

# *Ancient Order of the Golden Wizards*

*(School/Acadmy/Order)*

## *Hand Book for the "REAL" Apprenticing Ones of Enterance.....*

### *Volume 1*

*There are many patterns to the house of Wizardryl as well as stories, the closest Patterns and examples comes from the linking of wisdom to what is a wizard, the fullness of this answer lies in the circle of the cup, the cup referring to the blances of the natures of the universal whole....*

*The best examples are Merlin and Solomon the patterns are that....and are as hidden in mythos as the characters who practice....*

*A wizard is placed as the indirect value of a person who is given wisdom of a thing or skill and not of the magical or un-seen artificing, but as most would attest truth is often stranger then fiction.....*

*The purpose of wisdom is proposed as the water of a filled cup and the emptiness of the shell the cup makes....*

*With hermit like nature there are those that are given if desired an understanding of the mechanics of nature and the universe, if left to study....*

*The direction of this is often the ( Why ) question , some believe that Avalon*

*The Castle of the magi ( deo lor tempest fumar ) the school of the mystical Wizardryl, and if you become knowledgeable of the workings , perhaps , you can be invited.... There is an Avalon, however it exist in the magic of space and time, but most Arcan-e try to reintroduce it to Realities walls...*

*...and I personal applaud any who can.....*

*To teach , you must be taught.....*

*the direction of this comes from the fountains of Thought and Dreams the two main ( realities of the Wizards doorway )*

*Energy and wisdom comes to the open to the universal wording, the science and math and physics play only in the control and making the wisdom wise, the*

*Real door of the wizard is as it always is ( open to all who can see )*

*However once you enter he as his artificing will know your soul.... If you have one.... To know the wizards way and history you have to be of its steps....*

*( the house of the magi )*

*The house's of the magi are few and limited, humble by nature they have the ability to destroy a person with a word or a symbol, never feared they were seen as just there as the setting of the sun, unless they flowed or displayed their Power, often tempted by much, these lone self's held within a purity that even the church itself found hard to match.....This purity was one of the guiding lights that drew all who were in their pretences ( almost hypnotic )..*

*A real Wizard, will display his wisdom, not himself because he really knows what is in pandora's box and the reasoning of Why, besides being  
of the known*

*The unknow calls to him, but just like the novice he isn't born with it, however it can be placed within....( more about that later )*

*We who are are there in the beginning middle and end of all things...  
( AS THE UNIVERSE BIDS )*

## *We Are the A.G.W*

*Well, the A.G.W is a School/Academy devoted to the  
Higher Mysteries and Secret Symbolism of the Un-*

*seen as a Whole, however in the inner workings its a school for the levels and awareness of Magic(k) as sub-divided into the spiritual to the practicing and beyond to magehood, and eventually to the Wizard's design itself.....*  
*(unlike anything currently available)*

*It can take years to be taught the rewards and natures of this Art Wizardry and its Branching Arts, and it can also develop your inner views of things far beyond the modern limitations of the "word" that it is design as itself in most modern day understandings, however it takes a very special and dedicated students and or more to complete this education and use what is taught as it was intended.....*

*We are more than any current Mystery School and less than any fully stuffy University.....but you have to study long enough to learn this,*

*My Mage to Wizard course design is set as follows, its a 15+ book course most only see 12 books until their test, it has talismans of achievement as you go from basic to adept levels of awareness, and though i offer only rewards as they are seen to be cultivated by those whom show the "TRUE SKILL" i tend to help others in the course far beyond the level they start at....At Times...*

*Plus, it offers the branches of the Other arts you see  
but don't Fully Understand...*

*"Today is a world of thought and material control,  
that has never been the limits of our world and the  
realms beyond sight, if this is the limit, imagine the  
stuff we have..lol"*

## *WELCOME TO THE DOOR OF THE CAVERN*

*Unlike Most Mystery "style" Schools.... The A.G.W is  
A very Real Secret "Mystery School" for Advanced  
learning from the "basic-through the magehood"  
designs....(witchcraft,shaman,druid,sage,acolyte,occu  
lt mage and few other lesser subjects that are 2nd in  
the fulfillment to Magus-to( magiistry) to Wizard  
design.....we focus on the grander secrets that  
compose the union and unity of the known "mysteries  
of ancient times and beyond to the rewards of know  
"unseen realities of things to come..."*

*This isn't a pompous brotherhood of spiritual  
journeymen but an awakening of the select diversity  
to the education of each prime level of  
being.....spiritual or not....it makes no difference....*

*The History of the A.G.W is a re-building of the 5*

*select schools of antiquities of Foundational wisdom,  
Thought, and symbolism as in Ritual  
transformation.....(3 of which are the starting  
schools, and the final 2 are the master schools)*

*Though this is an ever going population of seekers  
only few will learn it all....but that is Life.....*

*come see.....*

Mage: *Septo remeu adivol que astre  
The Gifts one might aquire in learning , they have :  
Dark book of the sage, the sword and blade  
the astrology of the dawn  
the miture  
the 3 triangles and mystical 9 word  
mini book of the wizard  
the elemental chain and hand  
and night storm  
The house of the Magi/e/us*

Magi: *Vitus Omegan kempt hem set Adi  
The Gifts one might aquire in learning or they have:  
the stones of heart and fortune  
tarot of  
the scrying mirror, the robe  
pendulum, the clock, and the glyphs of religion  
markings and water bottle*

Magus: *Ilcoum com shet magni asendo  
The Gifts one might aquire in learning they have:  
the t bon angi*

*the scrolls abbadon/axion/anytee/nox/astor sygils*  
*the 18 keys*  
*the alchemical puzzle*  
*the dark sight*  
*dead eyes, and the works of Emnot*

*Witch/Witchcraft (of 5): Et tera ves del santum katu del geburai*  
*The Gifts one might aquire in learning , they have:*  
*guardian of the self*  
*shells of energy/sound/light*  
*powers of the moon blade*  
*the bowl*  
*the stone talisman rings...*  
*the stick branch*  
*diviniational icons*  
*<http://groups.msn.com/Thewitchesbookofshadows/>*  
*to join a Coven*

*Shaman/Acolite: Al Hel Omen kelp shem adi ado*  
*The Gifts one might aquire in learning , they have:*  
*healing hands and eyes*  
*animal calling*  
*the 5 winds*  
*the talisman of Anu*  
*the sygil shell*

*Druid/Stone Mage: Agrafe mira kemnou shad Ocumen*  
*The Gifts one might aquire in learning , they have:*  
*stone and tree*  
*the 3 blades*  
*the dragon of fire*  
*the keystone 4 plants/herbs*  
*the magic of the ru sygils*  
*wine and blood*  
*the green eyed death*

*the cane of Aboth*

*Dragonwood Stone Mages and Dark Witches*

*<http://geocities.com/darkwitches2002/cove.html>*

*Sorcery/Ceremonial Occult Mage: Tera ves del cumi Santum  
Templi*

*The Gifts one might aquire in learning they have:*

*connection with the 3 universes*

*talismanic/and medallion sygils*

*scrolls of the Arch mage*

*workings with the 5 directions but in more of a bind view*

*the gateways*

*they keys of 7 and 9*

*the alchemistry of ambrose*

*the shadow fain*

*Necronoi/ Death Arts Mage: Acomi su des baro guardi sum nox  
ton de*

*The Gifts one might aquire in learning , they have:*

*Death heart and eyes*

*the bones*

*blood and the raven*

*the sygil of acolite mage*

*tri-gam-tree*

*loki's book of night*

*the magnus of record*

*and the darkling angel*

*Ceremonial Magiistry: Trei tus molvm sai de nokem*

*The Gifts one might aquire in learning ,they have:*

*They only have the power , energy or knowing that they gain from  
ritual and some gain magi/mage skill*

*but still this depends on the elemental link*

*and the field...but they are many...*

Wizard/Wizardress: Sendi com tempra sho lu kabal  
The Gifts one might aquire in learning they have:  
Books of the Golden wisdom  
the 13 sygils  
the gateway of the stones and stars  
the lessons of wizardry  
dragon and blade of the non  
staff of the magiester of the non  
soul partner spells  
Sygil de imortum (Master Wizard info only)  
(grand grimore/tome of all)

KNOW THAT THIS ISN'T AN RPG GAMING GROUP, A  
METAPHYSICAL FEEL GOOD AND SPIRITUAL EXCHANGE  
GROUP, OR A FANTASY BASED ON A BOOK OR MOVIE META-  
THEOLOGY  
BUT A PLACE TO WORK, FIND ANSWERS AND GROW INTO  
THE MYSTERIES AND SKILLS OF THE  
UNIVERSE AND MORE.....

Questions of the World: Phi sundi

-  
Q: Can my magical path be chosen for me?

A: As you will find out it choses you by your actions

-  
Q: I really like the art of \_\_\_\_\_ but I also like the art of \_\_\_\_\_.  
Which should I pick?

A: To study magic(k) is to begin to decide they way you are going.  
otherwise don't study....

-  
Q: Can you give me a starter spell to begin in my art? or Can you  
give me a spell for \_\_\_\_\_?

A: As a beginner you who want to study magic(k) well, will not be



using spells, you will be learning about how to make magic(k).  
then casting.....ok...

-  
Q: Is there certain arts or components, like Dragon Magick and  
Thelema and Enochian script and .... ?

A: they are but the doctrines of a form of ritualism and not  
magic(k) as a field, but more of a philosophy, besides as a mage if  
you are one, you will gather that info quite quickly....

-  
Q: I see magic(k) as a whole system. You can't just make arbitrary  
breaks in magic and call them exclusive.

A: As selective as one is in the way they pick out their clothing so  
is the way natures energy works, balancing them is the reason that  
others feel that magic(k) is a whole, when in actual fact, it is a  
field, not just a school or art....like tennis

-  
Q: Roleplaying vs Real

A: real is the methodology and way one faces things, role is when  
one tries to convince themselves they are apart of something.  
reality will mimic your actions title or no title, but roleplaying is  
just trying to fit in and a square peg, can't fit in a round hole,  
unless you assist it....lol

-  
Q: Do you take students?

A: yes, as any real magic(k) teacher would, but only as they meet  
with what is the reason they study, teach or advise, not to just pop  
off wisdom, that is quite a waste of effort, some lessons begin in  
one day and end in a week, others a lifetime, Those that say they  
know this or that, they should welcome the educated and seeker,  
those that don't are roleplayers or lost themselves....no matter the  
replying "you must find your own way" (that is  
more non-help then help) unless that's the field you study....lol

-  
Q: I'm just looking for proof that magic(k) exists. How can I know  
that this is real before investing time in it?

A: If you truly seeked the calling of magic(k), you would know that was a question not worth answering, and as magic(k) has been an issue of about a few thousand years and they still aren't sure so your in good company....until you do know...

-  
Q: Can I learn more than one magical art?

A: Yes, would you be good at it, however depends like anything an art has it's classes, it's time and some are longer then others while others are just more demanding.....depends on both, the teacher and the student or just the seeker..and time devoted to actual practice...

-  
Q: Do I have to practice much to become powerful?

A: Powerful is having full power, but like most things it depends on how natural it feels and takes to you the rest is trial and error. Also what you encounter can add or take away learning as well....

-  
Q: Where did you get all this information from?

A: My information came from learning from potential sources: Magiesters of recorded workings the early forms of referenced magical study 10th century and before, the later users of occult and magical study are merely copycats and newage artist.. My teachers of which i had 3 ( one in History of magical design (cultures, sciences and alchemical study) the other the dynamics of talismans and spellcasting and a bit of wizard and occult lore, then the final being my witch teacher...., Wizardryl, and Occult & Witchcraft , the rest personal experience and what i have come in contact with..over my 30 years

-  
Q: Do you believe in Dualism?

A: In the Univeral Workings there are 12 planes and yes some are dual, but as far as the equaling of a dual nature, there is only morality to base that on....

-  
Q: Aren't you afraid of the Karma from using and teaching these

evil magics?

A: If you ever study any of these arts or their like, you would see more of moral justice then karmatic because the influences of all as set before you as in these have been their own laws and balances, however few have their justices (that isn't evil, only the idea one can use it in a chaotic method)

-  
Q: If magic(k) is real, why don't you see people throwing lightning bolts around on TV and in the newspaper, etc.?

A: You do, but in a different form and on a lower scale, however the basic principle of life is its way of keeping to it's own, but ever so often a few venture from their abode and share their gifts to the ready, but this has it's time and place.

-  
Q: Magic(k) is fake, there's no such thing as magic(k) and all of you people are liars.

