

SORCERY AND FORBIDDEN LORE

***Mark L. Mirabello, Ph.D., Professor of History, Shawnee State University
(USA)***

Tonight I will be discussing forbidden knowledge and occult secrets.

But first I must also give you a warning. Do NOT practice these spells. As Dorian Gray discovered in the Oscar Wilde story, the practice of evil will destroy you.

HOW TO RECOGNIZE A SORCERER

Beware of anyone with red polish on the nail of one of his little fingers. He serves Satan.

If you cannot see your reflection in someone's eyes, be afraid. The person is a sorcerer.

THE GREATEST OF ALL SORCERERS

The most powerful sorcerer is the product of incest. Specifically, he is the child of a mother who copulated with her own son.

HOW TO GAIN MAGIC POWER

To gain great magical power, spend a night with the corpse of a sorcerer.

THE RED SECT

The Red Sect is a secret group of sorcerers within Voodoo. They are the people who make zombies.

To be initiated into the Red Sect, the neophyte spends two weeks in preparation and seclusion.

He learns secret passwords and signs, prayers, and gestures.

During the seclusion, he eats only dead food. That is white food such as rice and milk. In voodoo white symbolizes death.

When he emerges from seclusion, he is dressed in white.

The most famous member of the Red Sect was Francois Duvalier. Elected president of Haiti in 1957, Duvalier ruled as dictator his death in 1971.

Although trained as a medical doctor, Duvalier was a great sorcerer. To predict the future, he consulted a shrunken human head. He kept the head in his office.

In his most famous act of sorcery, Duvalier issued a death hex on President John F. Kennedy on November 22, 1962. Exactly one year later -- on November 22, 1963 -- Kennedy was murdered.

HOW TO INCREASE YOUR POWER

Aleister Crowley, the 20th century occultist, said that learning to speak backward was a path to spiritual mastery.

MAGIC

There is a difference between religion and magic.

Religion requires faith. Magic -- which is dangerous -- requires courage.

According to legend, magic confers great powers. With magic the sorcerer can brew potions to confer immortality, invulnerability, the power of flight, or the faculty of prophesy.

Also, with magic the sorcerer can shape-shift into animal forms. The sorcerer can turn men into pigs and he can create beautiful women from flowers.

TWO BASIC IDEAS OF MAGIC:

Imitative magic, or like causes like. According to imitative magic, there is an occult connection between two things that resemble one another in form or color.

If you burn a voodoo doll, you burn the person it resembles.

A second principle of magic is contagious magic. According to contagious magic, things long connected remain connected across space and time.

In other words, if a sorcerer possesses your hair clippings, nail parings, or clothing, he can hex you.

OTHER PRINCIPLES

In ancient legend, we must dance clockwise for worship. To release occult forces -- the powers of darkness -- move counter-clockwise

Also, in magic, every action must be single. You must stake a vampire to the earth, for example, with a single blow. A second blow will reanimate him.

Spells should be recited, not read. Spells must not be translated, for translating spells causes them to lose power.

Also, everything used by the magician must be virgin: the item must never have been used by any other person for any other purpose.

MAGIC CIRCLE

When engaging in magic, always stand inside a magic circle for protection.

Make three concentric circles from strips of skin cut from a young goat.

The largest circle should be nine feet in diameter.

Between the circles, inscribe the names of god and magical characters.

Secure each circle to the floor by four nails pulled from the coffin of a dead baby.

During magical operations, never leave the circle.

The only metals allowed in inside the circle are gold and silver.

SOME MAGICAL HERBS:

Wolfbane. Also called Monkshood, wolfbane first grew from the vomit of the three-headed dog guarding hell. Wolfbane produces altered states of consciousness. Wolfbane is used in shape-shifting magic.

Belladonna -- also called Deadly Nightshade -- is a poisonous substance used in dark magical acts. Belladonna is used in astral projection -- sending your soul elsewhere.

Henbane. Henbane is used in the mysterious "witches ointment."

Foxglove. This is used in love spells. Oddly, today foxglove is the source of the heart drug digitalis.

Mandrake. Also called devil's testicles by the Arabs, mandrake has power

over the creatures of darkness.

According to legend, the first mandrake grew from the sperm which fell from a hanged man.

Difficult to harvest, mandrake shrieks when it is uprooted, and hearing this shriek will cause madness. This is referred to in Shakespeare's Romeo and Juliet, IV: III.

To safely extract mandrake, use a trained dog to uproot it.

GRIMOIRES

Grimoires are magical texts. One of the most infamous grimoires is the Red Book of Appin.

Known to have existed a century ago, tradition says the Red Book of Apin was stolen from the devil with a trick.

The manuscript of the Red Book contained a large number of runes and incantations. The binding was made from some kind of blackened leather, and was soft and hairy -- like the skin of a wolf.

This strange volume allegedly conferred dark power on the person who possessed it. The book was so dangerous, the owner had to wear circle of iron on his brow when he used it.

The last known owner was a Scottish family, the now extinct Stewarts of Invernahyle.

Even more infamous, was the so-called Agrippa Book: This occult book was named after Heinrich Cornelius Agrippa, a Renaissance occultist.

The Agrippa Book was supposedly four feet tall and very thick. All of its pages were made from human skin.

The book contained ancient secrets and the names of demons and spells to bring them forth.

The book was supposedly so evil that it had to be kept in chains in an empty room so that evil would not escape.

Oddly, the Agrippa Book itself was considered a demon. This demon had an intimate relationship with the owner. Anyone else who used the book could experience madness, disfigurement, death.

When the owner of the Agrippa died, the book would sense abandonment and unleash terrors.

To stop the terrors of an Agrippa book, burn the volume and scatter the ashes on consecrated ground.

TIME OF SPELLS

The day is the time for religion. The night is the time for sorcery.

In occult lore, the moon is older than earth and is dead. The moon is a giant luminescent corpse in the sky. It exerts malign, undead influence on the earth. The time of the moon -- the darkness of night -- is associated with sorcery.

The waxing moon -- when the moon is growing larger -- is the time for constructive magic. When the moon is waxing, the horns of the crescent point to the east.

The waning moon is for destructive magic. When the moon is waning, the horns of the crescent point toward the west.

Herbs are most potent if gathered at full moon.

Saturday--the day of Saturn--is the day of danger, destruction.

