

The Dark Arts of Tarantula



by Tarantula

The Dark Arts Of Tarantula

Edited by Brenda Mullen

Copyright © 2006, 2010 by Molochsorcery.com

ALL RIGHTS RESERVED

WARNING: Unauthorized duplication in any manner is unlawfully prohibited

Table of Contents

Introduction

The Pledge or the Pact
 The Binding of a Demon (or How to Get a Real Familiar)
 Malphas
 Workings with Your Spirit Familiar
 To Rain Destruction Down
 To Cause Hostility
 How to Curse an Object
 Mortis Novena
 How to Create an Artificial Spirit
 Workings with Your Artificial Spirit
 LWA Baron Zaraguin Family
 My Dealings with the Zaraguin Family
 Parting Words
 Appendix

Introduction

I am Tarantula and I am an initiate of a secret order of clandestine occultists who have spent many years practicing specialized arts of magick, witchcraft and sorcery.

The powers contained in this booklet are real. They exist. Trust me when I say this for I have spent time traveling to other realms of existence as well as spending time communicating with demons and other dark denizens.

There is money and riches to be made for those who are valiant and steadfast on the course. Understand that these things will not be yours if you merely look upon all this as some sort of perverse hobby.

Another thing you should consider is the realm of power. There is something to be said for those who have a desire to wield political power without being in office.

Study this short, simple manual well and learn its secrets. Dare to interact with the powers contained in this treatise and take your first steps onto the real power of witchcraft, magick and sorcery!

Remember: The world is yours for the taking!

The Pledge OR The Pact

Before you go and get yourself ready to begin to practice the dark arts, you need to ready yourself by first choosing a patron of power to align yourself with. This is something that is not talked about much because of much foolishness by practitioners.

There is much to be said for having a pact or pledge to a patron, first and foremost which is protection.

The Astral Realms are a big place and not all you meet there are nice to you. This is a lie that the New Agers perpetuate mostly out of stupidity rather than any sort of cosmic truth. So rest assured that if you wish to grow, you will need to spend time traveling the Astral Realms and you will need protection while there.

Secondly, a patron can impart special abilities to you that normally are not there for you on your own. Such abilities can be mind reading, telepathy, regenerative healing, clairvoyance, etc.

Finally, a patron can give you servant spirits who will work forever for you. These were known in olden times as 'familiars' and it was Witches who had the most of them out of anyone.

Needed For Your Pact

You will need to secure the following:

1. Black hooded robe. This should be made during the dark of the moon. It should be censed prior to use with Artemisia herb on smoldering charcoal.
2. A plain, simple goblet. This will be what you pour the wine into for your libations. Pewter, silver, glass, ceramic, all are fine.
3. A fancy brass dish. By fancy, something with scrollwork on it. You may find this at a flea market although it will most likely be used. Make sure you clean it well prior to the ritual.

4. A fine bottle of vintage wine. This should be something costing more than \$50.00. Do not skimp here! This is for your patron and thus you do not wish to get off on the wrong foot by showing your patron that you are 'cheap'. Spend something to gain something as that is how it is done.

5. Pact oil. This is a special blend of mystical oil based on an ancient recipe that has been guarded and kept secret until recently. See the appendix on where to obtain this oil

6. Genuine Sheep Skin Parchment! Nothing less than this will suffice! Do *not* try and use paper or any sort of parchment paper. That is an insult to the Dark Powers and they will not heed your requests. There are places online to buy the real, genuine thing so obtain it. You'll want a 20 by 20.5 centimeters piece.

7. Dip pen & Dragons Blood ink. Any dip pen will work; it does not need to be a real quill. You will need Dragon's Blood ink and not Bat's Blood or Dove's Blood ink! ONLY Dragon's Blood ink will work!

8. Pact Storage Box. Make this as ornate as you can find or make one from scratch. The symbols on the box should reflect your pact with the Patron you have chosen. The wood and designs will be left entirely up to you and your intuition. If the box has no clasp, then invest in a small, metallic chain and a new padlock to wrap the box securely in and then padlock it shut.



Instructions:

On a night when the moon is in her darkness, take a cold shower and use only plain, unscented soap. (Ivory soap is about the only brand that you can get pretty much anywhere that is natural & pure) Scrub yourself clean. Rinse well. Don your black, hooded robe. Secure your other items and sit facing north.

Using the dip pen in the Dragon's Blood ink, write out the following onto the genuine Sheep Skin parchment:

"Oh Dark Patron of Power, I do hereby pledge my loyalty to you and you only for the sum of six years. It is my responsibility to bring you six more pledges and to regularly feed you the best fruit, cheeses and wine as befit a Deity! In return, I expect you will provide me with your protection from all those who would do me harm in mind, body and spirit.

At the end of this six years of service, I have the right to break off our relationship or to pledge myself to you for the remainder of my days, regardless if they be one or a hundred thousand. Further if I pledge myself over to you, I expect to come and be with you as a guest and faithful servant in your domain for all eternity.

I am under no duress to sign this agreement with thee. All I ask is to be protected and to prosper in all my ways and doings as I work to bring you six new pledges."

Signed: _____ This Day Of _____

And there you go. You now have a pact that you have signed with a Patron who will watch over you. Anoint the four corners of the pact with the Pact oil and then put the pact and the oil into a fancy, red felt lined box.

Now, take your goblet and pour some of the wine into the goblet. Salute the Patron you have chosen and then pour a small amount out into the brass dish. Say, "As I give unto thee, so shalt thou give in return! By our will, thus ever it shall be!"

Drain the rest of the wine in the goblet. Place your pact into the box, wrap the chain around it securely and fasten it together using the padlock. Hide the box in a closet or dresser or other chest in your attic where it will not be disturbed.

If at the end of six years, you feel your Patron has not lived up to their end of the bargain, or you have decided you want to work with another patron, you are free to perform this ritual again on a night when the Moon is dark and after bathing and donning your robe, simply open your chest, take the parchment into your hands and say,

"Oh Patron ____, I come with a heavy heart. I feel that you have not blessed me with the success, power & prosperity that I expected over this past six years of loyal service given unto you! I have opted to take this pact and destroy it and begin anew with another Patron of my own choosing. Thus are you relinquished from protecting me and I am finished with making regular offerings to you. I have given you six new pledges as promised for your troubles."

Tear or cut the parchment in two and say,

"Our allegiance is ended and we are both free to go our separate ways! By the eyes of the Spirits of Earth, Water, Fire and Air, I do declare this alliance done! By our will, thus shall it ever be!"

Now burn both pieces of parchment in the brass dish. Bury the ashes in a cemetery to be truly done.



The Binding of a Demon (Or How to Get a Real Familiar)

There are many old books on Magick and Sorcery that were written during the Middle Ages which have to do with how to summon forth Demonic Spirits and Angelic Spirits and force them to do your bidding.

The terms of "Demon" and "Angel" are really misleading. When you begin to interact with them as I have, you discover that the terms are really based on the religious perceptions of people who were (and still are) superstitious. Thus we have such terms being used today instead of generic terms like 'spirit' or 'familiar spirit'.

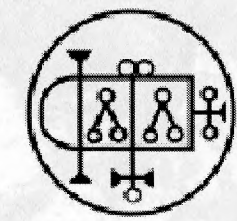
One of the most fundamental of grimoires is the Goetia or the first book of the Lemegeton. This book deals with 72 Jinn who were allegedly bound and cast by Solomon into a brass vessel. Whether this story is really true or not is neither here nor there for us to worry about. Rather what is it about this book that I feel the need to bring it up?

Inside there are many of the Jinn who are capable of giving good familiar spirits. One such spirit is Malphas.