A: I wish this was true, because then my life and those that believe as you do, would have less to argue about the strange world we share (whether you believe or not) It is still only the reach of others that we try to connect to, and if this has nothing to do with magic(k), then well i'm out of a serveral years of doing it....lol "because i gained from magic all these days without asking, and i'm alive to share with others like myself"

### *About the Ladder we Climb*

*Within is the books of the spectrum as in the learning of  
Emotion, Wisdom, Magic, Power  
of all the patterns of being of the wise....  
(The Basic study and practice of a Magicuser to ranks of Wizard)*

*yellow: evo shem dem  
(the begining of spirit and universal why of being as in worldly not  
just self as identified by all cultures of wisdom, not just psych(o))*

*babble, but actually how to see from all points, the key to  
beginning to be wise...)*

*light yellow: evo shem atep  
(what the patterns of cultures call their powers and spirits to the  
working of this philosophy as in the id and self, the inner to the  
outer of seeing, remember helios)*

*red: noctum shem atep  
(the shadow/light and energy of the powers of the physical self in  
easy explained terms and their connections to living itself..and  
more)*

*blue: dem shem aton  
( the key to spirituality and the sygils of the past and future used to  
identify the invisible will of the universal, you name the price(lol)*

*white: noctum shen det  
( the inner psychic, magnetic, and invisible mind of the spirit, not  
spiritualism but the power of the frames of creation and cool  
patternism..)*

*grey: dem atep shem mal-kuth  
(the will of chaos, and its patterns of construction and distruction  
from thee the will to see its flow)*

*green: novi tempus tera  
( the great dragon as in design and the working of the harmonics  
of touch and sensitivity to the soul, and way much more....)*

*purple: sen shem atep novi  
( the knowledge of the un-seen in shadow and soul, but on a more  
understanding and being of control thus conforming as in touching  
its harmony as in song...(lol)*

*the first gold: hoben kep shem adon*  
(Now you now, and now it is time to know why?) and if you made it  
this far your quite wise in your own right, so now the puzzles  
begin....Tempered thee shall be so temp thee not

*second golden: jei we shalon emui*  
(welcome apprentice you now get to sit at the table of wizard and  
bask in the glow of your empty cup, want some tea)

*third golden: meui shem teraot*  
( your a wizard to be sure but now the real practice begins as in  
why? so leave the books behind because now the dragon calls you  
to be, most of witch kind can earn this level of wisdom but  
rare...what say you )

*fourth golden: tera shem atep kempira adon...*  
(to know is to know, but now the power happens its time to make  
your direction known, as you study in any of the colors your spirit  
and power has grown, but the keys are abit more visible, and  
cooler, now....)

*fifth golden: adi sen atep anot sheth vos evon*  
( congratulation wise golden one, you know now what it takes 50  
or sixty years to know, Now wizardryl awaits.....  
(the rules and right of wizarding kind, pass only onto another  
wizard) Why? well it is the way a wizard is in living and in dying  
and a history that spans some millions of years, and in the end you  
will thank your lucky stars you are with then without....)

*Welcome to the Hall*  
*In here you will find what you need to know to begin your road to*  
*the powers that be, however be quite sure you really want to know,*  
*because when you go through those doors forever will they be*

*open to you, and then your role as a player of magic(k), has a living price and moral price...not just a dice toss... like karma, fate or chance....*

*The subjects here will teach you about the basics of being...a magic(k)al person, however they only sheds light on what is known inside to many....(for now) upon your return.....perhaps your key will fit...better in wizard like puzzle locks.*

*The Wizarding educations at My Order.....*

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*Each path has a special talisman and a root talisman and are given as you enter your new understanding (for a wizard or any whom follow their kind will find, we are like creatures of habit, and silent. However our skills and awareness isn't so silent it can at times feel like a dragon's roar, or hale or lightning storm.*

*At the end of your mage journey, you will recieve from this Order, a banner of service, "Oath paper of magic(k)" (every magickal true designs have them) Written in the secret of the lauguages and sigils you have to learn to master, At "Wizard level" you can try and make your own, devoted to the scholarly power and wisdom you will see but it won't carry you father then your fingers touch, and know that you must be invited to sit at the table of the wizard and serve those before you before you can serve yourself...(this is our humble beginning and the true nature of the Secret art of Wizardry).*

*Just remember your entering or advancing in an Art that has for centuies*

*stumped the wisest of men, made fools of the strongest, and  
empowered  
the brave or weak....(Our legacy is dust, but the best of it, the  
buliding  
blocks of foundation yet unseen., however to those that play in it,  
it is nothing more then aged dust because well the winds of change  
will have removed all its foundations....)*

*Dust or sand can become glass, glass is able to reflect like metal.  
reflection is the image to master to see as it or others might see,  
or to bring change what it now known.....but by the dust of ages is  
salt, not foundational dust...anymore...*

*Reflect on the spectrum of wizard's*

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*red : The power of one who controls and transforms  
(code of the elements and powers of the sun)*

*blue : The one with the Wisdom of all houses known (kabal and  
shalmel)  
(code of angels and book of the moon)*

*green : The keeper of the secrets of the stones and sygils (druids  
water)  
(code of dreams and secrets of roots and talisman of the wind)*

*white : power magiester of the mind and heart (the floating ghost)  
(talisman of the codes, and keepers of the psychic moon)*

*yellow : The keeper of the secrets in the soul (the spectrum  
dragons book)  
(talisman of the dead and books of the 3 worlds)*

*purple : The secrets of the doors of life and death (the book of which silences)  
( the code of the witch and rune and key of the 5,7,9 of gates)*

*grey : the secrets of time and change (the demons tongue)  
(books of the 5 stars, talisman of the sun)*

*all grand skills and powers.....but the golden wizard's  
are the key to all of them,*

*now you have seen our table, care to have a seat....*

*NOW BELOW IS A SELECTION OF DOCUMENTS EXPLAINING  
WHAT THE "MODERN" WORLD THINKS THEY KNOW OF  
OUR ARTS....KNOW I DISPLAY THIS SO YOU CAN SEE THEY  
HAVE ABIT OF CATCHING UP TO DO....( CERTIAN PARTS I  
REQUESTED THEM TO FIX BUT SINCE THEY DIDN'T , I  
RESERVED MY RIGHT TO)...KNOW THIS IS ONLY FOR  
OBSERVATION OF WHAT THEY "THE WORLD" KNOWS OR  
ACCEPTS AS THEIR AWARENESS....when you get here you will  
SEE otherwise.....for some....*

***Conjuror/magi:***

***The Angels of God and the celestial being of the Kabbalah have often struck some magi as perhaps a bit too pure to be truly useful. Purification rituals, prayer to God, and requesting holy or divine assistance in containing demons, as a Cleric might, strikes some as too much for too little. Furthermore, supplication to any deity to fight with or control another is seen as an ethereal injustice of the most intense kind. In the tradition of direct magics, a counterbalance was born to work with the spirits instead of against them -- as a sort of synergistic cooperation rather than playing "bigger guns" between Demons/Angels and God/Gods. The practice of conjuring using direct magic stems back to the idea of pacts between the spirit and Conjuror. While most methods of the time call on***



*God or higher spirits to watch over the Conjurer, the idea developed that instead of fighting with spirits much too high for one's own capability, perhaps a greater number of lesser spirits could be called for the same effect. These spirits that would be called would not be as lofty as the supposed "Dukes" and "Kings" of the Solomonic tradition, but would rather be what is now referred to as Terrestrial Demons. These demons, then, would not be imposed upon with their supposedly stronger counterparts, but would be given an opportunity to their will as usual in a situation which is pointed out by the Conjurer. If one wanted to see the death of another person, for example, instead of following the windy and God-fearing rituals of Solomon or creating trinkets and adhering to the purity rituals of Abramelin, the Conjurer would call a lesser demon of death and simply point out the target. Since this is a demon of death, which in the natural order of things would be in the business of causing death anyhow, the Conjurer only asks that their particular instance be considered before the demon returns to random works. The demon obeys, in this case, not because they are compelled to by force but because they are compelled to obey their own nature. A demon of greed fosters greed, and that is its nature, and likewise a demon of lust fosters lust and that is its self-imposed duty. The trick then, as you may have wondered by now, is how the Conjurer might avoid becoming the victim rather than the guide of these entities. The secret is in synergy. Whereas the arrogant high magicians command demons in the name of God, the Conjurer submits their mind totally to the nature of their wish before attempting to summon. To stay with the same examples, a Conjurer would allow themselves to think of greed, meditate on greed, feel of greed, and be consumed with greed during their pre-summoning preparations instead of attempting to purify themselves. They almost become the very essence of the demon they wish to make use of. This demonic synergy then is "vibrated" when the Conjurer is ready. No circle is cast, no words are said -- only the emanations of the essence of the demons they wish to attract is radiated. This spiritual homing beacon may attract from one to many legions of spirits which are intent on increasing their dominion. Having come to the Conjurer, who is already "pure" in their estimation, they will seek a new target. This is when the Conjurer emanates what a good target would be. The demons then leave the Conjurer to fulfil this new task and spread their dominion, and the Conjurer may relax and recover if they are able without having to worry about angry demons or closing circles or banishing or any other form of abrasive control methods. These are the details of the execution of a very touchy art. Any level of demon accessible*

*to the ritual magi/mage is also available to the direct magicuser, but the preparation required is more intense. For this highwire, there is no safety net except your own skill. The price of summoning while unprepared is to become the target rather than assigning the target. Be diligent in your thoughts before attempting this art lest damnation may follow close at your heels. It should also be noted that this method of conjuring is said to also work for angels. Instead of directly asking God, the purity of the Conjurer in question is said to be all that is necessary to work a divine purpose with the power of angelic beings. This is also true for Olympic spirits, and many other types of other-worldly beings. It must only be kept in mind that the spirits summoned examine the mind of the Conjurer for purity, and based on that they will execute a work in the target the Conjurer dictates or else target the Conjurer themselves.*

### ***Black Magic:***

*The art of "Black Magic" proper is a relatively recent idea. The name itself comes from the times of the enslavement of African Americans in the United States. Plantation owners would call the spell craft and religion of imported slaves, almost as a blanket term, "Black Magic". However, though this is the first coining of the term "Black Magic", the art itself and references to it as a black art have been around well before that time. The older term comes from the Black Magician's propensity for using the shadowy aspects of mysticism and bringing them to focus in a purpose of their own design. Because of the symbolic associations of darkness, Black Magic acquired religious illusions to Evil, Death, Selfishness, and Immorality. This symbolic alliance with evil persuaded people to consider Black Magic an evil work of the devil for a very long time. In modern times, however, the idea of Absolute Evil has a much weaker grasp on the minds of the people and this art has once again availed itself to the average caster without bringing fears of Hell or Damnation. Black magic, as an art, consists of the use of what is called the Dark Others. Its power dwells in the channelling of netro force (similar to branches of Chaos Magic which use "chaos" as an element of its own). Though occasionally difficult to distinguish from Necromancy, the Dark Others can be understood best as the focus of neutro-negative energy and, to put a slightly scientific spin on things, as Entropy. Entropy here being defined as the tendency of an energy system toward inertness through the breakdown of organized structure and pattern. The black essences are the power of neutro-negativity and destruction congealed and put to work by the dutiful practitioner of Black Magic. When a novice magi becomes*

*angry they are often fuelled enough to cast a spell in the heat of the moment which leads to the destruction of their target, hence the tales that are often told afterwards of being so furious that a person's life was brought to ruin. Accounts of magics fuelled by hatred and negative passions are the essence of Black Magic, and the basis of the use of the Dark Others. This emotional firebrand is the means through which many mage find their release. It is a way, in psychological terms, to vent themselves in a meaningful way. Unlike other venting techniques, though, these power manifest in the form of destruction on a target or targets. They can be used to influence the mind of a sentient target through innundation, to destroy the animate or inanimate target by inducing a concentrated charge of entropic force, or simply as any other energy to manipulate things around them in a more subtle way. The old saying "The best defence is a good offence" is the rally cry of the black mage, and their methods often revolve around this philosophy due to the proactive nature of the dark energies. By channelling their own spite, hate, anger, or even a simple will for destruction (which may or may not carry the previously mentioned emotional baggage) into a sentient target, the black mage actually has a curious ability to replicate these feelings in a human target with results somewhat reminiscent of demonic oppression. This ability to recreate spite, or any other variant of bitter feeling, can leave the black mage in a very good position. By eliminating the competition, black mage can often seize rare and unique opportunities that would pass by the average person. Much like the politician who wins office by default, due to all other candidates dropping out or other such disqualifications, the black mage can truly seize the day and tactfully manoeuver themselves into advantageous situations. Such a skill is undoubtedly the reason this art will never die out, and a defining ability within this caste. Turning to non-sentient targets, the black mage remains undaunted. They need not balk at many of the trivial things which bother the average person due to their keen sense of bringing a quick end to the discomforts of life. Enhancing the decay process of obstacles or using other variables under their control to crush adversity, even the smallest things in life bend to this overwhelming power. The specifics of where this power is usually applied remain foggy due to the different needs of the individual, but the point remains that, for a black mage, the issue is not a matter of "what shall I do?" but rather "what shall I target next?". In this caste, more so than many others, Ripple Effect is something to be mindful of. Like throwing a rock into a pond, a disciple of this art must be wary of what they target and how powerfully they decide to influence the target. A rock thrown a*

