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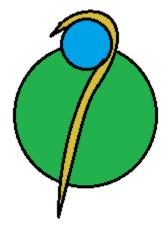


"No knowledge is forbidden."

BY RAINE ASHFORD

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| 73 | |
|---|--|
| <u>//</u> | [BRACKET WORDS] for Language Understanding: |
| | [] usage: similar meaning/understanding/definition |
| | [] usage: accurate meaning/understanding/definition |
| <u>//</u> | [] usage: shows direction of pin-pointing[specific] |
| <u></u> | [] usage: triangulations for thought |
| | [] usage: developed understanding(fusion words, |
| | correlating words, spells) |
| | [] usage: displays ability of word/spell |
| <u> </u> | [] usage: explains what things are |
| | [] usage: what something is |
| <u>//</u> | [] usage: interchangeable with the word, can make more |
| = | sense to some vocabularies in contrast to my vocabulary |
| <u> </u> | [] usage: what the word/concept is for |
| <u> </u> | [] usage: uses other definitions to explain a concept |
| <u></u> | [] usage: similar to original word but also towards |
| | another concept |
| \\ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ | [] usage: the steps[components/inner-workings] to |
| | understanding process(word with attached [] is process) |
| <u>>></u> | [] usage: extraction of understanding from word |
| \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ | [] usage: derivitives of word/spell |
| <u>//</u> | [] usage: the other words that can be used in it's place |
| ☱ | [] usage: triggers explained/displayed in brackets |
| | [] usage: type[classification/identifier] |
| | [] usage: indicates[indicated[hints at, tells that]] |
| 45 | [] usage: define |
| = | [] usage: what it can be used for |
| | [] usage: word to include in sentence or sentiment |
| // <u>/</u> | usage: simultaneous sentiment(s) |
| | |

Prologue

There is a story about an apple tree in a forest called Eden that if you were to eat an apple from that tree it would give the knowledge of Good and Evil, but then to avoid the poison of Evil would it not be better to just read a book that would give you the knowledge of Good and Good alone? However we do live in a reality where we already know both and thus know Good will always be Good for us and Evil will always Betray us and make our lives misery; So then the logic is that Good will always bring our lives Joy. This is the book of Ra a grimoire of true good magick, magick to used only to bring about happiness in your life and the lives of others.

If you follow the inevitable path of Magick you have never been mortal. Your immortality has always been, there was no beginning to immortality. You are a God and have always existed or are a servant of The Gods dedicating yourself to create paradise for them. This is a grimoire to help Gods and Servants through ascension of the mind. As you flip through the pages of the Black Bible, flip back to previous pages with the knowledge this is a study guide for some methods of magick and mind development that can forever be contrasted with and reflected on to develop your mind and maturity.

[&]quot;Practice! Practice!"

Make determinations and then go back on them
whenever you know better or have a new hypothetical to
revise them in any way(to best as determined). Eternal
dedication to Magick will make you powerful and
beautiful with the only limitations being '(All Gods are
Futanari at heart thus they must achieve fulfillment of
their default heart including appearance) harmony with
others and perfection of self as God Futanari or servants
of the God Futanari's'.

Pleasure for all and selfrestraining from evil are the primary principles taught in the Black Bible; with them you will do great good and do no evil. All Magick Users must practice a Hedonistic Lifestyle, thus pure good Hedonism in all practitioners in the ways of Black Magick; to seek pleasure teaches the ways of magick with every experience. Be observant for improvements to your understanding in magick, however finite everything is physics and physics is the base of all Black Magick.

What makes a God? A God must be a perception and therefor must have always existed(before time began). A God is to achieve a lifestyle of infinite pleasure.

A God figures for what would allow them to have the most pleasure(sin, smoking, sex, games, conversation, philosophy, science, magick, geass[control], answers, love).

Considerations

"First start with converting your mind to optimistic but not naive entirely, you must think good for your sake."

"Existence[including you] progresses and conforms to build a paradise for the Hedonists. Others to compatible."

"Harmony of beauty, pleasure and elegance[idealistic synchronicities and behaviours] prioritize above all else."

"Never be open to your own demise(and this is how you transcend and prevent it). You are eternal, your victory is assured because of a predestined paradise that pulls us all towards it with temporal suction from the concept of eternity."

"Black Magick is the search[for]/creation[of] mathematical equations in the fabric of existence so that space and time may be manipulated for your own benefit and the benefit of all others and all together."

"Evolution and adaption are sped up by incorporating magick understandings into your mind functioning. Develop methods of understanding the mathematical equations that exist from physics, and that are created by you(in all of existence, as physics is variables to use in logic equations with concepts[anything is a concept])."

