The Book of Twisted Angels
Volume 1

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Dedicated to Franz Bardon

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Introduction

After studying numerous manuscripts on the Judeo-Christian High Magic tradition, including Books of Moses, Solomon and the Book of Oberon just to name a few, it became quite apparent that the vileness of religious indoctrination within the Occult stands firm even in this day and age. The Roman Catholic faith has sunk its putrid claws deep within the constructs of existence, even though the belief is slowly dying like a discarded fetus.

In books such as The Demonic Bible, the author has hinted at something quite significant that should be of a great importance to the Left Handed sorcerer of any tradition. Unfortunately very few Satanic Warlocks, Witches and Mages actually deciphered the Demonic Bible Codex and other well known Sinister manuscripts and grimoires in which the clues and hints reside. In this manuscript, we aptly named: The Book of Twisted Angels, we will reveal these concise rites which was hidden within the codex of so many impressive books of Sorcery. We have impressed upon the Warlock and Witch, the worth of Infernal Magick in our earlier work "Liber Infernos Invernar", where we introduced an ancient system of Black Sorcery. This Manuscript will be complimentary to the former and has been made readily available without a cost, to any and every Infernal Mage, Witch, Sorcerer and Warlock, of every tradition.

Within this manuscript you will find obscure Seals and words that was first introduced by Franz Bardon. Please note that Bardon's book: The Practice of Magical Evocation was written as a codex to protect the dabbler from themselves.

Note: Where no instructions are given on the color of the seal, use black or red.

The Cipher/Codex is below:

A = E  F = V  LH = SCH  R = T  V = D
B = R  G = W  M = L  S = N  W = P
CH = H  I = O  N = G  T = B  Y = J
D = M  K = Z  O = U  TZ = K  ZH = C H
E = A  L = S  P = F  U = I  Z = C
In the kingdom of the elements Pyrhum is a powerful spirit of fire in the rank of a king or sovereign. A great number of fire-spirits are subject to his power and are constantly at his disposal. He will reveal special methods to the magician who rules him; methods by which the magician may have striking successes with the help of the fire-element. Pyrhum may also put spirits of the elements at the magician's disposal who, being in possession of the same powers as he himself, are able to bring about the same effects as he himself would do. From Pyrhum one can learn about everything that may be achieved magically by the pure element of fire. Also in cases where influences through the fire-element are involved, Pyrhum can bring about the desired effect. Every magician getting into personal contact with this fire-spirit will be able to convince himself of his versatility. The sign of his seal must be drawn in red colour on a piece of blotting paper at the time of his first evocation. One may also use a small iron-plate instead of the blotting paper, and engrave the sign of seal on it. A talisman produced in this manner must, however, always have the shape of a pentagon. The latter statement goes for all signs of seals for beings of the fire-principle.
Is also a spirit of the fire having the same rank as Pyrhum. He therefore is able to bring about the same effects as Pyrhum. The only difference between the two lies in the fact that Aphtiph is not so active as Pyrhum and therefore is easier to control. He has a greater affection for human beings and can give the magician various magical information on the fire-element; for instance, how, by help of the fire-element and various effective rites excellent effects can be obtained and the like. Aphtiph will initiate the magician, should he wish it, thoroughly into the magic of the fire-element, using special methods for this purpose. He is also quite willing to offer the magician the services of the beings subject to his authority, and confers the same powers that he himself possesses to them. The sign of his seal must also be drawn in red colour for the first evocation.

He is a much dreaded spirit of high rank in the realm of fire. Employing his subjects he causes outbreaks of volcanos either directly or indirectly, and he instigates all matters that are connected with fierce and great fires. The latter may not only be caused by him, but can also be
controlled and stilled by him. The magician with Orudu under his control and as his friend can achieve great things with the help of the fire-element. Orudu, too, like the other two spirits of the fire, may provide the magician with subordinated fire-spirits, and many a magician has been able to achieve many magical arts with the help of the fire-element and assisted by the beings Orudu placed at his disposal. The sign of Orudu's seal has to be drawn in yellow colour for his first evocation.

Itumo

His sign to be drawn in yellow colour - is also a male being of the fire, who likes to be, and to move about, near the surface of our earth and who has a special capability of causing heavy thunderstorms, preferably cloudburst, by means of his subjects. Controlled by a magician, he instructs him how to cause various types of thunderstorms with his servants and how to stop them. Everything that may happen in a thunderstorm is effected by Itumo.

Tapheth

His sign to be drawn in red colour - is a friend of men. He is able to assist the magician in a number of alchemical operations and to protect him by his element, i.e. the element of fire. He, too, makes the magician succeed in various magical operations with the fire-element
and teaches him to recognize the various states in alchemical operations and to know and control the individual procedures. Tapheth, too, puts at the magician's disposal good subordinated beings who can help him in many ways to work successfully with the element of fire.