Tuesday--the day of Mars--is the day of blood. The Arabs say Cain killed Abel on Tuesday, John the Baptist was killed on a Tuesday, and Eve had her first menstruation on a Tuesday.

For what it is worth, terrorists chose Tuesday, September 11, 2001, to attack the United States.

SCRYING

Scrying is a method of divination. Scrying allows you to see the unknown past (your identity in a previous life, for example), the unknown present (the identity of your secret lover, for example), and the unknown future (the winning lottery number, for example)

Scrying involves peering into some shiny surface.

The Aztecs used the famous "smoky mirror," a piece of obsidian.

The Tibetans use polished steel.

Some people use mirrors. In India, a virgin girl who has never menstruated can see the future in a mirror.

According to legend, the best scrying mirror is a mirror framed on three sides.

Nostradamus, the French physician and astrologer who lived 1503-1566, is perhaps the most famous scryer.

Nostradamus used an ancient Greek technique.

At night, alone in his study, he set up brass tripod with bowl of water.

Using a wand, he touched the tripod, and then anointed his robe with a few drops of water.

He gazed into the still water until it became cloudy and he saw visions.

The crystal ball--the most common method of scrying today-- was invented in the 18th century.

If you use a crystal ball, know that the crystal ball must never be handled. Touching the crystal ball directly reduces its effectiveness.

When looking into a crystal ball, pass your right hand over it. This helps images appear

AN ELABORATE PROCEDURE

First, you need to be inside a structure of wood. The structure must be in a high and solitary place.

You must be far from all noise and disturbance. You must dress completely in white. Only your eyes must be visible.

The weather must be calm. It must have been calm for at least three days.

You need three vases. The sun must never touch these vases--only moonlight and starlight and candlelight must touch them.

One vase is made from earthenware. It contains oil of myrrh. This is for seeing the unknown past.

One vase must be copper. It contains wine. This is for seeing the unknown present.

The third vase is made of glass and it contains water. This vase is for seeing the future.

You will also need a wand of poplar wood. Half the wand must be without bark. You will also need a brightly polished dagger and a pumpkin root.

You will need 2 or more candles placed in the spaces between the vases. A white cloth must cover the glass vase.

OTHER METHODS OF DIVINATION

Pour hot wax into water on New Year's Eve. The shape will be the answer to your question.

Another method — this was used by Joseph in the Old Testament — make a divining cup by pouring oil and water into a chalice. You can read the future in the patterns.

Another method: place the roots of wild carrots -- called Queen Anne's Lace -- under your pillow. You will dream of your future.

Another method: this one is for young girls only. To see her future love in a dream, a young girl must pick a sprig of a yew tree from a graveyard that she has never visited. If she sleeps with the sprig under her pillow, she will see her future love in a dream.

SOME SUPERSTITIONS

If stars are seen by day, a war is coming.

Never whistle in the dark. This draws spirits.

Never mention a dead's person's name until his body has rotted in the grave.

Never gamble with a woman in the room unless she is also gambling.

Never propose to a woman in a church. It curses the marriage.

On your wedding day, enter the church with your right foot first.

On the wedding night, the last person to fall asleep lives longest.

If ivy grows profusely on a grave, a woman scorned in love is buried there.

SOME HALLOWE'EN SPELLS

A Keltic Hallowe'en tradition: a blindfolded male has to choose one of three bowls.

One bowl is empty, one has dirty water, and one has clean water. If he chooses the first, he will remain unmarried and die alone. If he chooses the third, he will marry a virgin. If he chooses the second, he will marry a woman of loose morals.

Another Hallowe'en tradition: two lovers must throw two hazel nuts into a fire. One nut symbolizes the man; the other nut symbolizes the woman. If one nut jumps out of the flames, that person will be unfaithful. If one nut burns, that person will be passionate. If both nuts burn, there will be marriage.

HOW TO MAKE AN ARTIFICIAL MAN WITHOUT A SOUL (A HOMUNCULUS)

Take an egg laid by a black hen. Make a small hole in the shell and remove a little of the egg white (as much as a small bean). Replace the missing egg white with an equal amount of fresh human semen. Seal the egg with a piece of never-used parchment. Put the egg in a pile of dung on the first day of the March moon. After thirty days, the egg will break open revealing a little homunculus, or a man without a soul.

Feed him lavender seeds and earthworms. As long as he lives, you will have success in all things.

HOW TO MAKE A MONSTER

According to legend, children born or conceived during eclipses will be monsters. Oddly, Pope John Paul II was born during a solar eclipse on May 18, 1920.

AN APHRODISIAC

To increase sexual desire, eat the eye lashes of a happily married couple.

Incidentally, to suppress sexual desire, eat lettuce. Lettuce is an anadisiac.

HOW TO MAKE A WOMAN AMOROUS

This spell comes from ancient Egypt: before sleeping with a woman, a man should rub his genitals with stallion saliva.

LOVE SPELL

For love, take a mirror and reflect moonlight into the eyes of a sleeping person. He or she will fall in love with you.

This a love potion described by Horace, a writer in ancient Rome. Bury a young boy with his head protruding from the ground. Once the boy has starved to death, make a love potion from his liver.

A LOVE SPELL FOR MEN ONLY

Buy a small mirror without haggling over the price. Write the name of the woman you desire three times on the back of the mirror.

Next, find pair of copulating dogs or cats, and capture their reflection in the mirror.

Hide the mirror in a place where she will pass by frequently. Leave the mirror there nine days.

If you retrieve the mirror and put it into your pocket, the woman will be drawn to you.

TO KEEP A LOVER FOREVER FAITHFUL

With the communion host in your mouth, kiss your beloved. She or he will remain forever faithful.

TO MAKE A BARREN WIFE FERTILE

A woman wanting to become pregnant should rest nude on her back under the full moon all night. At sunrise, the dew on her body will make her fertile.

HOW TO MAKE A BARREN WIFE FERTILE (ANOTHER METHOD)

In India, if a woman wants a baby she should kiss the flaccid organ of a priest or a mentally retarded man.

HOW TO TELL IF A PERSON IS A LECHER

According to Albert the Great, a medieval scholar, if dogs follow a person, he is a lecher.

HOW TO TURN A WOMAN INTO A HUSSY

Give a woman the blouse or dress of a harlot--and give her a mirror owned by a prostitute.

The woman will become shameless and lustful.

HOW TO JINX SOMEONE'S WEDDING

When you attend their wedding, wear green. The brighter the better.