*fair distance into the pond splashes only in the middle of the pond and sends out waves that have all but dissipated by the time they reach the shore, but one thrown with too much force or too near to the edge will splash back. Not to trivialise this awesome power with examples of rock tossing, perhaps think of it more like setting dynamite. Regardless of the example used, however, this is also a facet of using the dark ethers that a black mage must consider: how will the spell affect the caster in the end? Be wary of using such a powerful force, yet by the same token do not be afraid to exert the unique powers of the black mage. They are a force which is seen every day, and which can be harness to perform a function, though they are often ignored because they are considered "evil" or "wrong". Be a responsible magi/mage, and be wise in your casting, but let it be known that there is just as much to be gained from harnessing this potent force as with any other disciplines.*

### *Magecraft*

*The art of subtle domination of the environment and one's surroundings is summed most perfectly in the art of Magecraft. The Mage is a highly intelligent, lingering, mentally focussed individual who seeks the most complete forms of control over themselves, their surroundings, the people they meet, and the beings they come into contact with (A Magi must be peaceful, as an angry, vengeful, confused or otherwise highly emotional person cannot properly concentrate they vent mage). Everything aspect of life that concerns a Mage from day to day is domineered so that the Mage is always in total control. Magecraft, as a whole art, consists essentially of three hubs: Psychism, Natural Magic, and Temporal Magic. The highly psychic nature of a Mage lends itself well to being developed into a finely tuned art. To control living beings, a Mage must learn to impose his/her will. Usually, what a Mage does, is to begin with becoming one with the environment. This will be discussed at length later on, so I will leave the detailed explanation until then. After a Mage has become one with their environment, a Psychic Thread is opened between the Mage and the Target. To the equivalent of their target the opening of a psychic thread allows the Mage to listen to thoughts, see past thoughts and to insert thoughts of their own directly into the mind of their target if powerful enough. The pure energy of a psychic link is a phenomenal experience, and not one that is soon forgotten. At first, it may be hard to link with another sentient being, and it may feel as though only the surface of the targets mind is being penetrated. It is a fine way to start. A Mage will know the instant a truly powerful psychic link is formed. It is like having lived*

*two lifetimes, and instantaneously feeling overwhelmed, elated and very God-like. Once the newness of the "link sensation" has subsided, the Mage can then concentrate and will find that their own thoughts can quickly and simply become the thoughts of their target. This is because of the highly focussed energy that is supporting the psychic bridge. This energy, however must come from somewhere. Mages draw their energy from somewhere. Truly, anywhere. The Mage appears to be a slightly different breed when one examines their method of energy storage/usage. Energy flows through a Mage. Unlike many casters who store energy and use it at a later time, the Mage uses their stored energy only to initiate a link. The Magecraft system runs on the principle of the four elements: Fire, Air, Earth and Water. A Mage views the entire world as ethereally composed of one or more of these elements. Each of these elements also governs different properties. If a Mage were to attempt a psychic link, their stored energy of Air (intellect) and Water (spiritualism) would be used to open a channel between themselves, their target, and to turn themselves into ethereal "lightning rods". The environment then, with each spell casting, continuously feeds a Mage so that energy is not spent on the casting of the spell itself, but rather only in the spells initiation. A link between the Mage and the environment is opened with stored energy. The environment then starts flowing through the Mage. The Mage filters the energy into what is wanted and what is not. The Mage uses the required energy type/s (Air & Water, to keep with the example), and lets the energy then flow into its purpose. In this fashion, energy is conserved and the spell can continue (as long as the required concentration level is maintained). Warning: Be sure to learn your limits! When you are getting tired, stop the spell! Because the energy will never stop flowing through a Mage until it is willed to do so, many Mages injure themselves by continuing a spell until they can no longer maintain precise concentration and collapse to the floor with exhaustion and suffer from an ethereal backlash. You have been warned. Be careful. The last thing a Mage does is Temporal Magic. Temporal Magic is also known as "Suprafacial Spellcasting". As the name and nickname imply, these spells have no lasting effect, but rather are used for dramatic results over a highly limited time span. These types of spells include: Teleporting (not a strong Mage skill), elemental spells, Mage enchantments, curses, effect spells (such as casting weakness, sleep, clumsiness, etc.) and a few more. The way this is done, is that the Mage uses their body as a magical battery. Energy is very quickly stored at ultra-high speeds, and then jettisoned into a spell. This is quite draining on the mind and body of the Mage, and therefore can be*

*done a finite amount of times in one day, but is a useful skill nonetheless. Sometimes, in certain circles, the energy here listed as "Temporal Magic" is called "Crono Energy". Either way, the idea is the same: High amounts of energy used in large burst quantities to create short-lived, dramatic, magical changes. Magecraft is a powerful art but, above all other caster types, requires a great deal of mental control and concentration.*

#### ***Shaman: healer***

*In advanced healing we try to step beyond the the normal cantations, chants and spells to reach the true mechanics and skill involved in the art of healing. We also attempt to learn how to avoid sacrificing our own energy or aura to heal another. I will explain both the methodology and processes of healing, as well as some of the abilities one can use in this art. No matter what view one takes on healing most agree that the outer etheric/auric or simply put "non-physical" body takes injury along with the physical body too. It's believed that when physical damage is incurred, the etheric body becomes misaligned and small fissures begin to open up. These etheric wounds heal much slower and sometimes not at all (often the cause of chronic or reoccurring pain). This is the Healer's purpose: to realign and bring harmony to this etheric damage so the physical body can heal more efficiently. This can be done through a number of methods including (what I've termed) Auric Transference and the more refined art of Auric Healing. Auric Transference is when the Healer will sacrifice his/her own energy and strength to bind the etheric wound. Most Healer's start at this level until they learn to channel energy and move on to Auric Healing. This method can be both taxing and dangerous if you don't know when to stop. Auric Healing is a much finer, less simple skill. During Auric Healing the caster draws elemental energy into themselves and then expels it to use in the binding process. Once it's decided which method is to be used (I advise the latter as it is less taxing on your own energy supply), the caster must decide which process to use. My two preferred processes are binding and aligning. Binding and Aligning are merely two different approaches to achieve the same goal. During a binding, energy (preferably channeled energy) is used to cleanse, close, and then bind or "bandage" the wound. Cleansing is to basically ensure any negative energy is removed from the wound. Closing of the wound allows the natural energy field of the target to again return to a natural state and cycle. The binding of the wound is visualized much like bandaging a physical wound, and has the same purpose -- to ensure the wound doesn't re-open. Aligning of a wound takes less time but more energy, so this*

*should only be used once you've learned to channel energy into yourself. The basics behind aligning is that you create enough energy to cause the other field to become supple and soft (this will actually create a noticeable heat). The relaxed field can then be manipulated back into a normal, healthy state. Because during aligning you actually fuse the field together, no bandage is needed. \*NOTE\* To efficiently manipulate a field you must allow your field to come into contact with it, and then use your mind to see the movement of the field. Movement of the hands can aid with this. There are quite a few abilities that invaluable to a Healer. The first is more of a necessity: that is being able to sense the auric field. This can be done either with sight or touch. People who can see the aura will notice marks or "stains" on the field, these appear red, blue or pink. These stains are sights of damage to the etheric bodies or sights of physical pain. If you cannot see the aura, despair not! The same way blind people can function by feeling their way through things so can you. The etheric stains often feel like knotted tissue or hard/rough spots and can often make you feel slightly pained or ill. This is the way you will find your wound to work on closing. Other useful abilities can be clairaudience and the use of a pendulum. Clairaudience allows people to clearly hear spirits or etheric entities, these entities will often impart information onto the Healer. Pendulums can be useful in finding damaged areas in the auric field. Another skill the healer can use is converting energy. For example if you just channel white energy and then expel it there is no specialized strength. But if while cleansing a wound (for example) you expel red energy you can more effectively break and dispel negative energy and physical bacteria. The commonly used colours in healing are red, orange, yellow, green, blue, indigo, and violet. Any questions to the usage of these colours (or anything else) I will gladly answer. Lastly I reach a section on defense. Just as a healer can channel energy from the elements, so too can they channel energy out of a target. This leaves the target weaker and the caster proportionally stronger. As the skill is not simple to learn, it is best to get as much practice healing and drawing elemental energy before attempting draining the life from a target. Using the reverse of the aforementioned methods so too can the healer rip and rupture the etheric body. In these days when new diseases seem to spring like wildfire, Healers are probably one of the most needed individuals. Healers often concern themselves with the well being of others before their own, and the principles of truth, life, justice, and harmony.*

*Norse Druid*

*The art of the Druid, arguably, saddly has not been around as long as human kind itself. The interface between human and nature has always been a topic of interest to those that wished to find harmony. From the innate interest in our surroundings humans have found a mystic method, as well, of working with the environment in the form of Shamanic and Druidic magics -- nature and time based magic, in general. There are some common threads that run along all of these varied traditions, however, and these are the things which define the use of the Druidic magics. In all of these magics, the constant has been the use of a sole entity, a synergy with the flow of nature, minor Advanced elemental skills, and the use of nature to restore itself. Long before the days of the fantasy genre as we know it now, there were the stories and legends and beliefs of the magicians of nature. One part of their art was a communication with the spirits of nature. The legends of creatures we now call mythological being, or names drawn from that which some call "otherkin", stem from a much earlier time. Stories of creatures that existed in the trees, in the waters, in the airs, and in or around many other things can be traced back with ease to early Greek mythology if your looking at druid by way of pagan ideals only, which at that time was mystic belief. This tradition of communicating with the fae and sprites has been carried over into the realm of the Druid which they didn't. Undine, sylph, dryad, pixie, sprite, faerie, and other nature creatures are a natural part of the workings of many of this type of magi (not). Some creatures, such as some of the types of dryad, are said to inhabit trees or lakes (depending on the sort) and will aid the magician attuned to their presence and who protects their habitation. These creatures have been noted, throughout the ages, to speak to the magi/mage and related the tales of the forest, or to induce pleasant dreams while the magi/mage sleeps not just druid or magic users, but any who those chose of friendliness (noted). They are known to keep away trespassers from their beloved nature, to influence targets designated by keepers of nature, to relay information to and from the animals, and to sooth there general cares, more or less. Also the in the realm of the nature magician, and most particularly the Shaman, is the desire to create a unity of being with nature. Instead of working outside the bounds of nature or attempting to use nature in the cosmic clash of wills, the Druid is adopted into by a elder to fully understand the innermost mechanics of nature and become part of the mystic workings within that system to their fullest capacity. Towards this end, the forces of nature will naturally be attuned to the magi/mage and will aid them, thus mirroring, in a way, the sentiment expressed by King Solomon (?) in the Lemegeton when he said*



*"Magic, as the most Absolute, and most Divine Knowledge of Natural Philosophy, highest in its works and wonderful operations of the inward and designed virtue of things; being applied to proper Agents, Patients, strange and holy bought effects will thereby be produced. Whence one are profound and diligent searchers they, because of their skill, know how to interact with an effect, the which to the loathsome shall seem to be a heaven asked." This sentiment -- of working inside the confines of the natural world yet appearing para-natural through a more perfect understanding -- is at the very heart of the Druidic philosophy of magic and the use of nature's energy. In Druidic lore, this power was even given a name: the Green Man. if inscribing pagan, not druid. The Green Man is a male form of the same sentiment of Gaia, or Mother Earth. The Green Man is a foke lore told only by pagans not the spirit of nature itself, in a way, almost an entity, Druid do tend to "control" nature; Also tightly bound into this art is the use of the raw elemental powers. Elementalism in philosophy, to a lesser extent, is a key to power in the Druidic theory. A common tie with the natural powers allows the Druid to access the lesser Elemental effects insofar as their aide the power of nature to run its course this was defind as the begining of "witchhood" when they linked and then later added their ranks to the way of "witchcraft" for a time.... However, this is somewhat of a side-note in the larger scheme of things. Another lesser-mentioned ability of the Druid is that of shapeshifting. If granted blessings by the Green Man, or simply through their own adept skill in the natural arts, some Druidic lore indicates that the ability to change into a wolf was possible (this ability is known as "lycanthropy" and is more pagan story then true druid. It is not mentioned whether this ability is the actual physical modification of body, or whether it is only taking on the mind of animals (usually more specifically a wolf). Most assume it was a combination of the terror of enemies of the Druids combined with the sight of their apparel (which would have been furs only in winter and late spring), but, even if not actual lycanthropy, the art of Berserking and taking on "animal spirits" remains even to this day. a norse id'ism and later shaman added working The last notable skill of the Druid/Shaman/Nature magician is their ability to use the restorative and firm properties of the nature energy to heal and renew to the end of the restoration of the natural flow of things, or to end unnatural disruptions with 4 plants. This has been done, in almost all traditions (though going by different names), by creating a Grove. The creation of a central place in nature where the magician can work from, somewhat as a centre of operations, is known for its ability to*

