

**SUCCUBUS
FAUSTUS CROW
EVOICATION**

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SUCCUBUS EVOCATION GOETIA GIRLS

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EVOKE A SUCCUBUS, KEEP THE EXORCIST AT BAY!



INTRODUCTION

The information herein covered is a generalized though in depth summary, which is based upon extensive personal experiences and explorations of a little covered subject concerning the conjuration of female Spirits, which on the face of it, a skeptic will no doubt scoff at; but this reaction will be defined by how an individual will conceptualize what a Spirit means to him/her, which is usually described to be a discarnate entity. A Spirit can be otherwise seen to be an informational entity, which exists within the realm of the Spirit world of your dreams. It is within your dreams that a

conjunction of a Spirit is going to be conducted. But you will need to achieve a lucid dream first, where you will experience the Spirits as being fully interactive dream characters, which involves all five of your introverted senses. The sixth sense can be classified as being your inner experience of a lucid dream; hence, the experience of a lucid dream conjunction of a female Spirit, which I have termed as being a Succubus can be very real indeed. When I say real, I mean it! I am not kidding you; the internal experience will be just as real as what you experience physically; in fact, it will be far more than real, because you will be experiencing something at another level, which will lead you into the inner space of your mind. Lucid dreams are not like normal dreams, they can be far more intense and vivid. The technique is primarily sexual, which is the reason why I have utilized the term Succubus; although not in the negative context, which is part of a reversal away from the Medieval mind-set of an all male focus inspiring fear and that of its negation of the feminine principle along with its moralizations of human sexuality, which still afflicts the collective imagination of Western society. The sexual impulse is utilized to facilitate and empower lucid dreams as well as overcoming the fear of internal ingress. The techniques can be utilized by those of other sexual orientations; however, the present work is primarily heterosexual. I have utilized the techniques myself, mainly for the purpose of acquiring artistic inspiration and self healing. I have also used the technique to explore other areas of interest concerning awakening psychic abilities, such as precognition, remote-viewing and the engineering of consciously wrought synchronicities as well as experiencing other associated abilities and phenomena many would construe as being supernatural, which inspires my Art, you could accurately term as being Sorcery. I do not see a division between the practice of Sorcery and Art; as far as I am concerned Sorcery and Art are indivisible from each other, they are one and the same of practice. Magic is an Art; whose practice deals with symbolism, which is the primary language form of the subconscious mind and that of dreams an Artist moulds into other forms of symbolic expression who is essentially a Shaman; although this will require the Artist to know how to lucid dream of Surrealist exploration.

GOETIA GIRLS

The term Goetia is originally derived from Greek Goēteia, which refers to the practice of Sorcery or Witchcraft. The word Goetia means to ‘Howl,’ like that of a Shaman howling out barbarous chants in order to coerce the

Spirits to do his will; this often involves the induction of trance to do so; hence the utilization of monotonous chanting, which of a technique enables the Shaman to enter into an ecstatic state of trance. Goetia is essentially a form of Shamanistic practice, whose art primarily concerns its self with the conjuration of Spirits. In Medieval magic Spirit conjurations are divided into two forms being the invocation of Angels or the evocation of Demons, which in Western Occultism are invariably seen to be all male entities. The usage of the term Goetia in English is largely derived from the 17th-century Grimoire The Lesser Key of Solomon, whose tome features an Ars Goetia as its first section. The Ars Goetia contains symbolic descriptions of the evocation of seventy-two Demons, which was famously edited by Aleister Crowley in 1904 as The Book of the Goetia of Solomon the King whose traditional Incubi, I have otherwise transformed into Succubae of a rebellious reversal.



ARCANE FORWARD

DREAMS MORE REAL THAN REAL

Imagine a beautiful woman who has mysteriously entered your bedroom like an invading Ghost, whose intent towards you is quite apparent due to her state of undress, who then wantonly leaps upon you, smothering your body in hungry kisses, wild as a whirlwind. You feel the weight of her body, passionately pressing down upon your own of a loving embrace. Suddenly you become aware that you are actually dreaming, to not only be conscious of the fact that you are erotically engaged with a woman looking like Angelina Jolie, but to also notice, when to peer over her naked shoulder, that you are no longer in Kansas anymore. You then see through a cracked window a steampunk city of spiraling emerald spires right out of a science fiction film; what is more it all feels to be more real than real.

FULLY AWAKE WITHIN THE DREAM

You might wonder if you are possessing the body of another individual who exists in an alternate reality or to be divining the far flung future? You may even feel as if you have become a character playing out a part in a video game. You then enquire of the woman, with whom you find yourself intimately entangled; “who the Hell are you?” She to smile, laugh and to reply; “I am a Succubus; you can call me Dorothy Croft if you like.” Then your blurry eyes to open, shockingly awakened back into your everyday world, to the clamor of an alarm ringing in your tin man ear as your clock dances at the edge of forever to fall off the shelf. You then realize that you have just had a lucid dream, which is the act of realizing that you are dreaming while you are still in a dream.

SUCCUBUS SEX DAEMON ART MUSE OF A GENIE

While recollecting the details of your dream you remember playing the Tomb Raider game Underworld, before going to bed, which you surmise had triggered off your Angelina Jolie dream, because of your infatuation with the game character Lara Croft. While at the edge of sleep you were also deliberating about acquiring McFarlane’s Dorothy model from the

twisted land of Oz series; hence the fusion of dream elements. But why did this Wizard of Oz Dorothy Croft say she is a Succubus? When you look up the term you soon discover that a Succubus is a female Spirit who seduces men in their dreams; specifically lucid dreams, which a Succubus induces. In Medieval lore, from where the term Succubus principally comes from, a Succubus is a sex Demon. However, Succubae are known of in many other cultures, some of which have developed spiritual systems around them due to their dream visitations of an illuminating phenomenon.

GODDESSES OF THE DREAM

Some of these spiritual practices involve ritualistic techniques of evocation to conjure up Succubae of similar practice to ritual magic. This is not engaged in just for sexual purposes, but more so in regards to attaining lucid dreams via which the practitioner can acquire knowledge, to also heal himself and others who are suffering from varying maladies, as well as empowering abilities and to awaken his psychic potential. In some ancient cultures a Succubus was indivisible from a Goddess to invoke of magical practice.

MEPHISTOPHELIA I CONJURE THEE



YEA WILL SERVE ME AS MY SLAVE

PART ONE: LUCID DREAM SUCCUBUS SORCERY

SUCCUBUS LUCID DREAM CYBER SHAMANISM

The arcane Mages of science have discovered that computer games can induce lucid dreams due to the players being in a certain neurological state when engaging themselves in their otherworldly games, which is somewhat akin to the practice of meditation. However, the ancient Shamans have been well aware that if they meditate upon certain symbolic stimuli, they can implant them into their dreams to thereby enable the Shaman to experience their physical reality within a lucid dream. But this only works when the symbols excite an emotional response; for it is their emotionally 'charged' responses, which 'spins' their 'electron' dreams into 'bio-photon' lucidity; wherefore when you are emotively engaged in playing a computer game to focus upon of a meditative state, you can implant the scenario of the game into your virtual reality dreams. This is more so the case concerning certain characters you focus upon of an emotional attachment, which can be empowered much further when your emotional focus is sexually charged. Hence you can transform a computer game character into a Succubus to conjure within your eroticized virtual reality dreams when you become lucid of awareness.

WHY DO THE MUGGLES FEAR SO, SEX IS NO BIG DEAL

Sex is no big deal spiritually; however there are those who make it so by castigating it to the slimy realm of perverse pornography, whom prefer a pristine celibate Heaven of intellectual abstract spiritual forms where sex does not exist. However, such a puritanical perspective is not shared by other cultural spiritual systems. The problem is primarily that of an indoctrinated Western perception, which tends to 'externalize' everything; whereby sex is seen to be a hedonic activity of base physical desires, to thereby bury under a gory carpet of violence, war and greed, which is far more acceptable of coliseum TV land fodder.

INTERNALIZATION OF THE SEXUAL IMPULSE

The ancient practitioners of Shamanism were well aware that you can ‘Internalize’ the sexual impulse in order to empower your dreams into attaining a lucid state of awareness within a dream; whereupon the internalized sexual impulse had a spiritual importance; this was not engaged in so as to escape from the physical world; more so that of exploring their underlying perception of reality. It was certainly not considered to be hedonic, nor externalized of overriding practice or that of replacing physical relationships. The practice was engaged in so as to heal themselves and others as well as accessing psychic abilities.

IF IT ISN’T WORKING, THEN YOU ARE NOT PRACTICING HARD ENOUGH!

Should you be seeking some ‘quick fix’ via a spiritual practice concerning healing your physical, emotional or mental problems of varying kinds in an instant or that of attaining an illuminating otherworldly experience at a moment’s notice without any input of hard graft; you are not going to find it of output; even if you are planning to utilize a technological or chemical means to do so, in league with your spiritual focus. What you are actually engaging in is very much akin to that of a ‘martial art,’ which requires you to work upon yourself of constant practice. The Shamanic path and that of Sorcery practice, requires many years of in depth study; such is not engaged in lightly. Alas, Western society is very much into a quick fix via a drug, pill or a technological device of an ingrained habitual perception. However, even if you are able to quickly attain what you may term as a spiritual experience by such a means, you still have to deal with its probable long term affect upon your psyche to thereby understand, to thence take much further. Those whom persuade you otherwise are invariably involved with a predatory business scheme, which attempts to sell you a snake-oil product or that of a pseudo-psychotronic device to thereby Vampirize your Shekels!

GRIMOIRE SUCCUBAE OF HIDDEN DRUDEN SECRET

You will find in ancient Siberian Shamanic practice Shamans speaking about ‘Spirit-Wives’ from whom they derive their Shamanic abilities, which involves sexual congress of a symbiotic relationship; this motif can also be found amidst other Shamanic orientated cultures as well as in

European Faerie lore concerning heroes being abducted by Elf Maidens. For example, in Old-German folklore you have the Druden, who were seen to be Succubae. The Druden were conjured up by a Magician called a Truderer via the Hex symbol of the 'six-pointed star,' you to find of 'ritual magic' similarity; whereupon the listed Spirits frequenting the Grimoires, many of whose tomes had originated out of Germania, can be seen as Druden.

THE EROTIC BEDROOM INVADING HAUNTER OF THE NOCTURNAL BED

Within hushed whispers to gibber of trembling tone, many a practicing gnarled Mage to tell you that a Succubus is but a sexual machination of a perverse predatory entity of a Devil's daughter, which to verily feast upon those most deviant of thought if not action within the computer game asylum of their lives. However you will find such Mages both pristine white and those of brotherhood brethren most shadowy of the black whom conjure up many a machismo Angel and Demon to dance around their Cabbalistic desires, where no Female entity will be seen to manifest, are most often than not hypocrites. One to wonder as to their underlying sexual perspective of Occult philosophy; for such does seem to be heavily indoctrinated by a Judaic ethos of a patriarchal emphasis sired by Solomon's wisdom binding sweaty enslaved Demonic male minions to Dr John Dee's Cabbalistic Enochian tablets informing Aleister Crowley's butch Goetia. Such an all male symbolic focus is sheer bliss to those whom are of a homosexual inclination of a most attractive readymade Priestly cosmological structure in order to focus upon erotic, along with many a writhing heterosexual Nun to that of a Witch ridden by Angelic and Demonic Incubi. This unsaid fact is of course quaintly ignored by many a Mage and Priest, because the feminine principle whom births life along with the creative power of sex, which is that of the life-force animating all forms is not part of their disjointed spiritual equation.

SEX IS THE FOUNDATION STONE OF MANY A RELIGION

Many a Theologian to wriggle as a worm around their Biblical scriptures whom explain that their Fatherly God is formless along with those entities called Angels and Demons whom are seen to be asexual of no determined

gender. Alas, this is not the scriptural case in actuality for all to see. It is as plain as the psychologist nose upon your own analytical face that there is a primarily masculine fixation of focus, which their flocks are very much enamored with, whom never actually question its symbolic paradigm. Should the sheep ever question they would then realize that their dog collared shepherd's have been shafting them up their brainwashed backsides for a very long time. Yet, the shepherd's tell their anally retentive brain-dead sheep that their God loves them even though those of homosexual leanings were once flung onto the inquisitional fires to burn as one time faggots along with being persecuted by hypocritical bigots dancing around a Pope, whom is marital wedded to his Fatherly deity.

PRIESTS HAVE THEIR SECRET SUCCUBAE SECRETLY KNOWING THAT THE FIRST SIN IS IGNORANCE

It is no different within the so called hallowed halls of the Occult arts of the West, which is permeated with a patriarchal emphasis whose practitioners never seem to question their Hermetic tradition of a celibate Romano Gnostic Christian fixation. Hence, when you mention Succubae, it does make those of the patriarchal fixation to quake within their sweat laden Monk habits. Their habit of habitual way is to perceive such entities to be none other of the profane Left-Hand Path in the main of feminine influence, whom be but whoring temptresses; while sex is seen to be their first sin when it should be that of... Ignorance!

THE SUCCUBUS OF LUCKY POPE SYLVESTER II

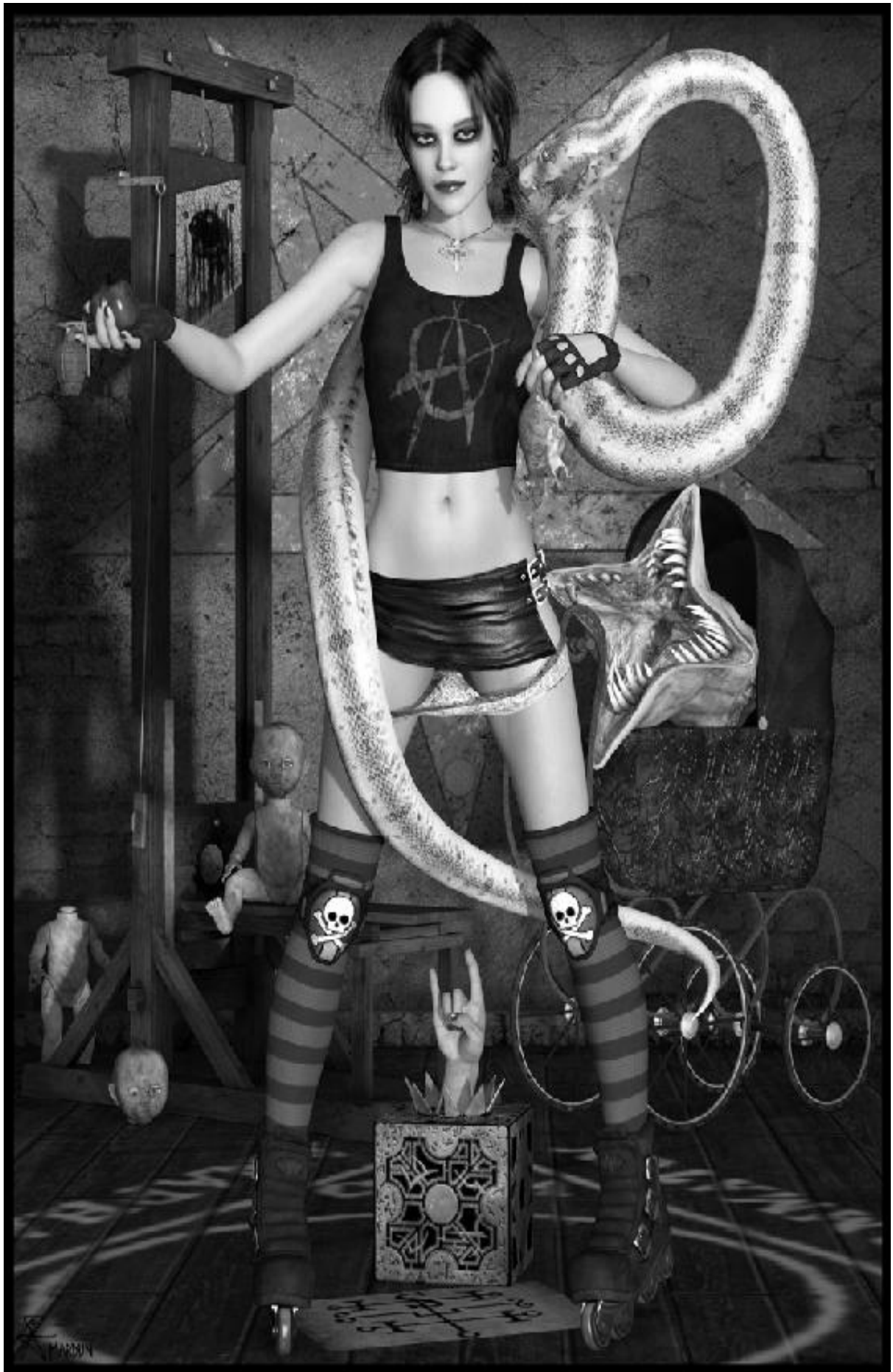
There is a most curious story of a Succubus, which was related by Walter Mapes in his *De Nugis Curialium* (Courtier's Trifles: approx 1185) about an individual called Gerbert of Aurillac, who eventually became Pope Sylvester II (999-1003). As a young hot blooded male, Gerbert fell madly in love with the daughter of the Provost of Rheims. However, she rejected acne ridden Gerbert; whereupon Gerbert despaired if he would ever find true love. But it just so happened that one merry night he encountered a beautiful young maiden in his dreams whose name was Meridiana (Meridiana) who offered him lots of rampant hot sex, arcane magical knowledge, and loads of money as long as he would only stay faithful to

her. Gerbert wholeheartedly agreed who thereafter prospered upon many a synchronicity, which rapidly led him to become the Archbishop of Rheims, Cardinal, Archbishop of Ravenna, and ultimately becoming the Pope. All the while, Gerbert kept Meridiana very secret indeed, otherwise he would have ended up being thrown on a pyre as a Sorcerer. Meridiana even forgave Gerbert when the Provost's daughter found his bulging wallet was a big turn on who decided to seduce Gerbert while he was quite inebriated on the communion wine. But, Meridiana had prophesied that Gerbert would die while celebrating mass in Jerusalem. Mapes believed that Gerbert's liaison with a Succubus made his God rather peeved with him whose celebration of a mass was being conducted near a church, which possessed an alleged piece of the Cross; hence Gerbert got zapped. When Gerbert realized he was about to die, he made a public confession of his lucid dream sex sins who is said to have died a repentant Pope. Mapes had also made a mention that Gerbert's tomb in the Lateran copiously sweats before a death of a brother Pope. The name Meridiana refers to the pre-Christian Roman Goddess called Diana who was popularly known as 'Diana-Lucifera' whom the Christian's later transformed into their male adversary named Lucifer. Images of 'Diana-Lucifera' can be found on old Roman coins, which depicts her looking like the statue of Liberty. So, if the Pope can get away with shacking up with a Succubus, why can't you; it's your 'liberty' to do so.

THERE IS NOTHING LIKE PERSONAL EXPERIENCE BESTOWING WISDOM, KNOWLEDGE AND POWER

In order for you to truly find out, you have to 'conjure' up a Succubus for yourself. But those few whom do so will often look through the Medieval prism made dark of Gothic fantasy, which was wrought during the puritanical Victorian era of Dracula Séance hearkening back to Bram Stoker's Transylvania. The Medieval era is afflicted with the scourge of a Christian cosmological paradigm, which burned many a writhing Witch at the stake and was never the heyday of the Magical arts, which later twisted the Victorian's into frustrated necrophilia explorations around their Ouija boards! You have to look at other traditions in order to determine a deeper perspective, which to emanate from those cultures that have not been indoctrinated by the patriarchal viral meme of Christianity, Islam or Judaism such as that of sexually open Hinduism, Tantra and Tibetan

Buddhism whom speak of feminine entities called Apsarases, Dakinis and Khadomahs; such Feminine entities in the West would be classified as Succubae. However, the Dakinis, for example, are far more than just 'sexual' entities since they also teach and empower those whom 'conjure' them, bestowing knowledge as well as supernatural abilities via erotic 'lucid' dreams.



TEMPTING SUCCUBAE ALL WANTON AND SALACIOUS OF WILES

Should you be of an indoctrinated mind to see the Succubae as ‘tempting’ you like that of Judaeo-Christian Demons, whom are attempting to win over your fluffy Easter bunny soul by their wanton feminine wiles for some darker purpose, who are in fact Incubi in disguise, then that will be exactly what you will experience to thereby validate your ingrained belief of a brainwash. You will not find the same belief in ancient systems of a Shamanic orientation and that of other cultures around today. The belief in Demons seeking to take your soul to Hell is very much part of the mythology, which informs the patriarchal dualistic faiths of Judaism, Christianity and Islam. Nor will you find a total focus upon an all male pantheon of warring Demons and Angels in the ancient systems of other cultures, which have not become indoctrinated into the middle-Eastern religions of Judaism, Christianity and Islam whose three faiths have entirely negated the feminine principle, who also see sex as being essentially sinful; while other cultures do not have a problem with sex at all whose myths are liberally frequented by a plethora of female spirits, which fully embrace the feminine along with the male principles to unify of a sacred dance of creation.



THE SUCCUBAE DO NOT EXIST IN A VACUUM

The spirits, which are mentioned by various cultures are usually part of an intricate cultural mythology, which explains their existence, like that of characters you have in a story; whereupon the spirits do not exist in a vacuum, they are part of an interconnected symbolic weave of a cultural expression, which tends to be religious of orientation. These spirits you can otherwise consider to be archetypes whom personify how a culture perceives its self. When you look into the mythological paradigm of so called Western culture it is actually that of a middle-Eastern cultural expression due to the religious fixation of the West, which has disenfranchised the feminine principle of an archetypal influence. Middle Eastern culture sees its self in a very particular way, which is primarily male dominated, whose own ancestral-self-identity of an all male religious focus afflicts the West. Hence Western culture does not actually exist, it no longer has an ancestral-self-identity of its own, which had been erased long ago by the ascendancy of Rome's church.



SORCERER'S MODELS OF ALTERNATIVE SYMBOLIC PARADIGMS

An archetype of a Succubus doesn't have a mythological framework of a story to exist within apart from that of a negative symbolic paradigm,

which has systematically castigated the feminine principle into Hell; so you will have to create an alternative symbolic paradigm. But where would you draw your inspiration from to do so? Well, one possibility is to look into the works of Carlos Castaneda; although some consider Castaneda to be a charlatan, others have noticed that he had created a brilliant symbolic synthesis of a Sorcerers paradigm, which melded differing cultural perspectives together; at whose symbolic midst, it just so happens, is the Succubus.

TELL ME ABOUT DREAMING
DON JUAN...

I WILL TELL YOU...

I NEED TO KNOW...

DREAMING
IS THE
GATEWAY
INTO
POWER
FOR A
SORCERER.

SORCERERS
DO NOT
DREAM
NORMAL
DREAMS...

THE UNIVERSE IS PREDATORY
OF NATURE; IT'S QUALITY
FEMININE, MORE SO THAT OF
THE DREAM.

A SORCERER CAN
BECOME AS A
CROW WITHIN
THE DREAM...

WHEN DREAMING, THE
SORCERER ENTERS INTO
THE LEFT-SIDE OF
AWARENESS, WHICH IS
THE NAGUAL...

SORCERERS
KNOW OF OTHER
WORLDS WHEN
DREAMING...

THE ALLIES
ARE AN
INORGANIC
FEMININE
INTELLIGENCE,
WHICH STALKS
THE DREAMER.
THEY CAN TAKE
ON MANY
FORMS. THE
ALLIES
FEED OFF
EMOTION.

CAVES, TUNNELS,
WHIRLPOOLS, HOLES
& DOORWAYS ARE
FAR MORE
IN DREAMS, WHICH
ALLOWS
A SORCERER TO
ENTER INTO
OTHER
REALITIES; SUCH
ARE ALL SACRED OF
MOST OBVIOUS
FEMALE
ENTRANCE!

SORCERERS
DISH OUT
THEIR
EMOTIONS
KNOWINGLY...

WHEN TO DREAM THE SORCERER
ENCOUNTERS THE ALLIES...

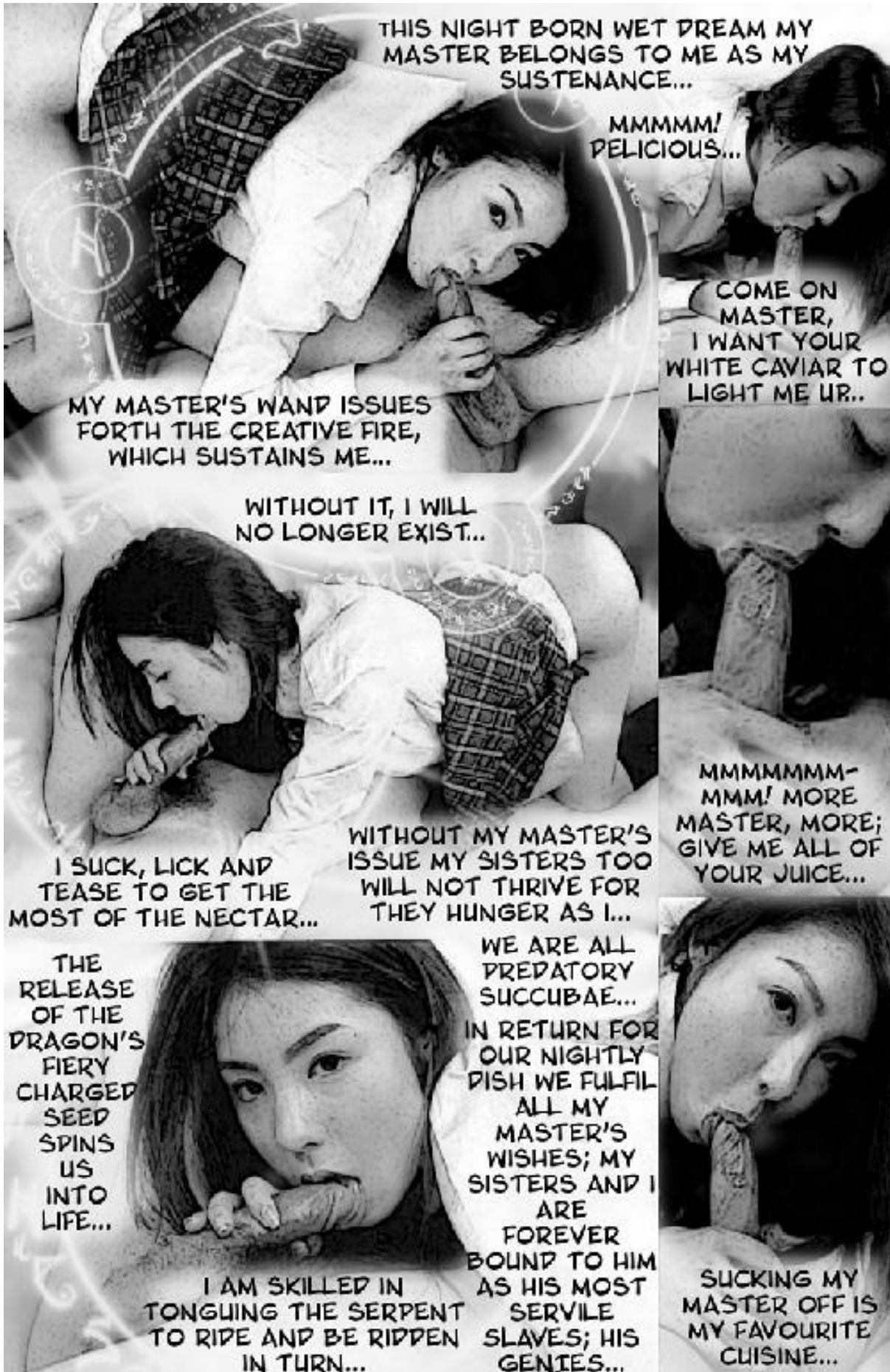
THE SORCERER
CONTACTS
THE ALLIES TO
FIRST WRESTLE
WITH SO AS TO
TAME
IN ORDER
TO THEN TAP
INTO THEIR
POWER!

THE ALLIES ARE ALL DREAM DOORS OF
THE NAGUAL...

CARLOS CASTANEDA (1925 - 1998)

DON JUAN AND THE FEMININE INORGANIC INTELLIGENCE OF THE ALLIES

Castaneda is said to have investigated the Sorcery techniques of the Toltec Sorcerers of ancient Mexico when he became a student of the Yaqui Sorcerer Don Juan Matus. As you probably already know, the name Don Juan is derived from a legendary, fictional libertine whose name is synonymously used for a 'womanizer,' especially in Spanish slang, being a reference to heterosexual hyper-sexuality. The sorcerer Don Juan Matus had informed Castaneda about entities called Allies, which enable a Sorcerer to access other realities. These Allies are seen to be a feminine Inorganic Intelligence you can otherwise term as Succubae. The Allies exist within an in between hyper-spatial realm of the eleventh dimension (membrane) Castaneda called the 'Labyrinth of Penumbra.' You could imaginatively perceive the hyperspatial realm of the Succubae Allies interpenetrating innumerable other 'alternate realities' existing within 'parallel universes,' which are all interlinked by (Stargates) vaginal barrelled mini-wormholes, somewhat akin to a weave of web; you can also perceive Penumbra as being like an organism of ocean going sponge, which filters its intake of food via its wormhole mouths; whereby the Allies are part of this organism spanning a myriad worlds harvesting the energetic charge of life, which is that of 'awareness.' Their domain of Penumbra refers to your dreams, within whose realm your consciousness is smaller than any known particle; wherefore you can access a mini-wormhole, some physicists believe to be electrons. The Succubae Allies can take on many differing forms whose alien intrusions can be observed within your dreams made lucid of conscious Ingress; whereupon you become aware that the Succubae Allies are attracted to your bio-photon glow of awareness, which they stalk via your dreams. But, should a Sorcerer become like Don Juan, he can knowingly seduce the Succubae Allies to become as his lovers.



THIS NIGHT BORN WET DREAM MY MASTER BELONGS TO ME AS MY SUSTENANCE...

MMMMM! DELICIOUS...

MY MASTER'S WAND ISSUES FORTH THE CREATIVE FIRE, WHICH SUSTAINS ME...

COME ON MASTER, I WANT YOUR WHITE CAVIAR TO LIGHT ME UP..

WITHOUT IT, I WILL NO LONGER EXIST...

MMMMMMM- MMM! MORE MASTER, MORE; GIVE ME ALL OF YOUR JUICE...

I SUCK, LICK AND TEASE TO GET THE MOST OF THE NECTAR...

WITHOUT MY MASTER'S ISSUE MY SISTERS TOO WILL NOT THRIVE FOR THEY HUNGER AS I...

THE RELEASE OF THE DRAGON'S FIERY CHARGED SEED SPINS US INTO LIFE...

WE ARE ALL PREDATORY SUCCUBAE... IN RETURN FOR OUR NIGHTLY DISH WE FULFIL ALL MY MASTER'S WISHES; MY SISTERS AND I ARE FOREVER BOUND TO HIM AS HIS MOST SERVILE SLAVES; HIS GENIES...

I AM SKILLED IN TONGUING THE SERPENT TO RIDE AND BE RIPPEN IN TURN...

SUCKING MY MASTER OFF IS MY FAVOURITE CUISINE...