HOW TO MAKE A MAN IMPOTENT

First, steal some of his pubic hair. Then, while uttering a curse, tie knots in the hair.

HOW TO MAKE A HUSBAND BLIND TO HIS WIFE'S ADULTERIES

A wife must steal copper coins that have been placed on the eyes of corpse. She must wash those coins in wine.

If she gives her husband the wine to drink, he will be blind to her sexual infidelities.

HOW TO MAKE A PERSON CRUEL

To make a person cruel, give him beer mixed with pulverized human bones.

A HEX SPELL

Take nails stolen from a coffin, and with a stone hammer pound the nails into the footprint of an enemy while uttering curses. Cover the nails and the print with a little graveyard dust.

DEATH SPELL

Hire a corrupt Roman Catholic priest to conduct a Requiem Mass--a mass for the dead--for someone who still lives.

The victim will stop eating, grow thin, spit blood, and die.

SORCERY FROM CHINA:

Never pick up a mysterious package in gold wrapping on the roadside. It may contain an entity called a Ku.

Once picked up, you cannot get rid of the Ku. You cannot kill it. Possessing

it causes disaster, sickness, and death.

A CHEROKEE DEATH CURSE:

Mix the victim's saliva with earthworms and bury this under the roots of a tree blackened by lightning.

Say these words: "Your spittle I have put at rest under the earth. Your soul I have put at rest under the earth. When darkness comes, you will fade away and die within seven days."

HOW TO BE DAMNED

If you point at the moon nine times--nine consecutive times--you will not go to heaven.

HOW TO ENTER HEAVEN

According to practitioners of sorcery, if you put a stillborn baby in an open grave--the next person buried there will go to heaven.

HOW TO MAKE A SICK PERSON SICKER

To make a sick person sicker, have a menstruating woman sleep in the room.

When a woman is in her fertile time, her presence invigorates. When she is menstruating, her presence weakens.

HOW TO CURE HEMORRHOIDS

To cure hemorrhoids, rub the hemorrhoids with the sweat from a corpse.

HOW TO STAY HEALTHY

According to legend, carry an acorn of oak in your pocket. It preserves health and vitality.

HOW TO BECOME INVISIBLE

Tibetans believe in the power of becoming invisible at will. They believe that if, through years of mental discipline, the adept can stop all thought and mental activity, he will disappear from view.

ANOTHER SPELL TO BECOME INVISIBLE

Construct a “Hand of Glory.”

To make a “Hand of Glory,” fashion a candle from the fat of a murdered fetus. Mount the candle on the dried severed hand of a hanged man.

When you light the candle, you can move in darkness without being seen.

HOW TO MAKE THE INVISIBLE VISIBLE

To make the invisible visible, throw dog’s blood on it.

HOW TO TURN AN ANIMAL INTO A HUMAN

Let water rest twenty years in a human skull.

According to Asian legend, any animal that drinks that water acquires the power to take human shape at will.

Korean history has a famous story of a female fox—a vixen—who became a woman.

THE WEREWOLF

Infamous werewolves in history include Peter Stubbe.

Executed in sixteenth-century Germany for being a werewolf, Stubbe confessed to eating his own son's brain.

Another infamous werewolf was Gilles Garnier. Garnier was burned at the stake in France in 1573 for eating children alive.

In the history of ancient Greece, Greek historians reported that one man--a werewolf--finished first place in an Olympic event.

TYPES OF WEREWOLVES

There are 3 types of werewolves:

Hereditary werewolves. These run in families because of a curse.

Involuntary werewolves. These people become werewolves because of misfortune. For example, the bastard of a priest will become a werewolf. Also, someone surviving the bite of a werewolf will become werewolf.

Voluntary Werewolves. These are people who chose to become werewolves and commit depravities to do so.

If you wish to become a werewolf, you must commit several abominations. After drinking rain water from the footprint of a wolf, you must eat the raw brains of a wolf, drink blood from the brain of an insane person, and wear a leather shirt made from the skin of a hanged man.

HOW TO RECOGNIZE A WEREWOLF

The werewolf always has human eyes.

HOW TO LIBERATE A WEREWOLF

To liberate a werewolf, stab his forehead three times with a knife

Shooting the werewolf with a silver bullet is not in the lore. That is a Hollywood contrivance.

HOW A WEREWOLF MAY FREE HIMSELF

To end the werewolf curse, the werewolf must tear open a pregnant woman and eat her fetus. If the fetus is male, the curse will be lifted.

VAMPIRES

Who becomes a vampire?

According to legend, a suicide, a sorcerer, the illegitimate child of parents who are themselves illegitimate, and anyone who dies from a vampire bite will become vampires.

It is also believed that any woman who dies while nursing a baby will become a vampire.

Another method: if a witch has sex with the devil, the child will be a vampire.

Also, anyone born with red hair is likely to become a vampire. In medieval legend, Judas, Satan, and Cain were redheads.

In eastern Europe, when redheads died, they were buried with a communion host in their mouths to keep them from becoming the undead.

HEREDITARY VAMPIRES

There are reports that vampirism runs in families.

Glamis [GLAHMS] castle, near Dundee Scotland, is the ancestral seat of the Strathmore family. According to tradition Macbeth killed Duncan there.

The castle, called the most haunted site in Scotland, has a secret room. According to legend, a vampire is periodically born into the Strathmore family and each incarnation lives several hundred years. He is imprisoned in the secret room.

Curiously, the mother of Queen Elizabeth II was a Strathmore. Her mother married George VI.

HOW TO MAKE A VAMPIRE

One way to make a vampire is to shed human blood on a grave. The body in the grave will become a vampire.

HOW TO PROTECT YOURSELF FROM VAMPIRES

To protect yourself from vampires, use holy oil (olive oil that has been exorcized) and the white flowers of garlic (not the garlic). (To say “garlic” in Sanskrit you say “slayer of monsters.”)

The crucifix will also repulse vampires, unless you hold it upside down. Then it becomes a satanic emblem.

In Chinese legend--jade, instead of a crucifix--repels vampires. And the Chinese use a willow branch instead of garlic flowers.

HOW TO KILL A VAMPIRE

To kill a vampire, stake him to the earth with a whitethorn wooden stake. Cut off his head and burn the corpse.

ZOMBIES

Zombies are people caught in the twilight world between life and death. Zombies do not eat brains and they are not rotting.