*The Thirty-ninth Spirit is Malphas.
He appeareth at first like a Crow,
but after he will put on Human
Shape at the request of the
Exorcist, and speak with a hoarse
Voice. He is a Mighty President and
Powerful. He can build Houses and
High Towers, and can bring to thy
Knowledge Enemies' Desires and
Thoughts, and that which they have
done. He giveth Good Familiars. If
thou makest a Sacrifice unto him he
will receive it kindly and willingly,*

*but he will deceive him- that doth it.
He governeth 40 Legions of Spirits,
and his Seal is this, etc.*

(Seal of Malphas)



Sit back in a comfortable chair with a pen and pad of paper next to you. You are preparing yourself to go into a dream state to meet up with Malphas so you can obtain a familiar spirit. You will need to write down what Malphas gives you when you awaken.

Hold the square seal of Malphas in your hands. Gaze steadily into the center of the seal. Say the following as you hold your gaze in the center of Malphas' seal:

"Mighty President Malphas, hear thou me! I seek from you a good familiar spirit who will obey and protect me for the rest of my days. I please to you to keep your familiar spirit with respect due his station and will regularly feed the familiar spirit as per my instructions. Please speak to me in a dream and give me a good familiar spirit as the book says you can do! So let it be done!"

After saying that, allow your eyes to continue gazing until they become heavy. When you close your eyes, be prepared for anything. Here is an account of how Malphas appeared to a young lad and gave him a familiar spirit:

The Blinding of Demons

(Or How to Contact Malphas)



How to Contact Malphas

The typical way to contact Malphas or any grimoire spirit is to draw a nine foot circle on the floor, assemble together various items for a summoning and then time the ritual so Malphas will appear. Here you are going to work a little bit differently.

First you are not going to fully summon Malphas. In fact, you are only going to focus on His Seal and speak your desire and then wait for Malphas to contact you in a dream. That's it. Simple and straightforward.

To do this you will draw by free hand the seal of Malphas onto a piece of genuine sheepskin parchment using the dip pen and Dragon's Blood ink. This only needs to be about five centimeters square.

Sit back in a comfortable chair with a pen and pad of paper next to you. You are preparing yourself to go into a dream state to meet up with Malphas so you can obtain a familiar spirit. You will need to write down what Malphas gives you when you awaken.

Hold the square seal of Malphas in your hands. Gaze steadily into the center of the seal. Say the following as you hold your gaze in the center of Malphas' seal:

"Mighty President Malphas, hear thou me! I seek from you a good familiar spirit who will obey and protect me for the rest of my days. I pledge to you to keep your familiar spirit with respect due its station and will regularly feed the familiar spirit as per your instructions. Please speak to me in a dream and give me a good familiar spirit as the book says you can do! So let it be done!"

After saying that, allow your eyes to continue gazing until they become heavy. When you close your eyes, be prepared for anything. Here is one account of how Malphas appeared to a young lad and gave him a familiar spirit:

'I had this dream where I was walking down the hall of a long corridor with the walls made of stainless steel. When I reached the end, I saw a wooden door made of oak and banded in brass studs. The door handle was gold and I touched it and turned the knob. The door opened with a sharp click and as I felt the door open, inside I heard jungle sounds as if I was standing in the Amazon basin listening to the cries of birds as they nested and flew through the trees. Behind a large, wooden desk, sat a very large man. When I opened the door, He stood and boy was he large! He stood about eight feet tall and had a very stark, hawkish nose with stark features on his face. His hair was black as coal but seemed to recede into black feathers as did the hair on the back of his well muscled arms. He wore a gold necklace with a strange mystical symbol on it that reminded me of Egypt. His eyes were golden and he had a quiver with arrows on his back and the biggest longbow strapped across his back. Around his shoulders, was a feather boa made of black, raven feathers that draped to the floor. He wore the shiniest black combat boots I have ever seen and his feet were enormous. He bid me to come in and come up to him. I did as I was bidden. He had me hold out my hand and into my hand he dropped a single, black egg. In it was my new friend and I was to feed and care for it and in return it would care for me and help me to become prosperous and successful. I was given the familiar's name, its seal and given instructions on how to feed it and when to feed it. Then when all was finished, I thanked the man and promptly left the room.' - (account related by Marcus)

From the above experience, you can see the unique ways in which Malphas can manifest. So what did we learn from the above? First you need to ask what the familiar spirit's name is, then what does its seal look like. Then how to care and feed it so it will have all the necessary strength to care for and protect you!

Copy the seal given to you by Malphas onto a 7.62 centimeters square piece of the lamb's virgin parchment. Place this into its home.

Next, unless you have been trained in how to perform blood sacrifice, it is highly suggested that you explain to Malphas that you are not qualified to give any sort of blood offering to the familiar spirit and thus you will need to know how to care and feed it with non-blood sacrifices. (Be sure to listen well and to take good, mental notes.)

You should also find a suitable home for the familiar spirit. This can be an ornate box of some type but it's sure to be something you pick out or make. If you're not very handy at making something, then buy something but don't be stingy as this familiar spirit will be yours to keep until the day you die.

I have several familiar spirits that I work with regularly and each one of these has been a gift from a different spirit. Each is cared for in a unique way; each has its own home, etc. The bond I have with mine is every bit as powerful if not more so than what the Palero develops with his Nganga or the Santero with his Prenda.

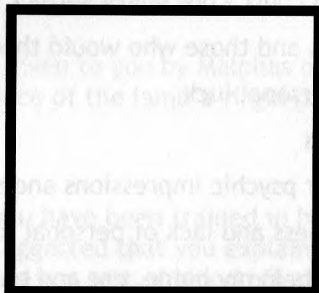
The key is to give as much as you receive and give willingly as well. Here are some of the things I have done with my own familiar spirits:

- Healed myself of sickness & ailments
- Created new streams of steady income to keep me financially healthy
- Find new ways to improve myself spiritually and physically
- Find me new lovers to play with
- Fend off attacks from opposing forces and enemies
- Teach me new occult methods & techniques using sorcery
- Discover secrets denied to me
- Discover who was stabbing me in the back
- Help me win in court - not guilty verdict won the day!
- Punish enemies and those who would thwart my will
- Increase my personal luck
- Avoid accidents
- Develop keener psychic impressions and senses
- Overcome shyness and lack of personal fortitude
- Find lost objects in my home, car and business
- Enter the dreams of other people
- Persuade others to see things my way
- Control pests and banish pestilences

- And much more

Sound too good to be true? Hardly. Easily enough attained when you have a good familiar spirit working with you. I did most of that with just one familiar spirit too.

Spirit Familiar Seal



Notes:

Workings With Your Spirit Familiar

I am going to give you a couple of worthwhile examples to follow so you can begin to make progress with your own Spirit Familiar. From these examples, you should be able to take the information given and create your own rituals. Just use these examples as templates to follow.

Working to Increase Prosperity

Let's begin with a working to establish prosperity for you or if you are already somewhat prosperous, to bring you even more

prosperity to you. This is a classic example of how to work with this type of Spirit Familiar.

Take out your familiar's home. Remember I said you should have something to place its seal within and it should be ornate and decorated. Set the box in front of you. Knock three times on the box and say,

"Spirit Familiar <insert Its name here>, I have need of your help."

Now lift the lid, take out the parchment seal and say,

"Greetings <insert Its name>! Today, I need your help in making me more prosperous! I need you to fare forth and find me new opportunities so money can fill my bank accounts, my wallet and my pockets to more than cover my expenses in life. Bring me wealth and gold, my Familiar! Guide me to riches and financial windfalls in my favor! Remove all blockages from my paths so that money flows freely to and into my pockets! I need the financial independence so that I may do whatever I desire to do now and until the end of my days. I need to see evidence that you are working to improve my prosperity within one full day of the rising and setting of the Sun. This task I hereby charge you to fulfill as part of my pact between you, your Master and I! You are thus instructed to succeed in my favor! Go and lead my steps to riches and a prosperous new life! In the name of Malphas, your Lord and Master, I command you to go and do as instructed!"