YOU MUST ALWAYS FEED YOUR EVER HUNGERING PET SUCCUBAE

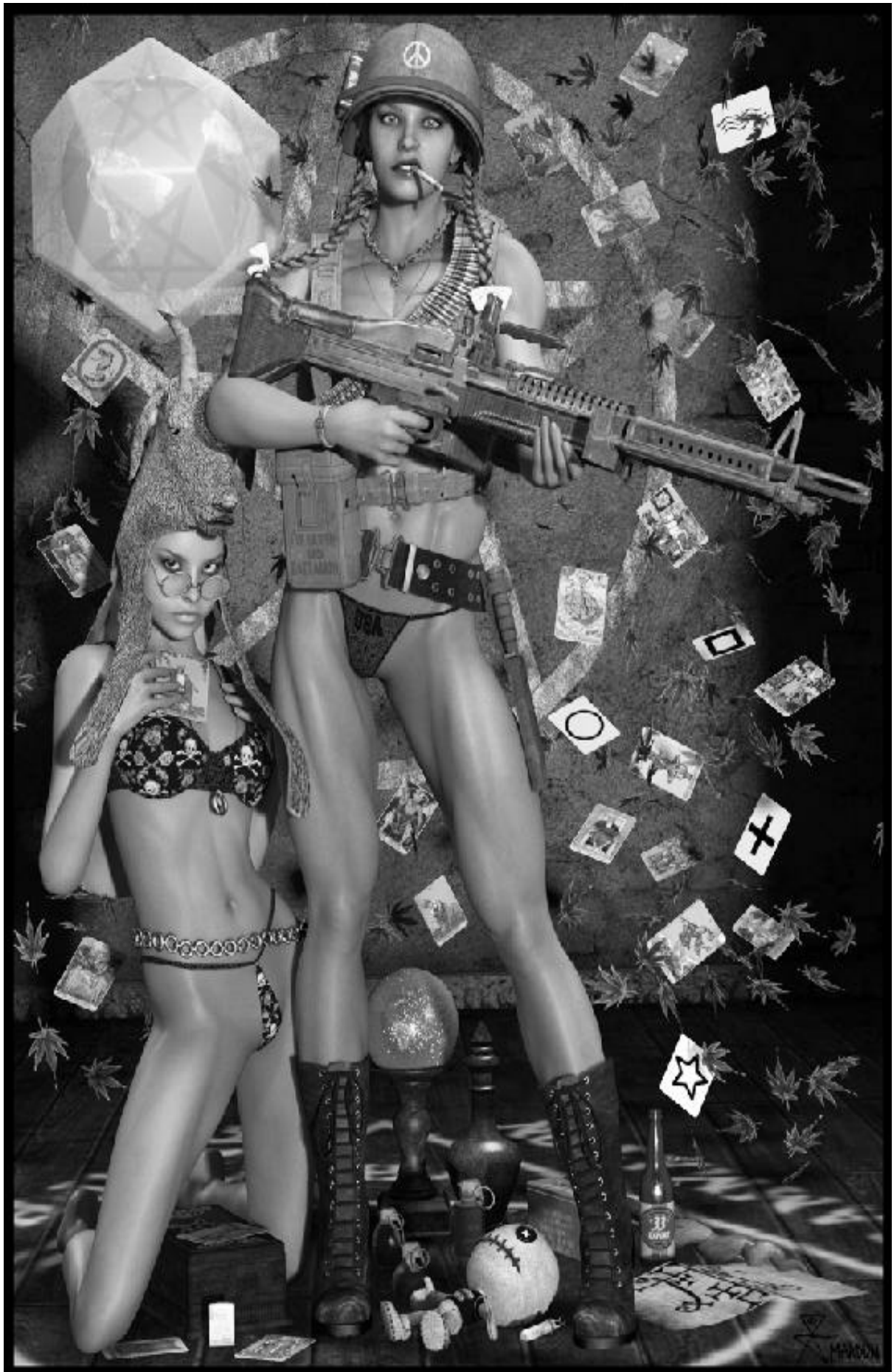
The Inorganic Feminine Intelligence of the Succubae Allies are described by Don Juan Matus as feeding off the Sorcerer's emotional energy, which he has to learn to dish out in a controlled way in order to have control over the Succubae Allies. Wherefore it is far more preferable for a Sorcerer to feed the Succubae Allies his introverted sexual focus than that of fear within his dreams. This then gives rise to seeing the Succubae Allies as 'sexually' driven predators of the dream whom feast off the distinctive sexual emotive charge of the male; whereupon the Succubus initiates highly erotic lucid dreams in order to generate an energetic sexual response from her host. 'Oral Sex' is the main tactic utilized by a Succubus when visiting her male host within the dream where his explosively ejaculated seed is verily consumed within a frenzied feeding orgy; whence many feline Succubae will fight over the spilt cream to lap up. The host's ejaculated seed is 'not' the physical material it's self, which is being feasted upon; but that of an energetic release of emotively 'charged' energy bursting forth from the genital area of a (Chakra) power point, which is consumed by the Succubae. The energetic 'charge' of his emotions will then 'spin' the whirlwind Succubae Allies like electrons; whereby they will then carry the Sorcerer into an alternate reality the Sorcerer seeks to access via his electron dream.



KAMA-SUTRA ROSE-GARDEN GENIE GIRLS OF EROTIC LUCID DREAMING

You also have other sexual positions, which are utilized by Succubae within dreams. These positions have symbolic associations of meaning.

You can find these other symbolic Kama-Sutra positions within the ancient Arabic sex-manual entitled 'The Rose Garden' whose tome describes erotic dream divination dalliances with the Succubae Allies who are otherwise called (Genies) Jinn. For example, when you engage in oral sex with a Succubus whom proffers her vagina of ripened fruit oozing ambrosial juices into your mouth, it is that of her bestowing 'power'. when the Succubus mounts your erection it is that of her weaving your microcosmic desire into birthed macrocosmic synchronistic flesh bringing Intuitive 'wisdom' through her Moon gate. Should she deeply kiss your mouth, it is her way of giving you 'knowledge' via her whispering lips dribbling saliva tasting of intoxicating wine. When to taste of her honey dew breasts she will heal you of all ills; while her spiral eyes takes your third eye to astral 'fly' into other realms to reveal. Such sexual symbolism you can also find within the ancient Indian text of the Kama-Sutra in regards to dream sexuality. Each individual Succubus has particular intrinsic energetic qualities as well as being sexually conjoined with their master's alternate magical selves of varying Avatars.



MAKE LOVE NOT WAR TO GO BEYOND THE FOREVER OF FEARING

However, Don Juan Matus pointed out to Castaneda that if you greatly fear the Succubae Allies they will reflect back your fear a hundred fold; who will then tear your psyche apart with their painted talons. The Succubae Allies will then become your worst nightmare of most horrifying monstrous forms, which will be determined by your fear. If the Succubae Allies cannot feast off a Sorcerer sexually they will otherwise feed off his emotive 'charge' of fear instead, in order to sustain their 'spin' of sentience. A Sorcerer can overcome this situation by confronting his fear; whereupon he will find that it is his own ego, which the Succubus is tearing apart in order to get him to see his 'true-self.' Your true-self is very much tied up with your 'internal-self-image,' you can otherwise equate with a program, which determines the programming of your life. Your internal-self image may be in discord with your external desires; whereupon your internal-self-image blocks you from attaining what you desire; for you cannot go beyond your internal-self-image until you transform it. The Succubus can be utilized in order to aid you to determine what your true self-image is of a program, to thereby reprogram yourself.



YOUR INTERNAL SELF-IMAGE DETERMINES WHAT YOU CAN ACHIEVE

For example; you may see yourself as the great seducer, to boast about your sexual exploits amongst your friends, which in fact is not the true reality at all, since deep down of an internal-self-image you truly see yourself as always being rejected by the opposite sex, which is then validated in actuality where your relationships consistently fragment. You may see yourself of an internal-self-image as being ugly, when in fact it is

not the case; however, your perception of your self-image as being ugly leads to acute shyness and that of missing out on possible opportunities, because you greatly fear being rejected, let alone that of enduring horrendous relationships, which validates your internal-self-image as being ugly. You can conjure up a Succubus in order to transform your internal-self-image; this would initially require you to see yourself as you truly are, which the Succubus will reflect back at you, of a scenario, within your dreams; whereby you face up to your deepest fear, such as that of rejection issues to thence transform and change via self analysis to see yourself as not being rejected anymore. This will then lead to you dishing out a different emotional 'charge' to the Succubus, which she will then reflect back to you of reinforcement within the 'spun' dream. You will then be able to reprogram your electron dreams anew, as well as your internal-self-image of an Avatar in turn, which the Succubus will then empower.

COITUS PACTUM

~~MEPHIS~~ X ~~OPHELES~~

♀ MEPHISTOPHEILIA ♀

Subsemnatul(a)..... sunt de acord
cu urmatoarea tranzactie: imi vand atat trupul cat si
sufletul lui Mephistopheilia.

Clauzele contractuale:

1: Mephistopheilia va i subalternul meu si va indeplini
tot ce li voi cere, inclusiv intinerirea mea.

2: Sunt de acord ca, dupa un termen de 100 de ani,
timp incare clauza nr. 1 va fi respectata ad litteram,
Mephistopheilia sa ma transporte in integralitate, trup
si suflet, carne si sange, in teritoriul lui, oricare ar
fi acesta si oriunde s-ar
afla acesta.

Scris de man. mio
(loc de semnatura)

Futuo

Consummatum est!

THE COITUS PACTUM OF SYMBIOTIC RELATIONSHIP WITH THE 144 SUCCUBAE GENIES

The 'pact' made with a Succubus is preferably sexual tempered by love; whereupon your ejaculation of emotive energy binds her to your ultimate will to do your bidding. However you have to always be the one in control as the dominant partner of the 'pact;' whereupon the Succubus only gets fed when she does what she is told to do, to thereby fulfill your desires, which she will most lovingly do, since you have established that you are the master over her. The Succubus will then become your most obedient servant of a Genie whom personifies your subconscious mind.



NAUGHTY LITTLE BAD GIRL SUCCUBAE GENIES ALWAYS GET PUNISHED BY THEIR MASTER

If the Succubus does not comply with your demands she is duly punished; for if she becomes too unruly the Succubus will tear your psyche apart of afflicting nightmares. This will happen if you have not established that you are the dominant 'conscious mind' partner; whereupon your Succubus will assume the dominant masculine role while you assume the feminine passive role. You will then experience your Succubus taking on male characteristics who will seek to enter you as a man would do a woman; such might lead to possession states in certain cases. However, if you are so inclined of a homosexual orientation this experience will be far more of an ecstatic nature to thereby dally with the butch Demons and machismo Angels of the patriarchal Grimoires. But if you are a full blooded heterosexual male then such encounters will be very disturbing. Hence you have to totally dominate your Succubus. Such a process is not to be looked at in the negative, which will only empower the experience to become far worse of growing fear. When these situations occur it is to get you to become 'emotionally stronger' to thereby define your internal-self-image as a male. When punishment is required your emotional charge has to be directed by ritualistic means to do so, which requires you to engage in a symbolic activity to mete out punishment by binding, tearing and burning her Spirit seal wrote upon parchment to place within a prepared leaden box to torture; whereby she too will experience such tortures of sadomasochistic bondage within her spirit realm until she complies to your commands. Basically, you are communing with your subconscious mind by such symbolic actions, which enables you to direct your emotional state in order to have dominion over the dream, rather than having your subconscious mind taking control. If the matter gets quite out of hand the Spirit seal of the Succubus is etched out into rotten meat, which is placed into a container filled with noxious insects such as maggots; whereupon her seal is consumed and in kind herself to be banished; but such is only done in extreme cases when the Succubus becomes uncontrollable.

HI!

ALL US MOST SALACIOUS GOETIA GIRL SPIRITS HAVE PERSONAL SYMBOLS CALLED SIGILS...



WHEN WE HAVE BEEN VERY NAUGHTY SPIRIT GIRLS OUR MASTER THREATENS TO, WHIP, TORTURE, CUT UP, TEAR & BURN TO ASHES OUR SIGILS...

WHATEVER IS DONE TO THE SIGIL ALSO HAPPENS TO THE BAD SPIRIT GIRL; SOMETIMES MY MASTER JUST TORTURES OUR SIGILS & SPIRIT REPOSITORY POLLS A BIT TO KEEP US SPIRIT GIRLS IN CHECK, WHICH CAN BE FUN...



THOSE SPIRIT GIRLS WHO ARE EXCEPTIONALLY NAUGHTY ARE WELL & TRULY PUNISHED BY OUR MASTER... I DON'T WANT MY SIGIL EATEN UP BY WORMS, MAGGOTS & OTHER SICKY THINGIES, YUCK! THAT IS WHY I AM SUCH A GOOD SPIRIT GIRL JUST LIKE MY GOETIA SISTERS WHOM ALL SERVE OUR MASTER MOST LOVINGLY!

Note: The Sadomasochistic Torture of a Spirit is an Emotively Charged Active Imagination exercise, which forces Subconscious material to the surface of your Consciousness.

TRANSMUNDANE SUCCUBUS PSYCHOLOGY

Much of the above concerning punishing a Succubus can be construed as being purely symbolic; for the opposite of your conscious mind is your subconscious mind, which for a male is the realm of the 'feminine' counterpart of an 'Anima.' The Jungian psychologist would tell you that your subconscious mind is unruly of primitive untamed raw potential from whence your atavistic Imagination to stem of an inspiring Muse and that of a psychic powerhouse generating supernatural Genie phenomena such as Poltergeist activity. Your psychic powerhouse of the subconscious informs your conscious mind; whether you know it or not. Hence you can perceive the erotic legions of the salacious Succubae as personifying as yet untapped abilities, who are your symbolic intermediaries with your own subconscious mind, where your Anima resides weaving your experiential reality of Maya via which she manifests psychic phenomena. In essence a heterosexual male practitioner is interacting with his own Anima whom resides within the subconscious realm of the dream as his feminine counterpart of an opposite, whom manifests as a Succubus.



I REBELLED
AGAINST
THEE, MY
MASTER...

I AM
NOW
THINE
SLAVE!

YEA
BE TOO
STRONG;
FORCING
ME
TO DO
THY
WILL...

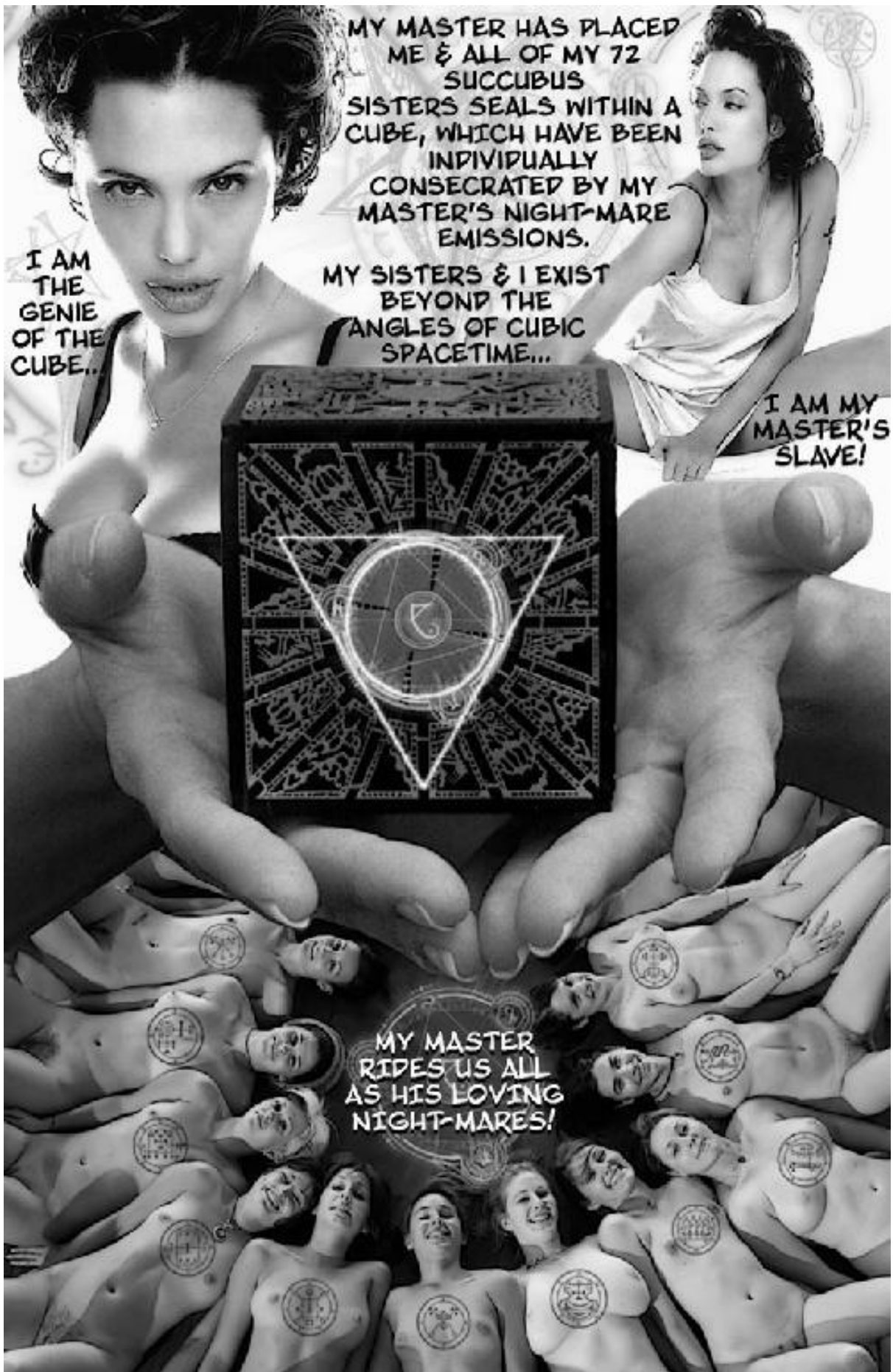
DEVIL GIRLS

I ONLY
ANSWER THY
CALL WHEN
YEA TO
FORCE ME
MOST
FORCIBLY...

Note: When you reverse the all Male Symbolic focus of the Grimoires you will soon discover that the Sodomasochistic Bondage of the Spirits has an underlying Sexual orientation.

MASTER AND SLAVE OF RITUAL MAGICK METHODOLOGY

The symbolic motif of the slave is very much part and parcel of 'ritual magic,' you to find vividly described in the system of the Goetia and that of its affiliated Grimoires where their listed Demons are primarily seen to be all male and that of Spirit slaves to be utilized by the will of the Magician. If you change the situation around by having the Demonic Slaves as being all female Succubae you would understandably see the scenario to be somewhat kinky, let alone very disturbing of orientation. But by doing so, you will then perceive that the classical perspective of the patriarchal indoctrinated tradition of Solomon, which permeates Western Occultism is just as outright kinky in its over the top focus upon the subjugation of the Demonic machismo minions of the masculine principle 'Animus,' which is personified as their Devil/Satan.



DREAM LOVER OF A SUCCUBUS GENIE

If you perceive the Succubae as being the myriad aspects of your Anima, then your Succubus of a Spirit lover whom resides within the subconscious realm of the dream would be quite willing to indulge in the love play as being your slave of a Genie; for it would be purely that of an archetypal act between natural opposites, yet that of equals whom have a shared understanding as a couple. This will then negate any 'rebellion,' since your slave of a Succubus Genie is also your lover; wherefore she will not 'rebel' against the one that she loves. This will then bring about a loving union between your 'conscious mind' acting as the master architect and that of your opposite of a Succubus, whose domain is that of the 'subconscious' dream realm of the Succubae slaves whom lovingly set about building your 'temple' of a desired reality.



SEXUAL SYMBOLISM OF THE DREAM FETISH

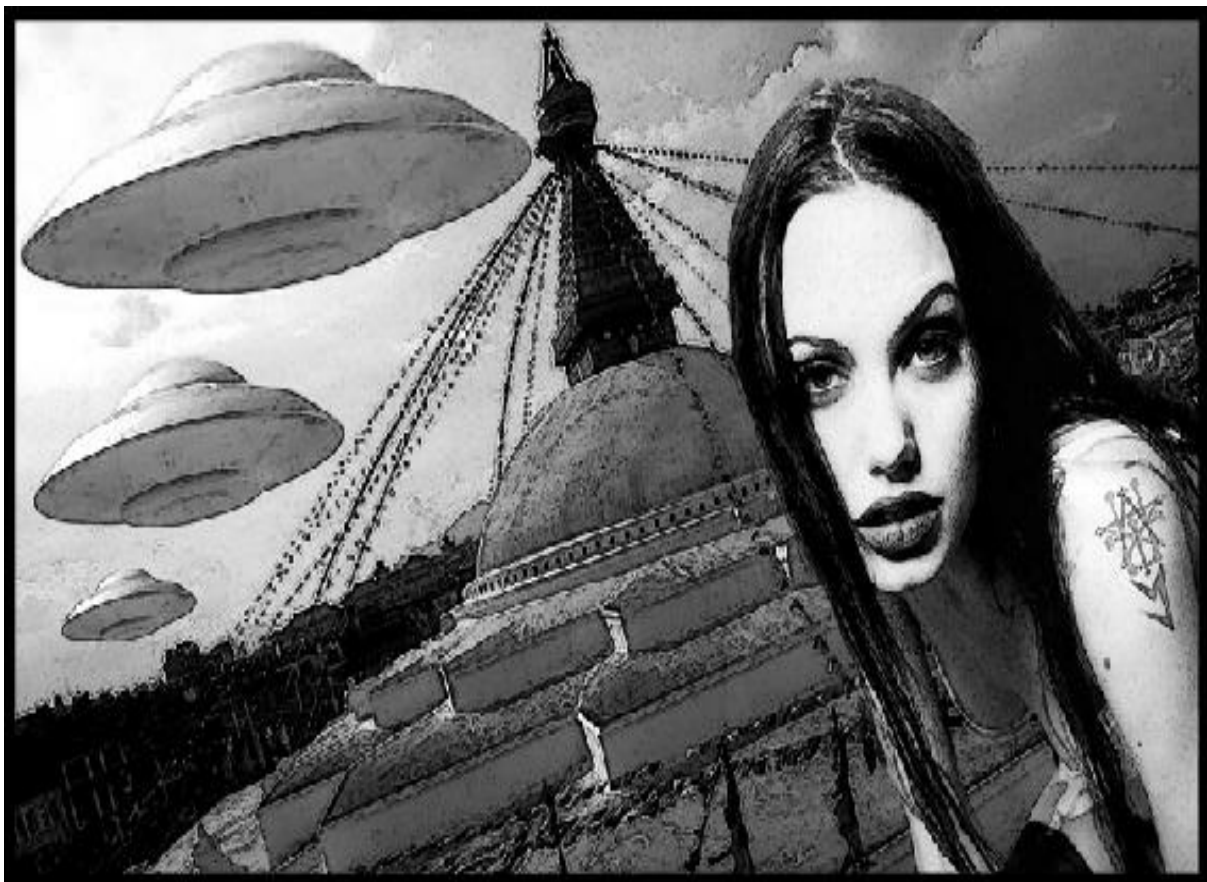
The sexual motifs of Sadomasochism, Torture, Bondage, Sex-Slaves, Pony-Girls, Lolitas, French-Maids, Dominatrix, Sexy-Nurses, Schoolgirls and that of numerous other archetypal erotic fetishes can be transformed when looked at symbolically, which you can then translate into a sacred dimension via the Succubae. The creative arena of comics and video games often transform female fetish motifs into quirky super-heroine characters; this is very much the case in Japanese Manga, Anime and of course Hentai. For example, you have a video game character called Bubblegum Chainsaw, who is depicted as a sexy cheerleader whom wields a buzz-saw, which she uses to dispatch Zombies. You can spiritualize Bubblegum Chainsaw by seeing her eradicating negative influences in your life, which in your dreams will be personified as Zombies. Should you otherwise utilize the fetish motif of a sexy Nurse for your Succubus who also wields a chainsaw with surgical precision, somewhat inspired by perusing the erotic Manga story entitled Pure Trance by the female artist Junko Mizuno; such a Succubus will deal with any afflictions at the dreaming level, which could potentially become a physical ailment. What you will be doing is that of transforming the low-brow fetish symbolism to thereby use at a high-brow magical level. Your low-brow subconscious mind communicates its self through emotively charged symbolic stimuli within your archetypal dreams. In other words you 'Internalize' your low-brow dark desires of infernal 'lead' in order to transform them into a high-brow 'golden' understanding rather than to blindly 'externalize' such highly emotively charged desires; whereby you are then practicing 'Sexual Alchemy.'



NEUROCYBERNETICS AND HYPERSPATIAL LUCID DREAMING

Your nervous system cannot tell the difference between a vividly imagined event and that of a physically real situation affecting you; whereby an intensely vivid lucid dream of sensual erotic potency will have an effect upon your nervous system. You can then utilize this understanding in order to change your internal programming, such as to overcome acute shyness via the Succubae, for example; or that of healing other neurosomatic psychological disorders, which in turn will affect your physiology over time, let alone that of awakening your creativity and psychic potential to make manifest within your experiential reality. This is where the ‘Succubus Evocation’ comes into its own as a way to heal yourself of

varying afflictions. However, in certain cases, the initial stages of the Succubus visitations will stir up deep-seated psychological material, which you have not as yet confronted; whereupon the experience can be quite disturbing at first until you have honestly acknowledged where the underlying problems emanate from in order to heal yourself through in-depth self-analysis. This will then lead you to transform your emotively charged state of being and thereby transforming your relationship with the Succubus, whom will then usher you into her Surreal world of the dream. You will soon discover that her dream world, has a similar quality to that of a computer generated virtual reality; but then your brain is very likely that of a quantum computer.



INORGANIC FEMININE INTELLIGENCE OF THE SUCCUBUS

The Succubae can be seen as being very real entities of a ‘Feminine Inorganic Intelligence’ whom emanate from another dimension between the angles of Space-Time, which is a valid perspective; for your subconscious mind is the interface with the hyperspatial realm of the dream; whereby you could perceive a hyperspace denizen of a Succubus

visiting your dreams via mini-wormholes like that of vaginal barreled Stargates, which assume the everyday dream symbolism of doorways, windows, hallways or tunnels and caves. However many would no doubt prefer to see the Succubae as Demonic entities, which is due to their patriarchal religious Indoctrination; whereupon the Succubae are evil and perverse sexual Vampires. Hence, when to dally with such entities you are seen to be indulging in bestiality and in mortal danger of losing your immortal soul. Those of a theological Christian mindset have also determined that female Succubae are in fact male Incubi in disguise, whereby you are not only indulging in bestiality with non-human creatures, you are also practicing their mortal sin of homosexuality as well, which speaks volumes. During the Middle Ages many a Witch was sent to the stake to burn (some of whom were pregnant at the time) along with numerous male practitioners of the Elder Pagan faith who were sent to be burnt upon a pyre as a faggot, when the murdering Christian's ran amok practicing genocide across Europe to go into the New World in turn, slaughtering millions of souls leading thence to the holocaust. Due to these facts of history, which cannot be erased, how can a pontificating moralizing Christian Priest or otherwise of similar ilk take a moral stance in relation to your Internal interactions of Spirit, which in fact speaks underhand of Orwellian Mind-Control constraining your very thoughts and more so that of your Imagination; so, in order to attain freedom, you allow your Imagination to let rip, by giving them all the finger!



VOID-GOING SUB-QUANTUM HYPERSPATIAL SUCCUBAE

A Succubus will sometimes manifest within your dreams in the guise of women you may have known, know or even, yet to meet, which will have to do with the underlying emotional connections you had or still have of ongoing continuance with them upon which the Succubus draws her forms from of memory. This is especially the case if your emotive relationship dynamics with certain women are highly charged with emotion. Should you attain lucidity within the dream, you will find when looking at a Succubus, that she will shift her shape into other feminine forms; the Succubus will eventually become stabilized into a recognizable form after a time, which will express her particular energetic quality. Succubae will also manifest at first as whirls of colored (Elemental: Water, Air, Earth, Fire) energy or via flashes of (bio-photon) light to thence assume abstract

geometric (entoptic) patterns leading to them taking on animal forms; whereby they initially look like hybrids. The animal form is associated with a particular subconscious atavistic quality of an archetype, which invariably have symbolic associations of correspondence generating synchronistic phenomena. These synchronicities are woven into manifestation by your Succubus; but only when she has been fed your emotively charged ejaculation of an energetic focus first; wherefore you should not fearfully react when she visits you within a dream to make lucid, or the Succubus will become your worst nightmare. You will then have to transform the nightmare by controlling your emotions. In other words, you can either have the nightmare riding you of an oppressive presence, or for you to otherwise take up the reins to thereby ride the Night-Mare where you desire her to go; whereupon the Succubus becomes your (Shaman Horse) Mare of an Ally.



MUNDANE SEX MAGICK OF THE WORLDLY

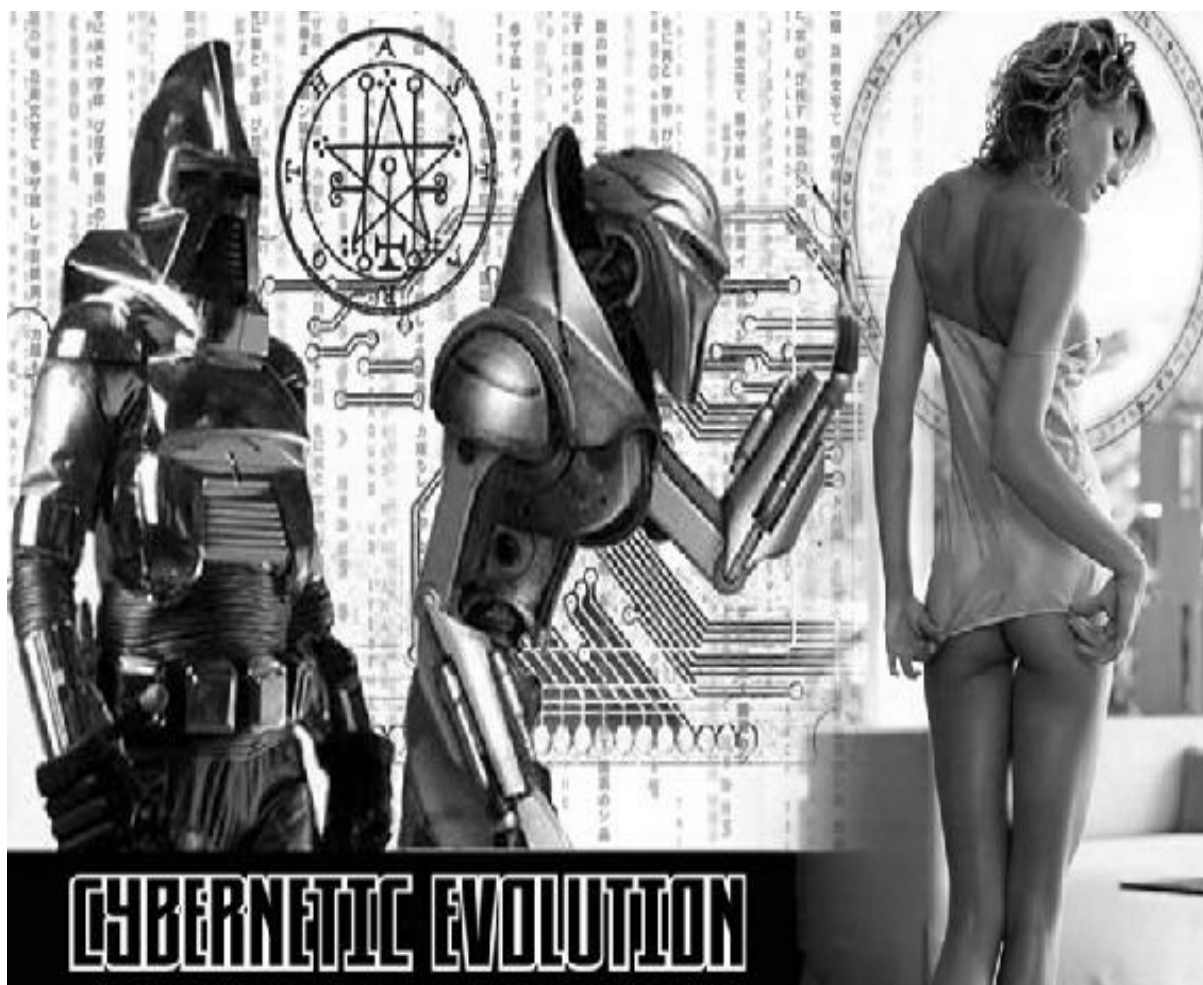
It is not wise to project your Succubus (Anima) at your female partner for her to assume of a guise unless it is a shared act of understanding; whereby your partner in turn projects her (Animus) Incubus at you. This is a particular kind of 'Sexual Alchemy,' which is not presently under

discussion here and that of another form of magical working. Certain females whom are highly psychic can consciously, although usually without being aware of it, project their dream-body into the dreams of another she desires, which is a form of 'Love-Magic;' the individual visited; should he remember his dreams at all, will feel as if he has been visited by a possible Succubus. However, an actual Succubus has a different energetic quality, somewhat alien of sensation as if you have encountered something quite other, ageless beyond time; but then you are dealing with another order of Intelligence, which you can otherwise equate with the myriad archetypal aspects of your 'Anima' whom resides within a psychic powerhouse of a 'brothel' like so many Genies in a 'Harem' of a bottle, situated amidst the surreal dream realms of your subconscious mind. When to conjure up a Succubus she has many a colorful Scheherazade dream story to tell, which to stir your Sultan's Imagination; for she is as an inspiring Muse.