A zombie has no mind soul and no will of its own. The zombie is treated as a slave.

In Haiti, where zombies are made, the people do not fear zombies. They fear being turned into zombies.

Zombies are harmless. They have blank eyes, slack jaws, and they speak in a nasal twang. They move slowly. They have no memory and they do not

know their names.

HOW TO MAKE A ZOMBIE

There are several ways to make a zombie.

One technique is to make zombie powder. Making zombie powder is illegal in Haiti.

The alleged ingredients in zombie powder include ground up human bones, poisonous plants, millipedes, tarantulas, spiders, the skin of a poison tree frog, the secretions of poisonous cane toads, and four types of puffer fish.

Blow the zombie powder into the victim's face or add it to his food.

The victim will become tired and dizzy. He will feel a tingling in his extremities. Gradually, he will become paralyzed. Ultimately, he will appear dead.

The victim may still be conscious, but he cannot move or speak. He may witness his own burial.

Later, go to the graveyard at night and use a spell to trap his mind soul in a bottle. (The Haitians say that we have two souls, a mind soul and a life soul.)

Give the victim a second potion that awakens and enslaves him. When he emerges from his coffin, whip him.

He is now a zombie and must obey your commands.

HOW TO STOP A ZOMBIE

To stop a zombie, give him salt to eat. If zombie tastes salt, his memories will return, and he will kill the sorcerer who made him what he is.

After the murder, the zombie will look for his grave. When he touches his grave, he will decompose.

HOW TO KEEP SOMEONE FROM BECOMING A ZOMBIE

To keep a person from becoming a zombie, sew his mouth shut before burial.

Another technique: bury him face down with a dagger in his hand.

Another technique: with iron nails, nail his body to the bottom of the coffin.

BEWARE OF DEMONS

Demons like places that are warm and dark, so they love to possess living human bodies.

HOW TO SEE DEMONS

The Jewish Talmud says demons outnumber humans.

The Talmud claims we can see demons by burning portions of a black cat and placing the ashes in our eyes.

(According to legend, the devil invented the cat accidentally.)

WHERE TO SEE DEMONS

Evil spirits are fond of dreary and deserted places (such as dark forests or barren moors). They also like places of violence, such as the site of a gallows, or the scene of a murder. Finally, demons are drawn to crossroads.

Why crossroads?

In numerology, two symbolizes the devil. Three symbolizes god, the god of the trinity.

Thus, two fingers is the horn of Satan, and three fingers are used for blessings.

PROTECTION FROM DEMONS

When a demon appears, the first thing he does is attack. To distract him, throw him a live mouse or a white rat cooked in honey.

OTHER SAFEGUARDS

According to legend, iron drives away all spirits--good and bad. Since man's first iron was from meteorites which fell from the sky, the ancients thought it had power.

Thus, no iron could be brought into ancient Greek sanctuaries. And the ancient Jews used no iron to make altars or to build the temple of Jerusalem.

In Morocco, they put a dagger under the pillow of the sick. This keeps away demons.

THE ANTI-CHRIST

The Anti-Christ—the “man of sin”—in legend he is the son of Satan and a harlot.

To recognize the Anti-Christ, his number is 666—in most biblical manuscripts, that is. Some manuscripts declare the number of the beast is 616.

As an adult, the Anti-Christ will be bald, one of his eyes will be markedly larger than other, and his left arm will be longer than his right, and he will be deaf in the right ear. He will speak and walk from birth.

The Anti-Christ will be enormously wealthy. According to tradition, for 2000 years evil people have been burying treasure for him to use when he comes.

HUNTERS OF THE ANTI-CHRIST

The Knights of the Apocalypse—a Roman Catholic secret group founded in 1693—allegedly hunts the Anti-Christ. Their mission is to kill him in his cradle. There are rumors that they have done this several times already.

In 1994 members of the Order of the Solar Temple committed collective suicide. Before they killed themselves, they drove a stake through the heart of a three-month-old baby named Emanuelle Dutoit. The Solar temple believed that the child was the Anti-Christ.

The man who staked the child – Gerry Genoud – believed he was the reincarnation of the Roman soldier who lanced the side of Jesus on the cross. To atone for that crime, Genoud had to kill the Anti-Christ.

HOW TO SEE SATAN

To see Satan, at midnight go to a crossroads. Kneeling and naked, say the Lord's Prayer backward. Careful. Some people have gone insane doing this.

Another technique is to look into a mirror and call Satan's name. The mirror should be triangular.

Another technique: if a man masturbates and eats his own semen, the devil will appear.

Still another technique: say a black mass, also called the Mass of St. Secaire. During the mass you must tear out the eyes of a living rooster. When the devil appears, you must throw him a live mouse.

Understand that unless you are magically protected, Satan will rip your soul from your body and drag you into hell.

SATAN AND WOMEN

According to legend, Satan tries to seduce innocent girls. He tries to corrupt faithful wives and sweet virgins with long beautiful hair.

According to tradition, women who are sexually active outside of marriage are never molested by the devil because they are already going to hell.

Oddly, his favorite disguises are a wealthy gentleman, a Christian clergyman, or a learned scholar.

In a famous trial in 1275, Angela de la Barthe confessed to a carnal relationship with the devil.

She said she had sex with Satan. His genitalia were the size of a child's arm. His reproductive fluids were ice-cold.

She gave birth to a creature that was half wolf and half snake. The monster would not consume her milk and she kept it alive by feeding it stolen human babies.

GHOSTS

Ghosts are the malevolent dead. They are people who had violent, painful, or unhappy deaths and who remain angry at the living.

Plato said we can see ghosts because they were wicked people in life. Good souls are transparent, but evil souls are visible.

According to some American Indians, however, a ghost is simply a shadow of a soul. Just as living bodies leave shadows on the ground, after death the soul in the other world may cast a shadow here.

HOW TO RECOGNIZE THE DEAD:

According to Plutarch, the ghosts of the dead cast no shadows and their eyes never blink.

GHOST HUNTING:

If you go ghost hunting, never go alone. According to the aboriginal people of Australia, when a person is alone, a spirit, even of a loved one, may do him mischief.

A spirit will not molest people in a group, however, so people are taught never to be alone.

If you go ghost hunting, always take a candle. According to legend, if the candle fire burns blue, it is a sign that a spirit is present. Shakespeare mentions this phenomenon in *Richard III*.