Now at first it may be presumed that you are being heavy handed with the Spirit. You are not. You are merely instructing your Familiar Spirit to perform a task for you. Of course you will feed it normally during its lifetime however you will also reward the creature for faithfully executing your orders and punish it by not giving it any extra rewards and scolding it if things do not go as expected.

A Word about Punishment

Before you get the idea that you are judge, jury and executioner, remember that this Familiar Spirit is ON LOAN from a

much greater power than you! Do not fool yourself into believing that the grimoires are accurate in that you have all this authority between you and them due to some mythical image of a Jewish & Christian god. That is only inviting trouble for yourself.

You do not have the authority beyond the good graces of Malphas to do anything to your familiar other than scold it and threaten to bother Malphas by summoning HIM and reporting that his Familiar Spirit is a failure! Let Malphas determine the punishment for the Familiar! I assure you; HE will indeed punish the Spirit and most likely will banish it from you and give you a new, more obedient one in return!

I have only known one practitioner from my order that this happened to. He was quite upset when the familiar refused to do something and thus the man summoned Malphas and berated HIM for his lackey's apparent refusal to work. Malphas revoked his Familiar Spirit and provided the brother with a new seal and name and less extensive set of instructions to follow regarding the care and feeding of the new Familiar Spirit as a way of making it up to the lodge brother.

You will find that Malphas will be very up front with you and HE will be quite embarrassed if you find HIS Familiar to be lacking. This HE will take personally as an insult from HIS own underling so you don't need to go punishing the familiar at all.

Working to Dominate Someone

Let's say you have a relative such as an in-law who is just demanding, obstinate and downright prejudice where you are concerned. One way of getting out from under their thumb is to divorce your spouse but since that can cause all manner of problems, let's see what we can do to dominate the trouble maker.

Take out your familiar's home and knock three times on the box. Greet the Spirit Familiar the same way you did in the last example. The open the box, take out the seal, hold it in your hands look at it and say,

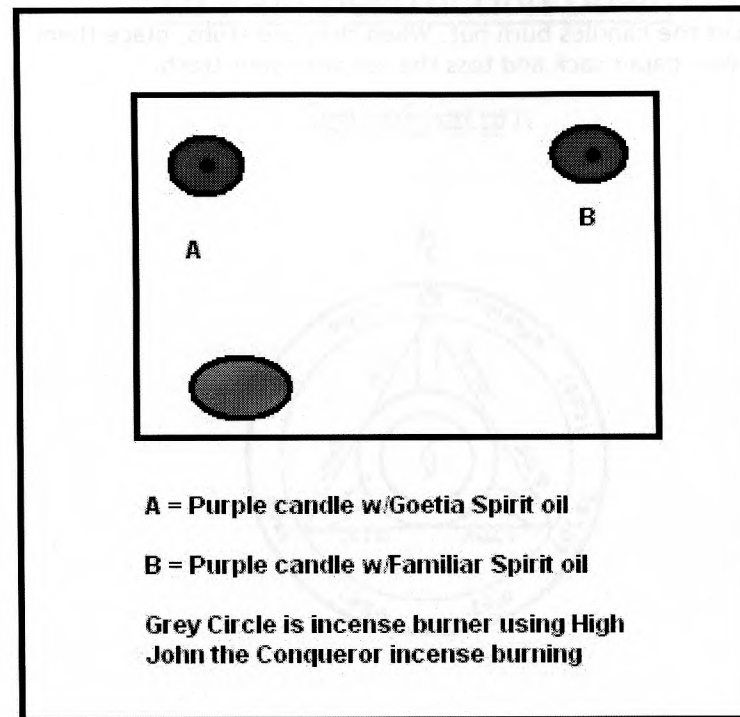
"Greetings <insert Its name>! Today, I need your help overcoming a spiteful person. The person is <insert name here> and s/he is my mother-in-law and it is my desire to find the way for me to dominate her! Show me where her Achilles Heel is so that I may use that to have power over her! Give me the answer to end this frustration of my part, NOW! Go! You are hereby charged with finding a way for me to dominate this person! Use every means at your disposal to make them a mewling kitten where I am concerned. In the name of Malphas, your Lord and Master, I command you to go and do as instructed!"

Now place the seal back into its home and set the box back where you had it before.

Rewarding the Familiar Spirit

One of the ways you can do this is to offer the Familiar Spirit a candle. You will also be offering a candle to Malphas as well and the color should be purple. Thus two 25 cm purple taper candles will suffice.

Anoint Malphas' candle with Goetia Spirit oil (see appendix) and anoint the Familiar Spirit's candle with Familiar Spirit oil (see appendix). Draw a seal of Malphas onto a piece of scrap parchment paper using Dove's Blood ink and then place this under the candle A (see diagram).



Next you will light the incense. Then you will light candle A first and say,

"Hail great and powerful Malphas! I offer this candle to you as thanks for giving me this Spirit Familiar because <insert familiar's name> has done well regarding <insert task completed here>!"

Now light candle B and say,

"Hail Familiar <insert Its name>! Here is a reward for your completion of the task to which I sent you to be done. You have shown me you are indeed a worthy Spirit Familiar and I am proud to have you as my familiar! Enjoy this candle and you are welcome to absorb its energy to help you grow! In the name of your Lord and Master Malphas, I reward you with praise!"

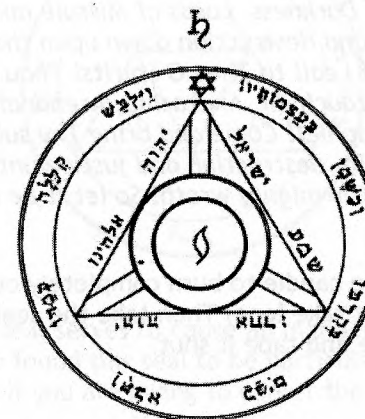
Let the candles burn out. When they are stubs, place them into a brown paper sack and toss the out with your trash.

⊂ ⊂ ⊂ ⊂ ⊂



To Rain Destruction Down

Seal of Saturn



(The above seal comes from the infamous black text called the Key of Solomon the King which is one of the better known medieval texts on magick)

To use this seal to bring destruction and ruin upon your enemy, you will first take symbol and color it using either magic marker pens or colored pencils.

Make the center symbol, the Yod, red. Around that, make the color yellow. The circle around that should be red and then lines leading from the circle to the points of the triangle should be black. The spaces between the lines outside of the circle should be dark blue. The rest of the seal should be colored a silvery grey.

You will need to obtain a bottle of Spirit Seal oil (see appendix) and anoint the finished seal with this oil. Anoint a black taper candle with Hellfire oil (see appendix) in the traditional manner of candle anointing.

Set this candle in a safe, bronze metal candle holder and place this directly over the top of this seal.

Now donning your black hooded robe, turn to the North and say:

"Brethren of Darkness, Lords of Misrule and Dumb Luck. I call upon ye to rain ruin and destruction down upon the head of <insert victim's name here>! I call to Thee O Spirits! Thou who art known as Omeliel, Anachiel, Arauchiah, Anazachia, Arehanah, Rakhaniel, Roelhaiphah, and Noaphiel! Come and bring Thy subordinates and followers to bring ruin, destruction and justice unto <victim's name> so that he may feel Thy mighty wrath! So let it be done!"

Now allow the candle to burn completely out. (Since this is a taper candle, it won't take long) Then take the seal and place it in a plain, white envelope and tape it shut.

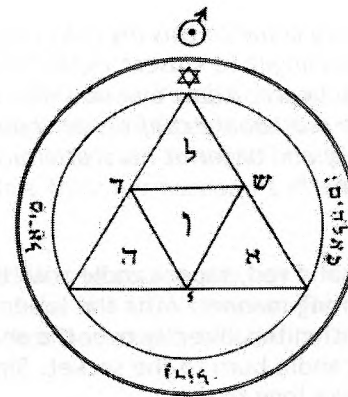
Let it sit in your freezer for 40 days and then take it to a cemetery and bury it at the foot of the biggest cross you can find in that cemetery. If there are no crosses, then find the oldest male headstone that you can and bury it. Take no dirt, nothing. Just leave it and walk away without looking back.