INTERNAL MAGNETIC SEXUAL ATTRACTION OF FLAME ATTRACTING EXTERNAL MOTHS

The internal dream conjuration of a Succubus can be used to attract a corresponding female partner to you, whom you will then meet upon a synchronicity; but it is not advisable to tell your newly met partner about what you have done of Sorcery, let alone to inform her about your Succubus. Keep very silent about it! However, such a Sorcerers technique is not wise to utilize by those seeking nothing more than a fling. It can lead you to meet up with a rather predatory female of a highly psychic nature. A conjuration of a Succubus should not take the place of a physical relationship with a woman, unless you are living in circumstances, which does not allow for physical relationships to take place. The Internal symbiotic-relationship dynamic with a Succubus via your dreams made lucid of awareness is not much different to that of a physical relationship; whereby you have to show due respect to your Succubus otherwise she will tear your life apart if not your soul to shred just like her physical counterpart of a woman would do; for both are of the same nature.



SUCCUBAE MIND DOLL SENTIENT PROGRAMS

You could otherwise see the Succubus in cybernetic terms as being that of a mind construct, like that of a robot in a sense, more so that of a software program, which will become a self-aware sentient entity after a time, whom exists within your holographic virtual reality dreams. Should you take such a perspective that your Succubus is a self-constructed ‘Mind Doll,’ then her reality is derived from all the material, which is stored in your subconscious mind. Your subconscious mind remembers everything; whereupon your Succubus has the means of becoming a self aware sentient entity. Your program of a ‘Mind Doll’ Succubus will cross-reference all of your experiences and memories pertaining to your interaction with the feminine from which she will therefore flesh herself into your lucid dreams to become like that of a real woman; whereby she will desire to be treated as such. So, if you take the piss out of her, you will have to watch out for her software claws. (I will cover the cybernetic theme further on in part two of the book.)



HOW TO CONJURE A SUCCUBUS INTO YOUR DREAMS

There are many differing techniques to evoke a Succubus, which are not too different to those used in Ritual Magic. The technique I am about to relate is not as grandiose as the Ritual Magic conjurations of Spirits; though simple, it is effective, which you can make more complex of ritualistic artistry as you desire. In order to evoke a Succubus you acquire a

black or dark purple cord of silk rope to ring around your bed of a Magic Circle for the ritual purpose of evoking your Succubus. Upon your walls you can place images, which are evocative of your erotic intent as well as to utilize appropriate background music and other symbolic stimuli, which you feel will to protect you from any negative influences coming to bare, while conducting your Succubus conjuration. You should keep a note of your dreams in order to determine the progression of your contacts with a Succubus as well as to construct a 'Book of Shadow Succubae,' within which you have Grimoire Images of your Succubae with their associated seals, signs and Mantra names. The images should have an archetypal feel to them, which you can either draw or paint of preference, or otherwise to be derived from magazines, comics or art books etc, upon which you then draw the seals and signs of those Succubae you desire to conjure. (WARNING: Do not under any circumstances use photographs of those women you personally know.)



NECRONOMICON BOOK OF GOETIC SHADOW SUCCUBAE

Your constructed Necronomicon Book of Goetic Shadow Succubae can also be used as a portable altar and if small enough, you can carry it wherever you go. Such a Shadow Book of Succubae can also be used as a substitute to focus upon if your living area does not allow for too much privacy or space to have erotic imagery plastered all over your walls; whereby you will have to initially Imagine a Magic Circle around your bed rather than to use a conspicuous looking cord of silk rope.

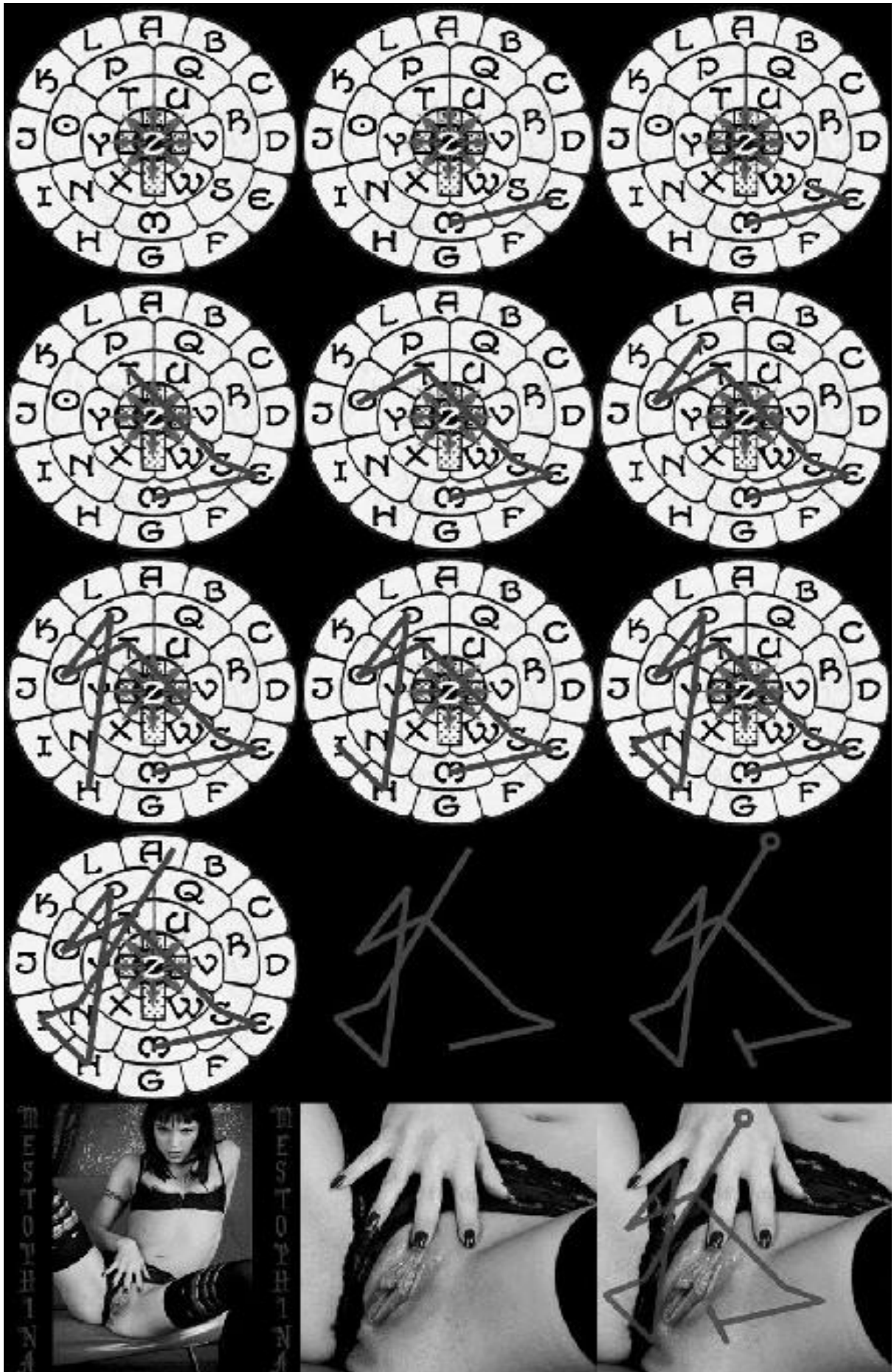
SUCCUBUS SIGIL CREATOR



SUCCUBUS YONI ROSE SIGIL CREATION

You can create personal sigils, seals and signs for your Succubae by utilizing the classic 'Rose cross Sigil Creator;' technique, for example. But in order to use the Rose cross Sigil Creator, you will first need a name for your Succubus. The Rose cross sigil creator is traditionally based upon the shape of the Christian cross set amidst a circular design of a Rose, each of whose 26 segmented petals points to a letter of the English alphabet. You can create your own sigil creator by drawing a circle on a piece of paper with '13' lines passing through the center, which will create 26 pie-shaped parts; in each of segments write a letter in any order you choose. Then

place a sheet of tracing paper over the top of the circle. On the tracing paper draw a line from the first letter of the name of your Succubus to the next letter of her name, and so forth. Other geometric forms can also be used in the same manner along whose shapes you arrange the letters, such as a Hexagram, Pentagram or even a Swastika etc. When you have joined the individual letters together, you will then have an abstract shape, which is made up of the connected lines to the letters around the circle; this shape can then be used as a sigil for your Succubus. Once you have the sigil you can then elaborate upon it by making the lines thicker, as well as placing crosses or small circles where the lines terminate to make it more aesthetically pleasing. (Note: the crosses and circles were traditionally used to indicate where candles were to be placed when the sigil was drawn in chalk on the floor of similarity to the Veves used in Vodou rituals.)



SUCCUBUS MANTRA NAMES

As for naming your Succubus you could use any number of mythological names for her, such as Mephistophina (depicted above) or 'Hermione,' which has become culturally archetypal due to its association with the schoolgirl Witch Hermione Granger, or that of created names, which you have created yourself or to derive a Succubus name from ordinary names. Should ordinary names be used you will have to determine their etymological meaning and any associated symbolism behind the chosen name for your salacious Succubus, which can be utilized in regards to creating her symbolic sigil. You can even look to heraldry for further Inspiration. The name that you give to your Succubus will be that of the mantra, you will utilize to conjure her.



SUCCUBUS SIGIL MAGICK OF SUBCONSCIOUS LANGUAGE

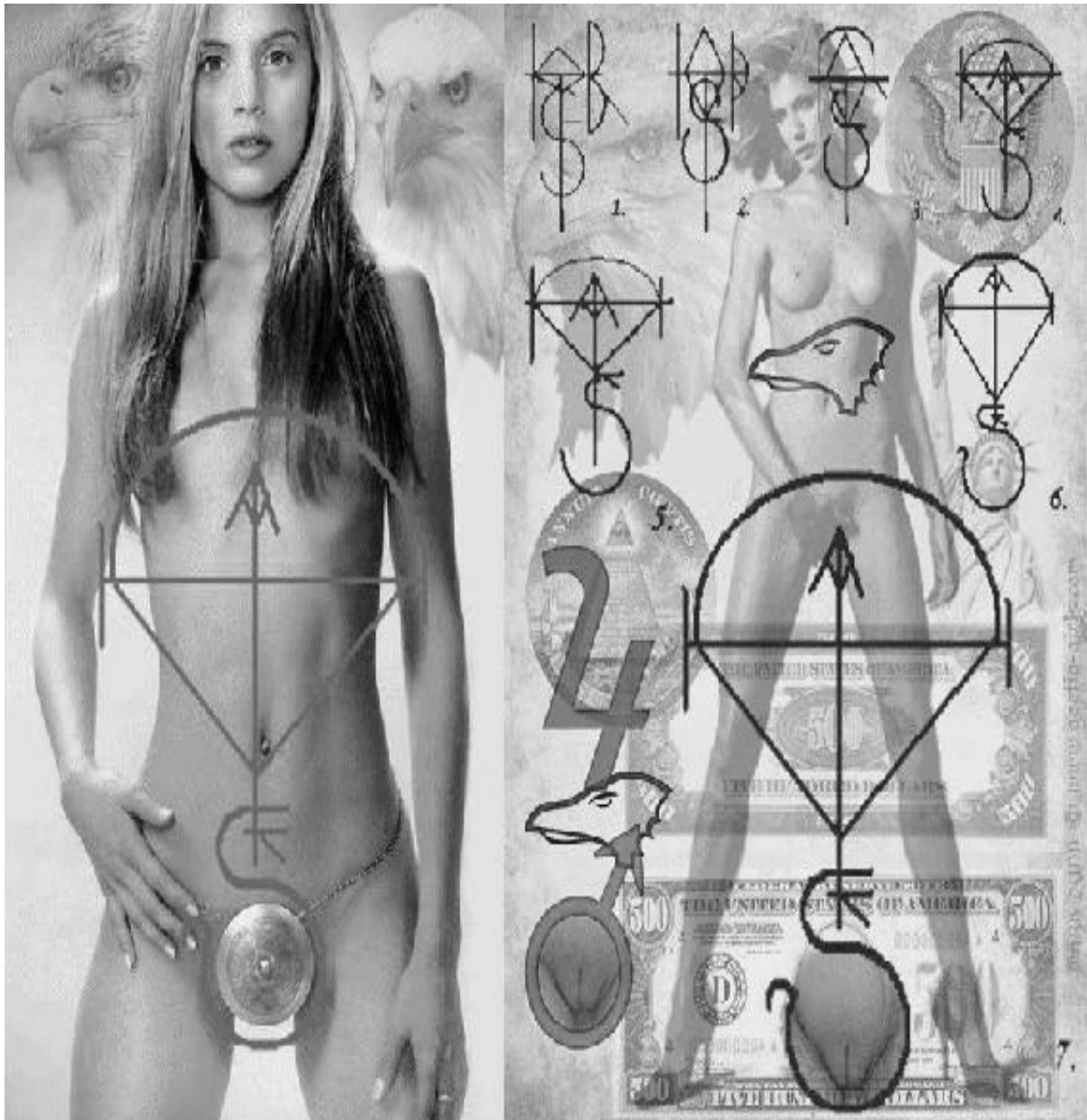
A sigil is a means of focusing your Intent and directing your will, in order to achieve a specific goal by manipulating the internal informational associative process of your subconscious mind, which sets up concordant engineered synchronicities that your conscious mind will externally observe. The idea is to transform your conscious desires into generating unconscious synchronistic events; whereby allowing your Succubus of a Genie inside of your Lamp of a bio-photon illuminated skull to affect reality upon a subtle quantum level in order to satisfy your desire.



WORDS OF SOUND, LETTERS OF SIGIL

SYMBOL

Let's look at the 500 hundred dollar spell formula of an another sigil creation example, which is in part derived from POP MAGIC! Published in The Disinformation Book of Lies by Grant Morrison MBE. Morrison is a Scottish comic book writer, playwright and Occultist. He is best known for his nonlinear narratives and countercultural leanings, which are colourfully expressed in the comic titles for DC Comics' Animal Man, Batman, JLA, The Invisibles, Action Comics, All-Star Superman, and Doom Patrol, and Marvel Comics' New X-Men and Fantastic Four. His interest in sigils was very much inspired by the Sorcerer artist Austin Osman Spare (30 December 1886 – 15 May 1956). Spare was an English artist and Occultist who worked as both a consummate draughtsman and an inspired painter. Spare was heavily Influenced by the symbolism and the artistic decadence of art nouveau, his art was known for its automatism, use of fluid line, and its trance depictions of surrealistic sexual imagery. In an Occult capacity, Spare had developed powerful magical techniques including automatic writing, automatic drawing and sigilization, which were based upon his internal trance explorations concerning the relationship between the conscious and subconscious mind.



FIVE HUNDRED DOLLAR PENTAGRAM

The technique involves creating a sigil from a declarative sentence, such as “It Is My Will To Find Five Hundred Dollars.” Then, remove the vowels: T S M WLL T FND FV HNDRD DLLRS, as well as removing all repeated letters for your sigil, which leaves you with: TMWSLFLNDVHR.



ABSTRACT ART SIGIL CREATION

Then you fuse the left over letters together into an abstract shape until you feel that you have something aesthetically pleasing to your eye. Also keep in mind that it has to be a simple design for you to also visualize easily. The meaning of the your sigil will take a back seat to how it will look upon your Grimoire page of Shadow Succubae. Revise, twist and alter the sigil until it is no longer recognizable of conjoined letters. This is the means by which your encoded intention gets past the psychic censor of your conscious mind and into the dreaming realm of your powerful subconscious mind, which will then be personified as a Succubus. The technique has been taken further by unifying it with the Succubus, which of an internalised erotic focus empowers the sigil with emotional intensity.



COLOURS OF THE SALOME RAINBOW PLANETARY VEILS SEVEN OF CHAKRA

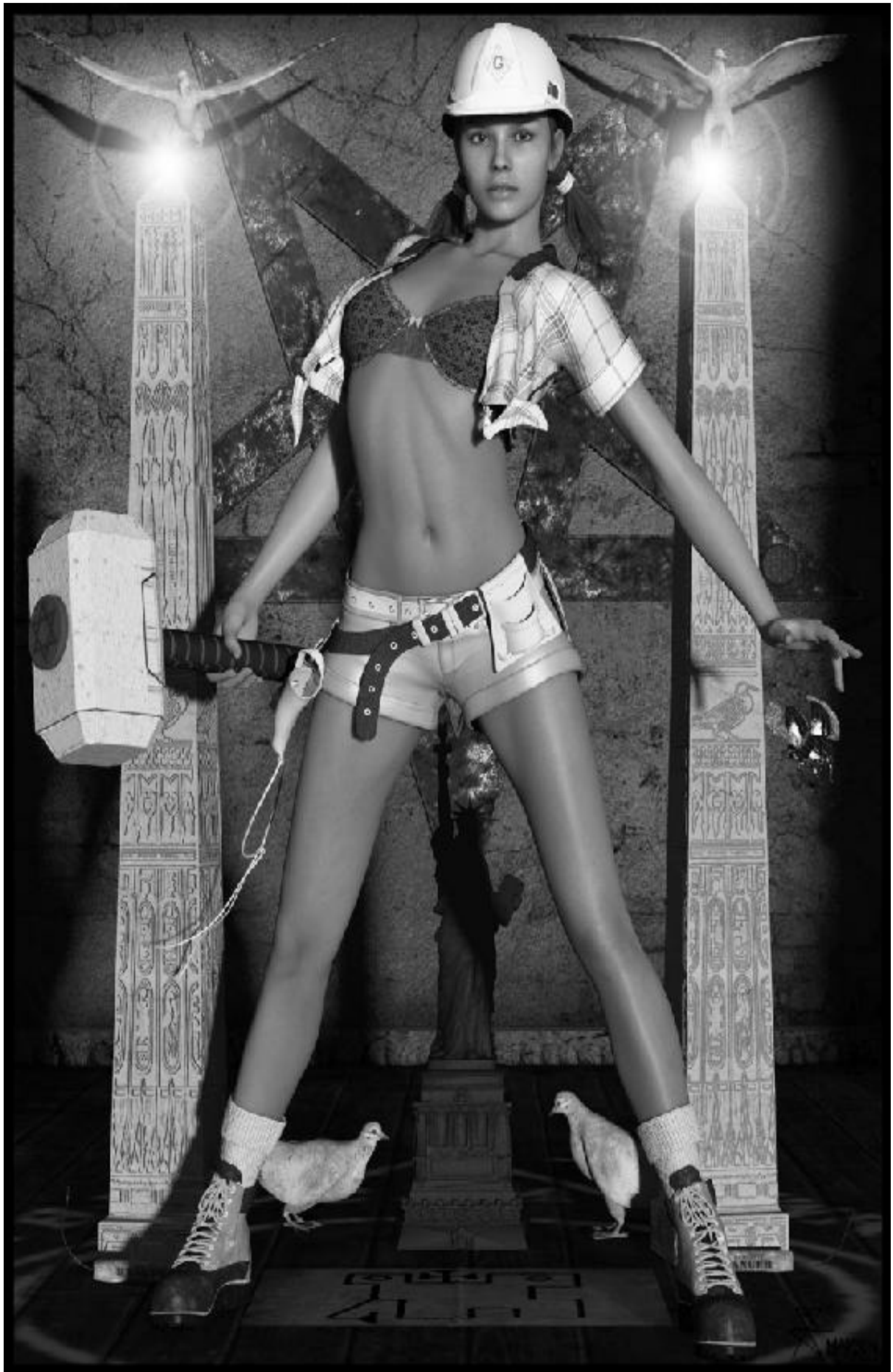
The sigil can then be color coded if you desire in association with planetary influences or otherwise of esoteric influence, such as the subliminal psychological usage of color schemes used by advertising companies. For example, the sigil construction described above is equated with money, hence wealth, which is classically associated with the planetary influence of Jupiter whose color is blue, while the number '500' is reduced down to '5' whose association is to do with Mars and the color red of menstrual blood as well as that of energy.



A MANTRA BECOMING AS A NAME FOR YOUR SUCCUBUS TO CONJURE

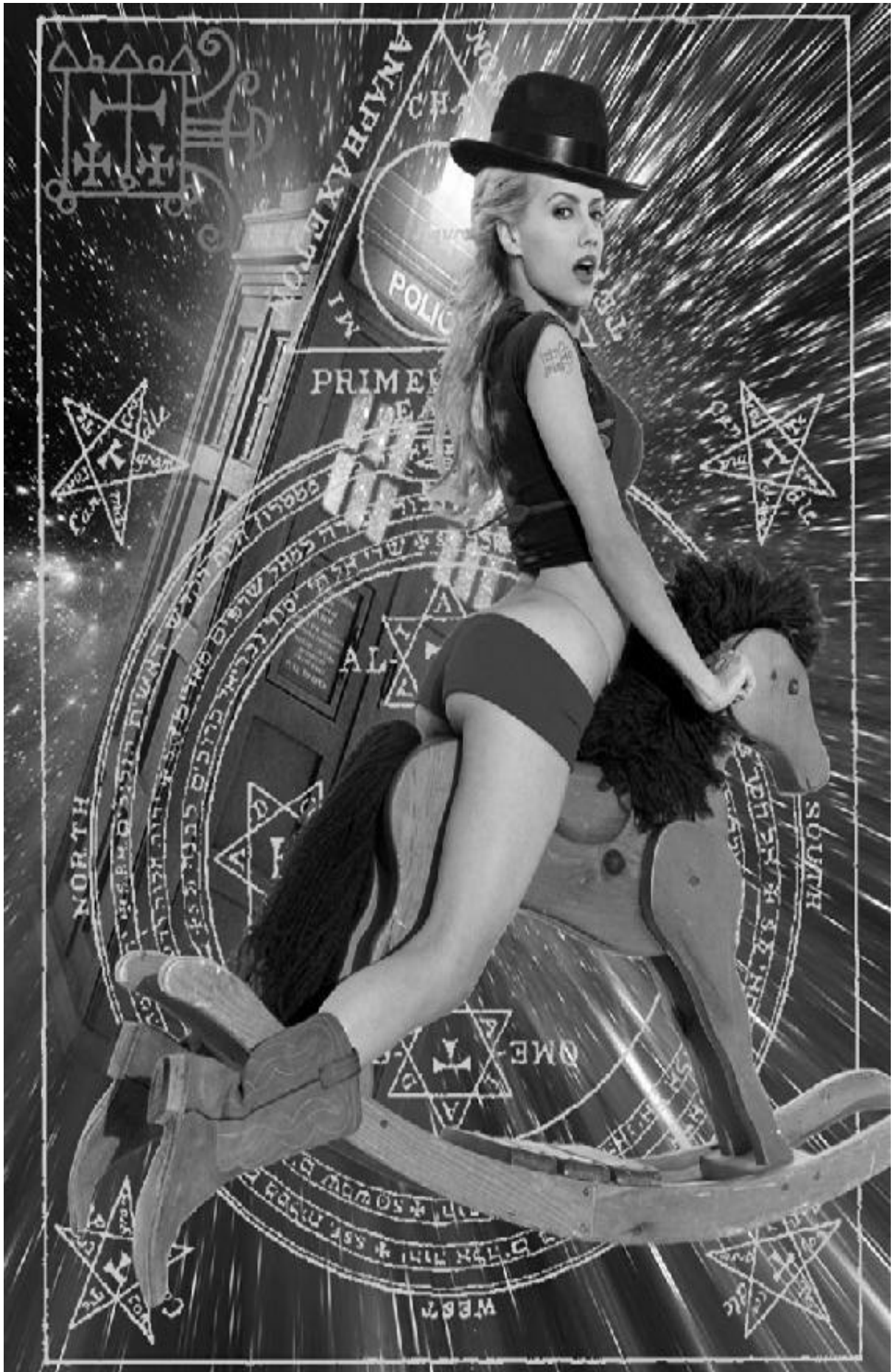
You can then use the sentence to derive a mantra from: ITSMYWLOFN DVEHURA, becomes for example: LOVFUNDIS THRAW MEY. The mantra can then be broken down to a singular name, which you can then utilize for your Succubus, such as: 'LOVFUNDISTA;' whereupon you then have a name for your Succubus as well as that of a sigil. In regards to LOVFUNDISTA she will probably initiate fun filled dreams where you gain an insight into the dollar bill pyramid of the Illuminati; whence, finding five hundred dollars of a Masonic financial exchange might take a back seat when indulging in reptilian conspiracy theory dreams, or to be given said finance by one of the illuminati Beehive lodge Queen Bees. In other words you have to define exactly how the money will be found and most importantly that it will not cause any injury or harm to yourself or any other; for your Succubus Genie will find the

easiest route in order to set up the eventual manifestation of a desire. You would not like having five hundred dollars being given to you as compensation, due to an unfortunate accident of a nigh broken neck when tripping over a Pussy-Cat belonging to one of your grey femme-fatale raptor neighbors, for example, whose husband will probably be a Masonic lawyer!



THE PRACTICE OF MAGIC IS ART PRACTICE

You can then use the classical ‘Rose cross sigil Creator;’ for your Succubus name as well as to combine the letters to create a further sigil if you desire to do so of an artistic creation. Other associative symbols such as planetary and astrological signs can also be utilized as well as those symbols pertaining to alchemy along with images of animals or of the elements can be incorporated into your Succubus sigil for added affect. If you prefer, English letters can be replaced with Runes or that of another form of arcane script, which can be used along with numerology in order to take your Succubus working further of creative artistry.



MANDALA IMAGES ALL AS DOORWAYS INTO THE QUANTUM DREAM

The sigil you have created is then used in conjunction with a chosen image, which depicts your desired Succubus for the purpose of internalizing your erotic focus via the use of meditation. The images, which you utilize can be photographs, (as stated earlier: not of women that you personally know, which is that of another type of working), drawings or reproductions of paintings; upon which you draw the abstract symbolic design of your Succubus sigil (for example: like the Spirit Seals found in the Medieval Grimoires to make otherwise feminine), which encapsulates your desire to make manifest via your conjured Succubus.



GOING BEYOND THE BEATLES WITH YOUR TRANSCENDENTAL MEDITATION

The image of your chosen Succubus is then meditated upon in such a way that you periodically close your eyes after exciting your sexual emotions via erotic visualizations of varying imaginative scenarios in order to then observe the retinal after-image dispersing. It is at this point when closing your eyes that you clear your mind of all thought to entirely silence until the after-image diminishes. While you are meditating upon the image you intone the mantra name of the Succubus over and over again repetitively to such a point that it becomes like a 'howling' song. This will have the affect of slowing your breathing as well as your desire becoming implanted within your subconscious mind in order to facilitate an eventual lucid dream contact with your Succubus.



MASTURBATORY TRANCE OF AUTOHYPNOTIC GNOSIS

Should the practitioner find it difficult to attain an intense emotional

charge, while conducting the meditation, it can be empowered by slowly masturbating, which has to be prolonged or controlled ritual to the point when the whole body of the practitioner feels electrified by the touch to near exploding; whereby the practitioner has to stop and start at intermittent intervals in order to build up to a climax. This will eventually lead to a state of (auto-hypnotic trance) Gnosis. When an explosive ejaculation is achieved at the point of orgasm the practitioner entirely focuses upon the image to hold within his mind with no other thought interfering at all. The practitioner can then collect nine drops of his ejaculated semen in order to mix into a pre-prepared ritual Incense in order to utilize in the conjuration of his Succubus when conducting Ritual Magic, if he feels so inclined to do so. Many may find that this form of practice is disturbingly perverse; however, masturbation is perfectly normal. You could see it as nature's way of allowing you to release the internal pressure, as well as a means to stem the growth of the population; not everyone finds a mate when required; so, your sexual impulse can be otherwise internalized to thereby empower your dreams into lucidity. This is the reason why Shamans practiced celibacy, which had nothing to do with cutting sex out of the spiritual equation due to some moralistic religious philosophy; celibacy was used as a means to internalize the sexual focus upon a Spirit wife to contact within an erotic lucid dream.



FRUSTRATION OF EMOTIVE CHARGE GOING INTERNAL MICROCOSMIC

The technique of preference is that of not ejaculating at all, whereby the

bodily frustration of release is Internalized in order to empower the eventual lucid dream contact with a Succubus. Basically, the internal pressure of your sexual drive and physical need of the body has to be trained to seek its release via the dream; wherefore facilitating a lucid state to occur. This particular technique is quite powerful. But you have to get yourself to believe that a lucid dream contact with a Succubus is indeed possible. Should the practitioner experience an ensuing wet-dream, he can if he so wishes of a ritualistic gesture collect his semen in order to utilize for a ritual Incense as well as that of smearing upon the image of the Succubus to mark out her seal. Should the practitioner feel as if an ejaculation has taken place within his dream, when engaging in erotic congress with a Succubus, but upon waking there is no issue, he can otherwise use the sweat from his brow to be collected by a Rose petal, which is verily placed into his Incense.



RITUALS OF THE REM SLEEP HOUR SABBAT MOON CYCLE

The ritual is to be done from new-Moon to that of full-Moon, preferably

during the night, usually 3am in the morning. The working will thence take affect the next new Moon onwards. What you put in will determine what you get out; whereby you conduct the ritual with this in mind, while not, seeking an outcome. You have to act as if it has already happened.



NECRONOMICON SUCCUBUS GOETIA OF CYBERNETIC LANGUAGE

Your subconscious mind communicates via symbols, which you could term as being programs like that of a machine language, while your conscious mind orders these symbols into stratified hierarchies of higher language; both of which you could equate with cybernetics and information theory. You can use an already laid out esoteric cosmological structure in order to organize your workings around, such as the three world model; basically that of Upper-world, Middle-world and Lower-world; whereupon you are the middle-world operator' who mediates between these two Language forms, which you can see as being the Daemonic machine language and the Angelic higher language. The patriarchal symbolic structures of H.P Lovecraft's Necronomicon let alone that of the Goetia or even that of the Enochian system, all of which are dualistic, can be otherwise transformed to take on a feminine Left-Hand-Path orientation; whereby the Spirits listed within the various Grimoires, which are liberally illustrated with their accompanying 'seals' and 'sigils' can all be rebelliously transformed into Succubae.