Modern science denies that ghosts exist, but millions of people claim that they have seen apparitions. (In contrast, no one has ever actually seen an electron, but we believe that electrons exist.)

Estimates are that England may have 50,000 ghosts.

Ghosts are normally harmless—you should feel pity for them rather than terror -- but there are exceptions. The Flying Dutchman Ghost ship sails for eternity with a crew of dead souls.

In legend, the captain comes ashore every one hundred years to find a woman. Anyone he sees the ship will die a horrible death

WHERE TO SEE GHOSTS

The site of a violent crime is the best place to see a ghost. Go to a place where a war, a suicide, a murder, or an especially lethal accident occurred.

Guido von List (1848-1919) said an act of violence impregnates the place where it is committed.

One good place for ghost hunting is the coliseum in Rome.

The Coliseum, which covers six acres, was designed to hold 50,000---80,000 people. The floor of the arena covers 48,440 square feet.

Over its history, at least 10 humans died for every square foot of arena space. That means approximately half a million people died there.

Ghosts also thrive in places where strong negative emotions are manifested. If people living in house feel strong fear, anger, or hatred they increase the chance of a haunting.

Oddly, almost all haunting occurs around water, such as a stream or a river, or a lake. According to an old belief, found from Europe to aboriginal Australia, the dead cannot cross water, so they gather in such places.

Ghosts appear in day or night but they seem most common in a humid, foggy, rainy night.

HOW TO MAKE A HOUSE HAUNTED

This is a voodoo spell from Haiti.

When a person dies, a sorcerer secretly drives two nails into a beam in a house where the death took place. The dead person will be trapped in the house, and he will torment family.

HOW TO CHECK IF YOUR HOUSE IS HAUNTED

To see if your house is haunted, spread ashes on the floor. If the house is haunted, you will find footprints in the morning.

HOW TO INVOKE THE DEAD

According to Paracelsus--a Renaissance scholar--the fumes of fresh blood draw the dead.

Fresh blood--animal or human--attracts spirits. Menstrual blood--animal or human--attracts demons.

Another technique: you can summon a ghost simply by naming a dead person.

Because of their fear of summoning the dead, when traditional people mention a dead person by name, they always add: "may he rest in peace." (The injunction keeps the dead person in the grave.)

WHO SEES GHOSTS

Animals -- especially dogs -- are sensitive to the presence of ghosts.

A general rule: dogs sense the presence of ghosts; cats sense the presence of demons.

Among humans, not everyone can see ghosts. Children, especially young girls under twelve years of age, are best able to see ghosts.

If you cannot actually see a ghost in a haunted house, you may be able to

sense its presence.

To check for so-called cold spots, use your left hand. The left hand is supposed to be more receptive.

Also, be attentive to odors. Angry ghosts have a stagnant and unpleasant smell.

GHOSTS AND TREASURE

If you see a ghost, wait until daylight, and then start digging at the site. According to an English legend, ghosts lurk around buried treasure.

COMMUNICATION WITH GHOSTS

According to Karl Jung, the dead are everywhere among the living and can be addressed, but only if one knows the language.

Ebenezer Sibly, an 18th-century occultist, disagreed. According to Sibley, only the spirits of those murdered in “circumstances uncommonly horrid and execrable” are able to speak.

Everyone agrees, however, that, if you want to talk to ghost, you must speak first.

According to tradition, a ghost cannot talk to you until you talk to him.

If a ghost replies, however, be careful. Do not believe anything he says.

Terrestrial spirits -- earth bound spirits -- are great liars.

The dead, moreover, actually have less information than the living. They do not know the future or the present -- they know only past.

In terms of memory, knowledge, and information, a ghost is frozen -- changeless. For as long as he exists, he will be as he was the day he died.

The living constantly change, but the dead never change.

An interesting fact: If a ghost communicates with you, there is one thing he can never do. A ghost cannot laugh with joy. Only living person can laugh with joy.

HOW TO PROTECT YOURSELF FROM GHOSTS

Throw a handful of graveyard earth into the ghosts face. He will turn into

an animal and obey your commands.

According to legend, the most potent grave earth was from the Holy Innocent's Cemetery in France. It was said that the earth there consumed buried bodies in 24 hours. Sadly, the graveyard no longer exists.

HOW TO DESTROY A GHOST

To destroy a ghost you must find its corpse and burn it.

According to legend, as long as skull and two leg bones remain, the ghost lives.

Other methods: dismember the corpse, or, stake it to the earth, or weigh it down under water.

Still another method, bury the corpse face down in a grave filled with thorns.

Nicholas Steinberg, a London murderer, committed suicide in 1834. To keep Steinberg from haunting, the authorities buried him in such a fashion.

OMENS OF DEATH

These are omens of death:

- **A clock chimes unexpectedly between hours**
- **A white flower blooms out of season**
- **A black beetle scrambles over a shoe**
- **You cast a headless shadow on Christmas Eve.**

Worst of all, if you cannot see your own reflection in a mirror, it is a sign of approaching death.

DREAM OMENS OF DEATH

If you dream of an old man with a mummified penis, it means you are going to die.

According to a text from ancient India, if a man dreams he has sexual intercourse with a female ape, or the mouth of virgin girl, he will die.

A GOOD OMEN

According to the ancient Egyptians, if a man in a dream sees himself dead, he will live a long life.

ANOTHER GOOD OMEN

If you dream of a tomb in good condition, it means a wedding or a birth.

NECROMANCY

Necromancy -- divination of the dead -- is the most dangerous and dubious of all magical pursuits. Those who practice it risk becoming possessed.

The dead are invoked to discover buried treasure or unknown secrets.

To awaken the dead, you must prepare yourself for nine days and nine nights. You must wear grave clothes stolen from corpses. You must recite a funeral service over yourself. You must live on a diet of dog's flesh and black bread baked without salt or leavening. You must drink the unfermented juice of grapes.

After 9 days, at midnight go to a grave. A stormy night -- with wind, rain, and lightning-is best. It is difficult for dead to communicate on a calm night.

Draw a circle around the grave. Burn henbane, aloe wood, hemlock, saffron, opium, and mandrake. Open the grave and remove the corpse. Place the head to the east and the arms and legs in the position of Christ crucified.

Ring a necromancy bell. This is a bell that has rested on a grave for seven days and seven nights. Such a bell has the power to awaken the dead.