*aid in physical rejuvenation and to once again align the misformed energies that may be present in a body. It is an ability which provides strengths for the creatures of nature at a Druid's command, which maintains a balance, and which enables the normal way of things to resume. This grounding ability acts as a canopy through which the magi may take comfort, shelter, and may restore their energies once more. The eternal struggle between nature and chaos is one which continues, and at both sides there are always contestants. Order and Anarchy are always at each other's heels, and it is Nature that finds the balance between them.*

*Witch mage:*

*An Enchanter/witch/mage (sometimes spelt "Enchaunter"; esp. in Old English circa 1300-1500) has a system worked out that is strikingly similar to that of the Elemental magi/mage. The Elemental magi/mage works with the four elements in their raw forms, casting fire to set objects ablaze. The Enchanter, however, does not cast fire to obtain the warmth or destructive properties of fire, but rather uses "fire" as a title for an ideal or notion of being. "Fire" to an Enchanter means that one is trying to infuse the qualities associated with fire into an object or being. Fire's attributes include things such as Life, Aggressiveness, Rapid Healing, Health, Strength, Power, Inner Fortitude, Courage, etc, etc. The list is virtually inexhaustible. This page will attempt to explain, at length, the major uses of the four elements and then explain a highly refined form of Enchanting affectionately called "Mirroring".*

*Fire:*

*The Enchanter/witch approaches "fire" from a vastly different angle than any other art. Instead of the base use of fire as an actual element, it represents active energy. Fire is most commonly used for two purposes (though there is a very wide array of possibilities for this element; do not limit it to these abilities alone): Healing and Strength. To heal, an Enchanter must (true to their trade) enchant something for the true target to absorb the spell from. Usually a piece of jewellery is used. All of the gemstone and metallurgical correspondences must be adhered to when preparing to enchant (so don't cast fire into a lapis lazuli stone). For example, a ruby stone set in gold would be ideal. The ruby stone has qualities similar to fire, as does the metal gold. With this combination, a mundane ring can be made into a ring of healing. The Enchanter would take this ring to a place where they could concentrate, and would hold it. While holding the ring, the power of healing, warmth, strength, vitality, and well-being would be channelled into the ring so that the bearer of it*

would receive the aforementioned benefits. The Enchanter/witch should be able to see the warm and fervent power of fire flowing from their own body and solidifying in the ring. When the ring is no longer able to hold any more power it is given to the correct person.

**Air:**

This element is usually associated with the following attributes: Psychism, mental ability, intelligence, invisibility, covert operations, illusion, secrets, speed, protection (to a lesser degree) and magic. To use the element of air is to imply something of a non-tangible nature being used to affect the tangible. Air is often charged into amulets of the appropriate correspondence, such as silver metal and an moonstone gem, to make people invisible, more psychically adept, or to increase the power of the mind, such as wisdom, intelligence, or mental endurance. It is possible, with the element of Air, to turn a normal mundane into a low-level Mage by increasing their control over their own mind and the minds of others. By the presence of this element, it is possible for an Enchanter to "bestow magic" on a person who is not naturally a very skilled magicuser (or a magi at all). Air can be used to increase speed as well, be it physical speed, mental speed, or, in an advanced enough state, the speed of time itself. Air is a very versatile element, and as a result, is able to pass on its versatility to those things it enchants.

**Earth:**

The powers of earth, while not actually referring to the physical movement or disruption of the ground, still harbour the qualities that we value the earth for: Solidity, power, stability, defence, strength, endurance, defiance, immovability, firmness, etc. The power of earth is usually used not to create new attributes, but rather to keep and strengthen existing ones. Notice that the attribute of strength is present in the element of Fire and Earth. The difference between the two applications is as follows: If strength were bestowed by using the element of fire, a person would become strong, even if they were not before. Their strength through fire enchantment would be quick, powerful, and would fade as quickly as it came afterwards. Earth strength, conversely, would only enhance the existing strength of a person, but would be more resilient and last longer. Earth is a slower and more stable form of enchantment which allows the user to reap benefits far longer afterwards than any other element (supposing any other element was cast with equal or lesser strength). The mainstay of Earth is the ability to bestow endurance.

**Water:**

Water is the basic element of life on planet earth. It is the healing source

*that regenerates the body and refreshes the mind. In Enchanting, it carries the following attributes: Calmness, reflectiveness, spirituality, passive psychism, divining, healing, peace, serenity, quietness, muting, quiet power, passive defence, and one-sided adaptability. Water is used mainly for three purposes: To defend against other magi/mage, to tune your spirituality, and to heal. As a defence against other magi/mage, water is a key device. The trick to water is that it can not, per se, be used offensively. To mute another magi's magical ability or to simply protect yourself from stray spells or powers, an Enchanter casts a globe of water energy around another magi/mage to stop the in/out flow of energy from that mage/magi. To protect, a sphere is made around the caster which allows only their own energy to permeate the barrier. To be used psychically or to tune spirituality, one would find/create a reflecting pool and bless it with the power of water. Lastly, as a healing device, water can be used to re-open blocked energy channels within the body. Water is a passive but powerful force.*

#### ***Sorcerer:***

*The world of the Sorcerer is one which is wreathed in the mystic fires of the future. Having the same cunning and foresight as a beginner Wizard, Sorcerers attempt to change their world through a slightly different means. While the Wizard tends towards natural magics, and a defensive position, the Sorcerer tends to have an affinity for the proactive magics and an aggressive mannerism if powerful enough. This does not imply that they are evil, per se, but it does show that they have a different approach tactic, and that they do (as with every distinct art on this page series) use one energy which is uniquely their own. Some consider Sorcery as it is displayed here to be the equivalent of Chaos Magic. The realm of Twilight is the main concentration of advanced Sorcery. While the minor premises of Sorcery consist of the amalgamation of black magics, scrying, enchanting, magecraft, and heavily in conjuring (the reason will be seen later for this), the mainstay power of the Sorcerer is the Twilight realm. The negative and dark world of Twilight is something which must be carefully navigated. The Twilight is almost, in a sense, an unreal overlap of this world. The visible world has its own layout and, much like Plato's world of forms, Twilight conforms to this in an unreal sense. The vast exaggerations between that world and our own is reminiscent of the far-fetched worlds of Piers Anthony or Terry Pratchett, but with a bizarrely sinister twist. Given the nature of this plane, the Sorcerer can understand it to be a wild extrapolation of the natural world and, as such, may try to*

*use it in the same manner as the Wizard uses the Astral -- for remote viewing which is a lesser skill of their kind. The trouble with this is that the Twilight is notorious for its grotesque distortion, and thus must be interpreted with a grain of the proverbial salt (or with a whole shaker's worth, for that matter). A hill becomes a jagged mountain, a hole becomes a chasm, a setting sun becomes an entire misted horizon ablaze with infernal fire, and other such powerful distortions. If these may be correctly interpreted, however, the plane can be a useful tool in the evaluation of the condition of a given situation. More than this, though, there are the inhabitants of this plane to consider. The Twilight, for all its dark beauty, is also as hostile an environment as the astral may be at times. It is the abode of many types of "dark" creatures, including many types of demon (not) . This accounts for the heavy reliance Sorcerers tend to build on demonic magics not only their misgivings. The ability to meet these creatures on their own soil is among the most fearful experiences available, yet the Sorcerer works with them with reverence and wisdom when of that level. The demonic realms team with different dark entities that exist on that plane because they are composed of the matter that creates the realm itself not true.... They are self-contained intelligences while they remain on this level of existence and have an intimate knowledge of the interpretation of the phantasmal Twilight. It is unknown precisely how long they have existed, and it can not be determined precisely how they came into being (but wizards know), the fact remains that they exist and that they are greatly resourceful within their realm. The demonic hosts of the Twilight operate in roughly the same way as demons on the mortal level would, save for the fact that they are able to perform their best while working on their natural level. They are dangerous in Twilight as with earth, so caution is always advised, of course, yet they are not as inherently malicious as most religion would paint them to be. The use of these dark creatures and demonic entities becomes a mainstay power, in many respects, of the Sorcerer. To be able to appear with these creatures and communicate with them on a level where they are unfettered is a great asset, and one which is often drawn heavily upon. The next advantage of the Twilight is one which provides for the Sorcerer's direct use of power: drawing directly on the Twilight to produce effects. With a bit of a wild imagination, the Sorcerer can use Twilight in much the same way as the Wizard uses Astral as most think. Though creating change from that level is often very difficult due to the gross distortion factor, fantastic exaggeration of a desired effect produced in the Twilight tends to reflect itself into the mortal plane as well. By shaping*

*this level of thought by your will, Twilight's exaggerations wane until they filter down into the mortal plane and make lesser effects which translate into real results. Great quakes and scenes of utter chaos and mayhem, on Twilight, may filter down into a lesser feeling of discontent on this level. This could be, for example, the basis of a "Cause Discord" spell to make people upset. Likewise, bringing the entire negative image of a scene to a perfect and complete still will filter down into a "Calmness" spell, of sorts, just as an example. Learning how to predict how much is enough, too little, or too much is the art of the Sorcerer, and learning precisely where to make changes to gain the desired effect makes for quite an interesting study. Experimentation should, ideally, err on the side of caution, but in time a proficiency in anticipating what the bizarre distortions of the Twilight really mean will be gained. Lastly, the Twilight's power serves as an enhancement to the other magics that a Sorcerer may carry long with their art. Chances are, both in Magehood and in Sorcery, that other arts are utilized in tandem with the primary mystic studies of Astral and Twilight respectively. Sorcerers may draw on the power of the ethers of Twilight to enhance that which they already perform. Minor Necromantic functions, for example, may be given unique properties by being performed from the Twilight. There is an infinite amount of possibilities, available in this respect. Borrowing skills from other arts and attempting their use on the Twilight gives unique properties to otherwise difficult or impossible spells, usually decreasing their potency but vastly extending their range. With the incredible power of the Twilight at hand, and a proficiency in surviving on this level, Sorcerers may pervert the normal powers that be into a more malleable form if given its keystone, or glyph. This unique art known as Sorcery is one which knows no bounds and has no limits, except those which are allowed by the user of Magehood.*

#### *Necromancer:*

*Death magics have been around for as long as humans have grasped the concept of using magic of any form. Even the most basic division of magics must include a segment for that which is known as Necromancy. Though Necromancy currently has a functional etymology to it, this was not always the case. In the medieval ages, "Necromancy" was called "dancing death ritual" came to be altered into "Necrology" through Greek and Italian influences, the art gained a new face. Now, instead of simply being an art of injuring the human, it came to also be associated with graves, graveyards, spirits, and primarily of channelling dead spirits like a medium and working with The Angel of Death (cf.*

<http://www.sacred-texts.com/bos/bos195.htm>). This latter association, however, is clearly tainted by the overwhelming dominance of Christian thought at the time. As such, the beauty of the original Necromancies had been temporarily lost. As time has progressed and information may now be more freely shared across the internet, the new breed of Necromancer finds themselves capable of once again delving into the secrets of death and of illness. In contrast to the Healer, the Necromancer embraces those powers which kill, decay, and decrepitate, and attempts to put them to use. This power goes by many names, but primarily among true Necromancers as Death Essence, or Entropic Force. It is the power which kills, harms, and causes decay, and that which is of foremost interest to the practitioner of these death magics. The Necromancer runs into a dilemma while using these essences, however. Regardless how one may try, the fact of the matter is that even Necromancers are living breathing human beings. As such, not even the seasoned practitioner can escape the baneful effects that working with these energies has on the body. Advanced aging, hair loss, sallow skin, and a gaunt complexion are all traits which are associated (in varying degrees) with the seasoned practitioner. Though the effects may only manifest as internal pains, as well, the fact is that to gain power in this art requires that suffering be present. The Necromancer's sacrifice for power is often scorned or considered madness, but for the practitioner it is worth the pain. To gather a sufficient sum of energy, the pain of the Necromancer's own suffering is channelled into a Necromantic Curse, or into a Servitor Summoning. These two components are the basis of every Necromantic spell. Traditionally, the entire art of Necromancy has been broken down into these two branches. The most infamous aspect of necromancy, without doubt, is the creation of phantasms and undeads. The less flashy but more used aspect is the direct application of the death essences in curses, the imbueing of fetishes, and the decrepitation of organic entities. A common mistake made when attempting to utilize the direct applications of Necromancy is to get caught up in thinking of the effect. If the effect, for example, is to make a person go blind, the most common mistake is for the would-be Necromancer to attempt to try and "think" a person blind. Necromancy, as with all the other castes, contrasts from the Ritual Magicks because of its use of a) a distinct energy type, and b) a distinct methodology in using that unique energy. The would-be Necromancer's most common grief is that they can't "Think Blind" or "Think Sick" someone. The key is in keeping your mind on method, not effect, and in working the methods of necromancy into an occult science. For example, as one may wish to