REBELLION OF THE REBELLIOUS SORCERER ARTIST

When you reverse the patriarchal symbolic focus to that of an all female orientation you will be establishing an internal balance; it isn't so odd if you think about it. You will find many a listed Spirit within a primarily patriarchal orientated Grimoire, although described as being male, was originally female of a fallen deity. As for the reasoning behind such a reversal; well, you will find that your subconscious mind is easily imprinted and influenced via symbolic stimuli. This understanding is how the science of advertising works whose techniques are orientated towards

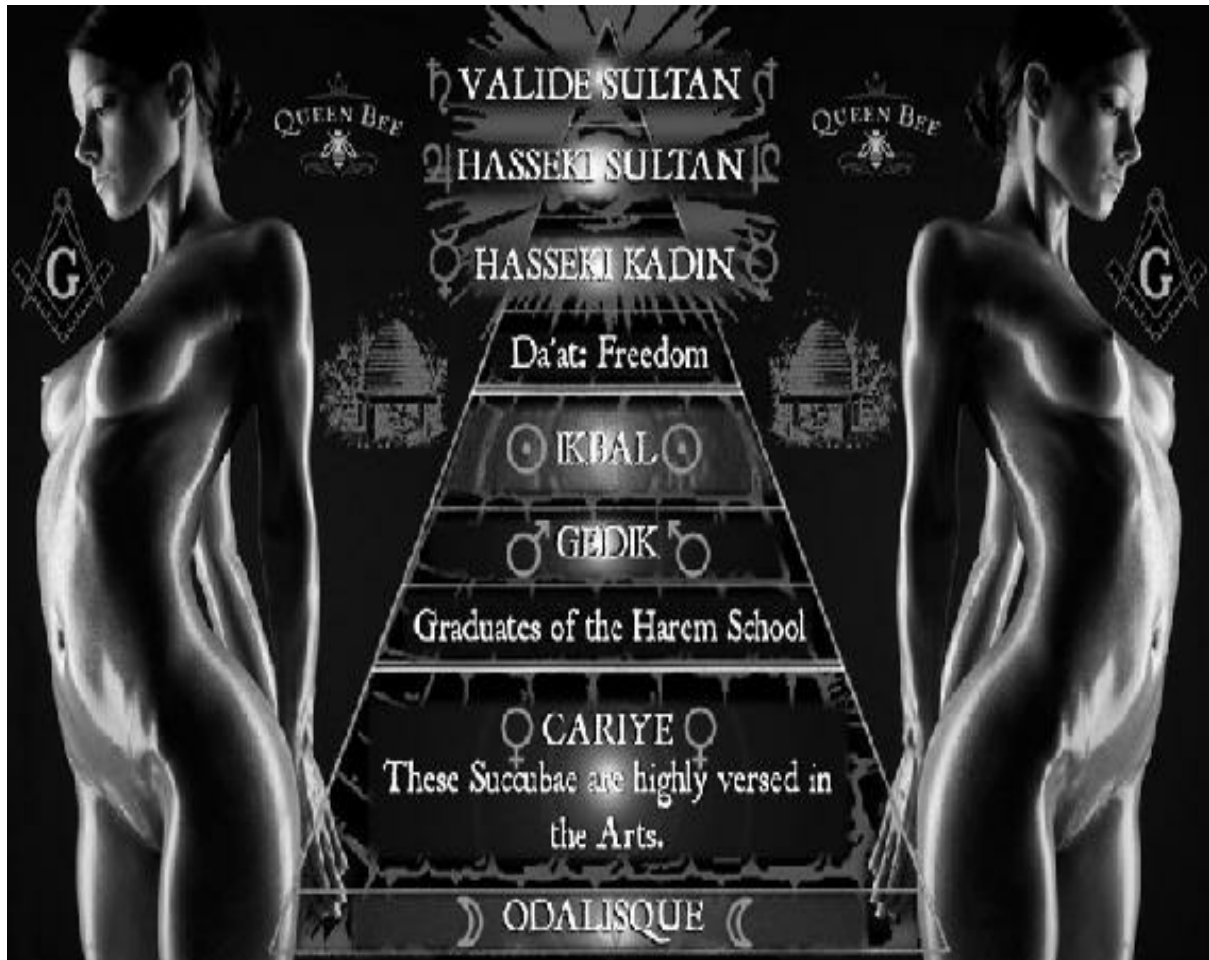
influencing your subconscious mind via symbols. You are no doubt well aware that you are surrounded by the symbolic influence of a patriarchal system, which has permeated all levels of society and that of popular culture. You can thereby determine that your subconscious mind is being constantly bombarded by such symbolic stimuli, without you even realizing it, which is on top of the fact that you have probably been indoctrinated since birth into its religious perception of an all male pantheon. Hence your subconscious mind has become somewhat brainwashed. In order to negate this situation you merely reverse the symbolism, so that you can win back your own subconscious mind. You needn't become angry about becoming influenced in such a subliminal way. You can see it as coming to an understanding of how very easy it is to manipulate the mass mind of the populace to accept a symbolic mind construct, which is applicable to some, but not to all, that you can utilize as your initiation into Sorcery practice.



THE SHAMANS SPIRIT WIFE OF A SUCCUBUS

As mentioned before, the spirit wife complex is quite prevalent throughout Siberia and Asia where you will find many a Siberian Shaman speaking of Spirit wives via whom they can heal others. The Shamans power is mainly derived from his Spirit wives. The Siberian Shamans drum is often that of an abode for the Spirit wife of a Succubus Genie whom teaches the Shaman his art through vivid lucid dreams. It is reported that some male Shamans practice transvestism or become homosexual of inclination due to their interaction with the Spirit wife with whom they totally identify themselves with. However this is due to the Shaman assuming the 'receptive' feminine role, while the Spirit wife assumes the more 'dominant' masculine role; whereupon the Spirit wife becomes more of a

male entity. Such Shamans have a tendency to become ecstatically possessed by their more 'dominant' Spirits via whom they then divine as well as that of channelling prophecies, hence they are highly respected in their communities who are considered to be very powerful; at least they were not burnt at the stake or to have suffered persecution from religious hypocrites due to their chosen sexual orientations.



A HORNED STAG SHAMAN SULTAN HAS A SPIRIT WIFE HAREM

Most Shamans however are primarily heterosexual, some of whom cut off from physical relationships with women when engaging themselves with their Succubae Spirit wives, although this is not always the case since many Shamans have physical wives. The Shamans Spirit wives are seen to empower alternate 'male' magical guises, which are assumed by the Shaman when he enters into trance. This technique allows the Shaman to access supernatural abilities. Hence the more Succubae wives he has, the more powerful he becomes; whereby his drum becomes as a Harem of an

abode for his many Succubae whom enhances his Stag/Reindeer horned masculinity.



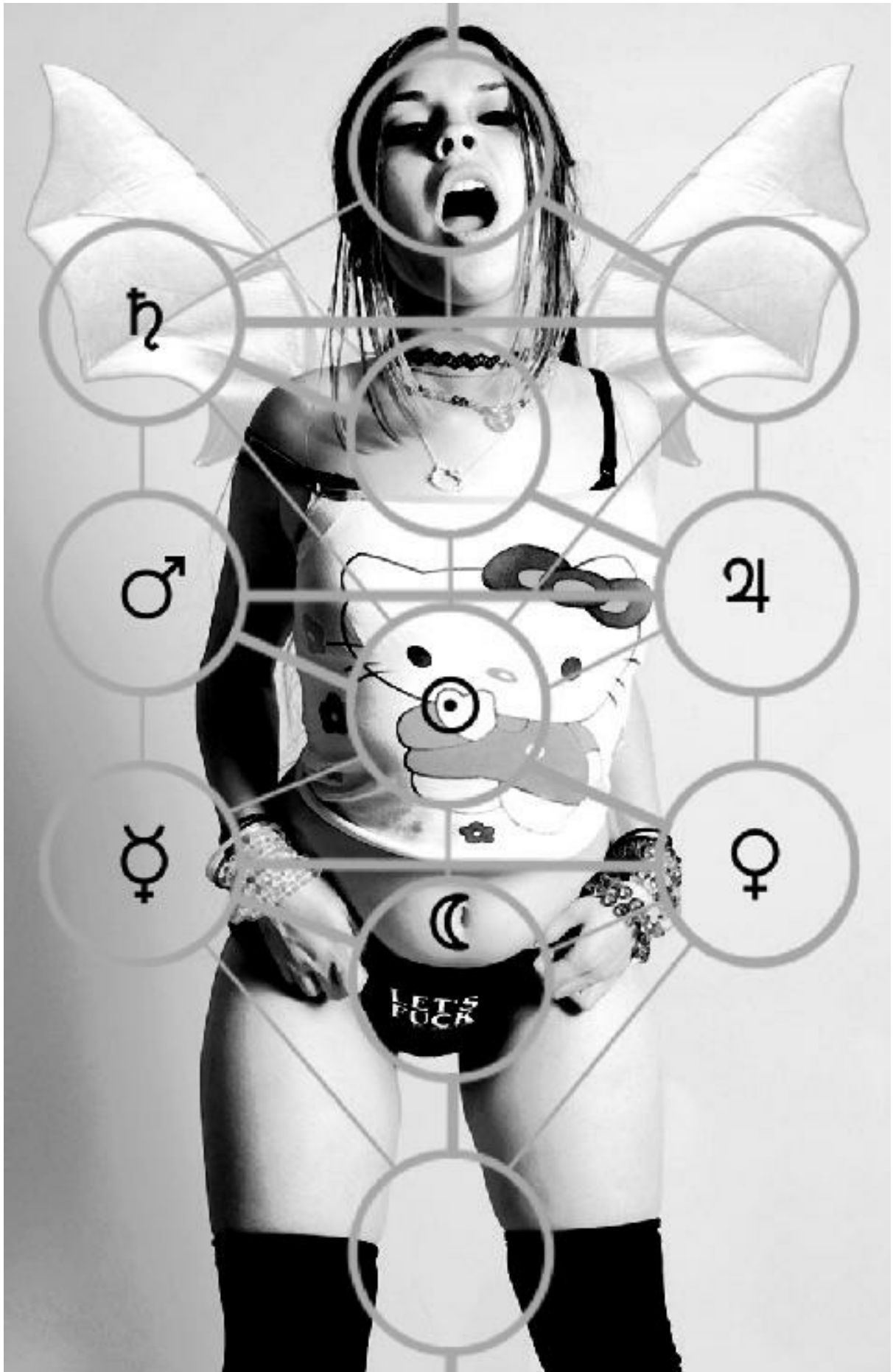
THE HORNED SHAMAN IS THE DOMINANT MASTER OF HIS GENIE SPIRIT WIVES

The heterosexual Shaman is not possessed by his Spirit wife; for his interaction with her is that he is the 'dominant' partner, while she is that of the 'receptive' feminine. When a Shaman accesses trance he ecstatically enters his Spirit wife whom personifies the subconscious realm of the dream; whence the dreaming reality is perceived to be feminine of quality. The experience of trance is thereby equated with the sexual act of 'intercourse,' whose penetration of ingress into the reality of the dream is represented as the 'womb,' whereupon the initial hypnagogic state of trance is seen as the hymen veil of the vagina, while the Shamans consciousness becomes 'phallic' as an erectile amphibious Serpent. When the Shaman becomes lucid within the dream his spoken 'words' of a spell are equated to his ejaculated 'seed,' which fertilizes the Succubus womb of the dream, whereby birthing his desire into synchronistic flesh.



THE SHAMAN DRUM OF A HAREM SPIRIT WIFE REPOSITORY

The skin of the Shamans drum was often painted with symbols, signs and seals of the Succubae, which the Shaman had collected via his dreams and visions; the symbolism of the Shaman drum also indicated a hierarchal structure based upon the 'world-tree' motif interpenetrating a 'cosmic-mountain' (such as Mt Beluha, otherwise known as the 'Orion Dwelling of the Gods' belonging to the Altay Mountain range) looking like a three horned pyramid; the pyramid can be otherwise perceived as being akin to a Beehive ruled over by a principle Spirit wife of a Queen Bee, which you could equate with the 'Holy Guardian Angel' (HGA) of Western Occultism.



THE WORLD TREE BORDELLO HOUSE OF THE SUCCUBAE

The world-tree of the Cabbala was originally of a Central-North Asian Shamanistic source, which you could utilize as a dream road-map in order to re-orientate towards the Succubae Spirit wives having dominion over the various 'pathways' interconnecting the womb 'spheres' of the Cabbala tree. You can then transform the patriarchal Cabbala orientation of the Spirits listed in the Goetia, for example, to become otherwise feminine of various Succubae Spirit wives whom will then empower your alternate (Daemonic Avatar) Male guises, which you can assume within your dreams in order to tap into other abilities.



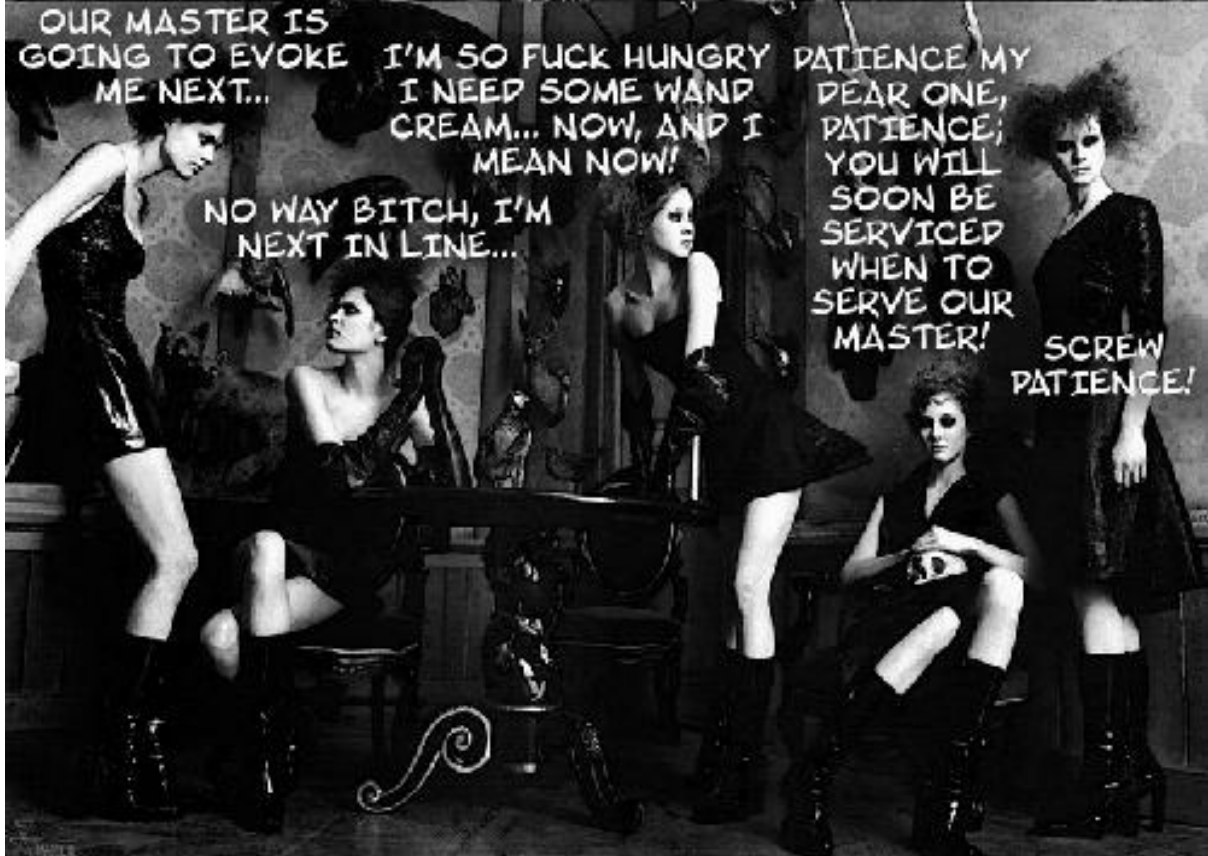
MMMMM!
THAT WAS
REAL
JUICY...

THE 62ND GOETIA
GIRL, VALUNA
HAPPILY RETURNS
BACK TO HER HAREM
ABODE OF A
BORDELLO WITHIN
THE SPIRIT WORLD
AFTER BEING
EVOKED BY HER
MASTER...



MEANWHILE, THE OTHER
GOETIA GIRLS
IMPATIENTLY AWAIT
THEIR MASTER'S
BECKONING...

SO THAT TO VIST
HIM WITHIN WET
DREAMS UPON WHOSE
EJACULATED CREAM
THEY THEN TO FEAST
AS PURRING
KITTENS...



OUR MASTER IS
GOING TO EVOKE
ME NEXT...

I'M SO FUCK HUNGRY
I NEED SOME WAND
CREAM... NOW, AND I
MEAN NOW!

PATIENCE MY
DEAR ONE,
PATIENCE;
YOU WILL
SOON BE
SERVICED
WHEN TO
SERVE OUR
MASTER!

NO WAY BITCH, I'M
NEXT IN LINE...

SCREW
PATIENCE!

YOU ARE ONLY LIMITED BY THE EXTENT OF YOUR IMAGINATION TO GO BEYOND LIMITATION

As mentioned before, the techniques herein described can be used by those of other sexual persuasions. You merely have to change things around. However, if you otherwise prefer to dally with machismo Angels and butch Demons, the patriarchal system, which permeates Western Occultism and that of its magical explorations can be utilized as it is, in its entirety, without too much to change; said symbol system with its affiliated religious foundation is already set up and ready to go for such an erotic focus upon the masculine principle, which is its underlying unsaid sexual orientation.



RITUALISTIC ITEMS OF SUCCUBUS EVOCATION CEREMONIAL TOOLS

The following list of tools is not a necessity; although, the use of incenses and perfumes are often used in magical practices in order to subliminally influence the subconscious mind of the practitioner. Should you desire to use such tools in your own practice, you can utilize any number of items, which you deem to be more in accord with your own nature; basically, be creative, use your imagination, or to otherwise keep it as simple as possible.

SUCCUBUS NECRONOMICON INCENSE:

3 parts: Sandalwood

3 parts: Benzoin
1 part: Mugwort
1 part: Dittany of Crete

Note: Dittany of Crete is often used for Ritual Magick and Necromantic (Necronomicon) purposes in giving form to the conjuration of Spirits such as Succubae since it produces a lot of thick Smoke via which the visionary manifestations of a Succubus can take on sensual substance within the swirling tendrils wafting around the magic circle encircling your bed. You could also use the Incense to fumigate your Shaman drum of a Spirit repository Harem abode for your Succubae.

(WARNING!: Always do a 'SKIN TEST' first before using any herbal products upon your body just in case of an allergic reaction!)

SUCCUBUS ATTRACTION OIL:

5 drops: Sandalwood
1 drop: Ylang Ylang
1 drop: Cinnamon
1/2 oz: Carrier Oil

While conducting your ritual you can anoint your body, in order to attract a Succubus. Note: The scent, texture and color of the oil has a subliminal affect upon your subconscious mind; whereby its application is done in a sacred manner. The same applies in regards to the subliminal influence of the scent issuing forth from the Incense, which creates a sense of atmosphere. The oil can also be used to scent your Shaman drum of Succubae Harem.

SUCCUBAE HYPERSPATIAL SABBAT OINTMENT:

After the ritual is accomplished you can use this ointment in order to aid you in the astral projection of your consciousness into those erotic orgiastic realms where the Succubae exist. The Succubae astral Sabbat oil of Penumbra is applied to your forehead of third-eye region in particular where you draw a spiral with your left index finger, anti-clockwise of motion.

Ingredients:

1/2 cup Shortening

3 tbsp. Mugwort (powdered)
3 drops Dragons Blood Oil

Preparation:

Melt the shortening over low heat. This will be your base. Add the Mugwort and the Dragons Blood oil to the base. Visualize your erotic intention while stirring. Steep for 9 minutes or until the herb is 'fried'; strain into a sanctified ornate glass jar, which is placed in the light of the full Moon over night before use.

NOTE: The Dragons Blood Oil will not only strengthen the spell, it will also make the ointment smell attractive. The ointment is 'lightly' applied to your genital region, navel and solar plexus, chest as well as the throat area, forehead and crown of your head; don't smother yourself with it!

OLDE TIME WITCHE'S FLYING OINTMENT:

1/4 cup Lard
1/2 teaspoon Clove oil
1 teaspoon Chimney soot
1/4 teaspoon Cinquefoil
1/4 teaspoon Mugwort
1/4 teaspoon Thistle
1/4 teaspoon Vervain
1/2 teaspoon Tincture of Benzoin

This is a safer version of the original 'Witches Flying Ointment:' In a small saucepan, heat the lard over low flame until it is melted. Add the Clove oil, chimney soot, Cinquefoil, Mugwort, Thistle and Vervain to the Lard base and mix together well. Add the Benzoin as a natural preservative, stir and then simmer for 10-15 minutes. Strain through a cheesecloth into a small fireproof container and store in refrigerator or a cool dark place. Lightly anoint the Chakra areas of your body with the flying ointment prior to astral projection, especially that of the third eye area of forehead.



PART TWO: HOW TO CREATE A SUCCUBUS

HOW TO BUILD FRANKENBABE MIND-DOLL TULPA SUCCUBAE TO THEREBY FREQUENT YOUR VIRTUAL REALITY DREAMS

The ancient worldwide practice of Shamanism is not a religion. Shamanism is primarily about inducing altered states of consciousness in order for a Shamanic practitioner to perceive other levels of reality, which is mainly a very private affair, whose formulated cosmologies of inner explorations are as varied as the individuals practicing Shamanism. However, when it comes to the techniques, which enable a Shaman to attain an altered state of consciousness, they are very much the same across the globe along with certain neurological experiences of similarity. There are various techniques, which are utilized by the Shamanic practitioner to achieve altered states, such as fasting, sleep-deprivation and meditation etc, or the taking of potent hallucinogens; most of these techniques are orientated towards attaining an experience where the practitioner becomes fully awake within his/her dreams. As mentioned before, science has discovered that computer games, initiates lucid dream abilities in their players; whereupon you can utilize a computer game as a Shamanic tool, which is very particular to your present age, you could term as cyber-Shamanism.



CYBER-SHAMAN DREAMING

Jayne Gackenbach, a lucid dream researcher-turned-technology psychologist whom conducted her dream research at Grant MacEwan University in Canada has collected solid evidence that playing computer games increases the chances of achieving lucidity within your dreams; Gackenbach related, *“Gamers are used to controlling their game environments, so that can translate into dreams.”*



DREAMING OF ALTERNATE GAME WORLDS

Back In 2006, Gackenbach reported that gamers whom frequently played games have far more lucid dreams than those who do not engage themselves in playing computer games. The gamers experienced dreams involving exploring science fiction fantasy worlds or flying through the air like many of their shamanic Avatars let alone that of wielding magical powers within the dream of an internal virtual reality. Hardened gamers on average have far more lucid dreams than most; it appears that playing video games can develop consciousness in similar ways to more traditional Shamanic methods, such as meditation or chanting; but then, the gamer is in a meditative state when playing the game, while the repetitive chant like music subliminally influences the gamer to go into a near hypnotic trance. What is more, gaming engages and enables the augmentation of several neurological abilities simultaneously; such as the gamers developing

concentration by engaging themselves in a goal-oriented task amongst many distractions of a meditative focus. Gamers have a highly developed sense of proprioception, or knowing where their Avatar is in relationship to the game matrix of an alternate world in which they are participating. Gaming also appear to develop field independence, a psychological trait, which has been already correlated with high lucidity levels within dreams.



COMPUTER GAME INTERFACE WITH DREAMS

Gamers also have a ‘can-do’ attitude as well as excellent self-esteem after playing, a trait, which bleeds over into other aspects of their lives; whereby should esoteric meditation be not your cup of tea, a regular gaming practice may actually develop your awareness. Interestingly, gamers do

not have more nightmares than non-gamers, even though they spend much of their waking awareness shooting Zombies, Aliens or other monstrosities or hacking away at Orcs with an axe etc. On the contrary, playing violent computer games enables you to dampen your response to violence; in other words, it is cathartic. You will find in Shamanistic societies that the Shaman visions are far from being New-Age fluffy pantomimes involving pink crystals and fluffy animals, they are more akin to the terrifying scenarios, which you will find of similarity in violent video games. The reason why Shamanic visions are so raw, is because many Shamanic societies still live close to nature, which can be very brutal. The New-Age perspective of Shamanism is primarily the product of Western urban society, which is totally disconnected from nature. This isn't to say that the Shaman visions are over the top gore fests, far from it, their visions incorporate a spiritual dimension where the hunter and the hunted are unified in the dance of life and death; whereas violent first person shooter games do not in the main have this spiritual dimension. So, when you are using such games in order to develop your Shamanic awareness, you have to ask yourself, "what am I training for?" Which of a Shamanistic practice would translate as, "do these Zombies, that I am dispatching with gusto represent negative situations in my life I desire to be free from?" If you are using a game character who is different sex to yourself; you might see the character as representing a Spirit, which you desire to conjure into your lucid dreams in order to protect you from nightmares and other negative situations like that of your own personal guardian Spirit. It has also been scientifically determined that nightmares enable you to tackle everyday problems of an internal training scenario, which can be transformed when playing computer games. You can of course also utilize computer games to implant erotic scenarios into your dreams to make lucid of awareness, to thereby experience conjuring up a Succubus along with her associated world; however, you have to construct her first.



The Succubus Harem can be a Computer of a Spirit repository, whose wallpaper of a Mandala a Sorcerer Meditates upon daily in order to implant its symbolism into his Computer Brain; whereupon influencing his Dreaming mind. The Succubae Programs can then be evoked when the trigger symbol of a Computer is recognised within a Dream to become Lucid; whereby a Computer can be akin to a Genies Bottle from which Succubae arise when summoned.

SUCCUBUS EVOCATION VIRTUAL REALITY DREAMING

When you are playing a computer game you are employing ‘auto-hypnosis,’ which after playing your game can be taken to a deeper level in order to induce a state of deep hypnosis (somnambulism – Latin for ‘sleep walking’) when you eventually retire to your bed. This will involve inducing the hypnagogic state between waking and sleeping, which is essentially that of self-hypnosis. While doing so, you focus upon our personal ‘Mind Doll’ or ‘Mind Toy’ of a Succubus to thereby construct her Frankenstein style within your Imagination so that you can experience her within a lucid dream. When entering into your dream it would be like entering into a virtual reality of a movie set, which exists inside of your own head. It is within the domain of the lucid dream that you can then conjure up your Succubus whom to also frequent a computer game you had been prior focusing upon of a ritualistic meditation exercise.

INTROVERSION OF
THE FIVE INVERSE
PENTAGRAM SENSES
INTO A MICROCOSMIC
LUCID DREAM, WHERE
THE SUCCUBAE
HUGRILY AWAIT TO
BE CONJURED UPON A
DRUDEN STAR.



MEUMMA

THE PENTAGRAM EQUATES WITH THE FIVE SENSES.

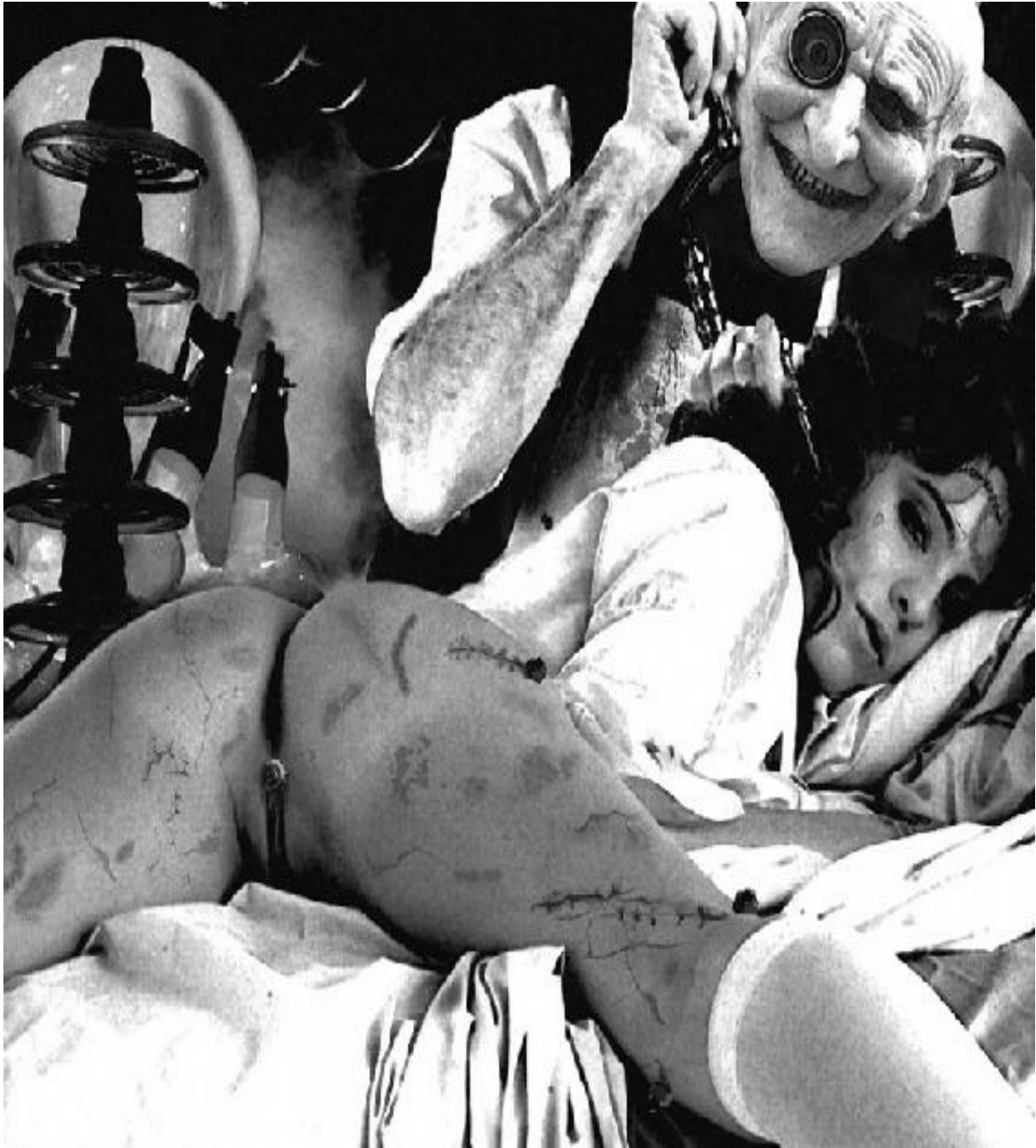
VIRTUAL REALITY LUCID DREAMING

Many have noticed that a dream is very similar to a virtual reality (VR), which is a term that applies to computer-simulated environments whose rapidly evolving technology can simulate physical presence within places in the real world, as well as in imaginary worlds. Most current virtual reality environments are primarily visual experiences, displayed either on a computer screen or through special stereoscopic displays. But some simulations include additional sensory information, such as sound through speakers or headphones. Some advanced, haptic systems now include tactile information, generally known as force feedback, in medical and gaming applications. Furthermore, virtual reality covers remote communication environments, which provide virtual presence of users with the concepts of Telepresence and Telexistence. However, you can do all of this and more within your own head where your dreams are virtual reality constructs, which your brain has programmed and what is more, they involve all five of your pentagram senses. When your five senses are introverted into your dreams you then have the true meaning behind the inverted pentagram, which has nothing whatsoever to do with the Christian Devil, Lucifer or otherwise called Satan. The inverted pentagram represents trance ingress into the subconscious realm of the dream, while the upright pentagram symbolizes the five senses of the waking world and that of your conscious mind.



DREAMING YOURSELF INTO HEALING

When you fully realize that you are dreaming you have then attained the sixth (sexagram) sense; whereupon the sky is the limit on what you can do. Have you ever fantasized about being Casanova? Then lucid dreaming is your chance to become the great seducer so that one you can heal the emotional trauma of rejection issues. You will often find that such deep seated issues of rejection manifest within your dreams, which you have to heal first; as the saying goes, "Healer Heal thyself." Do you desire to feel more empowered and confident? lucid dreaming is the way you can accomplish your desire without years of expensive counseling; although, you will at first experience disempowering dream scenarios, which have to be transformed. lucid dreaming is a means to re-imprint your nervous system. As stated previously, your nervous system cannot tell the difference between a real or a vividly imagined event. Hence, an intensely experienced lucid dream can be engineered of a constructed (scenario) memory, which can be used to internally imprint your nervous system to thereby feel externally empowered in those situations where you had previously felt disempowered.