Allow time to pass but in short, your victim will have his or her hands full very soon with many, many problems to deal with.



To Cause Hostility

Pentacle of Mars



The above seal serves to cause all manner of hostility in your victim's life. I have found this seal to be particularly useful in business especially if you are trying to corner the market in some sort of endeavor.

Traditionally this seal was engraved onto steel or a worked piece of iron as that is the traditional metal associated with Mars. Obviously not everyone is skilled in the metal workings using iron and steel so you can use your genuine sheep skin parchment paper to draw out the design by using your free hand.

Note: If you feel the need, you can lay this over the top of a piece of graphite paper - blue on top and black on bottom - which is used by many as a means of transferring a design onto a blank surface. Trace the design carefully using a soft, rounded pencil lead and then color it by using the following as guidelines:

The center inverted triangle should be red; the next three triangles should be orange; the spaces between the big triangle and the inner circle should be yellow. The outer circle should be lightly shaded with a silvery grey color. The astrological symbol of Mars (the circle with the arrow coming out of it) is arbitrary and you can leave that on or remove it at your whim.

Anoint the completed talisman with Hellfire oil and hold this between your hands. Face South and say,

"Fiery spirits of hostility come to this my call! I call you up to bring in discord, hostility and anger to <insert victim's name> and his business! Allow him no peace. Allow him no small amount of headache. Let him see fear where confidence should be! Bring him nothing but uncertainty and anger at his station in life! As it is stated, so let it be done!"

Now anoint a solid red, taper candle with the Hellfire oil in the usual candle anointing manner. Affix the taper to a safe, brass candle holder and position this directly over the seal. Light the candle and allow the candle burn to the socket. Since this is a taper candle, this will not take long to do.

Once the candle has finished burning, take the seal and give it to someone you trust to deliver it to your victim's home or business. Give the person at least a penny for doing this to ensure that the malicious spirits know they are merely the messenger and not the sender.

Have the messenger place this near the doorway to the business, preferably under a mat or behind a plant where it will not likely be found for some time. Have them leave as soon as possible afterwards excusing themselves correctly.



How To Curse An Object

Very often it is a wise thing to give your enemy a gift. The idea of gift giving is an old one and there are dire warnings against accepting gifts from people you don't know as this could be cause for calamity.

Years ago, I read about a notorious witch who had been trained in the Caribbean arts of Obeah and how she got even with a prestigious law firm in New York who had unethically bilked her out of thousands of dollars from her husband's estate planning.

What she did was to go out and buy a nice piece of art that fit the tastes and ego of the law firm's owner. Then she took this art piece home and worked her mighty will and a fearsome chant of ruin over this art.

When finished, she presented the gift directly to the head lawyer who in turn was pleased with the piece and hung it up in the firm's lobby without so much as an inkling that he was dooming his business.

Within a year, the law firm had broken up and the attorney's who had bilked her out of the money, fell into hard times and lost their once prestigious business.

Here is a chant I have used to successfully pass on my will and desire to curse and object. Mind you, this is truly a successful curse that you can make use of and it is ridiculously simple and easy to use.

What you'll need is a 'gift' to give your intended victim. This could be anything from a precious stone to a coin to a garage sale knick-knack to an expensive set of golf clubs - the choices are limitless. The idea of a gift though is to choose something that will appeal to your victim's ego so you know they will keep it near them at all times if not using it constantly.

Set the object near your altar and sprinkle it with Magic Dust (see appendix) as you say the following chant:

"Damastro aspectus Lucifer novus! Come thou spirits of misfortune and despair and bring with thee thy most potent curses to implant upon this object! Fill it with thy rage and seething hatred! Let all who use it (or look upon it) feel the dread creep up their spine save for my victim, <insert victim's name> who should see a thing of beauty to stroke his ego! In the names of Lucifuge, Put Satanachia, Lucifer, Bealzebuth and Ha-Shaitan, I salute and conjure thee! Damastro aspectus Lucifer Novus! Thus shall it be!"

Then spit upon the object and stamp your left foot three times in all.

Give this gift to your victim promptly and give it with the brightest & warmest smile you can muster. Fake it if you must but just do what you have to do to get it into their hands.

☪ ☪ ☪ ☪ ☪

Mortis Novena

A novena is a Latin derived practice of a nine consecutive days and/or nights of prayer to a particular situation or saint. For our

purposes, we're going to focus on nine consecutive nights of prayer to the Dead.

In many cases the dead are more powerful than other spirits only because they exist closest to our plane which is the plane of the living. It is believed by many knowledgeable occultists that the dead can have a tremendous impact upon the living being so close to our plane.

There are cases in many different spiritual systems where the dead are called upon and riled up to wreak havoc and vengeance upon a particular individual. And one of the more creative ways that I have found involves using the Ancestors of the victim himself to bring punishment!

This is a process where you know and feel beyond a shadow of a doubt that your victim has unjustly wronged you in some way. Like he knowingly defrauded you out of money owed to you for work performed or he went ahead and took something that belonged to you and got rid of it, etc., something where you know he deserves to be punished.

What you will do is go out and buy nine white candles. Take one candle and anoint this with Mortis Est oil (see appendix) in the traditional manner of candle anointing. Place this candle in a safe, brass candlestick holder and light the candle.

Facing North, the traditional direction of The Dead, you will say the following novena:

"I humbly call upon you, Ancestors of <victim's full, legal name> to come and take stock in this, your descendent. This wretched creature who <insert your reason for dissatisfaction here> and has caused me to call upon his Ancestors for due payment! By the power of all that you were, all you wish to be, I pray to you to punish your descendent for doing this terrible crime unto me! Before I go and do evil things to your descendent, I insist, nay I demand of thee to punish <victim's name> with all of the force you can muster! I wish to heap coals of fire upon his head as you shall lay waste to his wallet, his sanity and his soul for none could cause more injury and harm to redeem him from his wicked, evil ways than you, his loving

Ancestors! Come and take the power of this candle and begin your punishment upon <victim's name> post haste and without delay!"

It is important to begin your Mortis Novena when the moon is fully dark and during the hour of Saturn.

Days of the Week and Planetary Hours of Saturn:

Sunday

Day: 5 a.m. & 12 p.m.

Night: 7 p.m.

Monday

Day: 2 a.m. & 9 a.m.

Night: 4 p.m. & 11 p.m.

Tuesday

Day: 6 a.m.

Night: 1 p.m. & 8 p.m.

Wednesday

Day: 3 a.m. & 10 a.m.

Night: 5 p.m. & Midnight

Thursday

Day: 7 a.m.

Night: 2 p.m. & 9 p.m.

Friday

Day: 4 a.m. & 11 a.m.

Night: 6 p.m.

Saturday

Day: 1 a.m. & 8 a.m.

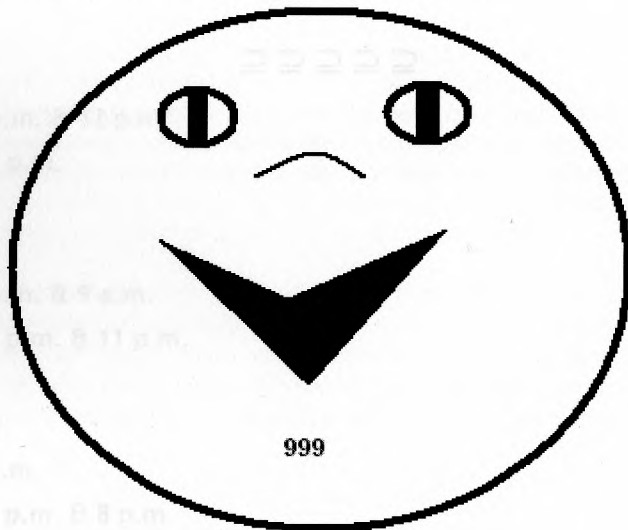
Night: 3 p.m. & 10 p.m.