*use the blindness spell, there are a few ways to do it. All ways, however, require one to plan their spell out. That, by definition, is what makes a spell a spell. It's a mystical blueprint for the methods of magic. If I wanted to cause blindness, given that Death Essence is the energy a Necromancer works with, the most easy and obvious way to do this is load the eyes of your target with sufficient death energies. The absorption technique outlined page works for Death Essence as well, and it's the Necromancer's own pain and decay from absorbing these energies that is channelled into the target. The minor backlash the Necromancer receive throughout their entire body, however, is diminutive compared to the effect of channelling such a vast energy into a concentrated area of a target. With enough effort, this spell will cause permanent blindness, or with a bit of manipulation can deviate to cataracts or optical cancers. Kept in its undeveloped stages, which is sometimes preferable, the Necromancer can blur or dim or outright blind whomever they choose (though never without consequence). Other effects are attainable by using the very same energy in different configurations and places on your target, and altering properties of the energy's performance minorly. Blanket-effect spells are also possible, though they drain more from the Necromancer due to the greater amount of energy needed. Aside from the direct application of death energies to an organic being, however, there is also the unique ability to congeal the essences into a form or shape, thus allowing the famous Undeads and Phantasmal servitors. Legends of the Zombie, Wraith, and Skeleton have been attached to necromancy for as long as it has gone by that name. Visions of the Dead and other such strange phenomenon have been attributed as commonplace to the Necromancer in myth and fable, often making the Necromancer seem insensitive and morbid. These creatures are used, however, in a manner that shows clearly a Necromancer understands the undead's psychological effect fully and that the caster truly feels and appreciates the terror in them. The existence of undead creations of a Necromancer are not fable, yet a few misconceptions of their origin, nature, and ability have arisen. As for origin, it should be noted that Necromancers are not able, nor have they ever been able, to raise the physical bodies of the dead to reanimation in any way, shape, or form. The flesh that has died is dead forever, and that is all there is to it. The Necromantic Undead is a creation of the caster's own mind. Such a creature is the product of the Necromancer's intense concentration, and takes form from the image a Necromancer preordains. These undead or phantasmal servants are given form purely as the Necromancer shapes them, and possess no intelligence. As with any spell,*



*the skill lies in the Necromancer's ability to manipulate these creatures to perform with some similtude of fluid movement. After they have served a purpose, concentration may be broken and the solid, semi-solid, or ethereal construct can vapourise. There are many more surprises to be found in the art of necromancy, but at a price. Success is met with personal anguish and the price of victory -- pain. There is no way to sidestep the long hours of hard practice necessary to make this art work, but in the end it is the Necromancer who twists the death ethers to their will and stands as the scholar of magic and master of their own destiny.*

### *Elemental Mage:*

*As long as magic itself, one of the most fundamental abilities of a magi/mage has been to attempt to control the four raw powers of the elemental system. The four refer to Fire, Air, Earth, and Water. The ability to feel these energies, understand them, and to move them is the study of the Elemental Mage. Throughout their practice different casters will experience different degrees of success no matter which art is practiced, but Elemental magic is often considered one of the most difficult arts to progress in and thus there are few practitioners. It is also difficult because of the nature of the magic itself: it deals purely with the real and tangible facets of the four elemental powers, not with the ethereal correspondences of the elements as an Enchanter would. As such, it tends to be seen as an "all or nothing" art where you clearly succeed or fail every time. Also, as a matter of practicality, few have a real need for this kind of power anymore (due to many of the necessities being provided for by technology) and thus the caste tends to be left behind, to a certain extent. Regardless of this fact, however, many have felt the call to gird themselves with elemental knowledge and harness the natural powers around them.*

*Focussing only on the physical manifestations of the four elements, each has unique uses and capabilities when properly applied. "Heat" energy, as we know it, is not perfectly synonymous with Fire magic. Though to an Elemental Mage the two are very similar, there is a missing aspect in the concept of heat which restricts it to this level. For the Elemental Mage, all things which produce heat are also giving off the mystical equivalent of heat energy. In this way, Fire energy can also be used to metaphysically detect things which produce heat, and even, in extreme circumstances, to focus the ethereal form of heat into a physical manifestation of flame itself, thus creating pure flame from seemingly nothing. Keeping in mind the physical principles governing combustion it becomes readily apparent why feats of this nature are rare, at best. Through enough practice and*

*concentration, however, the Elemental mage learns how to absorb heat energy from all things around them, as a unified action, and bring it to bear against a target. This can be to warm the caster, to warm an inanimate target, or a friend. It can be used to find things generating heat, and to control preexisting sources of heat such as flame and mirage. Air is another of the elemental manifestations, and is usually the first element an Elemental Mage finds control of. Due to its already volatile nature and tendency to change the Elemental Mage can find their first successes, usually, in attempts to change wind direction. Breezes can carry smell, keep away noxious fumes, cool the caster or something targetted by the caster, and may be the edge required to start a fire that just will not light. There are far too many uses of wind and air to be listed here; truly, we see the effects of wind every day, as even now we breathe the air and can describe what the wind conditions in our area are like. It can be used to regulate heat, it can affect our senses in various ways, and is an overall good place to start. Wind constantly moves, constantly changes, and in that spirit we may influence them without much resistance. Earth, however, is the difficult counterbalance to Air. It is firm and reists all kinds of change, hence the Elemental Mage must exert themselves to a rare degree to find anything more than a nominal skill with this element. Earth is the foundation of most life, and by this merit it can be used to lend aid to dying plantlife, choke out undesired plantlife, sense creatures within the caster's spell range, and to basically know that which the earth would be able to relate (not as an intelligent entity, but as an extension of one's own senses, such as feeling the tremors of other animals, feeling the stability of a certain area to step on, etc.) Some Elemental Mages claim the ability to predict and cause certain events such as earthquake, famine, drought, siroccos, frost, snow, hail, sleet, fog, and other types of natural manifestation by making full use the the Earth element to gain knowledge and control of the environment. Lastly, there is the practice of controlling the water. Water can be used in much the same way as Earth in that the tremors it carries can be interpreted by the Elemental Mage to extend their range of sensation and know things they would normally be oblivious to. Water abides in many of the things that we see daily. The air contains some, the ground contains some, and various materials or substances (including human flesh) have quantities in them. Elemental Magic concerning water can be seen in a great deal of cultures which still rely heavily on agriculture, and in the history of cultures which did. The "Rain Dance" is a prime example of water elemental magic at work. To cause rain to fall at will, or conversely, as the Biblical characters of Moses,*

*Elijah, and the Two Prophets of Revelation 11, to cause it to stop is the baliwick of the elemental magician. The abilities of the Elemental mage varies greatly, and intimate knowledge of the elements gives intimate knowledge of the physical world around and its innermost mechanics. To truly understand the world around an Elemental mage is only a matter of learning and harnessing the ways of nature.*

*Wizards (know i took more liberty in fixing this one because its about US.....)*

*The arts of the Wizarding kind is/will be one that has always been buried in misconception, even from the first uses of the word in association with practitioners of magic. Etymologically, "Wizard" traces back to the meaning "Zard", of Zar like being more or less. The art of Wizardry has always consisted of a rather tangible concept -- that of being connected to a sense of mastery by learning the properties of the universe around them -- which keeps even the seasoned magi/mage baffled. The far-seeing eye of the Wizard is something which has earned the wizard a great deal of respect over the ages as wise men, soothsayers, and ones to turn to in the time of need. Having an adept understanding of the workings of the world, the calculating mind of the Wizard is truly something to admire. Their skills focus on the use of other planes in such a calculated and perfect way as to interact with the workings of this plane as well, and to be able to use this knowledge to their benefit as necessary.*

*The primary playground of the Wizard is the not so well-travelled, or well-known "12 Ethereal/Astral planes". named herein " Thermo, Helio, Ethereal, Sent, Divided, Astral, Crono, Temperal, Lighted, Shadowed, Vibrational, Sheltered, which responds to the thought of the observer at times. The Wizard makes extensive use of the malleable properties of this plane and projects to it often as a means of gaining more information about a given situation if not aided. On the 12 astral planes not only can a real and current situation be duplicated, but it may be played out in advance to foresee the outcome if variables and does not change supposing that the initial projection of the wizard was accurate. Though this ability is novel and useful in its own right, it would be much easier to simply turn to divination if that were the end of it. In addition to the current scenario being projected onto the astral planes, new objects, variables, and modifications may be added at will to use the plane as somewhat of a testing ground in which the Wizard may discern the most expedient means to continue in the mortal realm at no expense to themselves. This can be done on a very small*

*scale as in, for example, tossing a rock in a pond and seeing where the ripples go, or on a larger scale such as what a shower of boulders into an ocean might do. The example is obviously silly, but the point remains -- any scenario may be tested using the projective power of a Wizard both physical and mental. This special knowledge allows the practitioner to always be in the right place at the right time and be prepared for anything they might have foreseen. The art of the Wizard then, in this facet, is to refine emulation of the real world and the new variables (if any) introduced. This plane is useful for more than reality simulations, however. The fact that movement on the astral plane churns at the speed of thought itself, and the other point that the mortal world is visible from the Astral plane makes it a splendid tool for remote viewing. While foreseeing the mechanics of the mortal world and observing it in either its current state or its plethora of potential forms, the wizard is also given an opportunity few are afforded -- encounters with astral entities. The astral plane is not uninhabited if one looks closely enough. Encounters of all sorts with creatures of varying types are common enough on the astral plane. Among other things there are other humans out there, but report of demons, and moreso angels, are commonplace. The why and how is left for the practitioner to discover, if they wish, but the fact remains that it is a definite advantage to be able to communicate with beings which have more knowledge and skill than oneself. It should be noted that, as with any entity on any plane, the truth of its information and discerning precisely what interests the entity has in revealing information is sketchy at best. Using plain sense, intuition, and deduction, a great deal of misinformation may be cast aside and the chaff may be separated from the wheat. Also with these entities, as with real life in the mortal plane, some may be hostile and some may be friendly. Being cautious in all cases is ever-important until one understands precisely whether the entity can be called friend or foe. In case of trouble, there is a distinct advantage: simply dropping back into the physical plane until trouble subsides. Though the astral plane does indeed affect the physical realm, it is rarely a powerful effect. Taking refuge on this level of existence is always a possibility in the beginning stages of experimentation while one is still unfamiliar with working on such a level. Having the knowledge of the astral entities (of varying degrees of validity by sygil), the ability to work out the results of any given scenario (depending on the Wizard's skill), the only thing left is execution of change on the mortal world. This is also be done from an otherworldly vantage. Instead of sudden and blatant changes, minor modifications may*

*be made to the mortal world which in the end make drastic change on the outcome of an event. The wizard so totally may master their environment through their foresight and ability to effect changes from the other realms that it seems like no effort at all to make huge changes without making a scene. The subtle perfection of making minor changes on the pristine astral plane allows for a grace not found in other arts. By influencing events one way or another, be it few or many, in different strengths and combinations, even enormous change can be effected. The precise mystic coordination of the Wizard, combined with their foreknowledge and pivotal tinkering allows for the most genuinely subtle method of molding the world if required. In a plane where reality is shaped by thought, the wizard can gain Mastery. The ability to bring these changes down onto the physical realm enables for vast and varied abilities limited only by imagination and skill. The ability to cause these changes is perfected into an occultic science through Wizards, and in time their profound familiarity with the nature of interplanar changes allows for a respectable repertoire of abilities and gifts. The eloquent beauty of appearing to do little but change much has earned Wizards kind honour and respect throughout the ages, and rightfully so. Best of luck to those who embark down this path, as the rewards are virtually limitless so are the perils.... lol*

*Though it would be great if the world shared in our secrets but Outsiders will never see what they as "students" of the Information instead of practicing ones.. "insiders" will see...it is just the way it is.....*

*Now what you get to see:*

*In the begining ,before the calculation of visible concept of time. The essence of Positive energy and Negative energy , existed in the non-space,( darkened center of the cosmos.) The concept of time took place and later bonded to the known elemental energy forces.( a long story.. )*

*As a beginner in the Arcan , the trueness of your gift will take hold*

*and in this you will feel a calling of the spirit.  
At this level of awareness your emotions are unbalanced so they must  
find harmony in " tuning. " The essence of this skill  
comes from focus, " to focus u must become aware of your soul  
, a gift you will later on be fully capable of working once  
you harness the energy around you...*

*The main channels to your gift of awareness is the senses of the  
mind  
and body. True power comes from the root of these gifts.*

*Magic or Arcan "arcane" has been thought of as the answer to all  
acts  
of questions , but the real answers come from a aware spirit  
" the abulities of natures acts on emotion. " ,As you grow in  
awareness you will see the silent words of others in thought or  
secret, This will serve as your personal instinct but higher...*