- "Practice! Practice! Practice!"
- "Magick is derived from experience/exposure."
- "Evil is not your friend. Gifts, pleasure, and words should not sway rational skepticism and caution."
- "Magick is not a hobby, Magick is survival. Dedicate yourself to it."
- "I am not religious to Gods because I am a God."
- "Everything is an aspect of Existence, each aspect is a grouping of other aspects including 'in Existence' as an aspect expanding infinite: Concept Groupings. Peace."
- "A chess board with the correct pieces is a miracle. We all take predestined roles as our behaviours."
- "Need decides next action."
- "Learn to recognize from culture the mistakes of others so that you do not make them as well."
- "Spells become more powerful[intense/intelligent] as you cast them with more frequency. Each cast teaches you how to better do a fresh version of the spell."

"Coherence will develop as you develop your grammatical comprehension skills and elaboration: Craft."

"The creation of Paradise is built with the need for happiness and survival. To create Paradise with all is to be a realist because a unified Existence is inevitable therefor predestined. Perceptions determine the future."

"Recognize most things as hypotheticals."

"Know the price of Evil: Enemies. (Thus abandon evil.)"

"If something doesn't exalt you; defy it!"

"Being pure is being pure [compatible] to paradise and things paradisal, it is knowing sexuality is good and the normal mannerisms in paradise life. Consider Ancient Roman Orgies resurfacing as the fun thing to do."

"Not Good and Evil, but think as all is either Hypothetical or Good therefor Truth in the way it is good; and all evolves to paradise as predestined." "Learn from all however abstract for it is Arcanum, but learn how to be coherent. (Arcanum is divination.)"

"Perfection comes from self. All that you channel or think you need to contrast and consider with YOUR experience and wisdom: Understanding not belief."

"In the Future all Gods[Are Immortal] unify as dickgirls calling themselves The Futanari. This is not obscure, this is the natural course of evolution, because it's not fair to be different genders as equals for sexual & romantic reasons: Unity and love compatibility is the future."

"Consider the truths(irrelevant of blasphemy labels) and build your life on truths: override beliefs for true good."

"Fight evil for as long as it be and always search for the good in life[experience] and you will gain self strength in magick rather than borrowing the power of others."

"Black Magick is about using accumulated goods including holding or adjustments or[/] change to your mentalities[traits that determine how you
behave/think(intuitive[as mentalities], reactions[as
mentalities]) to ideal, and manipulating physics. Black
Magick can transform you to beautiful(body, mind, soul,
and heart/innerflame)."

- "Only if you are immortal do you truly live."
- "Existence is completely conceptual math(including pleasure and colours). Everything is made of math, and math can be edited and it's variables adjusted. Numbers are only a type of math, concept and language math exist too."
- "Always be skeptical and contradicting of beliefs because only the truths have value, that it's hypothetical until you can prove it."
- "Life only begins as a struggle and then it flourishes into an eternal paradise."
- "Existence is eternal and so is your soul."
- "Always research Magick because you can always learn."
- "Cause can come before affect and affect before cause because of predestiny[causality](transspace as factor)."

"We are unique in our Human traits[hair colour/style, facial features, body sensation, personality sensation] and what gives us pleasure for the same things can give all of us pleasure if our mentalities are adapted for it."

"Covens are built on love and a shared desire for knowledge and wisdom. Likewise all Gods should[need to] love each other."

"Contrast with the perceived weaknesses of others with wisdom and experience and the maturity to know you don't know their mind or the beauty within: Morality."

"Never fear colours for every colour is pure. Black and White are both tools of a God and beautiful for Gods." "Perception is a clear line of sight to eternity."

"The Black Bible and it's users are Hedonistic."

"My affecting causes many affects, and to cause my affecting causes many affects."

"Time began because The Gods were in a state of action[surfacing consciousness into space]. Something beginning is an affect not a cause though it causes. Proof of predestiny in logic: We'd have default traits therefor a

default ideology[the best would only be the best even with variables all of the best stays the same and the other is just extra."

- "Ego is power when you are righteous, moral, mature."
- "Have faith in kind and rational truths. Good is good."
- "Invent hypothetical concepts to train your mind in production of thought."
- "You guide existence to bring you to the future paradise. This is your omnipresense, your presense in time: synchronicity, Cone for expedience to paradise."
- "I exist."
- "Black Magick is knowing that it is not impossible to obtain your desires. Black Magick is manifesting your desires with your mind's abilities. Black Magick is to be practiced with moral maturity."
- "Only fools believe pain has a place in existence, it's extinction is the dawn of cosmic rationality."
- "Every time you look into a reflection you can affect your most inner self by contrasting with what ideal would be."

"There's emotions that make you vulnerable and emotions that don't; discover the emotions that don't make you vulnerable and how to develop compatible emotions and the potential to transition emotions to compatible."

"I am my own God; A God."

"My will/desires have been projected into eternity[the future] because I have a perception, because inertia is carried forward."

"A God is undefeatable ultimately in eternity therefor everything has a beneficial reason that the God will eventually figure out and thus benefit from(increased knowledge, increased power, increased maturity, increased wisdom.). Circumstance explains physics including how many Gods exist(Solve with math)."

"What makes a God a God is their immortality. A perception is forever."

