Fighting Lords of the Vasprinta.
VERCINDUCROIX – Champion to the causes of, and warrior of Ctha-Lu.
VERNASALEM OF THE FIERY HAZE – Taker of sight. Will take the sight of those who are watching you.
VESPRA – Holder of battle visions.
VESPRE – Sighted group known for their use of weapons.
VESPRE – A spirit that can affect visions.
VIGILANT – Survivor of the ancient madness carriers.
VIGNAD – Fighter.
VILLET – Carrier and holder of swords and daggers.
VINEGAL – Healer.
VINIGEN - One of the Sacred Guides of the Fiery Ways.
VINTEZE - One of the Thirteen Teachers of the Fighting Arts. Teacher of the Fighting Art of Fires.
VIZIER – Seer.
VNEGUT – Sword.
VORGRZ - Succubus.
VORTENETS - Legion of the Masseen Ways that is loyal to the Black Flame.
VORZEN – Lord of Madness.
VUNLER – Controls vast gray seas of thick water. Called against the Ways of Demeter.
VUSPITE - One of the thirty-nine Fire Lords.
VYSTGE – Fighter.
WAK-ABBON KEL – Major Slave Master of the Ways of Balaam. Holder of 1010 slaves.
WAKLEAT – Fighter.

WALENLEZ – Spirit of Madness with the teachings of Kaleset, unto the ways of the crafts.

WALGASE – Leader of one of the 13 battalions of Sepsin Of Quantan.

WANALED – Fire Sword.

WANGLET - One of the thirty-nine Fire Lords.

WANLEK – Fighter.

WANTLED, LEGION OF – Commanded by Oskan.

WARAGALE – Sword.

WASADE – A great Demon carrier of madness and fury. Use with care because he himself is the epitome of madness and unchained fury. Should he find a way through the protections of the caller or any one with him, he will affect them quickly and incurably.

WASDELIAN – A Demon of Total Despair.

WASINE – The destroyer. One of the eleven Gorgons of Time.

WASPIEL - A weapon mastered by the Weapons Master Ayskine.

WASQUEN – Sword.

WASQUERLOT – Guardian of the Weary.

WASSAGNE – A Demon of Seers. Will destroy a Seer totally but slowly. He is deadly against any Seer he is sent against, but will have no effect upon any others.

WASTADE

WASTINE - Artist of the Three Wraiths. One of the artists of Lord Wizard Gwylden. (See Gwylden)

WASZEN – Warrior Spirit of death.

WAPDSKE – Fighter.

WARTHEI - Lord of the Black Flame.

WASZENNEN – A Demon of weapons made from wood.

WATCHERS – The Watchers are three. They are Saratu – the Lord of the Watchers, Alakti, and Saritah.