By using this simple chart, you can map out the best times to perform your mystical rites of cursing or working with the dead regarding Saturn.



Creating An Artificial Spirit

Sigil of Serylyth



Serylyth is an artificial spirit I conjured up from my own mind to use as a force to crush my enemies.

Of course you are probably wondering with my pact, with my Dark Power and my Familiar Spirit, why would I need to make up an artificial spirit, right? Because if the pact is so strong why bother with any sort of spirit enchantment?

A Dark Power is one that only intervenes in times of duress where you are in over your head. It is not a good idea to call upon them for every little thing you need because that is overstepping your bounds with them.

The familiar spirit is a sentient being that agrees to serve you but is not some sort of 'pet' or 'dog' for you to summon and use as you see fit. This is a crafty being that should be reserved for far more serious endeavors rather than simple everyday nuisances.

It is the simple, everyday nuisance for which Serylyth and others like him are best suited. (Note: I use the pronoun 'him' only for convenience sake because all spirits even artificially created ones are gender less)

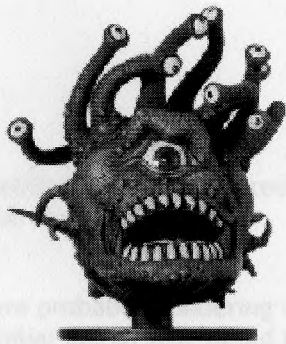
How to Create Your Own Artificial Spirit

The steps to creating your own artificial spirit are really not all that difficult and the most important part is the anchoring base to which you are tying the artificial spirit to.

One of the nicest things you can use are the little pewter figurines that role playing gaming enthusiasts choose to use for their games. These are figurines that are anywhere from 3 to 10 centimeters tall and they come in a wide variety of shapes. I prefer to use figurines that resemble monsters.

One particular monstrous shape I happen to be fond of is the 'beholder' which is really just a ball with eye stalks coming out of its body. I have used this figurine for many spying type of workings as the eyes have the unique symbolic attribute of seeing all from many points-of-view.

(Beholder)



As you can see, this is an image that can come in handy for many different applications. This particular model has been hand painted but not by myself. You can find such a model from local

gaming shops and usually you can find guys who'll paint your miniatures for a couple of dollars in their spare time.

This is important because if you do, like myself, and latch onto a particular figurine style, you'll want to have several for your "projects" and so you do not confuse them, you'll need them to be painted differently.

Of course you're not obligated to go out and purchase one of these figurines. You can make one with some putty & bake your own or you can use any other monster shape you so desire. What if you're not handy with putty or painting figurines? Then you can make a home out of using a sigil or seal.

If you notice, my artificial spirit, Serylyth, has a seal listed for him. This works in lieu of a physical item such as a statue. Many are the Chaos Magickians who prefer to work with the sigil as the medium. The problem is often the sigil is so abstract it is hard to believe it will work for Chaos Magickians, this is precisely what they want. Rather than go into the whys and wherefores, just save that for when you have some free time and can further investigate Chaos Magick.

I prefer to use seals that resemble something more familiar to me. I wanted Serylyth to have that non-threatening look just in case someone with clairvoyance happens to see it floating around. When given the proper time, Serylyth can indeed become quite fierce looking thanks to the Beholder statue.

To make a Serylyth, you'll need a pen, a clean sheet of paper and your imagination.

First off figure out what your artificial spirit is capable of doing or rather what you want it to do for you. My Serylyth is geared for doing bad things to my victims as I will it to be done. Serylyth is an uncompromising artificial spirit who has tendencies to do evil and malicious things to the victim.

Once you know what you want the artificial spirit to do, then take time and draw out what you would like for it to look like. I opted for a non-threatening, sort-of-comical stylization. Again this is purely to throw off anyone who has the second sight. You can make yours look like whatever it is you wish. The matter is entirely your own to do.

Next hold the statue or seal into your hands and concentrate and focus your mind's energy into the statue or paper seal. Visualize a bluish green light coming from your third eye down into the paper seal or the statue and say,

"I give thee life, O creature of paper/metal! Awaken to thy new name of <insert creature's name here> and be ready to do as I command thee to do!"

Now blow on the seal and as you do so, visualize energy flowing out of your third eye directly into the seal. This energy will be a golden, solar color. Speak the above phrase exactly the same way, including tone and inflection of your voice, a total of 10 times in all. This number is the mystic number of life and when creating any artificial spirit, you should always speak the life giving phrase a total of ten (10) times in all!

Now like a newborn babe, you must feed the artificial spirit. This is done choosing a victim and commanding the newborn artificial spirit to go and feed off of the victim's energy. In essence, this newborn is merely in its larvae stage and later after a few feeding and caring on your part, you can forgo the suckling off a victim and just masturbate into a small dish and place this in front of your artificial spirit's repository (i.e. the statue or seal but preferably both if you have them.)

Working With Your Artificial Spirit

To make sure you get effective results from your AS (Artificial Spirit), you will need to work slowly with it. This will be **much** slower than you needed to with your Spirit Familiar given to you by Malphas. Why? Because the Familiar Spirit is a *sentient being* and the AS is a created being that is akin to a robot.

The AS while powerful does not have the soul nor ability to think for itself outside of the given parameters you instruct it with. That is just how it is. The being is *artificial* thus it cannot go beyond what it was created for.

Now you may think you want to program it with detailed instructions to begin to learn on its own but think about this: do you really want to create Frankenstein's Monster???? If you think yes, let me tell you a little story...

Boris was a new member of our order and he had been with us only a year and six months. His studies led him into the heart of the order's library where he sought to create his own, artificial intelligent spirit much like the Tibetan tulpa. Boris had studied a couple of scrolls regarding the creation such an artificial creature but he chose not to divulge his experiment to any of his lodge brothers for fear of ridicule or being forbidden to carry out such a daunting task.

Boris had gone out and purchased rare precious metals to create his artificial construct with as well as some very rare earths and dirt from all seven continents. He secretly fashioned his AS' base and kept it in a gold gilded teakwood box in his study.

He was wise enough to write down in his diary the AS' name and explain what it was for as well as the dates of his progress with it. The AS was programmed to do many things including to perform sex for Boris.

The creature began to learn and learn well. With the resulting fluids it leeches from Boris' penis, it took this and absorbed the essence like a succubus would. Soon, Boris has little control over the AS and even invoking its name did little to stop it.

Eventually one night, Boris failed to show up for one of our regular lodge meetings. (Failure to show up to a lodge meeting is a serious offense) The headmaster dispatched two brothers to Boris' manor to discern his whereabouts. The servants had not seen him since earlier that night before with strict instructions to not to be disturbed in his study.

The lodge brothers quickly raced to his study and found Boris' neck broke as if his head had been viciously wrenched to one side! Yet, no one had been neither in nor out of the manor (including the servants) from the previous two days!

The brothers called the lodge and informed the headmaster who convened the meeting and our entire roll of members showed up at Boris' home, dismissed the servants for the rest of the day and we began our investigation into Boris' strange death.

Our Necromantic expert summoned the shade of Boris long enough to tell us his error. We found his diary explaining what he was trying to accomplish but we could *not* find the gilded teakwood box with the AS base in it! The box had come up missing!

Boris' shade had no idea what happened after it departed neither his physical shell nor what became of the box. Our best efforts at divination have yet to yield the whereabouts of the box and to this day it remains a disturbing mystery.

There you go- a true but quite disturbing mystery. But what caused all of this was Boris' belief he could control his own monster after he had instructed it to *learn and grow* in power. This was a *fatal* mistake for a very promising young man with his whole life ahead of him.

The following examples are offered as examples only. The way you choose to use your AS is left entirely up to you and your own creativity. Far be it from me to stifle your creativity. But remember to use intelligence and common sense when programming your AS to perform any task for you.