Oriman

His sign to be drawn in blue colour - is a powerful fire-spirit who, too, can help the magician with many magical practices for which the use of the fire-element is essential. His fundamental qualities of pyrotechnics enable him to make the magician acquainted with the art of pyrotechnics which may later also be practised, ritually by the magician himself or by Oriman's subordinate beings now put at his disposal. Oriman and his subordinates like to control the work done in gorges and like to be about places where manual or mechanical work is done by the help of fire. The magician receives the most interesting information from Oriman and his subordinated beings on everything that has to do with pyrotechnics.
Chapter 2
The Four Rulers of the Infernal Spaces

1. King Morech

2. King Malacha

3. King Amtophul
4. King Coroman

There are many other Sub-Infernal rulers however the four mentioned will be more than just sufficient. As with the Under-Lords, these four rulers' Seals must be drawn up in the exact color as indicated in this manuscript and charged accordingly.

Unlike most words of power and Barbarous names, the words above consists of the names of Daemonic Intelligences that rules various charges and under their individual authority holds legions upon legions of sub-ordinate familiars. Thus speaking each individual name, the Sorcerer charges the outcome with the authority and office of these Beings. The names above covers all possible requests/instructions, that the Mage can pose to the Demon, thus intent should not be forgotten during the Evocation.
Chapter 4
The Evocation

On Tuesday, during the First or Second hour of Mars, at night, the Mage must have all the following implements ready and the following symbols constructed within a chosen place where he/she will not be disturbed. He/she must also have prepared their own being as described below, before the Rite commences. It is better to initiate the Rite or have first communication with these Infernal Offices on this exact day and hour, as it will establish a powerful connection between Mage and Intelligence. All of the Daemonic Beings mentioned in this manuscript is Evoked in the South - No exceptions.

Select a working space situated in the South. Upon the altar must be a triangle of Evocation/Manifestation. Two Lamps or candles flanking the Triangle. You may use Dragonsblood, Frankincence and Sandalwood. Dittany of Crete may substitute the latter.

Recite any infernal passage to charge and prepare the atmosphere. Meditate on intent and project your intent so that it may resound within and without every object in the imm area. This projection must be focussed at the exact moment when you draw the Spirit seal upon the disk of your choosing. The Demonic Seal wil only be drawn up in the following method:

**To Evoke Familiar or Lessor spirits:**
Mix soot and your own blood in equal parts, then using a wooden stylus create the Seal (add color or ink pigment). During this process you must repeat the name of the Demon as often as possible. Smudge the Seal in the incenses - it is now ready for use.

**To Evoke a Grand Demon or Lord:**
With this process you will take the ash of the averse biblical scripture and mix it in your blood (add color or ink pigment). As before you will repeat the name of the Demon Lord as often as you can. Repeat the process above.

The Seal is charged and ready to use.
The Mage will then kneel/stand in front of the altar - facing South, and place the Seal within the Triangle. He/She will then Evoke The Rulers of the Infernal Spaces by the Charge: "The Infernal Charge" then state:

"I...(Name) Evoke conjure and constrain you King Morech, King Malacha, King Amtophul and King Coroman by the covenant of Hell, Hades and Tartarus! Bring forth the Demon ...(Name)...swiftly, here now in this area and realm of Tau! Hinder me not with time and space, and bring forth the one that I call!"

When the Demon arrives, greet it respectfully and commence with your charge. Once your working with the Demon is complete, grant it an offering and dismiss the Creature as follows:

"By these words...(Name), I ( your name) dismiss and set you free, so that you may return from where you come! BALANDIER, SUSPENSUS, IRACUNDUS, ORIGRATIUMGU, PARTUS, OLEMDEMIS, AND BAUTRATIS! Let there be peace between us now and forever!"
Chapter 5
The Averse Biblical Script or Black Key

Luke 11 verse 24:

"When the unclean spirit has gone out of a person, it passes through waterless places seeking rest, and finding none it says: "I will return to my house from which I came"

Matthew 18 verse 18:

"Verily I say unto you, whatsoever ye shall bind on earth shall be bound in Heaven and whatsoever ye shall loose on earth shall be loosed in Heaven"

2 Peter 2 Verse 4:

"For if god did not spare angels when they sinned but send them to hell putting them in chains of darkness to be held for judgment."

Infernal Passage:

"This place has come to be the Babylon of old, a dwelling place of Demons! Let ye angels fear to tread this place lest ye be devoured by the Infernal Locusts! Let no man defile this unholy place with religious blasphemy, for the wolves of hell are ever so ravenous! The god of the jews lies chained and blinded at the mercy of my sword as I stand over the ruins of heaven! The severed wings of the heavenly host lies scattered in Gehenna like paving for the black apostles! In this time and place I hear the wailing of angels as their mutilated beings are torn apart by the great Titans of Hell, while the army of the underworld stands witness to this eternity! Woe Woe Woe, unto thee who have worn thy knees down to the bone in prayers! For thou has petitioned a dumb, blind and deaf god, which reasoning is that of a defiled pig!