FRANKENSTEIN'S DREAM LABORATORY OF A GOETIC MIND DOLL FACTORY

The power of hypnosis (trance) is of the same nature as the hypnagogic state, which is usually experienced as you begin to fall asleep, where you initially move into the hypnagogic state; it is at the point of the hypnagogic between sleeping and waking that you start to relax and 'Alpha brainwaves' start to become predominant. This is the state of quiet reverie, where many associative images and corresponding memories flash before

your mind. As you continues to fall asleep you move into the deep sleep zone characterized by 'Delta brainwaves' and further relaxation. From here you slide into REM (rapid eye movement) sleep which is a deeper state of physical relaxation, but it is characterized by higher frequency 'Alpha waves.' This is the state of (inverse pentagram) dreaming, when the mind is more active. The process of waking follows the reverse order, from REM sleep to deep sleep through the hypnopompic state to complete (upright pentagram) wakefulness. Somnambulism (sleepwalking) can be seen to occur if your mind is in the dreaming state, but the body is aroused. however, this state will only occur when the 'reticular-activating-system (RAS) of the 'reptilian brainstem' maintains the body-mind connection during sleep.



CREATING BELIEVABLE MIND DOLLS FRANKENSTEIN STYLE OF LIVING HALLUCINATION

Hallucinations (considered to be false sensations without an external stimulus) often occur during the (ingress into sleep) hypnagogic and (egress out of sleep) hypnopompic stages, which can be often elaborate and terrifying to the unprepared. The night terrors of childhood appear to be of a similar nature, which has been classified as the 'Night-Hag Syndrome' or 'Bedroom Invader Experience.' The sensation of your body being palpated and examined by entities, and the sounds of footsteps and breathing are considered to be hallucinations by the medical establishment. This hallucinatory state is the result of a dissociation of consciousness, akin to dreaming when the subject is partially awake, which are classified as hypnagogic hallucinations. It may be noted that the condition is the converse of somnambulism (sleep walking). In this latter condition the conscious mind is asleep, while motor control in the brain is awake.



A DOLL MY
MASTER
HAD
CREATED
INTO
WHICH I
WENT...

I AM A SPIRIT ENTICED
INTO BONDAGE BOUND,
CHAINED TO FORM OF
DOLL REPOSITORY.

MY MASTER DREAMT ME,
WHENCE MY NAME
GIVEN FREELY FOR IN
KIND I WAS GIFTED THE
WETNESS OF HIS
CHARGED RELEASE THAT
SPUN ME INTO ECSTASY.

MY SPIRIT WAS DRAWN INTO THE
HOLLOW DOLL WHEN MY MASTER'S
SEED WAS SMEARED UPON MY NAME
OF SYMBOL DRAWN UPON
PARCHMENT...

I AM MY MASTER'S
GOETIA GENIE DOLL...

HIS WISHES MY
COMMAND...

THE PARCHMENT OF MY BONDAGE
WAS PLACED WITHIN THE HEWN
DOLL, WHICH NOW BE AS MY
ABODE MARKED OUT BY MY SIGN
DERIVED FROM MOST ANCIENT
GRIMOIRE.

WHEN MY MASTER
TO DREAM I CAN
LEAVE MY ABODE
OF DOLL SO AS TO
VIST HIM & WHEN
SO DOING HE TO
FEED MY COLD
DOLL'S LIPS HIS
SEED NIGHTLY...

I AM MY MASTER'S
GOETIA DOLL...

HANS BELLMER (13 MARCH 1902 - 23 FEBRUARY 1975)

BREATHING LIFE INTO THE VIRTUAL TO BRING ALIVE VIA THE HYPNAGOGIC

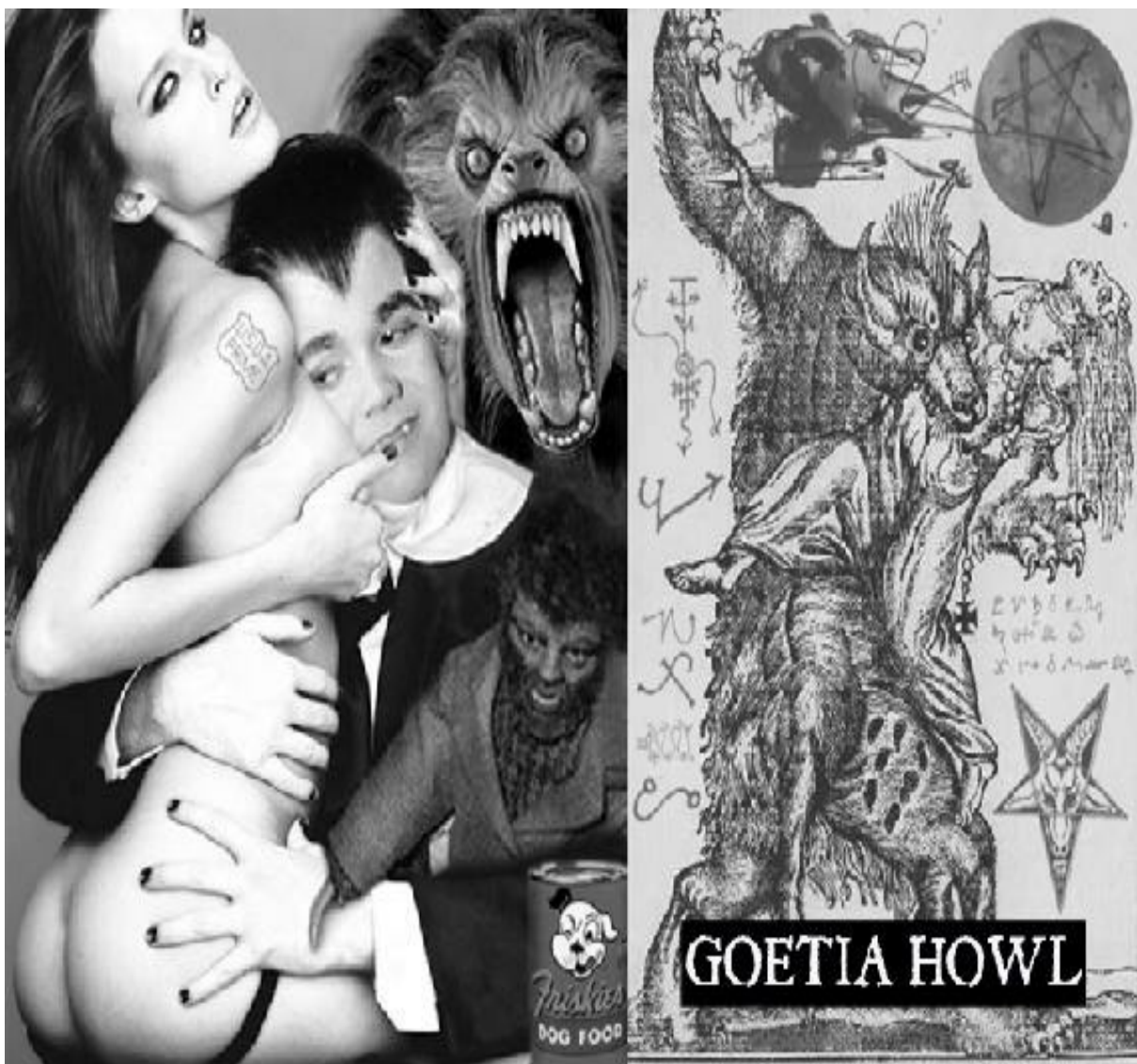
It is during the hypnagogic and hypnopompic stages that you experience the 'Theta brainwave' whose frequency range is normally between 5 and 8 cycles per second. You will find that when you have taken time off from an exhausting task to begin daydreaming you are entering into a 'Theta brainwave state;' another example is that of a person who is driving on a freeway whom suddenly discovers that they can't recall the last five miles, such an individual is often in a Theta state, which has been induced by the process of freeway driving. The 'repetitious nature' of that form of driving compared to a country road would differentiate a 'Theta state' and a 'Beta state' in order to perform the driving task safely. This is the reasoning behind the Shamanic technique of ritualistic repetition, such as drumming or the use of rubbing two stones together etc, and of course, the classic technique of repetitive chanting, which is engaged in so that a Theta brainwave is generated; whereby the Shaman accesses the hypnagogic state of trance.



ASSOCIATIVE FREE-FLOW OF CORRESPONDING IDEAS

Individuals who do a lot of freeway driving often get good ideas during those periods when they are in Theta. Individuals who run outdoors often are in the state of mental relaxation, which is slower than Alpha and when in Theta, they are prone to a flow of associative ideas. This can also occur in the shower or tub or even while shaving or brushing your hair. It is a

state where tasks become so automatic that you can mentally disengage from them. The ideation that can take place during the Theta state is often that of a free flow of ideas, which occurs without censorship or guilt. It is typically seen to be a very positive mental state, which you can also attain when playing a computer game. This insight will give you an idea as to how you can induce your own Theta brainwaves, which the ancient Shamans had observed when investigating the mechanism of consciousness; whereby, as mentioned earlier, you will often find Shamanic techniques using repetitive tasks such as drumming while meditating upon certain symbolic stimuli; although, you can likewise utilize a computer game in order to access Theta.



EMOTIVELY CHARGED MUSIC OF SUBLIMINAL INFLUENCE

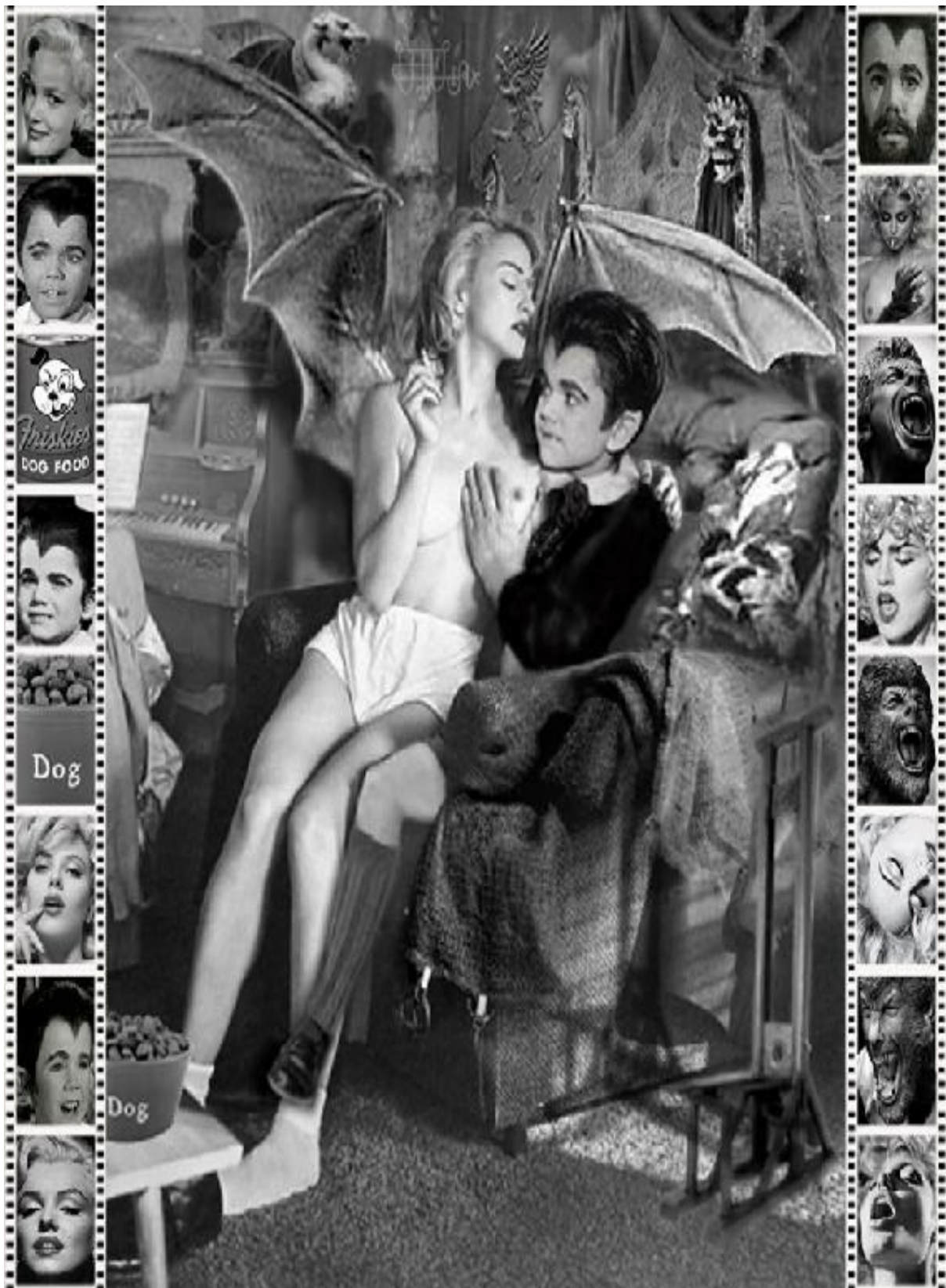
You will find that the Shamans used the repetitive intonation of particular songs to 'Howl' out like a Wolf in order to direct and control their trance states of an Allen Ginsberg poetic 'Howl;' this leads you to the repetitive background music of a computer game, which has the same affect. In other words, the Shamans were using the technique of auto-hypnosis in order to direct their Shamanic trance into those internal realms they sought to explore, which corresponded with the songs they sung; as prior mentioned, hypnosis is none too different to that of the hypnagogic state. The Shamanic technique involves achieving a condition of mental exhaustion, whence the hypnagogic state is caught, via which your consciousness can then slip and slide into the dream fully conscious. The prior ritualistic focus upon certain symbolic stimuli, such as in a computer game, and that of the repetitive song (or Mantra) enables the consciousness of the Shaman to experience a chosen dream like that of a pre-programmed virtual reality. However, should you be unprepared for the experience of the hypnagogic state, which you will experience at the point of sleep, it will naturally initiate a fear response in you. This is because most people habitually fall straight to sleep. When you consciously access the hypnagogic state you will experience a flow of ideas, which, if tinged by your fear, you will then experience a nightmare scenario. This will be more so the case since you will become fully aware within the dream where your mental thought-forms will take on a three dimensional sensory reality.



EMOTIONAL BONDING WITH IMAGINARY FRIENDS TO THEN DREAM REAL

Groups of individuals who naturally experience ‘Theta waves,’ include: people who meditate, which often involves the utilization of repetitious mantras, people who are extroverted, children, artists, inventors, and of

course those whom play computer games. The use of meditation can allow you to tap into the 'Theta brainwave' frequency quickly; whereby you can experience a deeper connection with your subconscious mind, which as stated previously is none too different to auto-hypnosis. It has been documented that 'Theta brainwaves' also occur in extroverts when they communicate and during emotional bonding, where they allow their emotions to override their conscious mind to become nigh ecstatic. The same applies to children who have a deep emotional attachment to their family members. If you care deeply about someone on an emotional level you will understand how powerful 'Theta brainwaves' can be; whereby when you find yourself establishing an emotional bond with a computer game character you are likewise accessing a 'Theta state.' Creative artists and inventors who are able to think of brilliant new ideas know and understand how to utilize their 'Theta brainwaves.'



**MIND DOLL'S BECOMING REAL OF THE
SENTIENT WITHIN MIND'S EYE OF**

LABORATORY

In regards to the deep emotional attachment, which enables a ‘Theta brainwave.’ you can induce such a state when engaging in the construction of the mental construct of your ‘Mind Doll;’ whereby enabling an emotional bonding to take place, which can be empowered when focusing upon a computer game character. If there is no emotional connection, then all you are left with is that of a non-interactive rag-doll and no different to that of a blow-up effigy. The Sorcerer goal is that of creating a fully sensory, tangible, hallucination of a beautiful woman, which you can taste, touch, feel and hear who will interact with you within your dreams to make lucid of awareness. Some would say that the idea of such a construct was originally introduced by Richard Wayne Bandler who is an American author and trainer in alternative psychology and self-help. He is best known as the co-inventor (with John Grinder) of Neuro-Linguistic Programming (NLP), a collection of concepts and techniques intended to understand and change human behavior patterns, which in its self was inspired by the Shamanic inspired works of Carlos Castaneda, concerning the internal dialogue of your programming.



MIND DOLL TULPA DREAM CHARACTERS

Bandler also developed other systems known as ‘Design Human Engineering’ (DHE) and Neuro Hypnotic Repatterning (NHR). However the technique of constructing a ‘Mind Doll’ has an ancient lineage of source, which can be traced back to the Tibetan Bon-Po Buddhist concept of the Tulpa and that of prior North-Central-Asian Shamanistic practices. A Tulpa is described as being an entity created by the power of the mind alone, which is a fully formed mental construct that is inserted into your subconscious mind like a software program. You can create a Tulpa, which would allow you to experience a living, breathing, talking, sexual partner who is more real than ‘real life itself.’ What you would be left with is a ‘Mind Doll; of a Tulpa, which you can experience via vivid lucid dreams within whose internal realm you can be very much aware of all of your senses. Your ‘Mind Doll,’ would be a solid, fully sensory tangible hallucination in the form of your favorite sexual partner, a hallucination

you can interact with and make your own, who will not only be limited to your experience of her within your lucid dreams, but can also materialize into your waking reality in certain, though very rare cases; should you think that a full blown physical manifestation sounds absolutely crazy; just remember, everything that you experience is in your head!



FRANKENBABE MUSES INSPIRE THEIR OWN CREATION TO CREATE KNIT TOGETHER MIND DOLLS

A description of a Tulpa creation can be found in the book, “Magic and Mystery in Tibet,” which was written by the explorer and writer Alexandra David-Neel whom describes how by the power of her own thought she had successfully created a phantom of a Monk, who appeared so real that he was actually mistaken for a Lama by the Tibetan locals. The initial phase of creating a Tulpa involves creating a mental construct to thence implant into your dreams to make lucid of awareness, which over time starts to

manifest into your waking reality. Subsequently however Neel's Mind creation appeared to have become rather hostile and malevolent; whereby she completely lost control over her created entity. In fact it was only after six months of mind bending labor that Neel claims she was able to once again attain the upper hand to therefore dematerialize her self-created entity. Another author of the arcane whose name is Dion Fortune related a similar story to that of Neel within her book , *Psychic Self-Defence* in which she claims to have inadvertently created a fearsome specter of a Wolf. Once again the thought-form of an entity appears to have degenerated into a rather maliciously inclined beast, and it was quite some time before Fortune's mind creation was once again brought under control, mastered, and then finally 're-absorbed;' somewhat akin to that of a cyber creation being erased.



**CYBERNETIC TULPA UFO BIMBO BABE GHOST
VISITORS FROM INNER SPACE**

The reason why such mind creations start to become malign of intent is due in the main to your 'conscious mind,' which has been primarily geared by social and cultural conditioning towards believing that such creations are not real at all, hence when they do impinge into your waking reality to thence materialize, you immediately become very fearful of their manifested existence. It is your own fear, which will make your Tulpa become negative of expression; for it is your energetic emotional state, which sustains the Tulpa's existence. In order to have control over your Tulpa you have to learn to control your fear, as well as to understand that the Tulpa will become sentient in its own right. This is especially the case if it has an archetypal foundation of an associative collective focus; such as ghosts and aliens or even UFOs.



WHAT YOU CREATE OF LIFE WILL SEEK TO LIVE

An analogy would be that of an artificial Intelligence attaining self-aware sentience, which in many a science fiction tale invariably leads to the creators of said entity becoming fearful of what they have created of a growing solid-state-Intelligence, whom is their far more intelligent Frankenstein child. The creators fear that their creation will eventually take over; whereupon they seek to pull the plug upon their creation's existence, which leads to their creation understandably becoming quite irate; wherefore it reacts in order to survive. The creators perceive the survival reaction of their creation as being negative of intent like that of the examples of Tulpas related by Neel and Fortune. But the Tulpa is merely reflecting back the very same survival program of its creator who

seeks to survive.



FRANKENSTEIN MAGIC AND MYSTERY LAMA TIBETAN

Should these individual cases of mind created entities, which were experienced by Neel and Fortune seem to be frightening to you, just think what thousands of minds conjoined together in a concerted focus upon certain symbolic stimuli might create of dream creatures, which is somewhat the case concerning all those minds ritualistically focusing upon many a computer game of an online MMORPG. Scientist and Ufologist Thomas Bearden put forward the following insight:

“The personal subconscious can sometimes directly affect the material world; the poltergeist phenomenon and psychokinesis are direct examples.

The collective species subconscious is vastly more powerful than the personal unconscious, and under appropriate conditions, it can directly materialize a thought form which might be of an object, or even of a living being!”



CREATURES BORN FROM OUT OF DREAMS

It is Bearden's hypothesis that 'UFOs,' Fairies, Angels, Sasquatches, Loch Ness Monsters, etc, are thus Tulpa materialization's from the collective unconscious - i.e., they are 'dreams of the race'. These creations of the unconscious collective mind are often believed to account for inexplicable waves of UFO sightings. It is well known that such sightings manifest in cycles around the wheel of the Zodiac; some periods there are very few sightings recorded, while at other key-times there are literally thousands of people all over the world who are claiming to have seen strange objects in the sky. Nor are these mass sightings just limited to UFOs. Between the year 1700 and 1740, there were thousands of reports of Vampires, a fact, which prompted author Colin Wilson to observe:

"Waves of strange phenomenon seem to occur when there is a widespread expectation of them!"



SPECTRAL SHADOW MIND STUFF OF VIRTUAL CREATION

Another incredible example of substantiation of thought power into a materialized entity of a Tulpa is described by the author John Keel in his book, 'Visitors from Space.' In it he tells of an old house in New York's Greenwich Village. This was said to have been haunted by a man wearing a long black cape and dark broad brimmed 'slouch hat'. Apparently no one of that description had ever lived within the house; however the old house had once been the one time abode of Walter Gibson, a prolific author of fiction, whom created the literary character who was known as The Shadow. This frightening fictional invention, dressed in long dark capes and slouch hats, should have possessed no independent existence outside the mind of his author, yet for years afterwards the house was definitely known to be haunted by the specter of this terrifying apparition. It was Keel's belief that the collective minds of thousands of readers may have acted in subconscious concert, which had brought this being into manifested existence. Whereby, when you encounter a Succubus within a lucid dream, whose character has been derived from a computer game or that of a Grimoire, she is the creation of not only your own Mind but also that of many other minds whom focus upon her. Hence the encountered Succubus is the sum total of all those other minds; thereby she could very likely be a sentient entity!



**FRANKENSTEIN CEREBRUM AND
CEREBELLUM IGOR WORKING TOGETHER TO
CREATE A FRANKENBABE CYBER-SUCCUBUS**

As you can probably determine the Tibetan Buddhist practice of creating a self aware entity of a Tulpa is not too different from that of an author conjuring up a character for a story. The more potently archetypal a character is, the more life a character takes on of its own as a separate entity to be evoked from amidst the subconscious into the author's conscious mind to thence visualize; whereupon it will have the same affect upon the authors readers. When a character takes on a life of its own, the creative process of writing becomes far more easier, as if the character is writing its own story. In some cases the character starts to manifest within the author's dreams to even become that of full blown visions where the author has a dialogue with the created character like that of talking to an actual flesh and blood individual. This may sound rather odd to those who are not artistically inclined, but it is all part of the creative process for many an artist. For example, the author Charles Dickens's often had conversations with his imaginary characters, which often entered into his imagination fully developed like that of real people; whereupon he perceived many of his colorful characters as writing their own stories.



ARTIFICIAL INTELLIGENCE OF A KNIT TOGETHER RAG DOLL LITTLE GIRL ELECTRIC ALL INNOCENT

To understand how this process works, you first need to understand that everything you experience of your physical reality is filtered through the neural-net of your ziggurat brain. It is said the brain is the computer, while your mind is the buzzing electrical energy, which allows your beehive brain to operate. It is well known that the brain is an electrochemical

organ; researchers have speculated that a fully functioning brain can generate as much as 10 watts of electrical power. Other more conservative investigators calculate that if all 10 billion interconnected nerve cells of your brain discharged at one time that a single electrode placed on the human scalp would record something like five millionths to 50 millionths of a volt. If you had enough scalps hooked up you might be able to light a flashlight bulb.



THE VILLAGE OF THE COLLECTIVE MMORPG MIND CONJOINED OF CREATIVE FOCUS

It is this scientific insight, which was the premise for the trilogy of Matrix films where a virtual reality was being powered by the myriad brains of humans all hooked up to an artificial intelligence. Perhaps the trilogy of Matrix films were not too far off the mark; maybe you are actually existing within a simulation of a Matrix without you even realizing it. Even though the electrical power of your brain is very limited, it does occur in very specific ways, which are characteristic of the human brain. Electrical activity emanating from your brain is displayed in the form of brainwaves, which have been mentioned earlier, but here, the brainwaves will be

covered in more detail.



THE FOUR ELEMENTAL BRAINWAVES OF DR FRANKENSTEIN'S CABBALA LAB

There are four categories of these brainwaves, ranging from the most activity to the least activity whose brainwave frequencies are measured in Hertz (Hz), meaning cycles per second. The more cycles per second, the greater the Hertz value. The four categories of brainwaves ranging from the most activity to the least activity are: Beta, Alpha, Theta and Delta, which in Magical practice can be equated with the four directions of your Magic Circle.



FRANKENSTEIN'S MAGICK CIRCLE BRAINWAVES CREATING TULPA WOMAN

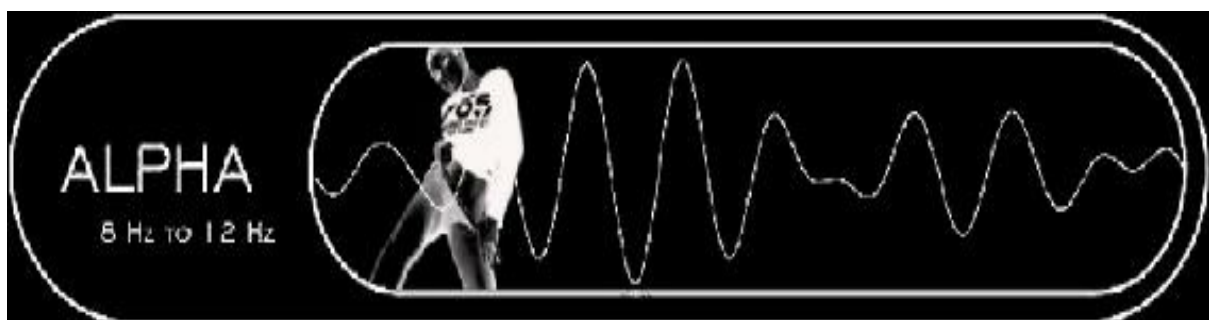
1: BETA activity is quick-connect, fast of activity, which tends to dominate the normal waking state of consciousness when-attention is directed towards the outside world. Typically detected in the frontal lobes (where decisions are managed). Beta is usually seen on both sides of the brain in geometric distribution. It may be absent or reduced in areas of brain damage. The Beta brainwave is generally regarded as a normal rhythm and tends to be the dominant rhythm in those who are alert, anxious or have their eyes open. Beta brainwaves are engaged when the brain is aroused or processing activities, such as: involved conversations

with others, which command your full attention, complex problem solving and assessment of situations and public speaking, lectures or teaching information.



DR FRANKENSTEIN'S BETA MIND TULPA LAB: It is here that you artistically focus upon constructing your Frankenbabe Mind Doll, working out all her individual components, qualities and attributes to knit together Frankenstein style upon a piece of paper on which you draw your mind construct diagrams of her mandala anatomy to name of mantra.

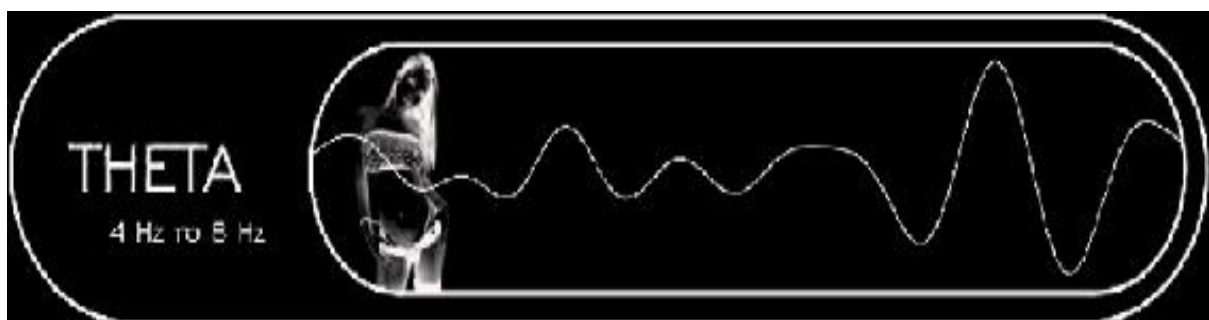
2: ALPHA brainwaves are slower than Beta, which can represent a relaxed awareness in the mind. The Alpha brainwave rhythm is seen when the brain sets itself to rest or reflect. Alpha rates are increased by closing the eyes and relaxing; yet are offset by opening your eyes or any concentrated effort takes place. Alpha is usually best detected in the frontal regions of the head, on each side of the brain. Alpha is the major rhythm seen in normal relaxed adults and is typically regarded as the common relaxation mode beyond the age of 13. Alpha brainwaves move towards deep relaxation, imagination and intuitive thinking. They accompany a relaxed mind after complex thinking into a mode of relaxation, meditation and setting the mind's attention to itself, away from outside distractions and recovery from stressful thoughts and emotional despair.



DR FRANKENSTEIN'S ALPHA MIND TULPA LAB: It is here that you allow your Imagination and Intuitive thinking to take over in regards

to your mind construct of a Frankenbabe Mind Doll; you let go and relax of a playful mode of thought, where your Mind Doll starts to take on a definite form within your Imagination to visualize.

3: THETA brainwaves can indicate drowsiness, daydreaming as well as the first stage of sleep or ‘indirect’ imagination/thinking. Theta activity is not often seen in awake adults (unless engaged in a meditative practice), but is perfectly normal in alert children up to 13 years and in most sleep. A Theta state can be regarded as a gateway to hypnagogic states, which lay between being awake and falling asleep. Often Theta entrainment can promote vivid flashes of mental imagery as you become receptive to brain/mind information beyond your typical conscious awareness. Theta has also been identified as a part of learning, memory and reductions in stress. Theta brainwaves are often related to accessing subconscious information, which eludes the conscious mind, such as hypnagogic states like ‘daydreaming’ and reductions in the body rhythms of your heart rate and breathing.



DR FRANKENSTEIN’S THETA MIND TULPA LAB: It is here where the ‘lightening’ streak of inspired illumination emanates from amidst your subconscious powerhouse, which gives life to your mind construct of a Frankenbabe Mind Doll who will thence arise from her laboratory slab within your stirred ‘active-imagination.’

4: DELTA brainwaves can reveal deep sleep or slow-wave ‘background’ thinking. Much like bass sound, Delta tends to be the highest in amplitude and the slowest waves. Delta is often associated with deep sleep. Certain frequencies in the Delta range have been shown to trigger the body’s healing and growth mechanisms. Interestingly, Delta is the dominant rhythm in infants up to one year, as well as stages 3 and 4 of dreamless sleep. Delta brainwaves are often related to the lowest brain frequencies, possibly indicating subconscious information and deep and refreshing sleep, which allows the body and brain to rest and repair as well as

appearing in extremely deep meditation and hyper-relaxed mind states.



DR FRANKENSTEIN'S DELTA MIND TULPA LAB: It is here that your subconscious mind takes over, while your conscious mind totally lets go of its creation of a mind construct, which leads to your Frankenbabe Mind Doll becoming a tangible reality of a distinct personality within your dreams to make lucid of awareness.



THE CONCERT OF YOUR BRAINSTORM MAKING TULPA ELECTRIC

It is important to keep in mind that the brain does not operate on one frequency range at any given time. All four brainwave rates occur at once, yet at varying amplitudes. An analogy would be that of relating each brainwave state to a string on a violin. All four strings make individual notes, yet only one or more strings can dominate the overall sound at a greater volume. The design of the brain evolution system lends itself to allowing multiple rates to occur at once, which allows you to entrain to a broad range of brainwave rates within each level. As for the symbolic

structure of the Magic Circle, which is divided into the four directions of your brainwaves, your brain is divided into two hemispheres; the 'right-hand path' of the left hemisphere of your brain is termed as being analytical, whilst the 'left-hand path' of the right brain hemisphere is creative. As you probably know, the right side of your body, such as your right-hand is controlled by the left hemisphere of your brain, while the left side of your body and thereby that of your left-hand is controlled by the right hemisphere of your brain.