Command Structure

Too often in the world of the occult, practitioners will make the mistake of using incorrect or improper or weak wording to phrase their request.

First, learn to eliminate the word "want" from your vocabulary. This is a weak word that leaves a lot open to interpretation. "Need" is far stronger and more direct.

Example:

"I *want* to be more prosperous"

"I *must* to be more prosperous"

The former is only adding to your want but the latter is informing you in no uncertain terms this is something you have to take seriously. Wants are usually about as useful as 'wishes' but needs are desires that have to be addressed.

If you think about it, you're involved in the world of the occult to get your needs and deepest desires fulfilled, not to have every little wish and fantasy catered too. You want to discern what is something you really want versus something that you may like but can live without.

Secondly structure your desire into a command.

Example:

"I want you to bring me <X>"

"Bring to me <X>"

The former is a request just adding to your want which is not important and the latter is a forceful command.

Third, structure your AS goal into a specified time frame.

Example:

"You will accomplish this by the next full moon"

Or

"You will accomplish your task by the next sunset"

Remember, this is an ARTIFICIAL creation and it does not have the concept of time as you or I do. It needs simple but effective commands to follow.

One way to not program your AS is to demand everything to be completed immediately. This will result in a lot of frustration for you. How do you know how long something will take? Divination can help.

Shuffle your Tarot cards and ask your question this way:

"Will the length of time needed to complete my desire be in days?"

Lay out three cards. Read them in relation to your question. If the reading looks positive use that. If it is negative, then ask again but relate the three cards to see if weeks are needed. If negative, then months, etc.

Then while shuffling the deck ask the Tarot how many days this project requires to be completed. Stop shuffling, cut the cards into three piles and take the last pile and count three cards down and flip it up. If the card is a court card, re-shuffle & re-cut the cards and you are looking for a face card from Ace to 10.

If you get a Trump or Major Arcana, this indicates the time frame will take longer to complete. Start all over and relate the cards

to weeks. If a Trump shows up again, then begin anew and relate the cards to months.

Realize that you are not talking to your AS but rather using your psychic awareness to determine where you stand in relation to using your AS to getting what you want accomplished.

You may have to create a small army of AS to accomplish your goal in a quicker time frame. But this is more complicated and beyond what this manual is about anyway.

Serylyth Causes Grief

One of my relatives was having a tough row with a particularly nasty landlord who was also a local magistrate. This wretched louse used his political influence to keep himself out of being sued by tenants. After an appeal to me for relief, I took out my box with Serylyth inside and summoned him in the following manner:

Opening the box without knocking, I took Serylyth's statue out and set it before me. Staring at it I said,

"Serylyth! You are hereby commanded to attack Magistrate <X> and cause him much grief! Make him physically ill, make him tired, make him nauseous, make him forget things, make him suffer! Give him despair, unease, queasiness, gaseousness, and add unto his misery in general! You have until the next full moon to instill all of this in Magistrate <X>! Go as commanded!"

Serylyth did as commanded. The bastard soon became wretchedly ill and was bed bound at the local clinic. He nearly died and the physicians could not understand what had afflicted the magistrate so. After his close brush with death, the magistrate recovered and seemed to be more congenial with people including his tenants. It was like old Scrooge after his foray with the third spirit.

Serylyth Heals A Sick Child

This one lass at a local pub I enjoyed a pint or two from now and then was quite nice and had a lovely demeanor. She was a single mum with a cute little four year old who depended on his mother's wages to take care of him.

One Friday afternoon, I popped into the pub to order a pint and I discovered my favorite bar maid was missing. It seems her little fella grew ill so she took him to the local physicians at the clinic to see what they could do with him.

I stopped by the clinic to see the little tyke and give him a stuffed animal I conveniently picked up for him.

Inside the animal was Serylyth waiting with a dose of healing energy I had programmed into Him. This is what I did:

I took Serylyth's box out, opened it up and took out his statue. Holding his statue in my hands, I then walked outside and performed a solar charging ritual where I stood in the basking rays of light of the Sun.

As I stood there holding Serylyth's statue, I was flowing the light energies through my body and into Serylyth's statue. I was giving the mental command of *"Absorb this healing energy and hold it until I say the word 'NOW!'"*

On the way to the clinic, I stopped by a gift shop and purchased a small but cute fuzzy teddy bear for a few pounds. I then held the teddy bear next to Serylyth's statue and said, "Serylyth, you are to place yourself and the healing energy I commanded you to store inside this teddy bear. You will give this healing energy to the next person who touches this teddy bear from me. NOW!" and then Serylyth released the healing energies of the Sun into the bear.

When I got to the clinic, I made to sure to only let the little fella touch the teddy bear and not the nurses or his mother or grandmother. Thus the healing energies were safely transferred to

the little boy and then I later called Serylyth home using his statue. The little boy got better and was home within the week.

Serylyth Finds A Lost Object

I called Serylyth after I was unable to find a document that I had laid aside 10 years prior. I instructed Serylyth to help me find the missing paper that I had laid aside in a box and to show me which one it was in a dream.

When I woke up in the morning, I could not recall a dream that meant anything the night before. I was angry with my AS and then took out his statue and scolded the AS. I sensed that this was unnecessary so I performed a divination and discovered that Serylyth did indeed locate the document.

Then I instructed him to show me which box it was in by making my left eyebrow twitch when I was near the box. As I walked around the upstairs, I began to feel a slight twitch in the muscles behind my left eyebrow. When I got to the box, my eyebrow was really bugging me with the way it was twitching.

I then told Serylyth he could stop the twitching as I was going to go through the box. Six documents down, there was the papers I was looking for!

Serylyth Warns of Danger & Protects Me

One night, I awoke at 2:24 a.m. to find I just had a dream where my AS was floating above my head as it was telling me about a meteor that was about to hit me. Meteor??? Then it hit me, he was talking about an imminent attack from some outside source!

I got up and rushed to my altar, and performed a divination to confirm this. I had a suspicion about whom and then performed another divination to confirm that my hunch was correct. It was a Santero from Cuba who I had ordered some rare items from who after

an agreed upon time, did not send me the promised items. Fortunately for me, he had not cashed my check as of yet and so I put a stop payment on the check. This angered him in no uncertain terms and he proceeded to summon an eggun from his prenda to attack me.

I summoned Serylyth again and instructed Him with the following:

"Serylyth! You are to attack and scare off the eggun sent by the evil Santero! Antagonize the eggun so when it returns to its prenda it will punish the wicked Santero! You are to do this immediately and without delay!"

Before I went back to bed, I performed a ritual cleansing on myself and then retired for the night.

The next day, I called the Santero. He was not in according to his son. I left a message for the Santero to call me. Two days later, I got a phone call from a nervous man saying he did not want any more trouble with me and that he'd send the items as promised in the first place and please to call off my dogs.

I called Serylyth back and rewarded him with three purple candles anointed with Mars oil. This strengthened Serylyth for any future defense and attacks he will have to perform on my behalf.

⊂ ⊂ ⊂ ⊂ ⊂

LWA Baron Zaraguin Family

There are many folks out there who practice the religion of Voudoun who, while educated, do not know all the LWA (pronounced Low-Ah) regardless of how much knowledge they have received from their elders.

One place I learned from was Michael Bertiaux and his mammoth work, The Voudoun Gnostic Workbook. Many of the traditional Voudouns refuse to acknowledge Mr. Bertiaux's work as anything more than a made up fantasy. That is of course their ignorant right too.

There are many, many LWA within the Vodou cosmology and one of the Spirits is Baron Crabinay. This LWA is considered to be the LWA of crabs, spiders, scorpions and other creatures who can walk sideways. Again, he's one of many hundreds of thousands of LWA spirits so don't expect him to be in every Voudoun book out there on the subject.

