

Chaos Magick By Rev. S. Nagash

To have success in chaos magick, it is all dependent on your degree of mastery of the magickal trances and metamorphosis. Initiate chaos magick includes three ways, ritual, sigils and dreaming.

Ritual - This is a combination of the use of talismanic weapons (magickal weapon, dagger, wand, etc.), gesture, visualized sigils, word spells and magickal trance. One thing that is essential for beginners in chaos magick is to have an effective banishing ritual. A good banishing ritual will prepare you for magick concentration more rapidly than any of the magickal trances alone, however, you do need to utilize or know the technique of magickal trance before doing banishing rituals. The reason for this is that, if your mind doesn't know what to do when requested, at a more rapid pace, you will not reach the magickal trance. This also enables the magickian to resist obsession if problems are encountered during dreaming or sigils becoming conscious. It also protects you from hostile occult influences that may be present.

To develop the Banishing Ritual, you will need a magickal weapon. To do the ritual, these are the suggested requirements. First, describe a barrier about yourself with the magickal weapon (gesture). Also, strongly visualize this barrier, three-dimensional barriers are preferred, however it is your preference alone on how you describe it. Next, you focus your will on a visualized image, for example, the magickal weapon, or third eye, or a ball of light inside your head, etc. A sound concentration can be used additional, or alternatively. Third, the barrier is reinforced with the magickal weapon. This could be a 5-pointed star or pentagram, or the eight-pointed star of chaos, or any form; also, you can use words of power as well. And finally, you stop thinking, to enter the magickal trance. That is a simple yet effective Banishing ritual.

Sigils - There are three parts to operating a sigil. The sigil is constructed, the sigil is lost to the mind, and the sigil is charged. In constructing a sigil, the idea is to produce a glyph of desire, stylized so it doesn't immediately suggest the desire. It is not necessary to use complex systems here. One way by word method, write down a sentence, and delete all repeated letters. Rearrange letters so that they are connected in a picture, to give a pictorial sigil. Picture method; draw your desire the best you can, but simple. (No coloring, no shading, just lines) and then you can straighten out the lines making geometric shapes from the original picture, so that you cannot tell what the desire originally was. This will then lose it to the mind if you let it. To successfully do this, you need to banish it from waking consciousness. Sometimes the sigil can be burnt, buried, or cast into the sea. The sigil is charged at the moments when the mind is has achieved pure concentration through magickal trance, or when high emotionality paralyzes its normal function. Then concentration on the sigil in the mind as long as possible, it is wise to banish it by evoking laughter. To move on in Chaos Magick, one needs to have some sort of mastery in the Magickal Trances. This section will cover ritual, sigils and dreaming. Also, it is necessary to make yourself familiar with at least one system of divination; however the system you choose should not involve too much randomness. (Astrology is NOT recommended) Whatever symbolic system or tools you use, they are merely tools to

amplify or act as a receptacle for your inner ability. Thus, one person may choose the Thoth Tarot Deck, and another chooses the Rider-Waite Deck. Each person is doing the exact same thing with these deck, however the symbolism may be different, the card are performing the same act for each respective magickian, within that magickians' symbolic systems.

Ritual is a combination of the use of talismanic weapons (daggers, wands), gesture, visualized sigils, word spells and magickal trance. Before moving to sigils and dreaming, you must have an effect Banishing Ritual. The Banishing Ritual has the following effects: It prepares you for magickal concentration faster than any trance exercise you may do, and it also enables one to resist obsession if problems with various experiences occur and it protects you from any hostile occult influences that may occur. A major part is the magickal weapon. It should be something that is impressive to the mind, and also represent one's aspirations. It is a major advantage to make your own magickal weapon, or find one in some odd or strange way. To develop a banishing ritual, you need a magickal weapon. You need to describe the barrier around you and visualize it within your mind. You can add sound concentration at this time as well. Finally, the barrier is reinforced with symbols of power. Words of power may also be used. Then the magickian voids, by stopping thought.

Sigils

Sometimes, you need something that cannot be gotten through normal channels. It is sometimes possible to bring about the required coincidence by the direct intervention of the will provided that this does not put too great a strain on the universe. The mere act of wanting is rarely effective as the will becomes involved in a dialogue with the mind; therefore magickal ability becomes diluted. What happens then, the desire becomes part of the ego complex and then becomes anxious of failure. The will not to fulfill desire arises to reduce fear of failure. Then, the original desire is a mass of conflicting ideas. Often the wished for result only happens when the desire is forgotten. This is what makes sigils and most forms of magick work. Sigils work because they stimulate the will to work subconsciously, bypassing the mind. Magickal Trance helps in bypassing the mind.

In using sigils, there are three parts. 1. The sigil is constructed, 2. The sigil is lost to the mind and 3. The sigil is charged. When you construct a sigil for use in chaos magick, you are producing a sigil of your desire, but stylized to not immediately suggest the desire. Complex symbol systems are not necessary. Words, images or sounds can construct these sigils. The subject matter of the spells is arbitrary and not recommended. To successfully lose the sigil, both the sigil and the associated desire must be banished from waking consciousness. One way to achieve this is by forceful turning of attention to other matters. The sigil sometimes may be burnt, buried or cast into the ocean. Word spells can be lost by constant repetition. This eventually empties the mind of the associated desire. The sigil becomes charged when the mind has reached the peak of magickal trance, or during high emotionality paralyzes its normal functioning. This is when the sigil is concentrated on, as a mental image, mantra or drawn form. Times when sigils may be charged: during magickal trance, great elation, fear, anger and/or embarrassment. After

holding the sigil in the mind, banish it with laughter. A record of sigil work should be kept, but not in a way that could cause deliberation or thought over sigilized desire.

Metamorphosis

The transmutation of the mind to magickal consciousness has often been called the Great Work. Its far-reaching purpose is to find the True Will. Metamorphosis is an exercise in willed restructuring of the mind. All attempt to reorganize the mind involve a duality between conditions as they are, and the preferred condition. Religions are based on the lie that one can or ought to have one or the other, say, joy and sin, according to them you can have joy without having sin, but the duality in nature proves that wrong, that is why everyone is a sinner! Anyway, High magick recognizes the dualistic condition but does not care whether life is bittersweet or sweet or sour; rather it seeks to achieve any perspective at will.

Any state of mind might be chosen for transmutation, but there are specific virtues to the ones given. The first, breaks the tension, and clears the air after magickal trance, which is Laughter. The second is a specific against obsession with the magickal practices in the third section, that is non-attachment and non-disinterest.

A process of ongoing meditation accomplishes attaining these states of mind. One tries to enter the spirit of the condition whenever possible. You want to utter feel the spirit of the emotions or thoughts. And you think of the desired result at other times. By this method a new mental habit can be established.

Laughter is the highest emotion, for it can contain any of the other emotions, from ecstasy to grief. Crying is only an underdeveloped form of laughter. The trick with laughter is, to laugh at all things, even in neutral and ghastly events. Though at first, it may be forced, however one can learn to smile inwardly at all things.

Non-attachment and non-disinterest best describes the magick condition of acting without lust of result. It is very difficult for most to decided on something, then do it purely for its own sake. Yet it is precisely this ability, which is required to execute magickal acts. Only single pointed awareness will do. Attachment is both positive and negative, for aversion is its other face. Attachment to ones personality, ambitions etc. will prove limiting in time. On the other hand, it is fatal to lose complete interest in these things, for they are ones symbolic system or magickal reality. By denying the hand that spoils and touching the magickal reality lightly, then you will gain enough freedom to act.

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