Touch the corpse three times with a wooden wand and command it to rise. Three times command the corpse to answer questions. Declare to the corpse that it will wander and suffer torments for 21 years if it does not obey.

The corpse will sit up and answer all questions. The recently dead will answer in a hollow voice. Older cadavers will squeak incoherently

When the rite is completed, reward the deceased by burning his corpse. A cremated cadaver can never be disturbed again.

CONCLUSION:

One final point: I have not revealed all my secrets tonight, and that is intentional.

According to traditional people from the Pacific isles, you must never reveal ALL your secrets. On the day a man reveals all his secrets, he dies.

BIBLIOGRAPHY (Dates refer to edition used)

Agrippa von Nettesheim, Henry Cornelius. *Fourth Book of Occult Philosophy*. 2004.

Agrippa, Henry Cornelius. *Three Books of Occult Philosophy*. 2002.

Angus, S. *The Mystery-Religions*. 1975.

- Anonymous. *The Black Pullet: Science of Magical Talisman.* 2007.
- Ashley, Leonard R. N. *The Complete Book of Devils and Demons.* 1996.
- Ashley, Leonard R. N. *The Complete Book of the Devil's Disciples.* 1996.
- Ashley, Leonard R. N. *The Complete Book of Dreams.* 2002.
- Ashley, Leonard R. N. *The Complete Book of Ghosts and Poltergeists.* 2000.
- Ashley, Leonard R. N. *The Complete Book of Magic and Witchcraft.* 1995.
- Ashley, Leonard R. N. *The Complete Book of Numerology.* 2004.
- Ashley, Leonard R. N. *The Complete Book of Sex Magic.* 2003.
- Ashley, Leonard R. N. *The Complete Book of Spells, Curses, and Magical Recipes.* 1997. Ashley, Leonard R. N. *The Complete Book of Superstition, Prophecy, and Luck.* 1995.
- Ashley, Leonard R. N. *The Complete Book of Vampires.* 1998.
- Ashley, Leonard R. N. *The Complete Book of Werewolves.* 2001.
- Baring-Gould, Sabine. *Book of Werewolves.* 1981
- Barrett, Francis. *The Magus, Celestial Intelligencer: A Complete System of Occult Philosophy.* 2000.
- Baskin, Wade. *Satanism: A Guide to the Awesome Power of Satan.* 1998.
- Becker, Carl. *Paranormal Experience and Survival of Death.* 1993.
- Besterman, Theodore. *Crystal Gazing: A Study in the History, Distribution, Theory and Practice of Scrying.* 1924.
- Black, Candice. *Satanica Sexualis: An Encyclopedia of Sex and the Devil.* 2007.
- Boguet, Henry. *Examen of Witches.* 1929.
- Bourke, John G. *Scatalogic Rites of All Nations.* 1891.
- Bremmer, Jan N. *The Early Greek Concept of the Soul.* 1987.
- Bremmer, Jan N. *The Rise and fall of the Afterlife: The 1995 Read-*

Tuckwell Lectures at the University of Bristol. 2001.

Brier, Bob. *Ancient Egyptian Magic.* 1998.

Briggs, Katharine. *An Encyclopedia of Fairies.* 1976.

Briggs, Katharine. *The Fairies in Tradition and Literature.* 2002.

Buckland, Raymond. *Buckland's Complete Book of Witchcraft.* 2002.

Buckland, Raymond. *Doors to Other Worlds: A Practical Guide to Communicating with Spirits.* 2004.

Budge, E. A. Wallis. *Egyptians Ideas of the Afterlife.* 1995.

Budge, E. A. Wallis. *Egyptian Magic.* 1971.

Bunson, Matthew. *The Vampire Encyclopedia.* 1993.

Burkert, Walter. *Ancient Mystery Cults.* 2005.

Burkert, Walter. *Greek Religion.* 2006.

Burkert, Walter. *Homo Necans: The Anthropology of Ancient Greek Sacrificial Ritual.* 1986.

Burton, Robert. *The Anatomy of Melancholy.* 1883.

Butler, Elizabeth M. *The Myth of the Magus.* 1993.

Butler, Elizabeth M. *Ritual Magic.* 1949.

Calmet, Dom Augustine. *Treatise on Vampires and Revenants: The Phantom World.* 1993.

Campbell, Joseph. *The Masks of God: Primitive Mythology.* 1959.

Campbell, Joseph. *The Masks of God: Oriental Mythology.* 1962.

Campbell, Joseph. *The Masks of God: Occidental Mythology.* 1964.

Campbell, Joseph. *The Masks of God: Creative Mythology.* 1968.

Cavendish, Richard. *The Black Arts: An Absorbing Account of Witchcraft, Demonology, Astrology, and Other Mystical Practices Throughout the Ages.* 1983.

Cielo, Star. *Signs, Omens, and Superstitions.* 1918.

- Campbell, John Gregorson.** *Superstitions of the Highlands.* 1902.
- Campbell, Robert Allen.** *An Outline of the Worship of the Generative Organs.* 2007.
- Camphausen, Rufus C.** *The Yoni: Sacred Symbol of Female Creative Power.* 1996.
- Carus, Paul.** *The History of the Devil and the Idea of Evil.* 1974.
- Cavendish, Richard.** *The Black Arts.* 1967.
- Collin de Plancy, Jacques-Albin-Simon.** *Dictionary of Demonology.* 1965.
- Cornelius, J. Edward.** *Aleister Crowley and the Ouija Board.* 2005.
- Crowley, Aleister.** *The Book of the Law.* 1976.
- Crowley, Aleister.** *Book of Lies.* 1986.
- Crowley, Aleister.** *The Holy Books of Thelema.* 1989.
- Crowley, Aleister.** *Magic in Theory and Practice.* 1929.
- Crowley, Aleister.** *Magick without Tears.* 1991.
- Crowley, Aleister.** *Portable Darkness: An Aleister Crowley Reader.* Edited by Scott Michaelsen. 2007.
- Danielou, Alain.** *Gods of Love and Ecstasy: The Traditions of Shiva and Dionysus.* 1992.
- Danielou, Alain.** *The Myths and Gods of India.* 1991.
- Danielou, Alain.** *The Phallus: Sacred Symbol of Male Creative Power.* 1995.
- Danielou, Alain.** *While the Gods Play: Shiva Oracles and the Predictions on the Cycles of History and the Destiny of Mankind.* 1987.
- David-Neel, Alexandra.** *Immortality and Reincarnation: Wisdom from the Forbidden Journey.* 1997.
- David-Neel, Alexandra.** *Magic and Mystery in Tibet.* 1971.
- Davies, Owen.** *Grimoires: A History of Magic Books.* 2010.)