Baron Zaraguin is the head of the Were-Spider LWA Family according to Bertiaux's VGW. The members of this Family are:

1. Maitre Baron Zaraguin
2. Mystere Araignee (His wife)
3. Ti Zaraguin (His son)
4. Mystere Toile-d'Araignee (His daughter)

Petro LWA

Colors: Red & Black on White.

Number: 8

Avatar Appearances: Huge, white spider with red glowing eyes

Titles: "Gheude Zaraguin"

"Head of the Were-Spider Priesthood"

"Head of Les Zobop Sorcerers"

"Master of the Brotherhood of Were-Tarantula Sorcerers"

"Master of Magical Lattices & Geometries"

"Lord of the Two-Fold Generation"

"Master Arachnid"

"King Were-Spider"

Knowledge from working with Baron Zaraguin can give you understanding of direct communication with insects as well as overcoming all fear of insects including spiders. Further, you will discover how much information you can gather by learning to communicate with spiders both physically and on the Astral Planes.

Baron Zaraguin is both fair and reasonable. He is also amazingly patient but that is both his nature and the nature of arachnids in general. His bite, although poisonous, is capable of injecting knowledge into you in exchange for a few drops of your life force. His personal colors are Red, Black, Gold & White.

While the baron can appear as any spider, he is known to appear as a huge, white spider when he wishes too. Many accounts are related amongst the brotherhood about his appearance as a huge white tarantula with red glowing eyes. To some he appears as a tentative black widow spider glowing with a golden hourglass rather than a red one.

As the head of the Zobop Were-Sorcerers, the Baron oversees the initiations into His cult as well as the personal training of each initiate. His skill as a Sorcerer is second to none and he is capable of teaching you many things that no Voudoun society can teach you.

He is also related to Met Kalfou, also known as Kalfou Legbha, one of the older crossroad spirits from Haiti. Kalfou is traditionally one who bokors venerate as He delights in causing strife and mischief in people's lives. The baron is also related by royalty to the other barons within the LWA such as Samedi, LaCroix, Cimeterre, and others.

Mystere Toile-d'Araignee

Mystere Araignee

The LWA is the daughter of Baron Zaraguin. She, like her father, is a master of the web. She is a powerful sorcerer and mystic who can teach you the art of weaving especially of forming a

The consort and wife of the Baron, she is the mother of all Were-Spiders and arachnids. She is both beautifully sensual yet deadly as her child the black widow. Her personal colors are red, black, and silver.

Araignee is also the one who can teach you how to spin your own silk. Meaning she can teach you to thread a web to catch others within. Her main skill here is her cunning and she does thrive on giving pain. Her embrace can be deadly but if appeased, she will merely execute a pleasurable moment of pain for you to enjoy. Gifts to her include replicas of small insects (especially flies), small mirrors (so she can see her beauty in) and either ebony or silver trinkets.

Ti-Zaraguin

The soldier of the Were-Spider Family, the son of the Baron and Mystere can teach you the arts of warfare especially of forming a

good defensive position. He is good at slipping in behind enemy lines and doing reconnaissance (though not as good as his sister) for you and teaching you how to do this on your own.

His personal colors are red, black, purple & gold. His specialty is teaching you how to manufacture poisons which can be used to stun your opponents as well as put them to sleep. Offerings to give this LWA Spirit include: a small golden spider, a piece of turquoise, a fine cigar or a shot of bourbon.



Mystere Toile-d'Araignee

This LWA is the daughter of Baron Zaraguin. She, like her brother Ti-Zaraguin, is exceptional in advanced scouting. She has

patience like her father and the ability to sneak unseen and remain undetected.

Her personal colors are black, red, purple and silver. Her specialty is to teach the art of sneaking & remaining undetected. She can teach you some about lethal poisons but those involve using actual spider venom and are quite toxic to handle.

Offerings to give this LWA Spirit include: bottle of red nail polish, small silver spider, a shot of cognac, a fancy cigarette in a holder.

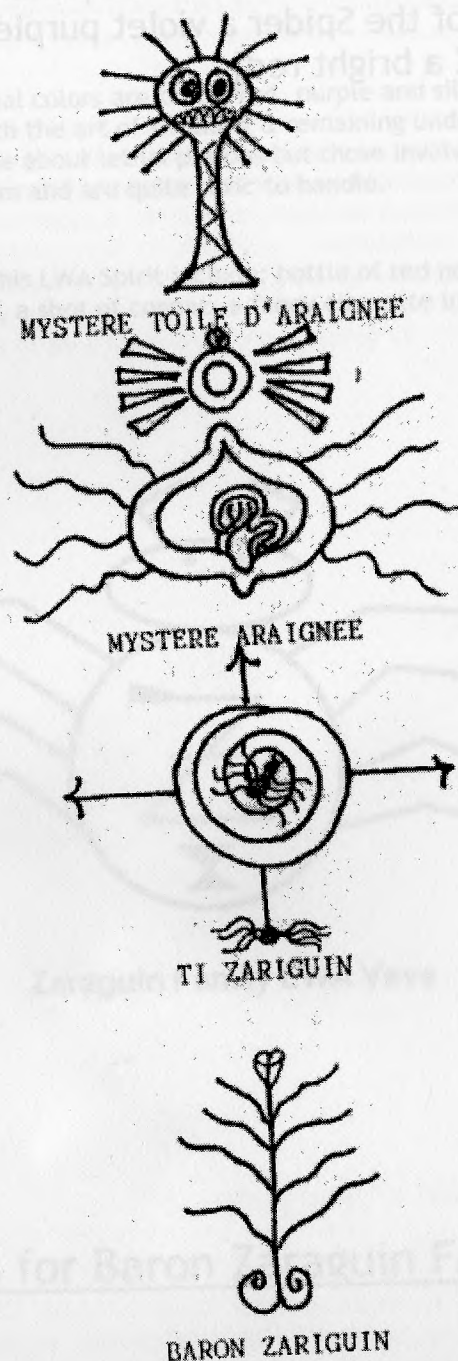


Zaraguin Family LWA Veve

Seals for Baron Zaraguin Family

[Note: Use a marker or colored pencil to make the head of the Spider a violet purple & the body with the Z a bright red]

[Faint, illegible text from the reverse side of the page is visible through the paper.]



Editors Note: The previous page has the four vevers for the Baron Zaraguin family as used by the LCN lodge (La Couleuvre Noir) in the Bertiaux system. These were given to me by a member & are presented here for the first time for you to experiment with along with the original vever of Tarantula's.

Let me know how these work & your experiences with the Zraguin family of Were Spider Spirits.

My Dealings With The Zaraguin Family

The first time I made contact with this particular Baron was while I was in meditation. It was 1978 and I was at a small outcropping of rocks in south Wales near the ocean. I used to go there to smell the sea and practice my Yoga mainly because it was quiet.

As I sat meditating on this fine summer morning, I felt a presence behind me. This presence felt as if someone had walked up to me and was standing, watching me. I opened my eyes and turned around and there standing before me was this white spider about the size of a football. It had red glowing eyes and almost like white fur covering its body. It looked absolutely hideous as I've never felt comfortable around spiders.

Faster than I could follow, it lunged forward and clung itself to my face as it bit me on the forehead then quickly leaped away before I knew what had happened. Then it skittered out of my reach as I felt its 'poison' causing my head to throb. This feeling was quite painful but I was also getting very sleepy as well. Fearing that the poison was going to make me fall asleep and leave me open to be its dinner, I tried to stand but fell to my knees and slumped over.

Looking back I noticed that there was nothing behind me! There was no sign of the white spider! I managed to reach my fingers up to my forehead and there was a bruised lump growing there and the pain was just intolerable. I fell asleep and dreamed.

My dream began with my walking through a field of glass. I saw angular pieces of sharp glass poking out of the ground, out of rocks and out of trees all at very odd angles. This whole scene looked like sort of glass porcupine and it stretched out as far as I could see. The surface I stood upon was glass and it was smooth and polished but I couldn't see anything below it other than the night sky and billions of stars.