WEAPONS BEARERS OF DALIEN. Lead by one named Freshna. Hold
covenant with the Ways of the Black Flame.
WEASP – Fighter and warrior dominated by the ring.
WEHICAD – Wizard.
WELESTEN – Weapons Master to many of the Black Flame.
WELTA - Succubus.
WENLESA – Holder of three great winged beasts: Hakkallan, Urenth, and Gonlowian.
WENTE - One of the Fighting Lords of the Vasprinta.
WESENDEP – Fighter.
WESPAQUAN – Can give protection against the Synthal for one cycle of the moon.
WESQUEN – Of Abaddon. Holds some healing powers.
WENSTELL – Great Lord of the Ways of Santeria.
WHAGLE – Fighter.
WIRIA, POWERS OF – Part of the Ways of Sessaran.
WOLTES – Charmer of beasts.
WQUENT – Great warrior.
WSTECETTAN – A Demon of Great Cold. While he does not destroy those he touches, he leaves them filled with an eternal cold. They are never again able to feel any warmth. All they will be able to think about will be getting warm, but it will not be possible.
XALLEPT - One of the thirty-nine Fire Lords.
XASTUR – A Deamoness who slays men in their sleep.
XTYLA – Forces of blinding fire for warring and carrying enemies to another time.
YAGGARTI – A Demon of the Phantasmal. He will cause those he touches to see impossible sights and colors beyond imagination. His effect will last as long as you choose it to.
YAGIS – Seer.
YAKKAHTH – A Demon of Greed. Will touch even the gentlest and least worthy of Practicers with an unquenchable greed to possess the wealth and powers of those around them.
YANSHEL - One of the thirty-nine Fire Lords.
YAOTZEN - Lord of the Black Flame.
YARASEADO – Fighter.
YARGASAEN – Dagger Master.
YASHIAN – Warrior with limited use and calling.
YASHWEE – Directional Circle Guardian of the Northern most Gate.
YASTZNE - One of the Guardians Of Fire, from the Western Gate.
YEASP – Great carrier of terror.
YENDILOT – Ninth Horror of Squinese.
YESENADEN – Healer. Heals through hands or seed.
YESSALEN - Guard of the Sixth Gate of the Seven Hells of Denocholes.
YHANWANTHEIA – Holder of hatred.
YHEMANSE, POWERS OF – Powers of battle destruction.
YENNEL, LEGION OF – Commanded by Andreg.
YEPERSEL – LEGION OF.
YEPSANE – Legion of 703 fighters.
YESELLIET – Weapons guide.
YEVEK - Leader of one of the 13 battalions of Sepsin of Quantan.
YHANWANTHEIA – Bringer of purest hate.
YHINTES – Teacher.
YOGANLANDE - Succubus.
YOSSOTHOTH – An ancient Demon who still wanders and still waits to be called. Goes only to those with whom he has been bound and only when called just right. Within his circle the scent of oak moss or elm moss will control him. Around the circle of the caller the scent of pine or birch bark will keep him without. No specific sigil needed for his conjuration.
YOWITH - Directional Circle Guardian of the Southern most Gate.
YSDEN – Called against the Ways of Demeter.
YSSELLIET – A leader and a guide to guide a weapon of the Black Flame unto an enemy.
ZABANAD, LEGION OF.
ZALVEK – Holder of a great spell of destruction.
ZALUSET - Fighter. Can write or speak through a medium.
ZALUSET – Seer who can come through a medium.
ZAMWETEV – A Demon of Attraction. Those he touches will immediately feel a strong attraction for who or whatever it is he is attacking. No specific sigil needed for his conjuration.
ZANDIO, WAYS OF – Sect of fighters. Leader also holds the name Zandios.
ZANLEXT - One of the thirty-nine Fire Lords
ZAN-TIECK – Of the Fiery Haze.
ZASHEELL – A Marauder of Time. Can hold those of past times to this time through ceremony,
ZASTEAN – Sword.
ZAVIET – Fighter known for his fast moves and silent powers.
ZEHEDA, POWERS OF.
ZELFIA, FIRES OF – Battle fires with very limited use.
ZEMBUDEL – Gives powers and appearance of Synthal for battle. Fills the spirit with the power of the Syn.
ZENLABAHL – The hand of justice against those who would wrong.
ZENFRAY – Commands flaming spears and hell horses.
ZENITH – Fighter who can come through a Medium.
ZEN TIECK – Warrior of the fiery haze.
ZENZEL – Succubus
ZESALET – Teacher of the fighting ways.
ZESEND – Slave Master of 137 slaves.
ZESHISTA – Protector against death. Can protect circles against the touch of death.
ZEUHIM – Carrier of despair.
ZI DINGER KA KANPA – Ancient phrase that means “Spirit of the earth remember”.
ZIEHELIATH, WAYS OF
ZILENDE – A Demon of Destruction sent to Seers, Will take their energy
and destroy their blood. When sent, any Seer of your own should be protected and as secure as you can keep them. They should know nothing of him, not even his name. Just being exposed accidentally to anything about him can do a Seer immense harm. He is very effective but not very fast.

ZISELLE – Once one of the most wondrous healers of the Elder Ways. Now held or enslaved to the Flame.

ZLATEC - Fighting Guardian of the Fighting Teacher Chorinthe.

ZURTE - One of the Fighting Lords of the Vasprinta.

ZYLONE - One of the eleven Gorgons of Time.

**AUTHOR BIOGRAPHY**

S. M. Brennan has practiced Masseen Sorcery and Dark Witchcraft for most of his life. He is dedicated to the Dark Arts and Left Hand Path, and has been a part of the occult community for many years. He resides in the state of Kentucky with his wife Clarice, and all his numerous pets. He has tried to educate those along the way that seek the knowledge of the darker aspects of magick.

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