Davies, Owen. *The Haunted: A Social History of Ghosts.* 2009.

Davies, Owen. *Magic: A Very Short Introduction.* 2012.

Davies, Thomas W. *Magic, Divination, and Demonology among the Hebrews and their Neighbors.* 1898.

Dioscorides. *De Materia Medica.* 2000.

Dodds, E. R. *Greeks and the Irrational.* 2004.

Dulaure, Jacques Antoine. *Gods of Generation: History of Phallic Cults among Ancients and Moderns.* 2003.

Dee, John. Edited by Joseph H. Peterson. *John Dee's Five Books of Mystery: Original Sourcebook of Enochianm Magic.* 2003

Dodds, E. R. *The Greeks and the Irrational.* 2004.

Eliade, Mercea. *Shamanism Archaic Techniques of Ecstasy.* 2004.

Evans, Dave. *The History of British Magic after Crowley.* 2007.

Evans, Hilary. *Gods, Spirits, Cosmic Guardians: A Comparative Study of the Encounter Experience.* 1988.

Evans-Wentz, W. Y. *The Fairy Faith in Celtic Countries.* 1911.

Fanger, Clair, ed. *Conjuring Spirits: Texts and Traditions in Medieval Ritual Magic.* 1998.

Faraone, Christopher and Obbink, Dirk, eds. *Magika Hiera: Ancient Greek Magic and Religion.* 1997.

Fraser, James. *The Golden Bough: A Study in Magic and Religion.* 1998.

Furst, Peter T. *Flesh of the Gods: The Ritual Use of Hallucinogens.* 1990.

Gardner, Gerald. *The Meaning of Witchcraft.* 1959.

Gardner, Gerald. *Witchcraft Today.* 2004.

Glenday, Craig and Gregory, Constantine. *The Vampire Watcher's Notebook: A Guide for Slayers.* 2003.

Gonzalez-Wippler. Migene. *Complete Book of Spells, Ceremonies, and Magic.* 2002.

Gonzalez-Wippler, Migene. *Santeria: the Religion: Faith, Rites, Magic.* 2002.

Graf, Fritz. *Magic in the Ancient World.* 1999.

Graves, Kersey. *Biography of Satan: Exposing the Origins of the Devil.* 1924.

Grimorium Verum. Edited by Joseph H. Peterson. 2007.

Guazzo, Francesco Maria. *Compendium Malificarum.* 1988.

Guerney, Edmund. *Phantasms of the Living.* 2005.

Guiley, Rosemary. *The Encyclopedia of Ghosts and Spirits.* 2007.

Halliday, William Reginald. *Greek Divination: A Study of Its Methods and Principles.* 1913.

Harner, Michael, ed. *Hallucinogens and Shamanism.* 1973.

Harner, Michael. *The Way of the Shaman.* 1990.

Harris, Eleanor L. *Ancient Egyptian Divination and Magic.* 1998.

Heckethorn, Charles William. *The Secret Societies of all Ages and Countries.* 1897.

Hogg, Garry. *Cannibalism and Human Sacrifice.* 1958.

Honorius III. *The Great Grimoire of Pope Honorius III.* 2000.

Huysmans, Joris-Karl. *The Damned (La-Bas).* 2002.

Iamblichus. *On the Mysteries of the Egyptians, Chaldeans, and Assyrians.* 2006.

Iamblichus. *On the Pythagorean Way of Life.* 1993.

Jefferson, Warren. *Reincarnation Beliefs of North American Indians: Soul Journey, Metamorphosis, and Near Death Experience.* 2009

Jones, Bernard E. *Freemasons□ Guide and Compendium.* 2006.

Leland, Charles Godfrey. *Gypsy Sorcery and Fortune Telling.* 2007.

Kaplan, Stephen. *Vampires Are.* 1983.

Kardec, Allan. *Book on Mediums; Or, Guide for Mediums and Invocators.* 2007.

Kardec, Allan. *Spirits Book: Containing the Principles of Spiritist Doctrine.* 1998.

Kerenyi, Carl. *Eleusis: Archetypal Image of Mother and Daughter.* 1991.

Kerenyi, Carl. *Dionysus: Archetypal Image of Indestructible Life.* 1991.

Kieckhefer, Richard. *Forbidden Rites: A Necromancer's Manual of the Fifteenth Century.* 1998.

Kieckhefer, Richard. *Magic in the Middle Ages.* 2000.

King, Francis. *Sexuality, Magic, and Perversion.* 2002

Kirk, Robert. *The Secret Commonwealth of Elves, Fauns, and Fairies.* 1893.

Knowlson, T. Sharper. *The Origins of Popular Superstitions and Customs.* 2006.

Koch-Westenholz, Ulla. *Mesopotamian Astrology: An Introduction to Babylonian and Assyrian Celestial Divination.* 1994.

Konstantinos. *Speak with the Dead: Seven Methods of Spirit Communication.* 2004.

Kramer, Heinrich and Sprenger, James. *Malleus Maleficarum.* 1948.

Kreyenbroek, Philp G. *Yezidism: Its Background, Observances, and Textual Tradition.* 1995.

Lavater, Lewes. *Of Ghosts and Spirits Walking by Night.* 1572.

Levi, Eliphas. *The History of Magic.* 1913.

Levi, Eliphas. *Transcendental Magic.* 1968.

Luck, Georg. *Arcana Mundi: Magic and the Occult in the Greek and Roman Worlds: A Collection of Ancient Texts.* 2006.

Masters, Anthony. *The Natural History of the Vampire.* 1972.

Mathers, S. L. MacGregor, ed. *The Goetia: The Lesser Key of Solomon the*

King. 1995.

Mathers, S. L. MacGregor, ed. *The Grimoire of Armadel.* 2001.

Mckenna, Terence. *Food of the Gods: The Search for the Original Tree of Knowledge.* 1993.

Meeks, Dimitri and Favard-Meeks, Christine. *Daily Life of the Egyptian Gods.* 1996.

Melton, J. Gordon. *The Vampire Book: The Encyclopedia of the Undead.* 1998.