As I stood there gazing, it occurred to me that I may have better luck if I were to go and find someone to help me. I walked carefully along watching for the sharp and jagged glass protrusions until I came upon what looked like a building all made out of some silvery, fibrous, material. It had four floors and circular windows though there was, oddly enough, no glass in them. As I walked towards it, I began to notice that there were thousands if not millions of spiders crawling all over it!

That unnerved me since I was almost terrified of spiders mainly because my older brother had scarred me with his pet tarantula as a child. However I knew I had come here for a reason and figured I'd get some sort of answer if I took the time and made my way to this webbed house.

As I got close to the house, I happened to look down and noticed that at my feet were millions of spiders! I almost fainted but I noticed something peculiar. Wherever I put my foot down, the spiders instinctively moved away so I had room. At first I thought they were moving out of harm's way but then when I moved towards the house, it was like a parting of the Red Sea for me. They skittered out of the way and gave me a clear path to the house.

I walked up to the house and felt the webbing. It was very soft, silky and sheer, almost like a pair of fancy tights my girlfriend wore. I went up to the door and it opened at my entrance. Inside it was simply beautiful! There was fine leather furniture and silvered candlesticks burning. The floor was glass and it was highly polished so I could see through it clearly enough.

Up walked a woman with the body of a beauty queen and the silvered head of a spider on her body's shoulders. She bowed and I

heard a soft, feminine voice inside my head say, "Greetings Monsieur Tarantula. Welcome to our home!" As I began to think of a reply to audibly say aloud, the voice came back saying, "There is no need to try and speak openly as you now possess the power to speak to me as well as all insects."

She introduced herself to me as the lady of the house who was Araignee. She explained who she was and why I was there and that her husband, Zaraguin, the LWA of Spiders would soon join us.

Later after Zaraguin had joined us, I learned why he had sent his son, Ti-Zaraguin to bite me. This was so I could become initiated into the Zaraguin Family and learn their secrets and later become initiated into the Were-Spider Guild of Sorcerers.

At first I thought this was all some sort of hallucinogenic inspired dream but I assure you that it was real. In fact, later after I woke up, I went to the local clinic to get checked out and sure enough a spider bite was found on my forehead over my left eye. The physician told me that it was one of the biggest spider bites he had ever seen as well.

Initiation into the Were-Spider Guild

My first task given to me by Master Arachnid was to find a piece of driftwood down at the beach. That was easy enough to do and then I had to take this piece of driftwood to a secluded area where I was to draw an octagon shape in the dirt. Then I was to draw lines that resembled strands of a spider's web within this octagon.

My next task was to bathe naked in the sea for thirteen minutes. This was not difficult since the water though brisk was not freezing cold in the heat of the summer evening. I was given a particular chant to say as I bathed and had to recite it 88 times exactly.

I had to obtain a fresh lobster and cook and eat this crustacean while I sat and meditated in my makeshift webbed circle. This I did and then when finished I waited. The hard part of all this

was the waiting since I sat there for six long hours before something happened.

A vision began where I was fishing in a shallow lagoon connected to a vast ocean. There was a disturbance in the water and I look out to see a very tall dark skinned man with long, white pointed teeth (fang-like) smiling to me as he rode in on the backs of what looked like two of the biggest crabs I ever saw.

He wore white sackcloth breeches, a sea captain's cap, a gold threaded belt of spun material of some type, was bare chested and barefoot though his toenails were gold colored and I don't mean gold painted but rather they looked like they were real gold!

I knew at once who this man was before me. He was the Baron of the spindly legged folk. This was Maitre Zaraguin. I bowed low and welcomed him. He held out his hands and hugged me then kissed me.

We talked long and he explained many esoteric secrets to me. When finished I asked the good Baron why he had chosen me to impart this knowledge unto and he replied that I had chosen this task long before I was born.

I was taught how to speak the language of all insects. This isn't a vocal type of language but rather both a telepathic sensing of one another as well as reading body language of the other. Thus I can observe a bee and discern its mood as well as what it is thinking about as it flits about gathering nectar. I can also talk to spiders in their webs and even get some of them to come out and crawl up my arm without fear and without any harm.

The Baron had his children and wife introduced to me and I learned many things from each of them. This was the beginning of my occult and mystic career. This family of LWA has imparted a tremendous amount to me over the years including how to read weather patterns as insects do; how to ward off pests such as roaches as well as other types of insects that annoy; how to spin my own web of gold to bring me money and when to employ it; how to entrap those who'd try to make a fool of me; and so much more.

These things I am unable to share with you since I had to go through the initiation into the Zaraguin Were-Spider Guild. The Baron offers entrance only to select individuals however he welcomes your attentiveness and respect to him and his family of LWA. And if you persevere and gain his attention, he will send his children to greet you and begin your initiation into his family and his Guild.

Parting Words

In this my first booklet, you have the opportunity to take part in knowledge that I have both gleaned from traditional sources as well as from non-traditional sources, all of which I have made satisfactory use of over the years. I soon come upon my 30th year as a Were-Spider Guild member.

My work with this Astral Guild took me into an area that allowed me to make contact with a flesh and blood Guild in Europe. This order is both secret and extremely reclusive. There are many wealthy members of this order and I too am extremely wealthy thanks to all of my practices.

One of the ways I have made my fortune has been through all of the Death Magic I have learned from the Zaraguin Family. I have been appointed my order's chief hit man and it is my job to take out all those who'd stand in our way!

Use these techniques wisely but never for a moment think I have taught you everything you need to know nor everything I know.

My forthcoming booklets will involve how to gain wealth, power and sex. Watch for them.

Tarantula ©2006

Appendix

All of the formulas listed in this booklet are available through my good friend, Brother Moloch and his website. These recipes do not reflect recipes you can find from any other source so don't even try!

The Definitive Website About **SORCERY**

www.molochsorcery.com

Thought Provoking Articles! Informative Essays!
FREE Basic Witchcraft Lessons! Essays on RootWork-Conjure Sorcery!
Essays on Radionic-Sorcery!

Home of MOLOCH'S Famous

Radionic Evocation Machine

The **FIRST & ONLY** Hybrid Radionic Instrument
For The Purpose Of Summoning
Non-Physical Entities

Discover **NEW**, State of the Art Radionic-Sorcery Technology!

Purchase Unique/Rare "HOW-TO" Sorcery Info on the Spot!

Buy **MOLOCH's** Books **DIRECT** & Receive **FREE** Extras!

Buy Unique Sorcery Products!

NO ONE Offers You Their Full System Like **MOLOCH** Does!

www.molochsorcery.com



One of the most provocative grimoires available today, *The Dark Arts of Tarantula* was written by the mysterious practitioner known as Tarantula. This grimoire is a no holds barred type of personal Magical journal replete with solid advice, sound Sorcerous theory & plenty of real world application.

If you are sick & tired of sappy nonsense in watered down Magical books written by New Agers, you will appreciate this book. Learn how to:

- The Pledge or the Pact
- The Binding of a Demon (or How to Get a Real Familiar)
- Malphas from the Book of Goetia
- Workings with Your Spirit Familiar
- To Rain Destruction Down (on an enemy)
- To Cause Hostility (to others)
- How to Curse an Object
- Mortis Novena
- How to Create an Artificial Spirit
- Workings with Your Artificial Spirit
- LWA Baron Zaraguin Family
- My Dealings with the Zaraguin Family

Where else would you hope to gain such useful information? Surely not from your typical New Age publisher! They refused to touch this book. Tarantula all but gave up hope trying to find a publisher for this dark grimoire!

59 pages of hard hitting grimoire that you can use in everyday life and you'll learn more here than you would by buying dozens of grimoires & hitting thousands of websites.

Considered by many to be one of the best dark Sorcery books they've ever read, *The Book of Tarantula* is a must have for the serious practitioner.