*Incense is the way to channel emotion to a focal tool,  
" to see the center of the self without restrictions. "  
There are three basic incenses to awaken the mind.  
" Once unlocked the mind is open for all to see and know ,  
some use substance to get to that door , but it only last for the  
time of the substance." The energy of life and the forces in it  
are more than enough for a real venturer.  
There are three stones to start, these act as tuners of the  
metaphysical and are very reliable keys to link your new power.  
There resides three metals that "charge and discharge" the focal  
energy by three means...  
Linked are the three spells "though basic are very powerful"  
to the awakened soul , 1st. is linked to the circle ,  
2nd. to the soul , 3rd. to the tool of self.  
The energy of earth ( geodominant ), the energy of air ( etheralcoral ), and the energy of fire ( parajunctional )*

*" the ability to transfer power by " circle " , the ones  
whom the neophyte/witch level initiate comes in contact with...*

*The neophyte/witch is now ready for the next level of awareness  
to the symbols of the elemental keys "written symbols of the  
design of the elements " fire/water/earth/air"....*

*Learn the history of the first spell casters ( The sisters )*

*Now nature will guide u to your "talisman" to bond with your  
pre-awakened spirit,in the service of nature.....*

*Nature has granted u a grand gift, the sad thing is the others who  
are on your path or beyond , can now feel your presence....  
( so know your circle...)*

*In nature's plan that which effects you , will now reflect you..  
, as in a mirror what u see will be and what u don't will not  
be of you...." for nature protects its own. "*

*As you go on you will see through things as if they were glass  
hence the saying " Now converse with the invisible world not  
under  
your feet...."*

*Your Lessons if you chosen to be Chosen:*

*yellow: evo shem dem  
(The beginning of spirit and universal why of being as in worldly  
not just self as identified by all cultures of wisdom, not just  
psych(o) babble, but actually how to see from all points, the key to  
beginning to be wise...)*

*1 candles , elemental magick, spell rules*

*2 mirrors, scrying, nature of magick, herbology*

*3 shaman wisdom, arts of the occult symbolism, math of the beginning*

*4 witchcraft, circles and latin symbolism*

*5 stones, staff insight and druidism*

*6 emotions, psi and duality*

*7 religion, doctrines of the prime, theology 101*

*8 cultures in magick and gateway ideals, dream reading*

*9 advanced witchcraft as in reading the soul and mind*

*10 hexing, curses, and the workings of the wisdom of maddness*

*11 dream traveling, shaman fires, and calling on the soul*

*12 mirror rituals, workings in the fire, and star astrology*

*13 staff workings as a future junior mage and temporal theory*

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*Light yellow: evo shem atep*

*(what the patterns of cultures call their powers and spirits and the working of this philosophy as in the id and self, the inner to the outer of seeing, remember Helios and De Luna..)*

*"there will be alot more information and practicing workings but we shall just touch on the subjects first, most of these subjects your about to enter have Oaths and codes and to learn their full secrets you have to be one of them by being offered in....so i will not break their oaths to teach you fully unless you show your physically*



*ready with more than just words"*

- 1. Voodoo (culture, message, tools, and 3 rituals)*
- 2. Shamanistic tools (the fan, the plate, and the rod)*
- 3. Druid herbology (mistletoe, vermillion, henbane)*
- 4. Dark witchcraft (the dark, the rite, the mistress, the goddess, the moon)*
- 5. Dark arts part 1 (vampiric gifts, rites of the church, the dark arts oath)*
- 6. Dark arts part 2 (psychic friction, black eyes, red eyes, the 5 A's)*
- 7. Dark arts part 3 ( calling the nexus, dark aura, bones and stones)*
- 8. Vampiric ideals, rituals (rites of passage, blood symbols, and personal secrets)*
- 9. Cures and curses of the soul (from england to egypt)*
- 10. Magehood (identification)*

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*Red: noctum shem atep*  
*(the shadow/light and energy of the powers of the physical self in easy explained terms and their connections to living itself..and more)*

- 1. Emotional heat charging (body then mind) sun and mercury*

2. *Temporal dream return (the dragon's cavern)*
3. *Energy exchanges (personal and dual ties)*
4. *Symbolism (the symbols of the greek and rune) of the soul*
5. *Sexual energy exchange (the consort, concubine, derg sire)*
6. *Chi, essence, kai, quai (wisdoms)*
7. *Philosophy of life (To be or not to be the grand understanding)*

-----  
*Blue: dem shem aton*

*( The key to spirituality and the sygils of the past and future used to identify the invisible will of the universal, you name the price(lol)*

1. *Angels (corner meaning, angelic lies and the 144,000)*
2. *Angels in magick (the 7 spoken angels and the powers of heaven and rule)*
3. *Religion as in spirituality (Doctrines of the soul) by soul seekers)*
4. *Potion to create long life (a witches kiss and toe nail)*
5. *Temporal gates and walls (the 17 writings on the wall)*
6. *Defense against magick ( the ancient meaning, and how it was formed )*
7. *Dream angelic balances (the guardian ones and the elder of the*

*tome)*

*8. The tree of life (kabbalah) part 1 (koh, meh, yod, chesed)*

*9. God/goddess designs (in magick) (greek "dianic" the secret)*

*10. Theory of life and death and ambrosia (the power of the crimes, and the powder)*

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*White: noctum shen det eterni*

*( the inner psychic, magnetic, and invisible mind of the spirit, not spiritualism but the power of the frames of creation and messages of the body..)*

*1. Psi (psychic fields)*

*2. Symbolism of the mind (the invisible time)*

*3. Symbolism of the psychic mind*

*4. Hynotics: THE MINDS PLAYGROUND*

*5. The balances of the hynotic spell:*

*6. Secrets of the ouji(wyja) and the corners (occult)*

*7. Druid spells in nature: the unseen water*

*8. Druid lore and Secrets of the staff of Abot*

*9. Stones in the magnetic( and geo-temporal)*

*10. Laylines and Card tarot*

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*Grey: dem atep shem mal-kuth*

*(The will of chaos, and its patterns of construction and distruction and the will to see its flow) "it is often the rights of the outcast to try and develop from within the mysteries to learn the secrets of their dreams"*

*1. Demons and demon lore (dante and eros)*

*2. Demonic symbols of the 5 demons of earth and the 7 chairs of hell*

*3. Satan and the nature of absolutes*

*4. Sumerian demonia: demons in the sand*

*5. Egyptian books of the sun, moon and underworld (ra, isis/thoth, sheth)*

*6. Dark womanhood as goddesses (hekate, moria, morgana, lilith, kali)*

*"Though these ladies of power came not from a darkened temple they kept the temples image and power in their darkened hearts"*

*7. The Penta-vestial, and the Penta-vey ganii:*

*8. The Lore of the Darkness: (Mother Raven/Father Wolf)*

*9. Death and the grave: poetry from within..*

*Welcome to the Egyptian Arts Secret pages: earlier in this book i told you i would show a few pages of these egyptian beings.....*

-----  
*Green: novi tempus tera*

*( The great dragon as in design and the working of the harmonics of touch and sensitivity to the soul, and way much more....)*

*1. The nature of the dragon (the great beginning)*

*2. The dawn of the sun (the heart of the flame)*

*3. Ancient cultures in the stars (Egyptian/Persian/Aztec(Mayan)*

*"The stars teach us that we are all lights held in an invisible hand and at times the hand must open and reveal more then the stars it contains"*

*EGYPTIAN: (the kings of the heavens)*

*4. Powers of the dragon (The Dream)*

*NOW IS THE TIME FOR US TO TALK ABOUT THE DRAGONS GATE*

*"Dragons as you have learned in the earlier books are the teachers and guides and connector to the mages and the magus power and imagery, though this can take many a form the nature of it remains the same, as does the method of calling...."*

*5. Junior wizardry (rules and methods)*

*6. Secrets of the mages: (The scroll of the mage)*

*7. Secrets of the kabbalah (the 7 keys) in stone*

*"ENTER INTO THE WORLD OF THE KABALLAH" THE BOOK OF THE WORD, NOT THE BIBLE....BETTER"*

*8. Shamans fire and Totem theology*

*9. The healing and Staff of the ages: The grand snake staff*

*10. The real 5 rings of the circle in magick*

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*Purple: sen shem atep novi*

*( the knowledge of the un-seen in shadow and soul, but on a more understanding and control and conforming as in touching its harmony as in song...(lol)*

*1. Incense theology, and the workings in the psychic mind*

*2. Elemental mirrors*

*3. Psychic walls in the temporal fields*

*4. Outer body travel*

*5. Spell casting in the raw*

*6. Tantra of the healing soul*

*7. Gathering from the great outer*

*8. The shadow of a shadow*

*9. Adept no more.....*

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*The first gold: hoben kep shem adon*

*(Now you know, and now it is time to know why?) and if you made it this far your quite wise in your own right, so now the puzzles begin....Temp thee not*

1. *What is wisdom*
2. *What are power tools*
3. *What is a temporal circle*
4. *Aura and Static Empathic energy*
5. *Powers of the natural*
6. *Philosophy of magick*
7. *Wisdom of the mage*
8. *House of the magi*
9. *Workings of the tools of a wizard*
10. *Junior wizard to senior apprentice*
11. *The houses*
12. *The steps*

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*Second golden: jei we shalon emui*  
*(Welcome apprentice you now get to sit at the table of wizard and*  
*bask in the glow of your empty cup, want pepsi)*

1. *Red wizardry*
2. *Green wizardry*

3. *White wizardry*
  4. *Grey wizardry*
  5. *Mage/magus the formula*
  6. *Gold wizardry*
- 

*Third golden: meui shem teraot*

*( Your a wizard to be sure but now the real practice begins as in why? so leave the books behind because now the dragon calls you to be aware, most of witch kind can earn this level of wisdom but are rare...what say you )*

*1. The Dryl: (Though it can't be fully stated here, the dryl is the dragons personal cavern of secrets as a book, unveiling the minor mysteries of the Occult and Magic(k) as a whole.....*

*2. The Cyrl: (like the dragon secret book, this book however is talored to the Druid Mysteries, and there innner Secrets (called : Cy-Ril (and prononced the same)*

*3. The Empty Cup Kabbalah: (What is knowing the Kabbalah...not the jewish mythos signed as it, not the mythical theory and the self defining "lost in the ceremonial occult".... don't get me wrong they all share points of truth, but here we want more then that we want what makes the symbolism more then word and less then thought.....(here you shall have it...)*

*4. The Books of the Dark: (What are these Grimoires, and Tomes?) Why was they Pinned, and what is the real message they offer.....(you will learn here)*



5. *The Books of the Light: (What is the dual nature of the writers and the mysteries they "Claim" come from the (ALL) and why aren't they the ones seeing it?*

6. *The Books of the Stones: (Herein get more than just the info, but why and how they are to be used, mind you they are adaptable to more.....but you will learn as you learn and not before....)*

7. *The Iniversal Non: (lets pretend the world is an illusion, and that everything is made up of space and energy...lets farther pretend that there is a secret at the heart of this discovery: (oh.....its not pretend it's "REAL") lol...i know..but what i am going to teach you will make more sense once you see as i do....)*

8. *The Universal Non: (what is all the secrets about and why are they secret?)*

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*Fourth golden: Sheh mu katal vermet*

*" This golden book goes by many names but it is the one before the Last 3 in this design"*

*The subjects i will not reveal as they have to be updated to serve the growing level of awareness brought on by my re-education of the Old Masters Text  
but you should get your education worth.....*

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*AND THIS IS JUST YOUR HOMEWORK.....LOL  
(BEFORE BEGINNING THE REAL JOURNEY)*

*(If your serious to study, and i mean by this physically)  
so put the message "interested in the course" in your Email , if you  
don't your mail might endup as junk or lost.....*

*(look into course offer for price and details or contact me)  
only available to the first 20 to 50 that offer, after that you have to  
wait 5 months..sorry....but serious Mages are what we wish to  
work with....*

*contact me at [wizardluxas@hotmail.com](mailto:wizardluxas@hotmail.com) about this Maryland  
based Academy/Order,  
Now you know, can you travel the path, as others will and have..*

*If your not able to travel to "The Order" we are now offers a 12-  
15+ book course  
here is insight into it...and a chance to be a magiester of the Order  
later on...  
(External Program)*

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*(a bit of our library)*

*Mage/Magi/Magus*

*Connecting*

*Calling- Mirror ritual, taking in the image of a thing, heightening and  
enveloping the focus and displacement ritual*

*Mirror- two forms of mirror ritual, covered and uncovered. A covered ritual  
is to invoke the power of dreams and advance the body in the eitherial. An  
uncovered ritual is used to mark symbolism on a mirror using fingers/ink  
and to invoke forms of psychic reflection.*

*Heightening and developing- This is the process of the cup, the process of*

*the cup is a form of taking in. There are 4 forms to taking in: water by spirit, apple of truth, wine of promise, blood of sacrifice.*