Metraux, Alfred. *Voodoo in Haiti.* 1989.

Mew, James. *Traditional Aspects of Hell.* 1971.

Monroe, Robert. *Journeys Out of the Body.* 1992.

Muldoon, Sivan J. *The Case for Astral Projection: Hallucination or Reality!* 1936.

Muldoon, Sylvan J. And Carrington, Hereward. *Projection of the Astral Body.* 2003.

Murray, Margaret Alice. *God of the Witches.* 2005.

Murray, Margaret Alice. *The Witch-Cult in Western Europe.* 2007.

Oesterreich, Traugott Konstantin. *Possession: Demonical and Other.* 2003.

Ogden, Daniel. *Magic, Witchcraft, and Ghosts in the Greek and Roman Worlds: A Sourcebook.* 2002.

Ogden, Daniel. *Greek and Roman Necromancy.* 2004.

Oldridge, Darre. *Strange Histories: The Trial of the Pig, the Walking Dead, and Other Matters of Fact from the Medieval and Renaissance Worlds.* 2006.

Otto, Walter Friedrich. *Dionysus: Myth and Cult.* 1995.

Plato. *Phaedo.* 1997.

Pausanias. *Guide to Greece.* 1984.

Perkowski, Jan L. *The Darkling: A Treatise on Slavic Vampirism.* 1989

- Philostratus. *Life of Apollonius of Tyana*. 1970.
- Plancy, Colin De. *Dictionary of Witchcraft*. 1965.
- Perkins, W. *Discourse on the Damned Art of Witchcraft*. 1608.
- Pliny. *Natural History*. 1893.
- Porphyry. *Select Works of Porphyry*. 2004.
- Porta, Giambattista della. *Natural Magic*. 1558.
- Proclus. *The Elements of Theology*. 2001.
- Redgrove, H. Stanley. *Bygone Beliefs*. 1969.
- Regardie, Israel. *The Golden Dawn: A Complete Course in Practical Ceremonial Magic*. 1989.
- Remy, Nochola. *Demonolatry: An Account of the Historical Practice of Witchcraft*. 2008.
- Rhodes, Henry T. F. *Satanic Mass*. 1905.
- Rigaud, Milo. *Secrets of Voodoo*. 1985.
- Robbins, Rossell Hope. *The Encyclopedia of Witchcraft and Demonology*. 1959.
- Rogo, D. Scott. *Life after Death: The Case for the Survival of Bodily Death*. 1986.
- Rogo, D. Scott. *Miracles: A Parascientific Inquiry into Wondrous Phenomena*. 1982.
- Rogers, Spencer Lee. *The Shaman: His Symbols and His Healing Power*. 1982.
- Rohde, Erwin. *The Cult of Souls and Belief in Immortality Among the Greeks*. 2006.
- Rudwin. Maximilian Josef. *The Devil in Legend and Literature*. 1931.
- Russell, Jeffrey Burton. *The Devil: Perceptions of Evil from Antiquity to Primitive Christianity*. 1988.

Russell, Jeffrey Burton. *A History of Heaven*. 1998.

Russell, Jeffery Burton. *Lucifer: The Devil in the Middle Ages*. 1986.

Russell, Jeffrey Burton. *The Prince of Darkness: Radical Evil and the Power of Good in History*. 1992.

Schmidt, Brian B. *Israel's Beneficent Dead: Ancestor Cult and Necromancy in Ancient Israelite Religion and Tradition*. 1994.

Schrodter, Wily. *A Rosicrucian Notebook: Secret Sciences Used by Members of the Order*. 1992.

Sciens. *How to Speak with the Dead: A Practical Handbook*. 1920.

Scot, Reginald. *The Discoverie of Witchcraft*. 1584.

Scott, Walter. *Letters on Demonology and Witchcraft*. 1830.

Simon. *Papal Magic: Occult Practices within the Catholic Church*. 2007.

Sinistrari, Lodovico M. *Demoniality*. 2003.

Smith, Morton. *Jesus the Magician*. 1998.

Spence, Lewis. *An Encyclopedia of Occultism*. 1920.

Stafford, Peter. *Psychedelics Encyclopedia*. 1993.

Stuckrad, Kocku von. *Western Esotericism: A Brief History of Secret Knowledge*. 2006.

Summers, Montague. *The History of Witchcraft and Demonology*. 2003.

Summers, Montague. *The Vampire: His Kith and Kin*. 2003.

Summers, Montague. *The Vampire in Europe*. 1929

Summers, Montague. *The Werewolf in Lore and Legend*. 2003.

Summers, Montague. *Witchcraft and Black Magic*. 2000.

Taille pied, Noel. *A Treatise of Ghosts*. 2007.

Taylor, John H. *Death and Afterlife in Ancient Egypt*. 2001.

Thompson, Reginald Campbell. *Devils and Evil Spirits in Babylonia*. 1903.

Thompson, Reginald Campbell. *Semitic Magic, Its Origins and Development.* 1908.

Thurston, Herbert. *Ghosts And Poltergeists.*

Turlington, Shannon R. *The Complete Idiot's Guide to Voodoo.* 2001.

Tyson, Donald. *Scrying for Beginners.* 1997.

Valient, Doreen. *An ABC of Witchcraft Past and Present.* 1988.

Van Scott, Miriam. *The Encyclopedia of Hell.* 1999.

Wagner, Leopold. *Manners, Customs, and Observances: Their Origin and Significance.* 2008.

Waite, Arthur Edward. *The Book of Black Magic.* 1890.

Waite, Arthur Edward. *The Book of Ceremonial Magic.* 1913.

J. R. Walker. *The Sun Dance and Other Ceremonies of the Oglala Division of the Teton Dakota.* 1917.

Weller, Philip, ed. *Ritual Romanum.* 2007.

Whitby, Charles J. *Wisdom of Plotinus.* 1997.

Williams, Joseph J. *Voodoos and Obeahs: Phases of West India Witchcraft.* 2003.

Williamson, Benedict J. *The Rosicrucian Manuscripts.* 2002.

Wright, Dudley. *Vampires and Vampirism: Legends from Around the World.* 2001.

Yates, Frances Amelia. *The Occult Philosophy in the Elizabethan Age.* 2001

Yates, Frances Amelia. *The Rosicrucian Enlightenment.* 2001.

Zimmer, Heinrich Robert. *Philosophies of India.* 1969.