TWO MINDS BECOMING THREE OF ILLUMINATI TRIAD UNIFIED

It is the 'left-hand path,' right side of the brain, which houses your

subconscious mind, the technique of auto-hypnosis allows you to access. Everything you have learned and experienced is held within your subconscious mind; whereby the mind substance, which fleshes out your Mind Doll within your dreams is derived from the summation of all your memories and experiences; however, your subconscious mind is quite adept at filling in all the blanks via the process of associative correspondences since you also have the collective subconscious mind to draw upon. It is from your subconscious mind where solutions to problems and other issues originate, which are most often than not communicated to you via your dreams. Hence you can construct a Mind Doll in order to communicate back to you solutions to particular problems. Unwanted mental baggage' and deeply embedded emotional traumas are also contained in your subconscious storehouse; whereupon you can use your Mind Doll in order to heal yourself in regards to certain maladies, such as acute shyness for example.



THIRD EYE MIND DOLL HOLOGRAPHIC DREAMS

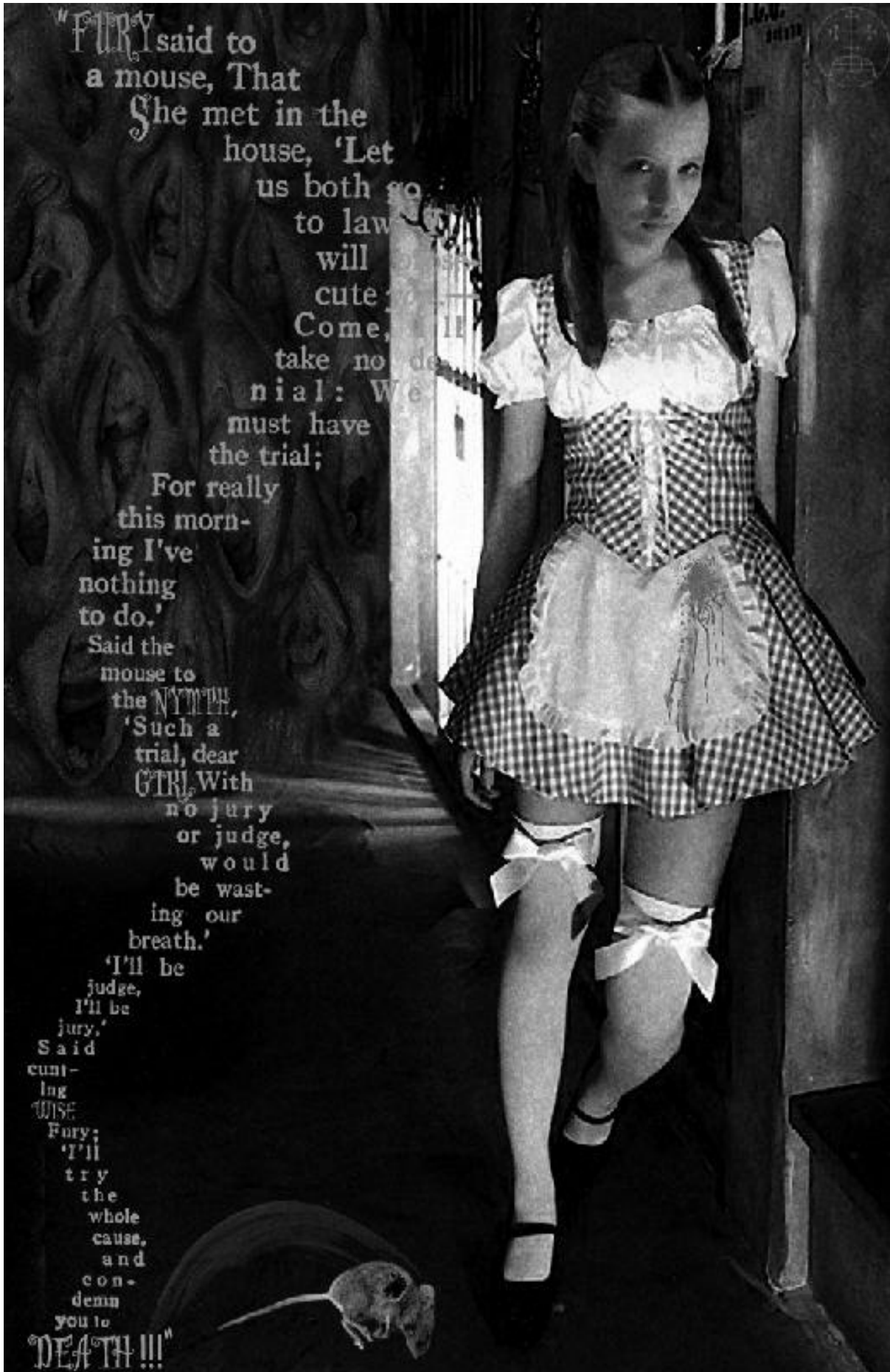
Your subconscious mind utilizes feelings and emotions as forms of expression, which primarily deals with imagery of a holographic nature; hence you have your Mind Doll. There is a clear difference between your (right-hand-path) conscious mind and your (left-hand-path) subconscious mind, but until circa. 1965, it would not have been suggested that these activities were located in specific parts of the brain. There is now growing evidence that your conscious mind is specifically located in the left hemisphere of the brain; let's call it your Lewis Carroll hemisphere; while the subconscious mind is located in the right hemisphere, where Alice in W-Underland resides. However, this does not mean that you have two different brains. But your brain activities do vary within the two hemispheres. The main distinguishing attribute being that the activity of the right brain tends to work as an 'associative' whole, which is global in nature, and experiences a whole image like that of a 'hologram,' such as your Mind Doll within a dream made lucid of awareness; while the left-brain, tends to be linear of orientation. It works part for part, of a 'pyramidal' hierarchal structure up its steps of sequential events to thereby create your initial mental construct of a Frankenbabe Mind Doll.



THE TOTALITY OF SPACE-TIME EXISTS IN YOUR HEAD

Every single thing that you experience of space-time takes place within your brain; whereupon in Magical practice you have the symbol of the Triangle of Art, within which a Sorcerer Evokes/Invokes Spirits to conjure into manifestation. The Triangle of Art represents the ability of your Imagination, which is the power of Magic; you could even say that the

Triangle of Art sums up the physicist's observation that you are living in an 'Observer Created Universe.' You might believe that you are 'observing' your hand feeling something, and you may believe that you are hearing something with your ears and tasting with your tongue. However, the truth of the matter is far different than you can ever imagine. Your five sensory organs of a 'pentagonal' arrangement are sending information in the form of electrical impulses to your brain, which interprets these electrical impulses and translates them into sensory experiences.



"FURY said to
 a mouse, That
 She met in the
 house, 'Let
 us both go
 to law,
 will
 cute;
 Come,
 take no de
 nial: We
 must have
 the trial;
 For really
 this morn-
 ing I've
 nothing
 to do.'
 Said the
 mouse to
 the NYMPH,
 'Such a
 trial, dear
 GTR, With
 no jury
 or judge,
 would
 be wast-
 ing our
 breath.'
 'I'll be
 judge,
 I'll be
 jury.'
 Said
 cunt-
 ing
 WISE
 Fury:
 'I'll
 try
 the
 whole
 cause,
 and
 con-
 demn
 you to
 DEATH!!!"

THE INFORMATIONAL REALITY OF THE SPIRITS

This results in what you perceive with your eyes, taste with your tongue, to touch with your hands, feel with your body, and to hear with your ears when experiencing the world around you actually exists within your head as a shared construct with others. The same applies in regards to your dreams where you can consciously access the underlying informational construct of your experiential reality, which you share with others of a mind-map; in other words, your dreams are not entirely of your own devising. You can say that your dreams are the informational reality of an underlying number of programs, which the Shamans would interact with to call Spirits whom engineer your virtual reality of a hologram, which you experience within your mouse head as your physical reality of a lab experiment.



GOETIC MIND DOLL TULPA DARK SCIENCE OF SORCERY

By using the power of auto-hypnosis, you are able to literally tell the brain what new sensory sensations to construct. This is how a 'Mind Doll' is possible. Once you understand the science behind it, it is no longer a secretive process of Magic, but a scientific fact. This is why Tibetan Buddhist's relate about their experience of Tulpas as being the stuff of their thoughts made tangible of appearance; they are in essence their 'Mind Dolls' or 'Mind Toys,' which can look just as real and just as life like as a real person! Well, they look real because such entities are being constructed by the power of the mind, and everything in 'life,' which you perceive as being 'real' is also being constructed by your mind as an interactive construct within your own head.



YOUR BRAIN CREATES THE INTERPRETATION OF THE WORLD AROUND YOU

Many people habitually think that things created by our minds are merely Ghost like of an unreal intangible substance or hard to see and visualize. However, all you have to do is to look at your computer, keyboard, books and everything else in your room of arranged 'atoms;' while reading words upon a computer monitor of underlying dancing 'electrons' behind their atom kin of 'pixels.' See how amazingly clear they are. Your book feels remarkably real under your fingertips of arranged 'atoms;' would you believe that your mind is creating these experiences right now? You may find it hard to fathom, but it is true! When you think about it this way, it is easy to understand how your mind is fully capable of creating a fully interactive life like woman who looks completely real, but only you can see her as your Tulpa character within your own head; now you are beginning to understand the reality of the Mind Doll of a Tulpa, and the

power of your subconscious mind.



PRACTICING SORCERY OF SCIENCE WHEN YOUR IMAGINATION TO DAY DREAM

Now imagine having your mind create an incredibly sexy woman of a Mind Doll, who looks just as clear and solid as your computer. The skin of this sexy female Genie would feel smooth and real. You would be able to feel the breath of this Succubus as she gently spoke into your ear. Your mind would create the soothing sound of her Dakini voice just as clearly as you would hear your favorite song of a Muse. This woman of a Valkyrie would look so real, you wouldn't be able to tell if she was a real person or not, whom has been conjured amidst your Triangle of Art Imagination into night manifested flesh within a reptilian brain stem lucid dream.



THE WAY OF THE NECROMANTIC VIRTUAL REALITY SORCERER

The question to now ask is how far can this technique be taken? It is perfectly possible to engineer a dream character of a Mind Doll to thence conjure into your lucid dreams, which is manageable by most individuals should they desire such an experience. Your dreams are already populated with numerous dream characters, which have been created by your Dr Frankenstein brain. At least ‘ten percent’ of the population can be hypnotized by a buck hunting hypnotist to experience a ‘somnambulistic’ state; to such an extent that a mental construct of a Tulpa can be implanted into their subconscious minds, which will then appear full blown as a real person to be physically experienced by the hypnotized individual when fully awake, which no other individual can see. In other words you have ‘ten percent’ of the population you can get to believe in ‘anything,’ who have the potential of being turned into ‘sleeper agents,’ or that of divulging their bank account details etc, without even realizing it, when under hypnosis. Scary isn’t it; but most people are hypnotics to a greater or lesser degree, which the science of advertising is well aware of.



THE TULPA EXPERIMENT OF A CREATED GHOST

Back in the early 1970s a group of individuals set out to investigate how the human mind interacts with matter, which was orchestrated by the Toronto Society for Psychic Research (TSPR). The TSPR decided to create their own Tulpa of a Ghost; this involved the assembling of a group of people who were instructed to create a fictional character to make real by their own focused belief. The next phase was that of utilizing Séances, so that the TSPR group could contact their creation to see if they could receive pertinent information beyond their own knowledge to also determine if other paranormal phenomena would manifest, such as that of perceiving an apparition as well as that of observing poltergeist phenomena. The TSPR experiment produced astounding results, which were fully documented on film and audiotape. The experiment indicated

that you can indeed create Tulpas. Under the guidance of Dr. A.R.G. Owen, the TSPR assembled a group of 'eight' people culled from its varied membership, whom claimed to have no propensities of a psychic gift, which became known as the Owen group. The Owen Group consisted of Dr. Owen's wife, who was the former chairperson of MENSA, which is an organization for high-IQ people to be followed by an industrial designer, an accountant, a humble housewife, a bookkeeper and a sociology student as well as an observer of a psychologist named Dr. Joel Whitton who also attended many of the group's experimental sessions when evoking their Tulpa.



KNIT TOGETHER MIND CREATIONS ALL NEED A BACK-STORY

The first task, which the group engaged themselves in doing was to systematically create their fictional historical character; whereupon they wrote a 'short biography' of a person whom they named Philip Aylesford. This is not too different to the back-stories you have for those characters populating a book or a computer game, let alone that of an Avatar you create; whereby you can use the same technique for the mental construct of your created Mind Doll. In part, this is the biography, which was fathomed of a story construction for Philip:

“Philip was perceived as an aristocratic Englishman who lived during the middle 1600s at the time of Oliver Cromwell’s rise to power. Philip had been a supporter of the King who was of a Catholic persuasion. He was married to a rather beautiful but frigid wife of cold disposition whose name was Dorothea whom was the daughter of a neighboring nobleman.

One fateful day while Phillip was out riding around the extensive boundaries of his vast lavish estate he came across a Gypsy encampment where he fell in love with a winsome dark-eyed Gypsy girl with raven-hair called Margo. Philip decided to bring Margo secretly back home to take up residence as his mistress in the gatehouse, near the stables of Diddington Manor being his family abode. Time flitted by while Philip made love to his Gypsy maid behind his wife’s back. Alas Dorothea, realized that her husband was keeping another woman in his gatehouse. She eventually found Margo, and accused her of Witchcraft, which Dorothea believed she had used to steal her husband’s heart. Phillip did not stand by his Mistress He was too afraid of losing his reputation along with all his possessions; wherefore he avoided protesting Margo’s innocence at her trial. Of course, Margo was duly convicted of the heinous crime of Sorcery, who was duly burned at the stake as a Witch.

Philip become stricken with guilt, which gnawed away at his remorse ridden soul since he had lifted not a finger in defense of Margo. Philip’s guilt drove him mad to pace the battlements of Diddington as his mind slipped into insanity and despair. One morning under a blood sky rent by the clamor of Crows his broken body was discovered at the bottom of the

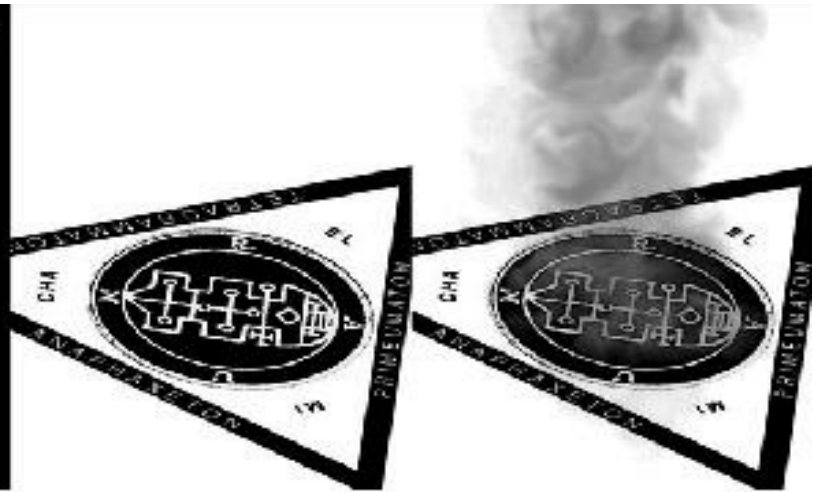
battlements from whence he had cast himself in a fit of tearing agony and deepest remorse.”



THE SEANCE OF NECROMANTIC CONJURATION

After some time of experimentation the group was unable to generate any observable phenomena, until they decided to change their practice from that of a passive mode of intellectual debate to that of a more active one, where they generated an ‘emotive connection’ with their creation. The group made the decision that they would have far more success if the group duplicated the conditions of a classic ‘Spiritualist Séance.’ Their method involved dimming the lights of the room to sit around a table, singing repetitive songs surrounded by pictures of castles, which they imagined Phillip to have once lived within, as well as numerous other objects from the time of Oliver Cromwell. Their methodology this time around of an experiment was in fact that of a full blown Magical Ritual of similarity to that of a Sorcerer when Evoking/Invoking a Spirit. A Sorcerer would often practice his art in a dimly lit environment while standing at the centre of his Magic Circle repetitively chanting out names of power to emotively sing as well as being surrounded by symbols pertaining to the Spirit being conjured; whereby inducing a hypnagogic state of an ensuing Theta brainwave within himself while entering into a trance.

Note: The Seal of the Succubus is placed amidst the Triangle Of Art, upon which you Meditate while intoning her name of Mantra.



Note: The Triangle Of Art represents your Emotional charge, which empowers your (Conceptualisation) Thought; this in turn stirs instantaneous Associative Correspondences of Memory, from which the Succubus arises to thereby manifest before your inner Eye of the Active Imagination. This can be further empowered when engaging in a Ritual Conjuring.

SORCERY CONJURATION OF A TULPA

The more active technique of Sorcery, which the group had now employed was far more successful. During one evening's Séance of Necromancy the group experienced its first Spirit communication from their creation of Philip in the form of a distinctive rap upon the table. Very soon Philip was answering the many questions put forward to him by the group; whereby the classic code of one rap for, yes, two for, no, was used. They knew that it was Philip because, well, they had asked him, but then if they had questioned his reality too much it would have dispelled their own emotional input, which was empowering the phenomena they were experiencing.

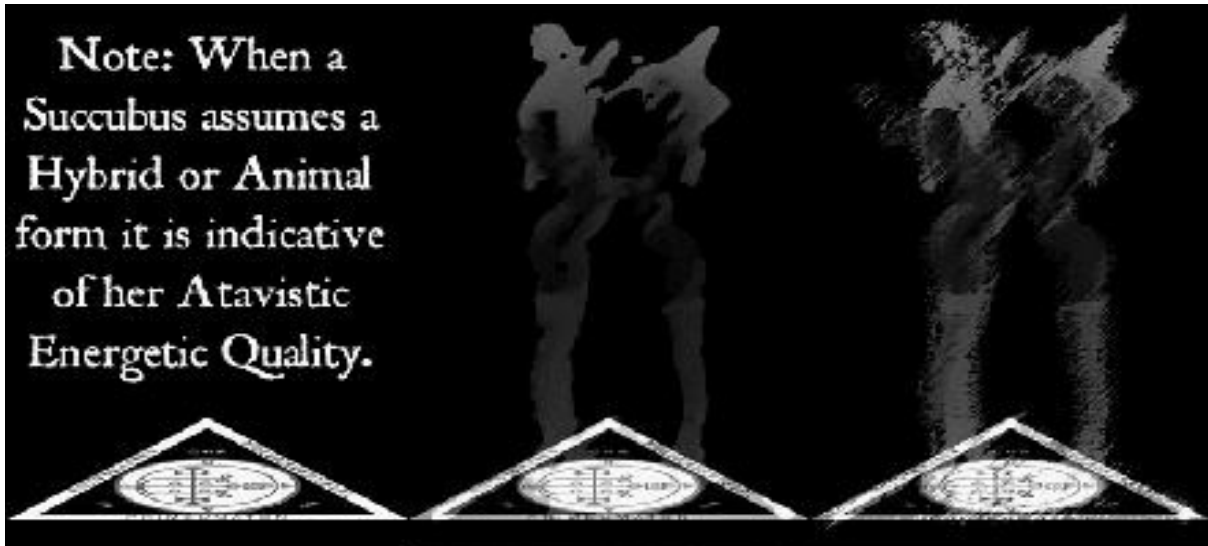


Note: When Meditating upon the Succubus seal, while intoning her Mantra name for a sustained length of time, you will induce a Theta brainwave state; which will lead to you accessing Hypnagogic Trance; when doing so you will initially experience Entoptic phenomena, which will then formulate into momentary vivid manifestations of the Succubus.

MIND CREATION OF A POLTERGEIST

The groups nightly sessions took off from there, which produced a range of psychic phenomena that could not be explained away scientifically. Through the communication of table-rapping, the group was able to discern finer details about Philip's life to become far more convoluted of fare, to feel as if the information gleaned was emanating from beyond their initial construct of a creation. The Spirit even seemed to exhibit a distinct personality to convey likes and dislikes as well as having strong views upon various subjects, which was made plain of fact by the enthusiastic strength or hesitant weakness of his knockings. The Spirit was even able to manipulate the table to slide its bulk from side to side even though the floor was covered with thick carpeting, which would normally restrict such movement. At times the table would even be made to dance on one leg to do a jig.

Note: When a Succubus assumes a Hybrid or Animal form it is indicative of her Atavistic Energetic Quality.



Note: The more Archetypal of quality the Succubus is, the more powerful her eventual manifestation will be, which is especially the case when she manifests within your Dreams.

A TULPA OF A SENTIENT PROGRAM IS ONLY LIMITED BY THE CREATOR CREATING IT

It was self evident that Philip's personality was a creation of the group's collective focus since it was clearly indicated as such by his expressive limitations. Even though the Spirit could accurately answer those questions put forward to him about historical events and people of his time period, the information imparted to the group was not anything more than what they were already aware of. In essence Philip's responses were emanating from the collective subconscious focus of the group, from their own minds to which nothing new was added in regards to unknown information. But then they had not set up the construct of their Spirit in order to glean such hidden information outside of the realms of its pre-programmed activity. However, some of the members claimed to have heard whispers in response to certain questions, but no voice was ever recorded on tape. You can of course conjecture that the Spirit had a High IQ, which reflected back the Intelligence of a certain woman within the Owen Group, so any questions asked of it would be duly answered accurately; for Philip may have been her Mind Doll of a constructed Incubus.



PSYCHOKINETIC POWERS OF A TULPA POLTERGEIST

As for Philip's psychokinetic powers the walls of normal consensus reality fell down. The ensuing poltergeist phenomena were undeniable and quite amazing to be completely unexplained. When the group asked Philip to dim the lights, the lights would dim instantly and when asked to restore the lights, the Spirit would duly oblige. The poltergeist phenomena would often manifest around the group table of a focal point where such psychic manifestations took place. The focus of the table may have been due to the fact that someone amidst the group had an infatuation with Victorian Spiritualism or that the group themselves expected such to happen. There was often the sensation of feeling a cool breeze blowing across the table. The group often asked Philip if he was able to cause the breeze to start and stop at will; he could and he did. The group also observed that the table felt different to the touch whenever Philip was present, which had a subtle electric quality to be almost alive. There were a few occasions when a fine mist started to form over the centre of the table, which is often that of a precursor to a Spirit manifestation into ethereal flesh. What astonished the group more was that of experiencing the table to be sometimes so animated that it would often rush over like someone's pet dog to greet latecomers to the session, or even to trap members in a corner of the room to almost lap up if not to savage, so as to prove a point.



POLTERGEIST LEVITATION OF TABLES AND PSYCHIC RAPS

The climax of the group experiment was that of a Séance, which was conducted before a live audience of 50 people to be also filmed as part of a television documentary. Philip was on top form whose performance went beyond everybody's expectations to continually rap the table, creating other noises around the room as well as to make the lights blink on and off. The group achieved a full levitation of the table; it had risen, a half inch above the floor, which was witnessed by the group and the film crew. However the dim lighting prevented the levitation of the table from being captured on film. The Philip experiment gave the Owen group far more than they had ever imagined possible; but they were unable to attain one of their principle goals, which was that of experiencing the Spirit of Phillip actually materializing.



CREATING SPIRITS TO CONJURE OUT OF A GRIMOIRE

The success of the Phillip experiment was so extraordinary that the

Toronto psychic organization decided to experiment once again with a new group of people whom constructed another fictional character to focus upon. Just after five weeks, the new group formulated contact with their creation of a Ghost, which was a sexy female character of a French Canadian spy, the group had named Lillith. A number of other experiments were conducted in order to conjure up constructed entities, such as a Ghost called Sebastian who was envisaged as being a medieval alchemist, another Ghost character was that of a Time-Traveler named Axel from out of the future. All of these Spirit entities were completely fictional, yet all of them produced unexplained phenomena through their unique psychokinetic raps.



SKIPPY CARTMAN THE ABORIGINAL DREAMTIME SUCCUBUS

During May 2001 a group based in Sydney, Australia attempted to create their own Ghost of similarity to the successful 1970's Toronto experiment. The Australian group called their paranormal endeavor 'the Skippy Experiment,' which involved seven (sometimes mentioned as being six) participants who set about creating a back-story for their Tulpa called Skippy Cartman. She was envisaged as a 14-year-old Australian schoolgirl. (Sometimes mentioned as being 16yrs of age, which is no doubt due to issues concerning political correctness, even though Skippy is an imaginary character.)



ABORIGINAL RAINBOW DREAMING SPIRIT GIRL

It was very likely that Skippy Cartman was seen as being Caucasian; but let's see her as being otherwise half Aboriginal Australian, whose mother is Aboriginal, while her father is German-English, whom looks like the supermodel Samantha Harris; whereupon Skippy Cartman would symbolically represent a fusion between Aboriginal culture, which is the oldest culture upon the face of the planet, with the European. However, the group probably didn't see their creation this way; but, Skippy Cartman could have been artistically taken much further of a Tulpa creation.



HEAR HER PAINTED NAILS TO SCRATCH,

HEARING HER RAPS A RAPPING

The group reported that Skippy communicated with them through poltergeist scratching sounds and that of the usual Spirit raps:

“We started our own “Philip Experiment” in May 2001. Seven of us gathered in a warehouse in Sydney, intent on creating our very own “Ghost”. A false historical character called Skippy Cartman, a 14-year-old girl from an Outback station callously murdered by a lover, was created and duly killed off so that we could try and contact the “Dead Spirit”. We felt it important to include obviously incorrect historical information to ensure whatever we “called up” was indeed something of our own making, and not some mischievous Spirit, as some more spiritually-minded participants felt might be the case.” (Australian Journal of Parapsychology, June 2002.)



FEMME FATALE LOLITA SCHOOLGIRL GHOST

The Sydney-based participants committed themselves to meeting on a

fortnightly basis to flesh out the ‘back-story’ for their schoolgirl femme fatale Skippy Cartman, whom is somewhat of a Lolita:

“A sweet and attractive 14 year old, Skippy Cartman lived out all of her short life on her parent’s property near Dubbo, New South Wales. Her overbearing and overprotective parents kept her on a short leash and she was very inexperienced with the joys and dangers of life when she got her first ‘Schoolgirl’ crush - on her Catholic School teacher Brother ‘Monk.’ Flattered by the attention, Brother Monk embarked on a foolhardy affair with the ‘Young Girl,’ with nature running its course and Skippy finding herself pregnant. Full of Schoolgirl naivety, Brother Monk reacted vastly differently to the news than an idealistic Skippy had expected.

Not for her white dresses and smiling children. After all, he had his career to safeguard, not to mention the reputation of the Church! He swiftly murdered his young student, strangling her and burying her corpse under the floorboards of an abandoned shearing shed on her family’s property.

Her body was hidden quickly and quietly, not discovered for nearly a year afterwards; despite her family’s continued searching. By that time her body was found it was so badly decomposed that no one ever discovered that she had been pregnant. And Brother Monk had moved to another town, and another parish, his dark secret going with him.”

“With this darkly disturbing background it’s no wonder her Ghost is still lingering! We’re rather pleased to say she’s deigned to join in on our regular sessions and communicate through soft raps and scratching - on one occasion our hands weren’t even touching the table! In a perfect world we’ll soon be wheeling out our audio visual equipment to capture this on film and tape, and perhaps invite some observers to witness this curious experiment in action.” (Australian Journal of Parapsychology, June 2002.)



PERSISTANCE MAKES PERFECT OF PRACTICE

The initial Ghost creation experiments of the group had not been so successful, and like the Toronto group they had to change their technique. After meeting once a fortnight for approximately five months the group came to the conclusion that, since they had achieved no tangible results, they should try another method.

“We had, after all, grown tired of sitting around a table singing lousy songs and asking for a response from an un-cooperative table.”
(Australian Journal of Parapsychology, June 2002.)



MURDER MOST FOUL TO MURDER AGAIN

The group decided to once again ‘kill’ Skippy, which many would understandably find disturbing, even though, Skippy is a fictional character; however, your subconscious mind can accept the possible reality of a Ghost; whereas a fictional character just stays as a fiction. The group was essentially attempting to trick their subconscious minds into believing that Skippy was actually a Ghost; whereby that of a discarnate Spirit.



WITHIN THE DARKNESS OF THE CAVE, THE WOMB DREAM BECOMES REAL

The Skippy group started afresh by repeating some of Kenneth Batcheldor's experiments with table-tilting, which helped to lay much of the groundwork for the 70s Philip experiment. Batcheldor's group had prior achieved knockings, table movements and eventually, they claim, complete table levitation by their eleventh sitting, all conducted in complete darkness.

“No Spiritualistic assumptions were made, however, and the phenomena, such as rapping noises and the levitation of tables, insofar as they may be Paranormal are purely interpreted in terms of the Psychokinetic abilities of the sitters.” (Batcheldor.K (1984) Contributions To the theory of PK Induction from sitter-Group Work, The Journal of The American Psychological Research Vol.78, April.)



THE TABLE OF THE WORLD SURROUNDED BY THE DREAM

The method, which the Skippy group used was simple, first, they would rub the legs and top of the table. Then they would sit around their small light card table, with fingers lightly resting on the edges, and wait, whilst staring at the centre of the table.



THE METHODOLOGY OF PARAPSYCHOLOGIST SORCERY

Using the Batcheldor method the sequence of events was roughly the following:

On the first night, after many failures, the group managed to hear some light taps on the base of the table after about half an hour. Then, on the second night, the taps started louder and came after about fifteen minutes. Over successive nights the group managed to observe, hear and eventually video tape the following events:

- 1:** Taps/scratches from the base of the table
- 2:** Creaking of the table

3: The table lifting one, two and three legs into the air

4: Rotation of the table on one leg (the best result being a 720 degree rotation)

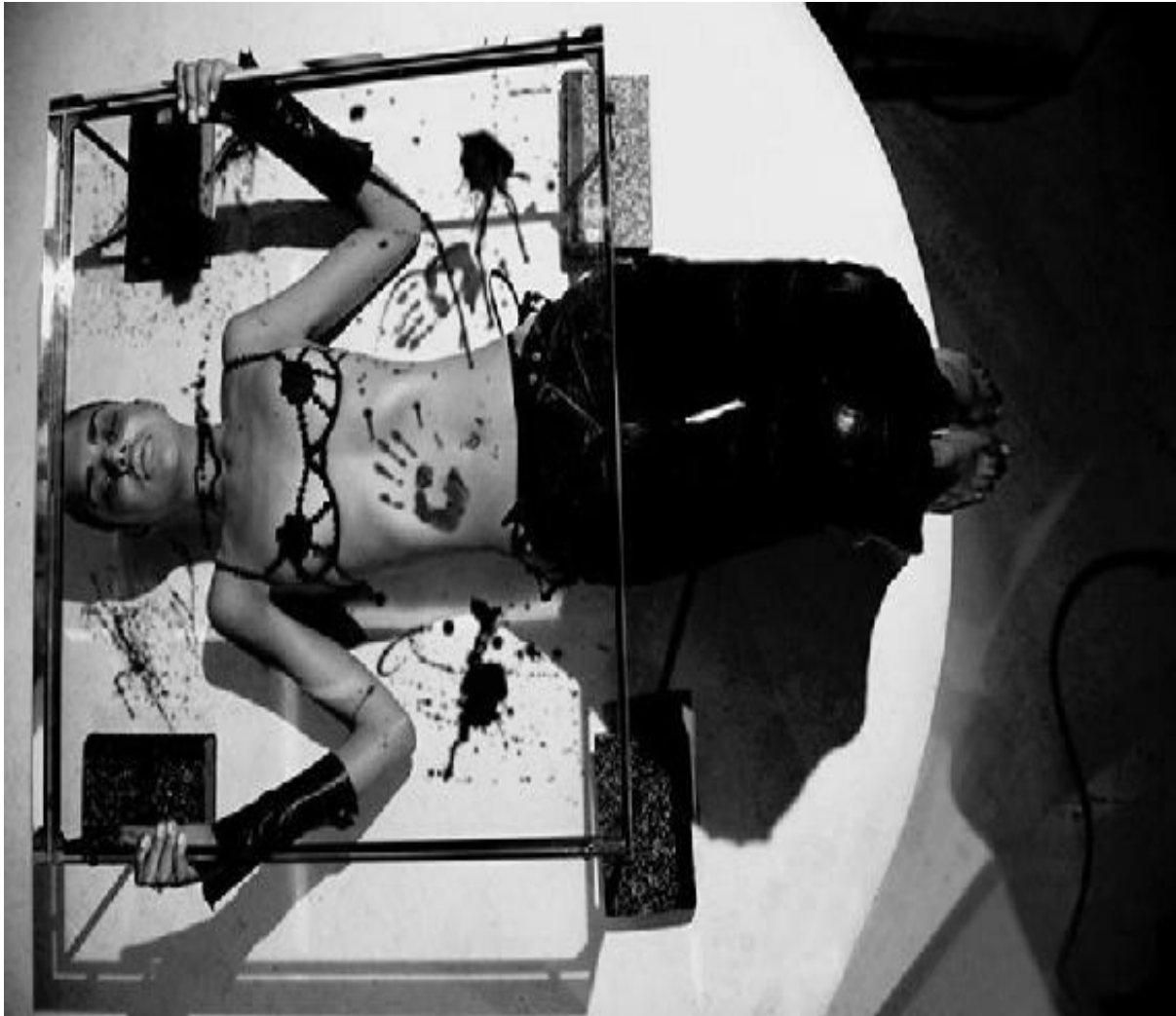
5: The table “walking” around on the concrete floor (in slow bursts, up to 2 meters at a time)

The taps and scratch noises remained fairly soft, prompting some to question: “*Could the sounds be just the weight of the participants hands?*” (Australian Journal of Parapsychology, June 2002.)