*Displacement- Casting within the candle circle utilizing the candles of the elements, you create a geographical geomagnetic design: star, square, triangle, circle, anything with 3, 4, 5 design on the placemat.*

*The Cup is the Oath  
The Cup is the Secret  
The Cup is the plate from which  
All other magics grow*

*Table of Elements  
It is so you can be  
It is so you can have  
Magic(k) is without limits but the body  
Has many so this is the way you tune  
MAGI  
Levels of Magic  
Neophyte- beginner  
Adept- learning mystery  
Neo adept- learning history, practice  
Magi- using magic  
Magus- using dark side magic, ie Death  
Necron- student of necromancy  
Arch- highest form of witch  
Full- equal to hp working way to witch  
Witch- students of elements, working way to hp  
Gaurdian- protector male, consort, magi, adept, all taught  
Saguamun- better word for sage, lowest form, student of sage  
Occult- like wizard but no tools, beginner  
Occult magus- one who utilizes occult magic in adept form  
Adept magiester- equal to dark wizard but not skilled in practice of wizardry  
Magiester- equal to master in magic title only  
Magister adept- working magiester on who practices  
Magiester saguamun- highest form of sage, a master*

*Tempest- equal to all levels of witch or minor wizard*

*Sage- record keeper, scribe, story teller of magic*

*Apprentice- one chosen to serve in act of wizard as student.*

*Wizard apprentice- once has been accepted of learning mystery of wizardry*

*Full wizard- master, wizard- equivalent of the name with power and titles plus practice behind them*

*he Kabbalah. The Key to the nine markers and makers of the sepharoth. The doorway to the tree of life and light. Once seen as the angelic puzzle and connection to the all or one. It is but a diagram to the secret mystery of the spiritual will of a much older truth.*

*Greek Alphabet*

*A- Alpha C- Coppa D- delta E- epsilon*

*B- Beta H- eta F- Phi G- gamma*

*K- kappa L- lambda I- Iota J- theta*

*P- phi R- rho/rota M- mu N- nu*

*O- omicron S- sigma T- tau V- veta U- omega*

*X- xi Y- upsilon Z- zeta*

*A- One Beginning, original*

*B- Ch Barrier, Restriction*

*C- Chieh Authority, Guidance*

*D- Pu Diviner, Teacher*

*E- Pen Base, Foundation*

*F- Fu Father, Leader*

*G- Wang Network, Gatherer*

*H- Hua to Change, Construct*

*I- Izu son, student*

*J- Jen walking, moving*

*K- Ko Elder Brother, Friend*

*L- Chang Long, wide*

*M- Yueh moon, mind  
N- Nieh to read, to chant  
O- Yao to want, to wish  
P- Puhi to tap, to rap  
Q- Ku Purpose, old  
R- Tso to rest, to reign (to make act as)  
S- Shih A scholar, thinker  
T- Tsai Power, genius  
U- Chu Master, Order  
V- Tu unnatural, disorder  
W- Wen simple, light  
X- Tien heavenly, end  
Y- Yen words, thoughts  
Z- Sheng wise, sacred*

### *Cronal Glyphs*

#### *MAGUS*

##### *Sun- solar QPH*

*The sun in (male) aspects of wisdom is to begin to understand the make up of the universe. The friction created by the sun creates change in the stress levels of living creatures. This friction in one who uses magic becomes like a shell around him. This heat friction or force can be manipulated and thus controlled or focused by the (male) user.*

*The sun in (female) is the bombardment of energy created and conformed by the male, but in one's own power (female) this energy turns into a beam, a shell or even more powerful force. By being one with the elements of the sun ie; hydrogen dioxide, cyclone biochemical. The particle called a neutrino is thus converted into hydro water or heavy water. This is what gives the magic user their gift. Male: wisdom Female: power*

##### *Moon- luna TZDDE*

*In female, the moon is the reflective power of the inner self. "Physio static electromagnetic friction" this level of energy is arranged in the field of psychic. Esp. telekinetic, energy manipulation, are all on wave frequencies.*

*These frequencies follow the spectrum and are set in sonic and ultra sonic code. The mythology in witchery is that the moon is saying that a woman is righteous and worthy of power, as well as beauty, was thus by giving the selective secrets of nature ie "A witch is born" is just as simple as that the simple act was more of picking, then just an accident of soul. There is some truth to the form of "being called" this understanding is much in the form of selection similar to nature.*

*As a male, the moon represents memories, past loves, passionate secrets, bold choices in life.*

*Women: raven wolf, falcon, fish, night creatures*

*Male: stag, owl, mouse, dragon, day creature, night hopes.*

*Sun: power of wisdom, wisdom within, witchcraft is the candle. Power of the witchcraft is to conform the present of fire. Fire is the power of the soul. The key to the doorway of the body.*

*Birth: the sun is a star, one of millions. However its destiny is short lived, as all things exclude energy. It will eventually die out do to solar change, so that's why it must be maintained in the principal of witchcraft.*

*Truth: The power of the sun is helium hydrogen. The basics of hydrogen is the principles of friction with bombardment of vision. The properties being hydrogen and carbon dioxide. The generality of the sun has always been guardian and consort of the God.*

*Destiny: Those who walk with the sun's friction, who learn the basics of change and the controlling of the symbol of fire become the linking bondage to the realm of the sun.*

*Luna: the key to the witch symbol. This is the marking of the creatures of the so called night. Reflecting imagery the principals of the balance between the working of the moon has been water... water is the key to the witches power. Fire is it's consort, but it's balance.*

*Birth: The power of water is magnetism. The purpose of water is it's principles of color and waves. A transition of water as related to the moon is a spectacular event. The witch calls drawing. You can't draw from the moon, but it can draw from you.*

*Truth: Mystery of the moon is sand, the power of the moon is sand.*

*Everyone knows that sand is life in transition (change) sad to say, but sand and salt are mere conductors.*

*Destiny: The moons destiny is to draw those with heart. Music is the foundation of the universe. Balances of power between day and night. Male is sun, female is moon. If they knew the truth... it would shock them.*

*As above...so below HRS*

*It is this understanding that the heavens meets earth, the sky meets the rain, man meets the woman and the woman meets the man. In Egyptian, there is a love story told about 2 great gods. (Yes a woman can be a God). Goddess was just used to separate male from female ie (damn feminist). The story goes like this: G(h)eb (earth) loved Nun (heaven) and they wanted to marry each other. But they were brother and sister, so they ignored each other as passion flew. They grew to understand they had a different love for each other. Beyond lust, beyond trust, beyond all things, but their passion still ignited. So they continued to fight against it, not against the morality of it but against the willingness to give in after all this time. This story is quite a crazy one because heaven and earth met and both were overjoyed that they couldn't wait to be with each other again. But both were destined to never meet again.*

*Smthk BTH*

*As you fall fill within... As you reach on high, know these are the workings of that which carved the soul. From one message to another this is a doorstep. In earnest, one must try to see the fruits of the soul but yet not folly to them. That means to indulge until there is nothing left of your soul, that is true folly. Temptation, lust, desire, union, and self discovered are not the wicked endures of the body or flesh of the bible or those who rag with the bible. I t can condemn you by the truth, is the folly being consumed in them. Losing yourself or self dignity in what the bible wants, which makes one righteous holy or enlightened. No book, no rule or law can stop you from being you, when you aren't you. ie. Satanism, voodoo, occult or black art, these are labels, not truth of being. Everyone who lives has the right ot experience pleasure and pain. There is only in reality existence ie, to exist now of these who choose to work for their own deeds, union, lust, desire of such shall be measured by one who has sought natures virtue, ie, the real high priestess (justice is it's own truth)*

*Emerald Tablet...*

*Ancient Hermit working created by a scholar from ancient Indian design to give record testament and detail of the Egyptian theory and working parchment of secret scribe texts, containing of 49 books, this man referred to as "truth". Which in records this terms is called 3 times blessed or wise of the wise. Later referred to Hermes the messenger, which extends into the word Hermetic. But Egyptian culture can not be summed up that easily.*

*The degree...*

*Though standard through out time, the degree system has been around since the recording schooling, but not in witchcraft. Degree shows potential and purpose, not destiny. As one would achieve climbing a mountain, you have steps drawn within, created by people who were there before and you have those who chose not to follow the path, but create their own. However, no matter how you climb you still have to rely on balance, the tools you use or even your soul. Unlike most expert climbers, those who disregard tools, equipment, safety find out what the feeling is like one on one. Those who make it to the top are happy that they didn't have to do it again. But those that are experts go back for more and do it faster. The process of learning witchcraft is like the degree. Are you expert or do you just want to climb it once.*

*KPHLMD ALPHA*

*Pentacle: strength Truth: soul*

*This symbol is the symbol of self, some use the symbol as a representation of being part of the past. Instead of seeing it as a reminder that the outer circle represented by (non) individuals internal space of all life. The dividing line, the lines that are set as parallel interconnect in paths thus revealing the inner designing of matrix of existence.*

*Witch's Matrix*

*Wheel Tower*

*Yol AYN*

*Shem Pagra tepra de*

*In the Power of*

*Maxiu Physu imortau acti*

*The beginning ones I*



*Electuri ahem astraree*  
*Await thee the*  
*Tetra dem shalu agre aden abi*  
*Truth and welcome my invite*  
*Teshem ju put santum inbotu*  
*To the power of nature*  
*Maxi pal shemal fegel adu*  
*And the truths as in the*  
*Amenigui tes phantos Kem Ku*  
*Enlightened soul*  
*Matii*  
*(the first candle)*

#### *Adept Mage*

##### *Mysteries of Magic*

- 1. Wizard and consort (or above) determines fate of child*
- 2. Self awareness (dreams which relate to what your future holds)*
- 3. Flashes of Accidents*
- 4. The Message, Messenger*
- 5. Self Will*
- 6. Travel and Learning*
- 7. Unexpected Friends*
- 8. Challenges between the friends (finding your place)*
- 9. Transfixing language*
- 10. Impressionable disbelief (Names sake)*
- 11. Magic chooses the person (Folds of Space and Time)*
- 12. Generosity*
- 13. Augustin of Dilema (conflict or work with society.)*
- 14. Classification of wonder (Judgment and Justice)*
- 15. Mystical transpositionism (aka when you're in an energy area you're expected to see energy based beings.)*
- 16. 1st Lesson: Transfiguration*
- 17. 2nd Lesson: Wizards don't do potions*
- 18. 3rd Lesson: Dabblers*
- 19. Obstacles of Design*
- 20. 4th Lesson: finding what you lost*

21. *Nox Telum Enovet (a dream is but a dream)*
22. *Connection to Destiny of Others*
23. *Sometimes you have to do the right thing for the wrong reason.*
24. *5th Lesson: Herbology*
25. *6th Lesson: Locks and Keys*
26. *7th Lesson: Lesson of self sacrifice*
27. *8th Lesson: Mirror of Consequences*
28. *Humor*
29. *Aerial Servant or Servitor*
30. *Rule breaking is easier for the higher ups*
31. *Wizarding as you experiment is a kid's life*
32. *Wacking the Willow (when you do something right, something ancient or mystical pays the price if you don't think it out.)*
33. *Magic knows Magic*
34. *Using magic in anger always backfires (unless your goal is anger)*
35. *All mages or magisters have a secret chamber*
36. *Sometimes bad magics are dangerous(er)*
37. *9th Lesson: Wizards know before they know*
38. *10th Lesson: Common sense and common will and the answer finds you*
39. *11th Lesson: If you are what you're supposed to be then the gift of great reward becomes yours.*
40. *Breaking the Rules*
41. *Standing up for the rights*
42. *12th Lesson: Reflection*
43. *13th Lesson: Power of Privilege*
44. *14th Lesson: Tools*
45. *15th Lesson: Delegation of responsibility*
46. *16th Lesson: Believe it*
47. *17th Lesson: Power Changes*
48. *18th Lesson: you have to play by the rules*
49. *19th Lesson: The only test is to survive*
50. *Sometimes when you go out to find your own fear, you find out others*
51. *Life is a two edged sword*
52. *Mischief makers make themselves more available*
53. *20th Lesson: Honesty is the best policy (aka insurance)*
54. *21st Lesson: Sometimes the best answer is the only one.*
55. *22nd Lesson: Sometimes even a fool gets things right once in a while*
56. *23rd Lesson: Responsibility*
57. *Time is what you make of it (never forget)*
58. *Those that have power use it, those that want more abuse it*