This place has been prepared to welcome my infernal brothers and sisters - a beacon to the Infernal realm which joins this time and place as one Kingdom! Let the unworthy flee on the wings of uninvited spirits and swifter still their demise be heralded by the baying of the denizens of Tartarus! By the mighty names of those that are named let this place
now be blessed, consecrated and empowered, in this world of men, the
world of spirits and all worlds!

Hear the Mighty Words!

BALANDIER, SUSPENSUS, IRACUNDUS, ORIGRATIUMGU,
PARTUS, OLEMDEMIS, AND BAUTRATIS!"
Chapter 6
The Lessor Daemonic Intelligences or Familiars

These Daemonic Familiars must be Evoked under the Ruling of the Four Infernal Spaces. Each Intelligence will have its office while others will carry its off according to the Planetary Character as seen below.

**Under the Character and Nature of Leo**

1. Kosem (1° Leo) Infernal knowledge, wisdom, aggressive workings - non violent result.


3. Jvar (3° Leo) Passion, lust, sex.

5. Paruch (5° Leo) Three folded spiritual magnetism.


7. Anemalon (9° Leo) Holiness & Perfection.

8. Tabbata (10° Leo) Alchemy.

10. Akanejonaho (12° Leo) Kaballah guiding spirit.

11. Horog (13° Leo) Perfection.

12. Texai (14° Leo) Religious Insight.


15. Odac (17° Leo) Cosmic Love.


17. Paschan (19° Leo) Talismans.


20. Abbetira (22° Leo) Money / Favor.


24. Pagalusta (26° Leo) Mediumism.

25. Ichdiscon (27° Leo) Magic.


29. Iseh (1-4° Leo) Rituals and Magic.

30. Isodeh (5-8° Leo) Rituals and Magic.
31. Idmuh (9-12° Leo) Rituals and Magic.

32. Irumiah (13-16° Leo) Rituals and Magic.

33. Idea (17-20° Leo) Rituals and Magic.

34. Idovi (21-24° Leo) Rituals and Magic.


**With the Character and Nature of Mars**

1. Rarum (1-10° Aries)

2. Gibsir (11-20° Ari)

3. Rahol (21-30° Ari)
4. Adica (1-10° Taurus)

5. Agricol (11-20° Tau)

6. Fifal (21-30° Tau)

7. Imini (1-10° Gemini)
8. Kolluir (11-20° Gem)

9. Ibnahim (21-30° Gem)

10. Ititz (1-10° Cancer)

11. Urodu (11-20° Can)
12. Irkamon  (21-30° Can)

13. Oksos  (1-10° Leo)

14. Otobir  (11-20° Leo)

15. Kutruc  (21-30° Leo)
16. Idia (1-10° Virgo)

17. Abodir (11-20° Vir)

18. Idida (21-30° Vir)

19. Cibor (1-10° Libra)
20. Asor (11-20° Lib)

21. Abodil (21-30° Lib)

22. Skorpia (1-10° Scorpio)

23. Vilusia (11-20° Sco)
24. Koroum (21-30° Sco)

25. Sagitor (1-10° Sagittarius)

26. Agilah (11-20° Sag)

27. Boram (21-30° Sag)
28. Absalom (1-10° Capricorn)

29. Istriah (11-20° Cap)

30. Abdomon (21-30° Cap)

31. Anator (1-10° Aquarius)
32. Ilutria (11-20° Aqu)

33. Obola (21-30° Aqu)

34. Pisiar (1° Pisces)

35. Filista (11-20° Pis)
36. Odorom  (21-30° Pis)

For Warfare and Destruction, volatile in nature, not friendly. Not for Novice Evocation!

1. Parahim

2. Apilki

3. Erkeya
4. Dalep

5. Capisis

6. Drisophi

7. Glisi
8. Cargoste

9. Kagaros (7° Leo)

10. Romasara (8° Leo)
On Closing

All the names, Seals, and words written in this book are not of a fictional nature. Kindly note that if you are not skilled in High Magic or Evocation, we strongly suggest that you seek guidance on the subject before you attempt ANY of the Rites, Spells and Incantations within this book.

Within this book, you will find excerpts from Franz Bardon's book mentioned previously.

This book should be used only for the purposes prescribed herein - contravention of these instructions will have dire repercussions. This is a serious book on Infernal evocation and not to be dabbled with. We will not be held responsible for anything malicious that occurs due to improper use.

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