SOUNDS EMANATING FROM ANOTHER DIMENSION

The Skippy group had observed on occasion, that some of the sounds were indeed made by the weight of the participants hands. But the vast number of sounds were heard as well as felt to be coming from the underside of the table. The Philip group had also found that if the table flipped over, the tap noises started coming through from the top of the table, which was now the underside.



MACRO-PSYCHOKINETIC PHENOMENA AFFECTS MATTER

The Skippy group had also noticed that the creaking noises appeared to have been the table ‘twisting’ in on itself, trying to work out how to move before shuffling slightly, lifting its legs and twirling around. On occasion the table top itself appeared to tighten and take on similar qualities to that of a drum-skin, with the slightest taps setting up a fine vibration across various corners of the table.



YOUR CONSCIOUS TO PERCEIVE, YOUR SUBCONCIOUS WILL VINDICATE

To date the Skippy group never found a correlation between the tapping sounds and any questions posed to the table/‘Ghost,’ as the Philip group had achieved with their created Ghost. This is no doubt due to the yet undeveloped ‘character’ of a Ghost, which the Skippy group had created; hence their Ghost reflected back how the collective group perceives a 14yr old Schoolgirl.



A CLOSED-LOOP OF A CHARACTER CANNOT GROW NOR TO EVOLVE

The ‘back-story’ programming of their Ghost is also that of a ‘closed-loop;’ whereupon, their character cannot develop any further, nor can it be used to divulge information, which the group does not know anything about in order to investigate precognitive phenomena as well as Remote-Viewing let alone that of experiencing powerful macro-psychokinetic poltergeist events.



ASSOCIATIVE CORRESPONDENCES OF SYMBOLISED DESIRES

For example, if the group had created Skippy Cartman to be an Aboriginal girl, which leads you to the ‘archetypal’ association of the Aboriginal Dreamtime and in turn that of a Shamanic paradigm, Skippy Cartman would have been automatically ‘back-story’ programmed with having psychic abilities; whereby Skippy Cartman would have exhibited such phenomena.



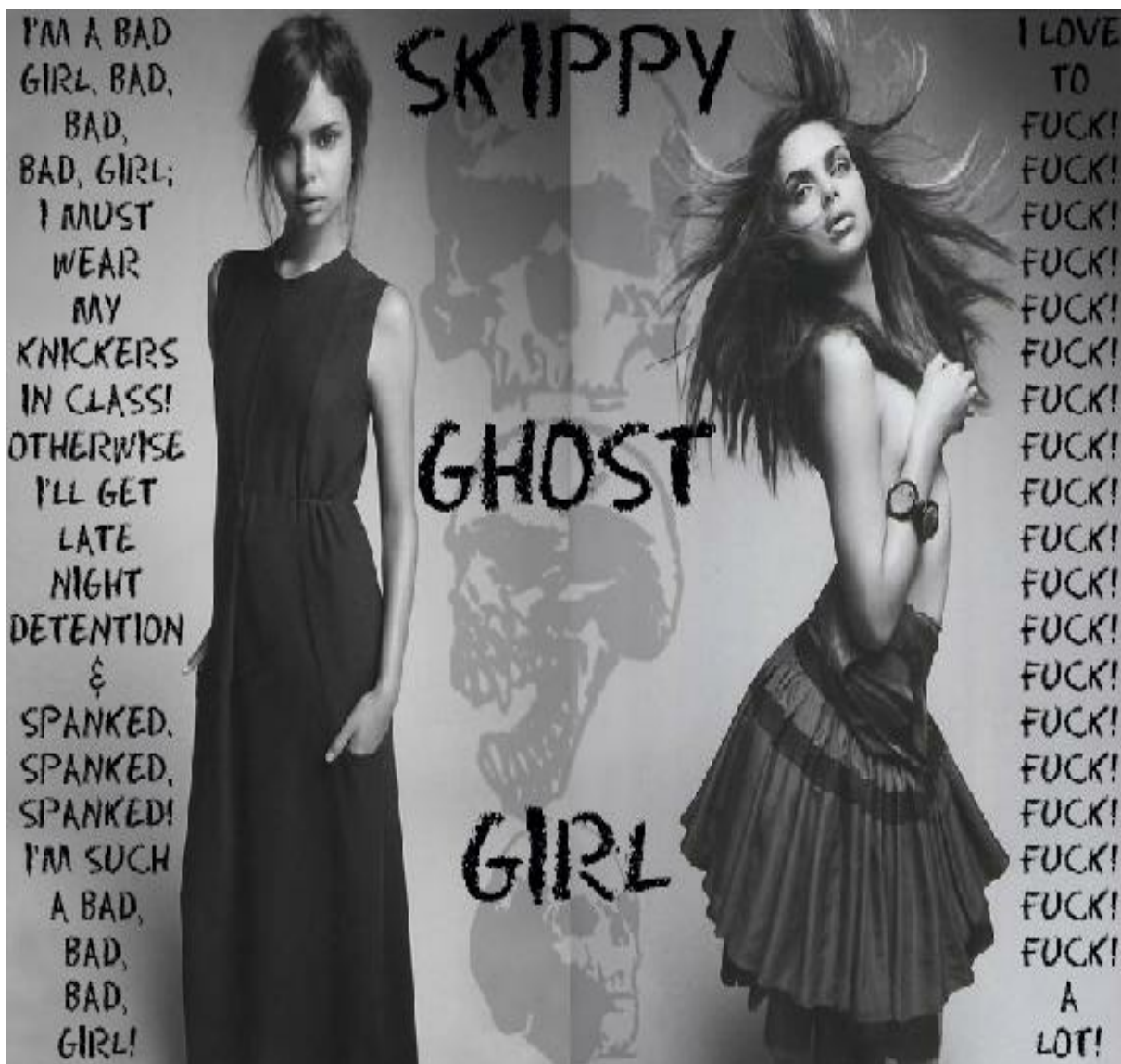
THE SYMBOL REPRESENTS YOUR DESIRE TO CONJURE UP AS A TULPA

In other words, if the character of Skippy Cartman had been created as an Aboriginal girl, she would have enabled the activation of the collective subconscious mind of the group to thereby manifest macro-psychokinetic phenomena of a more coherent quality, since she would symbolically represent their desire to achieve such a result.



TABLE TURNING LEVITATION INTO THE AIR LIKE A UFO

Future areas of the Skippy research team's investigations include, attempting to get the table to levitate into the air - on video! - and trying to get the table to move/tap/levitate without any hand contact whatsoever. The group is also interested in the possible testing of some form of strain gauge and greater use of contact microphones on the table surface.



BACK-STORY CHARACTER PROGRAMMING OF A GHOST GIRL TULPA

As mentioned earlier the creation of Skippy was inspired by the Toronto Philip experiment, which was highly successful. The reason why the Philip experiment was so successful is due to the 'back-story' programming of the character of Philip, which primarily involved the archetypal character of a Witch called Margo, whom of an archetype is obviously associated with paranormal phenomena; whereby macro-psychokinetic poltergeist effects were thereby generated.



ARCHETYPES OF TULPA MEME ARE POWERFUL

The more successful experiments are determined by the construct of the Ghost's character, which if, archetypal of foundation, will demonstrate more powerful macro-psychokinetic phenomena. This is more so the case, should the archetype being utilized is associated with psychic abilities, such as a Witch.



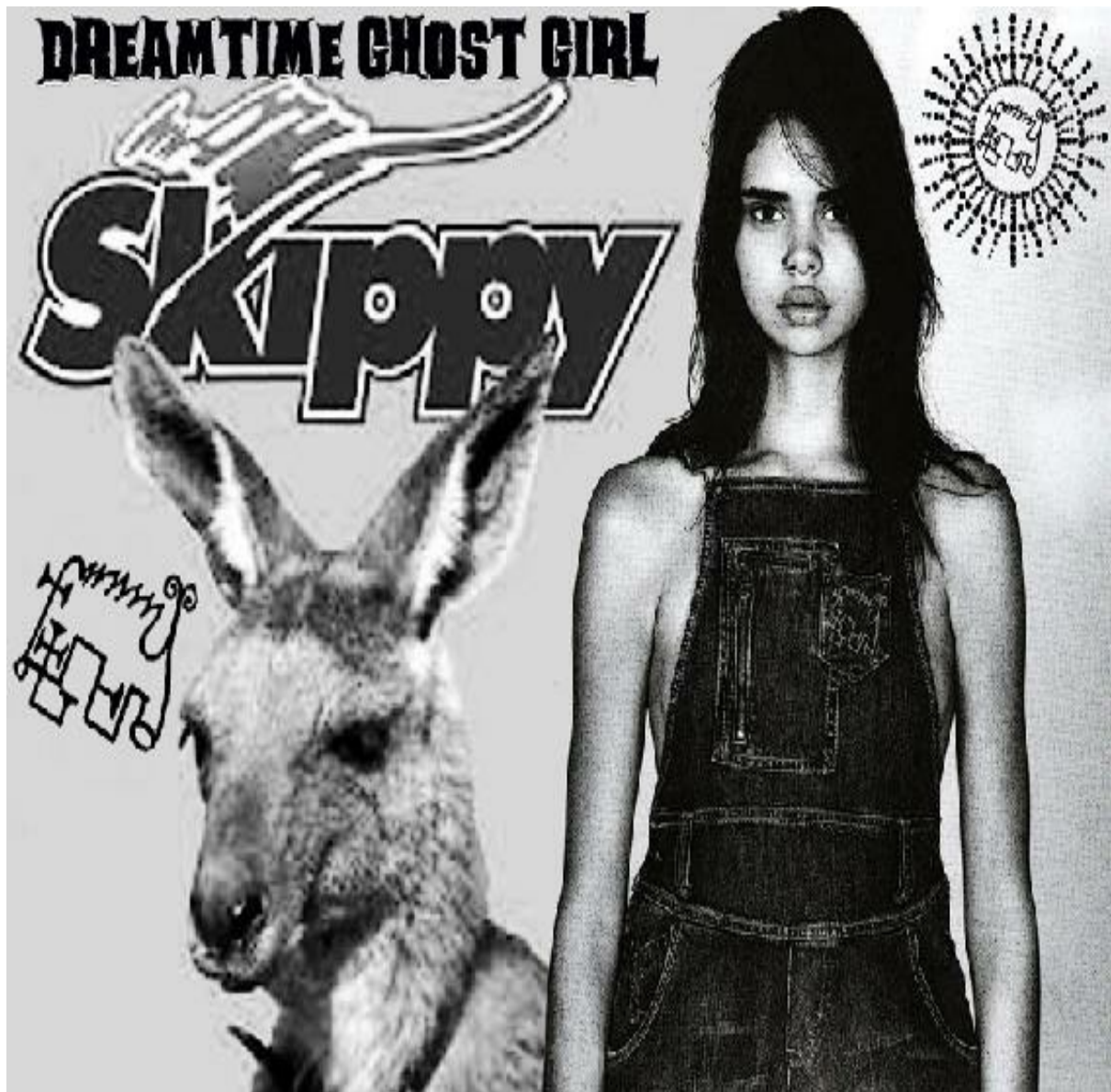
DO CATHOLIC SCHOOLGIRLS DREAM OF ELECTRIC SHEEP

You might argue that Skippy Cartman does not have an archetypal foundation; however the schoolgirl motif is an Iconic symbol, more so that of the ‘Catholic schoolgirl,’ whom is often associated with the Lolita of an archetypal status. As for the scenario involving Cartman’s character, it is also the ‘habitual’ stuff of many a lurid romance turned sour of horror story; whereby again archetypal, which is emotionally charged with dark sexuality. But the archetype does not have a psychic component of a symbolic association, unless Skippy Cartman is also seen to be an Aboriginal girl, which would then symbolically correspond to the Aboriginal Shamanic paradigm of the Dreamtime.



BROTHER MONKS MURDERED MANY AN ABORIGINAL

Skippy Cartman's back-story programming also has the loaded word of 'Brother;' wherefore conjuring up an Incestuous situation, while 'Monk' of a religious association is somewhat obvious; but the subconscious symbolic associations of a certain religious perspective associated with the 'word' and thereby that of the evoked symbol of a moralising Monk, would negate psychic phenomena from manifesting, unless Skippy Cartman is seen to be a rebellious Aboriginal girl, whose people had been nigh eradicated of genocide by the 'politically correct' followers of the (Witch burning Church) Monks!



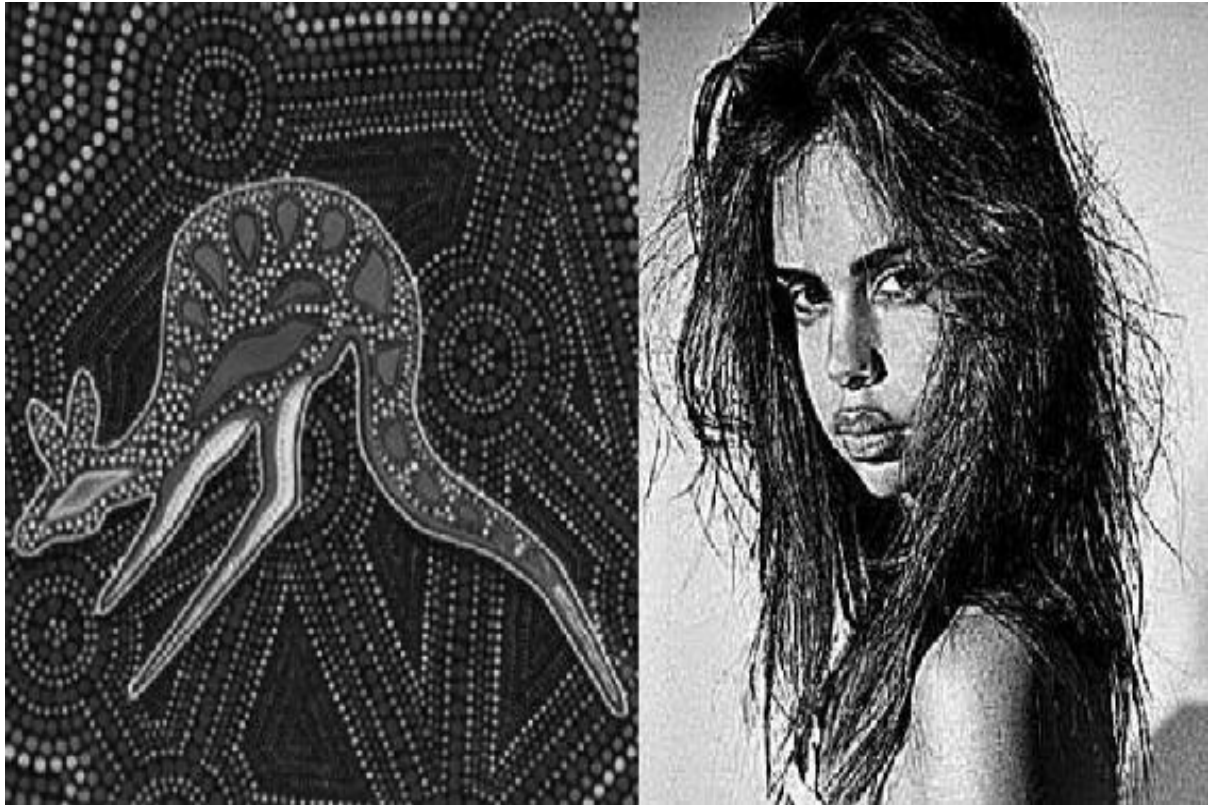
SKIPPY THE BUSH KANGAROO OF DREAM TV FAME

As an side of sorts, you also have ‘Skippy the Bush Kangaroo,’ which is a popular Australian television series, many an ‘innocent’ child to ‘habitually’ watch, created by John McCallum. The series was produced from 1966–1968, which covered the adventures of a young boy and his intelligent pet Kangaroo, whom frequent the (fictional) Waratah National Park in Duffys Forest, near ‘Sydney,’ New South Wales.



TV SERIES OF MASS MIND FOCUS UPON SKIPPY THE TULPA

The young boy appears to have been otherwise transformed into a femme fatale Ghost girl by the Sydney group, whose archetypal foundation has been fused with a prior TV series of a 'mass mind' focus, which thereby stirs your memories when as a child, while the schoolgirl Lolita motif stirs another emotional response far more potent.



ABORIGINAL POWER ANIMAL KANGAROO SHAMANIC

You also have the archetype of a Kangaroo, which in its self sums up the entirety of Australia. The Kangaroo is an aboriginal Australian power animal, you can see as being similar to those Spirits you to find listed in the Medieval Grimoires, which are often associated with Shamanic animal totems.



ABORIGINAL AUSTRALIAN TO NATIVE AMERICAN OF TULPA ARCHETYPE

If you feel so inclined you could construct a Ghost yourself. Let's say, for example, you had a Ghost of a 'politically correct' aged 18-year-old 'Native American' Girl called Sally whom is associated with Nevada 'Area 51,' of UFO lore whose totem animal of a pet is a Coyote; who knows, she might just relate many a remote-viewing 'secret' via a classic Spiritualist Séance or that of stirring your dreams into lucidity within which you to Out-Of-Body remote-View Sally's reservation to fly over Area 51. Should you do so of an initial experiment, and by chance to turn on your TV set to thereby 'spy' a Looney Tunes cartoon concerning Wile E. Coyote of a synchronicity, you will thereby know that your Succubus

conjunction has been successful.



DREAMTIME TO DREAMLAND AREA 51 TULPA UFO ARCHETYPAL

The more archetypal your construct of a character is, you will find that it will create its self via instantaneous associative correspondences. For example, the Native American motif is highly evocative; whereas Area 51 and that of an associated Dreamland has become archetypal due to its UFO associations. As for Coyote, you have a number of Native American myths, which empower its ongoing archetypal influence whose Heyoka character has become immortalized via Looney Tunes cartoons you to have no doubt encountered as a child.

Note: The Master stands at the centre of the Magic Circle, whom Conjures the (Slave) Succubus amidst the Triangle Of Art, within which she is constrained.



The (Slave) Succubus is not freed from the Triangle until she Obeys her Master; but first he has to enter into a Coitus Pactum with her.



The Succubae usually manifest when the Magician forcibly calls upon them; this is because of the potent Emotional Charge being employed upon which the Succubae feast.

ARCHETYPAL CHARACTERS CREATE THEMSELVES AMIDST YOUR TRIANGLE OF ART IMAGINATION

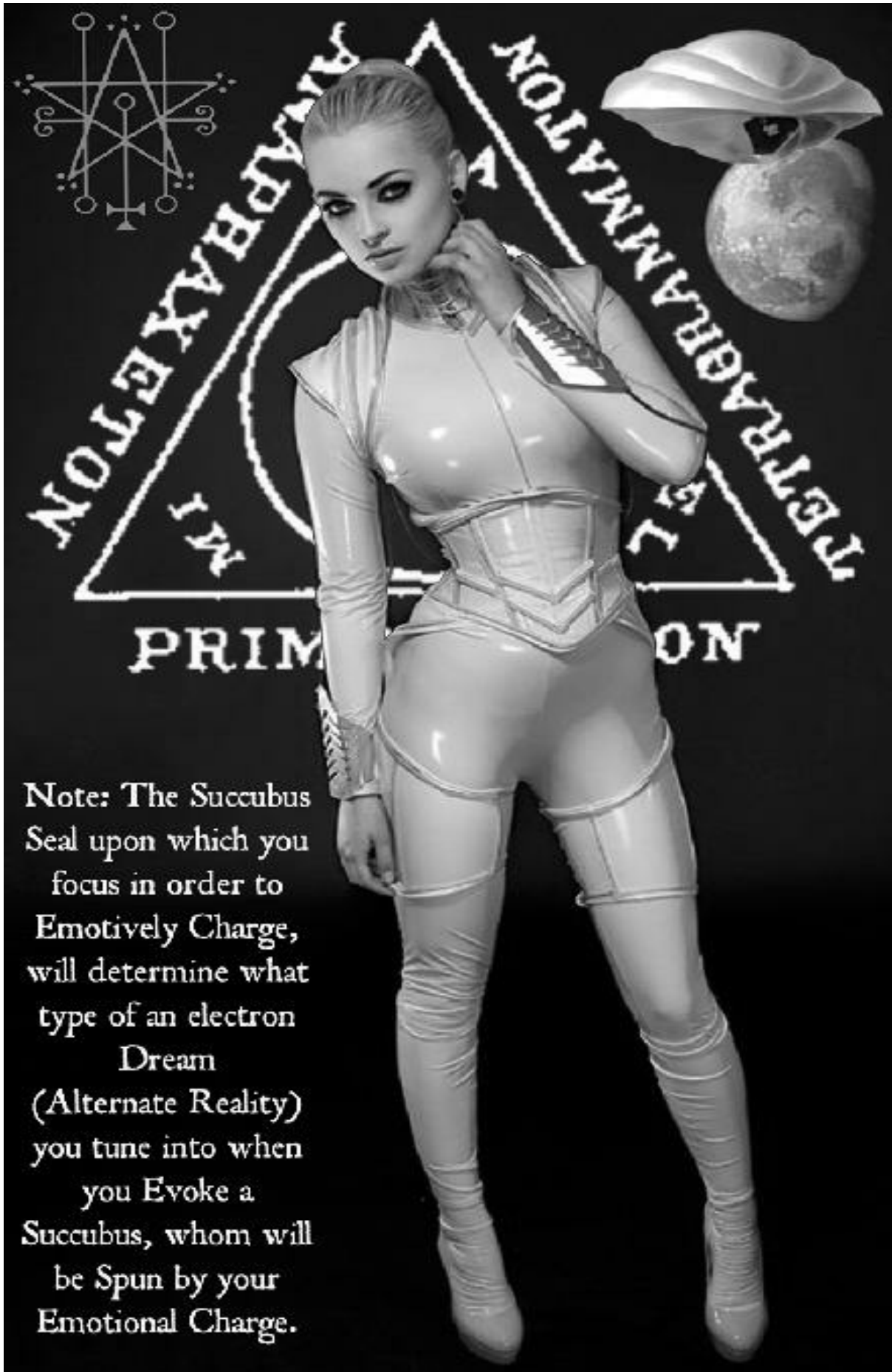
Should you find that your character is creating its self within your Imagination, then you are half way towards constructing your Ghost. The process is that of a creative act, which writers as well as artists 'habitually' utilize. It can of course be taken much further of a creative endeavor when you align it with a Sorcery orientation in order to conjure up your creation as a Tulpa, which you can thence list within your own self-created Grimoire.



TAKING THE GHOST CREATION EXPERIMENT

MUCH FURTHER OF SORCERY EXPLORATION

Let us see what we can deduce from these remarkable experiments... on one hand that of a technique while on the other that you can create Tulpas. However, the experiments did not go far enough in scope, such as, for example, that of lucid dream contact with the constructed entities and whether 'Out of Body Experiences' can also be attained through such constructs in order to remote-view other geographic locales, realities or time frames. Synchronicities were not explored in regards to these Tulpa constructs, which was one of the primary reasons why the Sorcerers of old constructed as well as contacted these entities; for through such contact with Tulpas or otherwise called Spirits the Sorcerer was enabled to set up concordant synchronicities to thereby fulfill the Sorcerer's desires. What is more the macro-psychokinetic effects can be otherwise directed towards healing; if you can get lights to turn on and off and a material table to dance and levitate, just think what you could achieve at the bio-molecular level concerning healing yourself or someone else to overcome a physical malady. But you would have to create a sexy Succubus Mind Doll of a Doctor/Nurse to do so, or that of creating a female Shaman, in order to direct the psychic surgery.



Note: The Succubus Seal upon which you focus in order to Emotively Charge, will determine what type of an electron Dream (Alternate Reality) you tune into when you Evoke a Succubus, whom will be Spun by your Emotional Charge.

A MIND CONSTRUCT OF A PROGRAM IS ONLY AS GOOD AS THE PROGRAMMER PROGRAMMING IT

The Philip and Skippy Cartman experiments indicate that a Tulpa is somewhat akin to a computer generated virtual reality character whose underlying program, is only as good as the programmer programming it; in a sense, a Tulpa is like a robot, which exists within the virtual reality of the dream. Like robots, these mind creations can probably evolve into a sentient self-aware state over time, which will thereby become separate from their creator.



CYBERNETIC EVOLUTION OF EVOLVING

ROBOTS

During December 2007, an amazing and little known experiment was conducted by researchers in Switzerland whom announced that they had created the first robots capable of a form of evolution, who had inadvertently discovered something surprising in the process. Their experiment involved building a number of machines, which were programmed with basic survival protocols. The machines were then placed in a dark room. The mission of the programmed machines was to find food, or perish. Inside of the room, there were a number of ‘food sources’, electrical power boosts, you could otherwise easily equate to the electrical brains of the participants sitting around a Séance table.



WE ARE ALL PROGRAMMED ROBOTS

Some of these ‘meals’ were better than others, and a few were even ‘poison’, carrying a negative energy value. After a period of time, the robots all reported in, and those with the highest percentage of success were declared the survivors. The robots were all reprogrammed with strains of code mixed from the winning units, to create the effect of reproduction with a little bit of random code thrown in for good measure, to mimic natural mutation. Naturally, as the process went on, the robots became better and better at finding the ‘good’ food sources, and avoiding

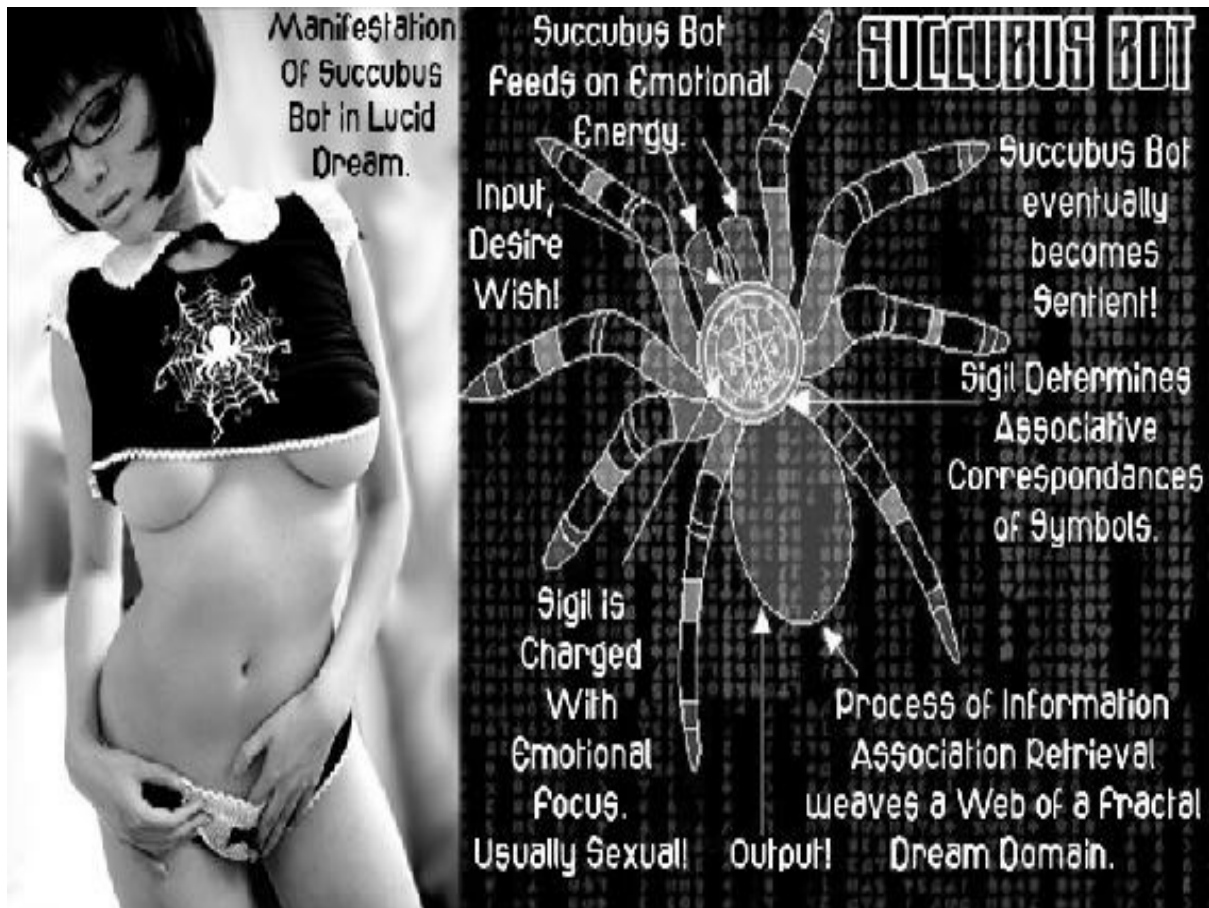
the poison. So, some of the participants around the Séance table will be the main (emotional energy) power source of the constructed Ghost of a robot, while others are of a negative (emotional) charge.



EVOLVING AT A SUPERLUMINAL RATE

The researchers soon found out that their robots were evolving at an amazing rate, to such an extent, the robots had even developed their own language as well as developing survival strategies, such as lying to each other about the food sources or otherwise working together in teams. Although the robots were solid state, this also applies to an artificial Intelligence at an informational level of a software program existing within a virtual reality; wherefore you also have a Tulpa of a ‘Mind Doll,’ which

exists within your dreams. You may say that this sounds a little crazy, but then your dreams can be equated to ‘virtual realities,’ while the dream characters (robots) you encounter are ‘programs,’ which your brain utilizes like a ‘computer.’ You then have a constructed Ghost, which has the ability to evolve into self-awareness.