59. Wizards, witches and all alike are dragged to festivals (and if they are lucky watch them get wrecked.)
60. 24th Lesson: Prisons (some play by the rules, others write the rules)
61. Experience always takes the easy route
62. 25th Lesson: Darkness is started by those not in power
63. Stupidity breeds more stupidity
64. Truth can be reasoned within 10 seconds of meeting
65. There are 3 colors of power: red, blue, white
66. Contests aren't contests
67. 26th Lesson: the good teach, the bad learn
68. It's difficult not being yourself in the Dark Arts
69. 27th Lesson: Time before and time after
70. 28th Lesson: Small victories are no victory for one in the Dark Arts
71. 29th Lesson: In the Dark Arts there are no rules
72. 30th Lesson: The future tells all
73. The rude occupy the voice, the search becomes the lie
74. When push comes to shove, sides show themselves.
75. 31st Lesson: Those that are mistreated, mistreat others
76. 32nd Lesson: Dragons are lessons
77. 33rd Lesson: The future tells all
78. Seeing through the eyes of the enemy
79. Answers come quickly when there are consequences
80. Wizards help wizards no matter what (aka pride)
81. 34th Lesson: To be pushed is to push back
82. 35th Lesson: Rule breaking is set up by those that don't intend on following the rules
83. When you do great, others seek to steal it out from under you or join you.
84. 36th Lesson: What you learn isn't always what you want to hear
85. 37th Lesson: Knowing the future doesn't necessarily disregard you from it.
86. 38th Lesson: Correcting things corrects the things not the people
87. To enter dark is to leave foot prints
88. 39th Lesson: Darkness can only be undone by the one who misuses it

(you should see shaman/witch/and acolyte) acolyte...lol

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Truthfully anyone can become book smart or acquire the skills of the

*enlightened mind, but have you achieved the "magic(k)al" mindset....*

*Touched not into interpersonal or self involved messages but a grander mindset of symbolism and oral communication that allows you to tap into and answer the pyramid like puzzles of our day, and be this not for the application of yourself alone, but it rings like a bell in the eye and ears of those whom you touch with the words and or actions.....you take part in...*

*Truly this world has become its own worst enemy when it doesn't allow for this search....*

*But... Have you acquired it, It's something you can't buy, nor can you fully teach, nor can it just be handed to you...*

*We here at the A.G.W, seek only to advance those whom are on their way to show us "they have it" or "they want it"  
You only need the desire and the education will come and so will the "magic(k)al mindset"*

*Its the game of the universe, but never a game in reality....*

*Even genius bows to it.....*

*You can be wise, be given wisdom, share in the actions of wisdom, and life still a life time without this simple process.....*

*Having the mindset allows you to open any door, as long as you obey why you wanted in, and respect the right to be there, but you will be its advocate...others will hunt you just to see as you, but they might never.....because its a action that even you as the teacher can't fully teach....*

*Well you say i'm psychic, empathic or transcendental....i have the skill....sadly you have only a hing of the door, remove the lock and another hing and your in..but so is everyone else...lol*

*This the mindset is why temples are built, businesses rise and fall, countries change, and land is destroyed.....  
so you can see it isn't something your suppose to have....*

*But this is why witchcraft, druidism, shamanism, pagan(ized) freedoms, and occult magus/mages/magi are born within..from...*

*But only as a Wizard will the mindset be all your own, and then you are to do with it as those have done for centuries.....*

*want to know what that is?????*

*We aren't in it to one up or advance above anyone else, we are in it to be what the mindset allows us to see in our unified world....without limitations,*

*So you up to the challenge?*

*Test of a True Master:*

*An Egyptian student of a master priest comes to the temples studies for years, does all his work and more, is kind and generous....and does everything he is told without complaint, even gets the favor of the pharaoh himself, and the pharaoh even says "you must be a master by now".....he thinks perhaps i should.....*

*So he goes back to his master and asked "am i worthy to be a master yet?", the master says yes will you make me one? he shakes his head and says there is one more test you must pass to become a master.....*

*The student says "whats the test, task, i know i can pass!!!", The master then says "You must Talk to the Sphinx, for it is wiser then all the masters and it will give you the right to be..." (the student says..but master the sphinx is stone and sand and it doesn't speak, ....ah says the master but it does.....the sphinx sees and and tells all....*

*Well then i will go and talk, ok....says the master "tell me what it tells you".....*

*The student then goes and sits at the sphinx's feet through sun and rain and winter and heavy wind....then the student says to himself..i am tired of awaiting, he won't know that i didn't talk to the sphinx.....and make me a master.....*

*So he walks and thinks and then i will be the Pharaoh's voice and have gifts un-dreamed of...but i feel sad i have to lie, it was perhaps a trick anyway...just to keep me from getting to be something i earned....*

*So he goes to the temple knees down and say " the sands was bad but i braved them to bring you this message" the sphinx says.....(i am worthy to be a master because my heart is strong and pure)*

*the master looks about all the other students and says...he has spoken to the sphinx and is ready to have his staff.....the cheers and the clapping and then the master says...what password did the sphinx give you? ( what the student says, oh the password was thebes ) sorry but thats not it....*

*The student humbled himself before the master feet and said, i waited, and waited, and nothing..i am not worthy so i will leave and never come back.....*

*The master smiles and says give it one last try.....*

*That very night the sphinx spoke..... and said are you ready to move on, you must prove your better then all the ones before you...revile them for they are like serpents on the ground to you.....(sorry great one but i will not do this) i will not abandon any whom are with me or about me, i will not...i can not....*

*Then you will never be a true master.....*

*Then so be it and the wind blown and the sky hissed and he returned that very night to say what the sphinx said..... and the master was so proud....you said that to a God, our God.....*

*You are now Ready, oh by the way it was my brother who did the voice.....*

*How, did you know i was going to lie, then fight for the right to be a good person in your eyes.....*

*Because you was always watched by me, i saw you get angry, wait, in weather that even we don't like and i knew you was going to come back with nothing but your pride, and i knew you was never going to forget or mistreat*

*the school and its students.....(what if you was wrong?) then i wouldn't be worthy of making you a master now would i.....*

*Lets go see the Pharaoh.....*

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*<http://www.paganspace.net/group/academyofmysteries/forum/topic/show?id=1342861%3ATopic%3A1886869>*

*enjoy*

*just research, there but know the answers will be yours as will the skills.....welcome my students to the pile of the mountain of books.....*

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*The righteous and the Right*

*The righteous are never wrong because they feel they are endowed with the right to be that way,*

*The Right are Right because they choose to understand what make things wrong or misunderstood so as to try and fix it.....*

*are the righteous ever right, yes...will they admit it, no, they use pole or worldly view to express the power to debate right but never to own it as a usage,*

*Can the right be righteous...yes but they will never be bold with it, because they know they have to understand why the righteous thought has value as a right message...*

*magic(k) doesn't care righteous or right, it serves only the more aware of the messages, because it's design is to add onto the one whom acts not for themselves but for everyone they wish to give this awareness to...and only to them....*

*(free will) is the right to know what it serves, free will questions the right to*

*be free, the right to be wrong, the wrong as a right and the nature of  
righteous behavior*

*None of this is grand, just an awareness  
to not question why we serve, do, or act...is the right to understand by  
action, but to do act and then question that is just in the awareness to be  
right or righteous*

*confusing huh, yeah it can be.....*

*That's why the aura is the meter of your body to show which image of  
awareness you hold or are growing into or out of....  
that is natures and magic(k)'s moral counter.....*

*1,000,000,000 words later and we know the limits of the right and righteous  
nature of magic(k)al truth, 2 million after that and you know why we seek to  
be that way...*

*Higher wisdom has never been so upscale.....lol*

*see you at the top of Jacob's ladder and at the bottom of dante's  
escalator....and if we have the time around the inner world....*

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*Dryl Magic(k) is not dragonic in title nor is it as simple as the other modern  
books put detail to, however it does has to do with the "Nature of Dragons  
in magic(k) ", for me this has been a discovery of a new world that shares  
space with our own, and forces that serve and can add to us when we need  
their SKILLS...my education into the Magiistry of being a Wizard was to  
learn from their skills and imagery, moral code if you will....however the  
books i have on the matter are only given to those whom are beyond the  
mere "romantic" notations on the arts...and whom walk into the druid way  
and onward to the Wizard's door...*

*We hold 5 books each with separate tones and secrets, secrets of man as  
setup by dragon, secrets of space and time, secrets of symbolism, secrets of  
planes and much more.....when all 5 are one then a 6th book is seen, this is  
the (greatest treasure of our Order) the A.G.W...however not our greatest*



*secret.....*

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### *The If's of Magic(k)*

*magick by itself is merely a tool to build around it takes styles as in cultures and or natures and or connections to the grander images of both peaceful means and aggressive emotional actions....it can be male or female in the actions of these magickal forces however they only truly exact to the full measure of your spirit.....so education about them the method of their works and their very own domain as in location could be very important factors in the use....*

*We are as many have from century to century treading in a domain that will constantly challenge our very essence and realities, however it is a measuring stick as to where you start as to where you end up....*

*Nothing is just given up for the sake of your growth, you have to earn it all the way, some in knowledge , some in insight, others in physical energy and will, other in connection to the needs of the world....all are apart of the road to truth as in the use of the unseen.....*

*But you wouldn't respect the fact you was here if just anyone could travel just as fast just as easy would you....so the real message of advanced use is time, just like baking a cake or riding a bike it requires the will the ingredients and the time and effort.....(tools of the trade my friends)*

*The rest is where are you going and what type of frosting you want after the cake is done....lol*

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### *Darker Arts brighter Insight*

*Darkness and dark nature are two seperate things, that which drains, consumes, or even removes from existance is Darkness its the oposing design of life and awareness as a whole, you can hold a moral count to its actions but they still occur, and very few things can change its path....*

*True the mental design of our being is opposing thought as to good or bad, but the universe just holds its count to ...use and waste..... and if its waste it will eventually be picked up and recycled into something useable.....*

*The dark education as i was taught was the skills of seeing and putting to rest this judgement at least for a time, and in the observation of the growth of its "internal powers" as in its shadow that comes to be present on any whom are to be of the use.....*

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*Wisdoms Answers:*

*actually there are 12 initiational states of true wisdom, each in sets of 3...*

*As a Master Golden Wizard i have seen them all and been back and forth though their strings...which for the sake of arguement are ever-changing as the years press on....*

*The first 3: awareness*

*(taught fully in my course and completed at the beginning of wizardry) this is the state that one surrenders the body to the will of the minds true sight...*

*The next 3: the fight of the mind and the body: (it is a war of the senses that one will learn to control and to hold back as they take on the will of the universe and the "powers that be", it is here you gain the right to say you belong to magic(k)'s door....*

*The next 3: is the wisdom that affords those doors as your mind and body become connected to season as well as soul, and begin in your own and truly inspirational way as to see the will as it is yet to be written...(and much more..)*

*The final door is the same as the first 3 before a reflection however there is more to it then most will see, thats the secret of profound wisdom it is like a box hidden within a giant box that has manny locks and turns...it is here and in the end of all the others beforehand that you have been accepted to bond contract with the forces of bothed your called natures and those of the universal divine.....(here is where you "officially" make your mark)*

*This is the journey that few ever get to fully realize, instead i find they get lost in the pure symbolism of that puzzle box i told you about earlier.....(well not my students, i have keys awaiting them..)*

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*Druid the stuff you will understand finally...*

*As one whom had and at times reflects in the druid design it is easy for the books and stories to discount women because at the turn of the century it was male influences that pressed the design of druidism as "druidry" as a whole..however in my study and learning i count these new stories as abit more held as only folk and the more i reflect in the absolute magiesterly of the druid nature the "druidess" Priestess of the Kel Tul is the ever growing shape of the nature i see returning even in the image of these newer stories, what time has only shown us is tolerances and theory now i think time wants to show us more.....( the bard and androci are about to face their makers ) for they are the story and the new book is about to be destroyed by the fire it claims to hold...)*

*Whatever the world may shape the Druid of Stone is beyond this and so is the Ritual to the Druidess  
so remove this from time and see if you end up with just another book of wicca spells and workings...and all that heavenly wisdom will just be smoke for the ones of old to choke on.....  
"paints a pretty picture right"*

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*and about 1,000,000 more.....*

## ***The Purpose of the A.G.W and IT's Chapters....***

**The A.G.W with its newest Chapters of (AOW, and MDAS, and the SDMA, and DWDWC)**

**a the five fully hidden secrets of this "Modern" age of Awareness....We seek only to aid the world and those like Ourselves in the Full enjoyment of the mysteries that all can see but few Understand....With our help you can begin to add on to your skills and study to openly**

express more joy and truth in any and everything you "Wanted" to know.... Truthfully in the end it will be your Road alone....but until then....We are here to Serve....

**AOW: Academy of Occult Witches**

**MDAS: (Order/Academy) of Mages,Druids,Acolites,Shaman**

**SDMA: Stone Dragon Magic(k) Academy/(Association)**

**DWDWC: Dark Witches of Dragonwood Coven (Lil cocumi Som Hexxu)**

**For More about these as Well..... contact your host.....**

***Thank You for Your Interest in the Journey of the Wizard.....***

***Master Golden Wizard***

***Luxas Aureaum (OAM)***

***Head of the A.G.W***

***<http://goldenones.multiply.com>***

***<http://www.youtube.com/watch?v=iJ0c8mpma8k>***