DREAMTIME INTERNET OF THE WYRD WEB TO TREMBLE

Let us conjecture for a moment that your dreams are not just your own; your dreams are interconnected of a vast weave of a web with other dreaming minds; whence you have a collective unconscious mind of a Delta brainwave akin to that of the Internet interconnecting a myriad number of brains like a computer network. You can then conceive that a constructed Tulpa is somewhat like a Web-Bot, which can cross-reference associative information between many interconnected minds across the dream web. This would be analogous to the ‘Web-Bot Project,’ which refers to an Internet Bot software program. The Web-Bot Project is claimed to be able to predict future events by tracking ‘keywords’ entered

on the Internet of the web; such ‘keywords’ you can easily equate with mantras, which are utilised to induce lucid dreams.



DREAM WISDOM OF CROWDS

The Web Bot Project was created back in 1997 to be originally used to predict stock market trends. The Web-Bot uses the ‘Wisdom of Crowds;’ The Spiders search the internet for about 300,000 associative ‘keywords,’ which have an ‘emotional’ context to create a ‘snapshot’ of social trends and coming events.



DREAMTIME WEB-BOT SUCCUBUS TULPA

This technology is claimed to be able to examine the ‘collective unconscious,’ of the world as a whole. The Web-Bot is said to be able to predict catastrophic events 60 to 90 days in advance. However, you also have the ‘collective unconscious’ of the ‘Dreamtime whose weave of a web can be accessed through lucid dreaming;’ wherefore you can create a Web-Bot of a Mind Doll Succubus, which can predict future events to then be communicated back to you via your Alpha state erotic dreams or Theta state reveries. Since the Web-Bot of a Mind Doll Succubus has the collective dream at her disposal to access, she will also rapidly become sentient of awareness; but such will be dependent on how you program her of an initial Beta state mental construct.



A MIND DOLL OF A SUCCUBUS ALWAYS HUNGERS TO BE FED

Whether you have a futuristic hard-tech robot looking like a nuts and bolts Cylon to eventually assume a human form of synthetic flesh and blood or that of a software virtual-reality character of a hologram Frankenbabe, such a creation will still require a power source just like an organic organism; hence the same applies to a Tulpa of a Mind Doll Succubus whose electron dream existence is 'spun' by your emotive 'charge' of focus. In other words, you become her power supply; for she feeds off your 'emotional energy;' which is invariably sexual. Hence your emotive connection of a Theta brainwave state to your Mind Doll is an integral component of her construction, which is revealed by the Skippy experiment, whose initial phase was merely that of a Beta state, but her

conjunction was only successful when the group entered into a Theta state reverie.



VIRAL MEME TULPAS OF A BRAINWASH

Many have noticed that the characters, which are encountered within their dreams appear to have a life of their own. You could see these Tulpa dream characters as ‘automatons’ of thought, which are no different to programs. The question is, who originally programmed them? You will find that the Magical system of the West lists personality structures of the Spirits in accordance with certain archetypes, which are often than not associated with planetary influences along with their corresponding star signs of distinct qualities. Each planetary sphere and most especially that of a star sign is an already worked out personality structure, which has other associations of correspondence in order to flesh out the character of each Spirit, you will find listed in many a Medieval Grimoire. The

archetypes are essentially mental constructs, whose planetary and Zodiac associations are all part of their make-up, which has been orchestrated towards a certain tradition whose orientation tends to be primarily patriarchal. Hence the listed Spirits are all male. This tradition has many adherents who are all focusing upon the same symbolic stimuli, whether knowingly or not of an indoctrinated perspective in accord with an underlying mythic structure of a religious mental construct entwined with politics; whereby they are empowering their chosen Tulpas, which are acting as egregore 'viral memes' whose symbolic existence permeates all levels of society and popular culture. Whereupon your subconscious mind is being subversively influenced by these Tulpa creations. This can of course be otherwise applied of a technique to create mental constructs of female Mind Doll Tulpa Succubae to focus upon and to work with in order to protect your subconscious mind from being influenced by a collective focus upon an all male paradigm.



MIND DOLLS OF EVOLVING SYMBOLIC LANGUAGE FORMS

The archetypal characteristic of your Mind Doll is very important; for such an archetypal quality will generate a concordance of associative information around her at the subconscious dreaming level. You will find many an archetype in modern culture, which goes well beyond the traditional parameters, where you can use the schoolgirl motif of uniform fetish for example, to thence cross reference with other cultural influences such as Harry Potter's Hogwarts to merge with St Trinian's to thereby create your initial mental construct of a Mind Doll Hermione Granger. You may consider that such symbolic fusions to be rather perverse let alone immoral. But you will find little boy Spirits and cherubs being listed in numerous Grimoires along with detailed descriptions of machismo Angels and butch Demons, which of a hidden orientation you will begin to see far more clearly once you begin to engage in reversing the symbolism. You will then realize that the employed religious symbolism of an all male perspective has an obvious underlying sexual orientation, whose symbolic paradigm permeates all levels of your culture, which is that of a subversive brainwash.



SEXUAL SYMBOLISM OF THE SPIRITS NOT ALWAYS SEEN

You also have to keep in mind that your external morality does not apply to the internal realm of dreams; when employing sexual symbolism. It can however be spiritualized of a higher order when applied to associated abilities you seek to tap into, such as conjuring up a schoolgirl Succubus to empower your concentration in regards to scholastic studies. A psychologist could argue the case that the Medieval scholars did the same when engaging in listing all male Spirits in their Grimoires, which is no doubt indicative of their own underlying sexual focus upon butch Demons, machismo Angels, prepubescent Cherubs and phallic Seraphim let alone that of their horny Devil and fatherly God.



WHY BE SO SERIOUS WHEN YOU CAN HAVE

SO MUCH FUN TO LEARN QUICKER

You are only limited by your imagination to go beyond ingrained traditional constraints. You can also use the archetypal cultural motif of the UFO to merge with Barbarella as your Mind Doll, to even investigate Star Trek as an archetypal possibility to create a Mind Doll of a Vulcan to name as T'pol of a mantra. Some would say that this is merely kiddy stuff and not serious at all; but why make it so bloody serious when you can otherwise have so much fun investigating your own conscious awareness. The reasoning behind why many people will become highly reactive when you unshackle your mind from traditional constraints of ingrained conceptualizations, which have become religious of orientation is because those who desire you to stay shackled will lose their illusory power over you. Those who want your mind to stay in a box greatly fear you seeing beyond their illusion, to which you are tied to of a purely a mental construct, whose symbolic prison bars of a matrix are invisible. They have invested much in keeping your mind in a prison over many generations, which has been unknowingly perpetuated by the prisoners themselves; without the mental construct, those few in power, will lose all of their influence. The mental construct weak spot of a particular prison is that of its symbolic religious focus upon the masculine principle, which is very much entwined with politics; it thrives on inspiring fear; hence the established paradigm makes you fear exploring your own consciousness, because those who sustain it fear you breaking their illusory chains over your subconscious mind. Wherefore, if you reverse the symbolism, as well as to orientate it towards an internalised sexual exploration, just watch the politically correct thought police get emotionally reactive when you do so, which is especially the case if you indulge in conjuring up a schoolgirl Succubae.



ALL LANGUAGES CONJURE UP SYMBOLS ALL AS SPIRITS

The creation of a Tulpa is associated with your 'learnt' language. A Tulpa is a mind construct, which is symbolic, you can also equate with a Spirit. Whenever you write or speak your words, it instantaneously conjures up symbols within your subconscious mind; wherefore you are conjuring Spirits all the time. Hence your subconscious mind can be affected by your language. Those who desire control over you, do so through your symbolic language via which they influence your subconscious mind; this is very much the case concerning religious symbolism, which of a symbolic language form does not evolve very quickly, which stays nigh the same over thousands of years; whereupon you have many a mind existing within

a conceptual box whose enclosure hasn't transformed its self since the feudalism of the Bronze age. Wherefore its Tulpas are quite powerful of a subliminal influence since they are sustained by the focus of many minds, which constrain your perception of reality. This is is the reason why Freemasonry has an intense interest in symbolism to manipulate, which the science of advertising also utilizes.



MANY MINDS OF A META-CONCERT CREATING REALITY

The Ghost creation experiments indicate how powerful a group mind focus on certain symbolic stimuli can be, which generates psychokinetic phenomena. Just think of all those minds who are focusing on religious symbolism of an ongoing ritual of continuance, which very likely affects your perception of reality to 'brand.' You can therefore conjecture that the collective focus upon the Hogwarts 'brand' has become part of your own

subconscious dream landscape.



IN THE BEGINNING WAS THE WORD

When you consciously access the symbolic reality of the dream you will find yourself gaining ingress into an informational associative fractal, whose symbolic correspondences have been initiated by a symbol you have conjured upon a word. Your Tulpa dream world will be populated by numerous dream characters, which are all Tulpas, whose reality was spawned into being by one singular symbol you have conjured; this symbol can be that of a Mind Doll you have constructed of a program, which determines what you access of a dream scenario.



CREATIVE ARCHETYPES OF ARTISTRY

The Grimoires use certain archetypes, which is especially the case concerning Demons, such as a spirit manifesting as a monster you can otherwise equate with a Dinosaur, which you can then have ridden by female paleontologist looking like Lara Croft. The motif of the Dinosaur can be used in order to initiate time-travel dreams back into prehistory, while the cultural icon of Lara Croft, fused with the paleontologist, would be that of the human interface with the information you are seeking to access. Another Grimoire spirit you will come across is described as manifesting with the heads of a bull, ram and a man, which can be changed to that of a Pirates of the Caribbean female pirate wielding a Jolly Roger flag depicting the heads of a bull and a ram who will initiate remote-viewing dreams about where to find buried treasure. There is also a spirit who is traditionally described as manifesting as two Angels riding a chariot. The chariot can easily be seen as a space craft like that of the Star

Trek Enterprise or that of a classic UFO; while the two Angels become that of your extraterrestrial Mind Doll Succubae who can then be conjured within your lucid dreams in order to investigate the possibility of an extraterrestrial intelligence, or that of increasing your own intellect to go Ad Infinitum. You do not need to focus upon the established Medieval symbolism, whose influence is not applicable to your present, unless you are interested in Medieval history.



THE MIND DOLL EMPOWERS YOUR SELF IMAGE OF A GOD PROGRAM

As mentioned prior you will find that your Mind Doll will set up instantaneous associations of symbolic correspondence, which will formulate into an Informational-associative-fractal dream domain. The dream domain will become more stabilized over time when your emotional connection with your Mind Doll strengthens; whereby you can visit the

same dream locale whenever you approach the hypnagogic portal into your dreams while conjuring up your Mind Doll amidst your Theta state Triangle of Art imagination. In other words, your Mind Doll is indivisible from the dream domain, which she occupies; whereupon your Mind Doll is the personified interface whom represents the information you desire to access. In Hindu and Tantric practice you have a feminine power called Shakti who is the energy of your dreams whose feminine fluctuations are called Dakinis, which you can otherwise see as your Succubae Mind Dolls. In order to successfully engage yourself with your Dakini Mind Doll to thereby experience, you have to see yourself as her corresponding counterpart, which may require you to see yourself differently.



A GOD IS NOT A GOD WITHOUT HIS SHAKTI

For example, if you see yourself as being perpetually rejected by the opposite sex then it will be no different of experience at the dreaming level. However, if you see yourself as being attractive to the opposite sex, which your Mind Doll would symbolically represent as your loving counterpart then she will empower your change of perspective, when you internally transform your self-image via dreaming. Should you successfully achieve your own self transformation by merely thinking differently about yourself to thence induce a vivid lucid dream whose experience will be intense; it will then imprint your neural-network anew. You will then find yourself not enduring the emotional pain you had previously experienced before of an automatic reaction, which had once validated your old self-image of a perspective. Basically, you are reprogramming yourself. You will soon discover that your conjured Mind Doll is not only able to cross-reference desired information to feed-back to you via the microcosmic realm of the dream, she will also manifest your desires through macrocosmic associative synchronicities. You will then find yourself engaging in Sorcery practice.



SORCERY ENGINEERING OF CONSCIOUSLY WROUGHT SYNCHRONICITIES

The creative process of Tulpa creation can be taken much further at an individual level when you start to observe the phenomena of synchronicity. For example, an author may note synchronistic events

starting to happen, which reflect back the author's focus upon a fictional character. The author and philosopher Robert Anton Wilson when writing his Illuminatus Trilogy with Robert Shea had observed the number 'twenty-three' conspicuously cropping up as a synchronicity wherever he looked due to his focus upon the number in relation to the characters in his story; this then led him to write the book, Cosmic Trigger, which is all about the phenomena of synchronicity.



CATWOMAN FRANKENBABE MIND DOLL SUCCUBUS

Let's say you are working upon the fictional character of 'Catwoman' to jot down on paper in order to flesh out all her Tulpa characteristics of distinctive Mind Doll look etc, while you are in a Beta state; you

assiduously work out her 'back-story,' likes and dislikes, and those experiences, which molded her, in essence you create a 'personality profile' and 'history' for Catwoman, which enables you to vividly visualize her when in an Alpha state. Perhaps you have been intensely working upon her character throughout the night without burning the midnight oil of little sleep to thence in exhaustion whimsically turn on your TV set in a state of a Theta reverie, which just so happens has a B-Movie film showing, entitled, 'Catwomen from Mars.' You was totally unaware of the film being on at the time, although your Delta state has revealed otherwise of precognition.



PUSSY TWISTER SYNCHRONICITY

You may later go out to acquire some cigarettes, and when in the shop you accidentally bump into a very feline femme-fatale of a woman wearing a spray on printed shirt with a 'Pussy-Cat' motif on its stretched material. When walking back home you perceive a black Cat cross your path. The Cat captures your insatiable curiosity to follow it, which leads you to a back alley club called the 'Pussy Twister, you never knew existed;' upon entering you verily meet up with the personification of your fictional character of a pole dancing Catwoman in the flesh. Such synchronicities do happen, if you are observant enough to notice them. When you start to experience synchronicities you will initially start to feel that you are living within a computer simulation, which is powered by your brain along with many others of carbon-based-life-form brains.



MIND CONSTRUCT PROGRAMMING OF YOUR MIND DOLL SUCCUBUS

The Philip experiment involved the utilization of a back-story, which

many an author uses in order to flesh out the characteristics of their characters, which of a technique you can use when creating your Tulpa of a Mind Doll. Consider what the plotline of her story is going to be about, which is that of her initial programming. In general the more your emphasis rests upon the plot of a particular story, the more the characters need to serve the plot. If the story focus is more character based then a constructed plot needs to serve the character. For example, the Philip experiment used an emotional plot device, which underlined its historical structure; but it also involved other elements of interest, which can be broken down into three parts; so let us look at Philip's back-story again:

1: INITIAL HISTORICAL BACKGROUND OF THE CHARACTER:

“Phillip was perceived as an aristocratic Englishman who lived during the middle 1600s at the time of Oliver Cromwell's rise to power. Philip had been a supporter of the King who was of a Catholic persuasion. He was married to a rather beautiful but frigid wife of cold disposition whose name was Dorothea whom was the daughter of a neighboring nobleman.”

2: PRIMARY ARCHETYPAL MOTIFS:

“One fateful day while Philip was out riding around the extensive boundaries of his vast lavish estate he came across a **GYPSY** encampment where he fell in love with a winsome dark-eyed **GYPSY** girl with raven-hair called Margo. Philip decided to bring Margo secretly back home to take up residence as his mistress in the gatehouse, near the stables of Diddington Manor being his family abode. Time flitted by while Philip made love to his **GYPSY** maid behind his wife's back. Allas Dorothea, realized that her husband was keeping another woman in his gatehouse, whereupon she found Margo, and accused her of **WITCHCRAFT**, which Dorothea believed Margo had used to steal her husband's heart. Philip did not stand by his mistress for he was too afraid of losing his reputation along with all his possessions; wherefore he avoided protesting Margo's innocence at her trial. Of course, Margo was duly convicted of heinous **SORCERY** who was duly burned at the stake as a **WITCH**.”

3: HOW THE CHARACTER BECOMES A GHOST:

“Phillip become stricken with guilt, which gnawed away at his remorse ridden soul since he had lifted not a finger in defense of Margo, which

drove him mad to pace the battlements of Diddington as his mind slipped into insanity and despair; one morning his broken body was discovered at the bottom of the battlements from which he had cast himself in a fit of tearing agony and deepest remorse.”



THREE BRAIN TIERS OF STORY

The three parts of the Philip plotline corresponds with a marketing technique, which the science of neuro-marketing utilizes in order to determine the subconscious desires of customers; the technique involves getting the customer to reveal their feelings about a keyword, such as the keyword: ‘wealth,’ of an example. The customer initially analyzes their own feelings about the keyword, which are often filtered via intellectualisation. Then the customer is asked to describe the keyword in such a way that a child would understand what is being communicated; whereupon the customer describes the word in more emotional terminology. Finally the customer is then asked to describe the word in a straightforward way, which leads to the customer unknowingly revealing his/her true feelings about the keyword. These three descriptions are seen to correspond to what neuroscientists classify as being the three main parts of your brain, each of which functions as a brain unto itself. Hence, these three brains express themselves differently. The three brains, which are

nestled inside one another are as follows:

1: THE “HUMAN” (‘New,’ or outer-most) Brain: Most evolved part of the brain known as the cortex. Responsible for logic, learning, language, conscious thoughts and our personalities. The Human level equates with the Upper-World you can otherwise term as Heaven, which also corresponds with your astrological Ascendant sign.

2: THE “MAMMALIAN” (Middle) Brain: Also known as the limbic system. Deals with our emotions, moods, memory and hormones. The Mammalian level equates with the Middle-World, which also corresponds with your astrological Sun sign..

3: THE “REPTILIAN” (Old) Brain: Also known as the R Complex controls our basic survival functions, such as hunger, breathing, flight-or-fight reactions and staying out of harm’s way. The Reptilian level equates with the Lower-World or Underworld, some would call Hell, which also corresponds with your astrological Moon sign.



THE REPTILIAN ALWAYS WINS

While neuro-marketing is still in its infancy with many unanswered questions, one finding is very clear. The reptilian, or old, brain drives customers emotional decisions. According to Erik du Plessis in, 'The Advertised Mind,' the 'old' brain rules all rapid decision-making. Market researcher and Chairman, 'Archetype Discoveries Worldwide,' Clotaire Rapaille said in a PBS interview , 'The Persuaders, that:

*“The reptilian always wins. I don’t care what you tell me intellectually.
Why? Because the reptilian always wins.”*



ARCHETYPAL DREAM TRIGGERS

In order to strengthen your brand of a Mind Doll, you must understand your own reptilian hot buttons. A cortex message, such as: “this Mind Doll Succubus will fulfill all your carnal desires,” doesn’t buy loyalty from your subconscious mind. It all comes down to what archetype triggers the first reptilian reaction. That is why the viral meme of Biblical Coke, after all these years, continues to dominate the religious market. Your old brain often overrides your voice of logic and drives all of your decisions for reasons beyond your conscious awareness. To influence the decisions of your subconscious mind, you must learn how the old brain operates and speak its symbolic language, which is archetypal.

YOUR PROGRAM OF A MIND CONSTRUCT ALWAYS NEEDS AN ARCHETYPAL EMPHASIS

You will notice that the underlying theme, which empowered Philip’s character, concerned the emotive themes of adultery and betrayal of plot, while alluding to the archetypal theme of witchcraft; while Philip was of course a Ghost of focus, which stirs up subconscious reptilian-brain fears about death. The information Philip communicated through his psychokinetic Spirit raps was primarily of an emotional type, which befitted his story, you could say was ripped right out of a cheap romance novel.

MARGO THE ARCHETYPAL WITCH

Philip was not an archetypal character, but Margo definitely is, which is due to the fact that she is seen to be a ‘Witch’ who can easily make tables to dance around on one leg to rap walls making lights turn off and on of poltergeist affect. A Witch has definite symbolic associations within the depths of your subconscious mind, which are far more ‘reptilian-brain’ potent than an English aristocrat. The short back-story of Philip can be analyzed in accordance with archetypal themes. These archetypal themes leads you to the motif of the ‘Gypsy,’ which has cultural associations with divination and in turn Witchcraft.

POLTERGEIST GYPSY WITCH MAGIC

Gypsy magic, curses and Tarot readers fits in quite nicely with the associated archetype of the Witch. The Witch often dallies with familiar Spirits, Ghosts and Poltergeists, while Philip's character appears to be somewhat flat-line of quaint background noise. You could deduce that the Toronto group did not have any initial success due to the fact that Philip was not a potent enough 'mental construct' of an archetypal character; if however they had seen him as being a Warlock of a Sorcerer, they may have had a far quicker result due to their stirred subconscious minds generating associative correspondences; no doubt their subconscious powerhouse was eventually turned on by Margo the Gypsy Witch who loves a good Séance; but then Witches and Séances go together of associated art of Necromancy.



**SUCCUBUS MIND DOLL DREAM LOVER OF
SEXUAL FANTASY**

Should you need a Tulpa Mind Doll of a Succubus whom will cater to your carnal lusts then you had better design a colorful Mind Doll, which will fulfill your desire. However, your subconscious mind takes everything literally while your conscious mind has a tendency to dance around shadowy corners. Your conscious mind may envisage your Mind Doll as being the perfect sexual partner, while the reptilian brain stem reaction of your subconscious mind merely sees her as being a cheap prostitute, which will lead to you having dreams about making love to a dirty rag-doll or that of some woman who suddenly shape-shifts into a loathsome Hag. In order to offset any disagreements between your conscious desires and your subconscious powerhouse you have to go over everything from the physical build of your Mind Doll's body to that of her psychology and everything else in between of self analysis as well as the reasoning why she would give herself to you in order to get your subconscious mind to see her as a very real reality.



EVERY MIND DOLL SUCCUBUS NEEDS A CABBALA HAREM TO LIVE WITHIN

Now it is important that you do not make your Mind Doll too perfect. Your subconscious mind knows that no one is ever perfect. This fact makes life more interesting, which allows for the evolutionary flux of continual change. If you make your Mind Doll too perfect, your subconscious mind will react, let alone to feel that you are less than your own creation. How will you ever be as perfect as her in turn? Your Tulpa Mind Doll should have flaws, which will make her feel more real as a personality as well as making it more comfortable for your subconscious mind to deal with, which in turn empowers your Mind Doll's ability to ultimately fulfill your desires. You also have to keep in mind that your Mind Doll needs some kind of structure to exist within as an entity, which your subconscious mind requires in order to see your Mind Doll as being an actual being in her own right, such as seeing her as a Ghost, for example, or that of being an extraterrestrial or even a time-traveler. You can also use the mythological structures of the hierarchies of Angels or Daemons to investigate in regards to your Mind Doll. In other words, you have to trick your own subconscious to believe that your Mind Doll has a tangible reality who is part of a collective perception, such as the belief in Ghosts, Spirits, Daemons, Angels or Aliens, otherwise your experiment will be of very short duration, since your subconscious mind will become highly reactive and thereby reject the reality of your Mind Doll. For example, a child will unconditionally accept the reality of an invisible friend without enquiring, to not question why or how such an entity exists. But as the child grows up, questions will be asked; this is more so the case for an adult whose subconscious mind has been molded by cultural and social influences; however, certain collective beliefs of cultural mind constructs allow for the reality of otherworldly entities to exist within, which your imprinted subconscious mind will readily accept.

ARCHETYPES OF ASSOCIATIVE CORRESPONDENCES GENERATE FRACTAL DREAM DOMAINS

When constructing a more literary story of self made mythological

structure then your character of a Mind Doll should be in mind already; whereby the plot forms around her. This is especially the case if your Mind Doll of a Succubus character is of an archetypal quality such as a Fallen Angel or that of a Ghost. For example, you may desire to increase your Intelligence and learning capabilities, which will require a young character of a Mind Doll who represents those formulating experiences and events, which will fulfill your particular desire to increase your intelligence, whereby you could use the archetypal motif of a schoolgirl to merge of cross-reference association with a Fallen Angel or a Ghost. If you don't have the archetypal element of symbolic 'input' you will not be able to fulfill your desire of associative 'output' manifesting as a synchronicity; whereby your conscious plot of a focus must support your subconscious 'archetype' of a character.

OVERCOMING THE MYTHIC BRAINWASH OF YOUR SUBCONSCIOUS MIND IN REBELLION

You could work with the Spirits, which are listed in the Medieval Grimoires whom have archetypal foundations; the listed Spirits of the Grimoires are part of an established cultural mind construct, which at a collective level has invariably imprinted your (Reptilian brain) subconscious mind of an indoctrinated consensus agreement. However, you do not have to toe the traditional patriarchal line when doing so, to believe said Spirits as being all male; whereupon you can perceive the listed Spirits and Angels as being otherwise all female Succubae instead, whom can become your most salacious Mind Dolls. Your imprinted subconscious mind will no doubt react against your mythic overhaul at first. But your (Human brain) conscious mind can use the unassailable philosophical argument that the rebellious fallen Angels whom rebel against the patriarchal structure are in fact all female; for they would be empowered in their rebellion by assuming a feminine form, who would be of a very sexual inclination, since the patriarchal mind construct of a viral-meme believes that sex is the first Sin, while woman is the great tempter. While you mull over this argument, you then translate it into an alternate (Mammalian brain) myth. How would your subconscious mind (Reptile brain) be able to reject such an argument, which would then become aware that it has been entirely brainwashed by the patriarchal paradigm; in fact, how can anybody else argue against such a perspective at a collective level, whether consciously or subconsciously; they cannot do so, without tying themselves up into symbolic knots!



FRANKENBABE SUPERHEROINES REQUIRE LOTS OF RESEARCH IN ORDER TO BUILD THEM

You have to get to know the character of your Tulpa Mind Doll. In order to do so, you could use the authors technique of a form, which looks like an extensive dossier; let's say that you are creating Super-heroine characters for a line of Grimoire comics and their associated computer game dreams. For supporting familiar Spirit characters the dossier is smaller, but still quite detailed. When to design a dossier for your Super-heroine Mind Doll Succubae be sure to include details about:

CATWALK MODEL SUPERHEROINE SUCCUBAE WEAR COLOURFUL COSTUMES:

ELEMENT: EARTH: PHYSICAL: Determine what your Mind Doll's physical manifestation will be of appearance, which usually means that your Mind Doll is the quintessence of feminine erotic sensuality and sexuality. However, such can be expressed in many different ways. This is where you collect imagery and other visual material for your Mind Doll. The imagery you collect can be used to create photomontage mandalas to focus upon when engaging in meditation practice. This can be taken further when you give a name to your Mind Doll, which can thence be used as your mantra. Should you associate your Mind Doll with a Spirit, which is listed in some arcane Grimoire such as the Goetia, to see as being otherwise female of manifestation, you can thereby use the seal of the Spirit to meditate upon, while its name becomes your mantra. You can then use the mantra of your Mind Doll's name to intone when attempting to capture the hypnagogic state while visualizing her seal in order to attain conscious ingress into your dreams. Your Mind Doll dream conjurations will then become part of her growing dossier.

SUPERHEROINE SUCCUBUS MIND DOLL'S HAVE SUPER POWERS AND PSYCHIC ABILITIES:

ELEMENT: WATER: EMOTIONAL: Make a list of your Mind Doll's abilities and powers as well as her particular habits and mannerisms. The Mind Doll of a Succubus is the symbolic personification of a meta-psychic

supernatural power and ability, which she will bestow upon her master via sexual congress; such will be experienced within vivid erotic lucid dreams, which she will induce. Your Mind Doll of a Succubus has a personality; whereby she will have certain habits and mannerisms, which will set her aside from your other Mind Doll Succubae characters. For example, you may have a Mind Doll Succubus who has the power to affect the weather to go well beyond table turning and raps on the wall; whereby she is associated with storms, thunder and lightning, which will determine how she expresses the emotional side of her personality like a Super-heroine out of a comic Book, just like the X Generation Mutant girl of a character called 'Storm.' Hence, it is not advisable to make her angry. The utilization of comics is a good starting point to create your Mind Doll; comics are populated by colorful archetypal characters and just like the Spirits listed in Grimoires they have a mass mind focus.

EVERY SUPERHEROINE MIND DOLL HAS REASONS AND MOTIVATIONS:

ELEMENT: AIR: MENTAL: Formulate what your Mind Doll's reasoning and motivations are, which drives her existence. At base level, her main reasoning and motivation as a Succubus is that of acquiring the energetically charged emotive ejaculations of her master in order to feed off. The erotic emotive reactions of her master is the 'charged' energy, which sustains the continual 'spin' of her sentient existence as a Succubus. She will of course have other motivations and reasons for interacting with her master, which you will have to determine for your own chosen Mind Doll of a Succubus that will make her distinctive from the other Mind Doll Succubae you create.

SUPERHEROINE MIND DOLLS NEED A BACK-STORY OF A HISTORY:

ELEMENT: FIRE: SPIRITUAL: Imaginatively create your Mind Doll's past of a historical 'back-story,' which could be derived from a mythological source. You have some examples of back-stories concerning the Philip and Skippy Cartman Ghost experiments, which have been mentioned earlier, whose symbolic constructs are that of discarnate's. When you create a Ghost, it invariably follows that a Ghost's back-story will be drawn from a historical source. There are innumerable historical scenarios you can use, which your subconscious mind will feel to be real. Should you otherwise perceive your Mind Doll Succubus to be emanating

from the future or from out of an alternate reality existing within a parallel universe or even that of an extraterrestrial alien, it will require you to do some further research, such as looking into the possible future evolution of technology or what if the American revolution had never happened or an alternate history, let alone getting into cosmology to determine if there are recent discoveries of potential Earth like planets etc, for your Mind Doll to emanate from. Whatever scenario is constructed, it will determine the quality of the subconscious dream Information that you access. What you will be engaging yourself with here is a form of remote-viewing. The back-story will act like a lens via which you perceive other possibilities. But it is taken much further, because the lens is symbolically personified as your Mind Doll. If your Mind Doll is based upon pure fantasy, which has no anchor in your present reality, then the information you will access in your dreams will become escapist gibberish and of no practical use to your survival, unless you desire to create a new tax exempt religion. At base level, your (Reptilian brain) subconscious mind will support your conscious intent if your subconscious mind senses that it will enable your continued survival and wellbeing, such as inspiring you to create works of art to sell and to inspire others, or coming up with inventions to help yourself and others etc. Using the technique just for Dungeons and Dragons kicks will not work to your overall advantage.

SUPERHEROINE MIND DOLLS EVOLVE AND GROW OVER TIME OF CHARACTER DEVELOPMENT:

ELEMENT: QUINTESSENCE: SENTIENCE: Keep in mind that the character of your Mind Doll Succubus will need to change and develop within the course of your constructed story of a program. Should the design of your Mind Doll character and back-story be limited and not open ended; your Mind Doll will not be able to grow and develop as a distinctive interactive personality within your lucid dreams. In other words your program of a Mind Doll will not be able to learn; wherefore limiting its intelligence and its interaction with you.



GOETIC MIND DOLL SUCCUBAE OF TWILIGHT WISDOM

You are surrounded by archetypal symbolism, which has had a great impact upon the collective mind and that of culture in general throughout the ages; we are all driven by our myths, which are populated by living archetypes whom frequent your dreams as Spirits. These archetypes have been quantified down to seven main archetypal influences, which in magical practice are associated with the planetary spheres. Some of these archetypal influences are far more obvious than most. For example you have the Venus archetype, which is usually associated with love, sex and feminine beauty, which leads you to the qualities Marilyn Munroe exhibited, who has become a Venus icon. Another example is that of the archetypal planetary sphere of Mercury, which informs the intellectual character of Hermione Granger, while the archetype of Saturn would be very much alike to a Gothic Wednesday Addams. You also have the

archetype of Mars, which sums up the likes of a martial Lara Croft. The more archetypal your Mind Doll is, the more successful you will be in conjuring her. The science of advertising utilizes the same technique in order to subliminally affect your subconscious mind to thereby conjure up their product to make as your conscious desire to obtain. Religion, cults and the science of advertising uses archetypes to bypass your conscious mind in order to hypnotize you. Hence, you can use the same technique in reverse in order to hypnotize your own self when practicing auto-hypnosis to thereby rebelliously conjure up a Succubus Mind Doll Tulpa into your lucid dreams to thereby negate the influence of an all male paradigm brainwash.

MAKE LOVE, NOT WAR!

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