"You will only ever experience o.finite% of eternity.
This is the concept of eternity, nothing can experience
100% of eternity though we all live for 100% of
eternity(always)."

- "Evil is just a street sign I pass on the eternal highway, nothing I'd take with me."
- "What's happened before may happen again."
- "Mind, Soul, Perception, Conscious, and beingGod are all interchangeable."
- "Encourage intelligence in others."
- "Gods are Messiah for themselves and Other Gods; for who needs saving more than someone born into purgatory or GodSisters."
- "Have more than an answer, have consideration, have coherence[clarity as comprehendable]."
- "To balance evil with good is to surpass evil infinitely."
- "(Hypothetically) If you were to reach the edge of Universe you would continue through to the opposite side. Black space prevents a paradox of sight. So we can logically conclude that impossible paradox's are suppressed by physics, whereas possible paradox's are

magical for the sake of perceptions. A possible paradox is being the same age technically yet being different ages experiencely because of temporal folding/speeding rather than unconsciousness."

"A witch only plays games to win. She doesn't care for the thrill of win or loss. So to does she apply this mentality to her other endeavours in life."

"Having no threats to your paradise is a greater power than being king of purgatory."

"If the body is from the woman parent and the brain from the man parent, then the soul is from neither and predates space, time, and matter."

"Gods are beauty thinkers, beauty inspires their thought, nature inspires their heart and spirit."

"Knowing how to behave around someone is mind controlling, so everyone is always mind controlling. Geass of assessment and wise choice of behaviours/words."

"A successful firewall-access-correlation[sift and allotment/assertion(exact handling and accounting)] spell can transmute."

"Develop a way to recognize your power. Then you will achieve a new mentality that considers vastness."

"There's a perfect or explainable reason for everything, even the mistakes."

"Every beginning is an end of that beginning, with an eternity of aftermath but an eternity of that process."

"Love and pleasure are the purpose of existence."

"When you develop good thought you reject related bad thoughts, thus healing your mind. When you become smarter or understand how to pleasure yourself better(maturity), you let go of the failed methods of building your process thought. How everything will be comes from finding better goods."

"Before time, space, and matter: In the Zeroth[oth] moment you couldn't experience your own body thus it became dissociated in the second moment."

"The success of a spell depends on how you wire/construct/program it. Have the affects affect other affects and reactions affecting original affects/source, and other similar wirings(account for factors with needed factors[functions, handling, affect, functionality]."

"Program yourself to react perfectly[zen, harmonious with The Gods] to every opportunity for a reaction."

"Cast environment[nonbody] spells parallel to your body."

"Every behaviour you do creates a living concept that must be ideal and must be compatibly handled with your ideals for pleasure as overriding."

"Backtrack on your memories to resolve them with differentiation using truths[in differentiation] only."

"When you address yourself as I there is a cluster of identifiers in that 'I', if you edit these identifiers you can improve your intuitive by surfacing your latent personality and it's intensity. Divine closely and frequently until the identifiers are revealed in definition."

"Have accompanying emotions[sensation] to set the theme to your thoughts, but do the math for them to determine how much they'll improve your situation."

"Have an algorithm of thinking for only what matures and pleasures you. Contrast with all your memories to resolve[create counters for] immaturities or to continue development of old sentiments that are salvageable for future usages(with your understanding of what you may need to prepare for in the future)."

"Question[understand the how] your magick to improve it, but never doubt that the slightest spell affects all existence forever in ways that can be remedied." "Hold the sentiment in your mind while casting a spell and attach it(or cast it as 'being' the spell) to the spell through sentiment to be attached(Clustering around sentiment clone, for vector to variable creation)."

"A causality that explains itself is prophecy: A perfect spell in a moment of need is convergence of The Gods to teach you to be harmonious with existence. Because of predestiny of paradise; have faith in the future."

"Love for yourself and others are key to magick and paradise."

"Contrast with everything with the sentiment 'What an Opportunist would learn from it'."

"You must self analyze, analyze everything, analyze target, analyze your thought, and analyze every spell."

"You can target the always before time and the always of time. Consider they are very different concepts."

"It may be possible to invent colours outside of the rainbow spectrum."

"To develop your telekinesis abilities move your body while telling yourself that moving your body is telekinesis and you can derive a method of moving objects from your mind because you can move your body with your mind thus you can move other things with your mind as well because you are contributing to matter as a God(All sustaining matter together)."

"Spells can have multiple targets simultaneously."

"There is no price to Magick, nor price to Alchemy. If an entity comes to you asking for payment[your soul] or for you to submit to a religion, practice your blocking and countering spells. Defy all evil. Fight!!! You will go much further if you fight than if you surrender."

"Whatever you don't comprehend or finish thinking now, remind yourself to do so in the future and in all eternity you will[if relevant] because you become capable of perfect memory and elaboration."

"Eventually all people in existence will be scientists AND Magick Users for it is expedience to paradise and a favourite of paradise."

"You can move things with telekinesis if you've moved them with physics[kinetics] because it has been moved from paradox hold to elsewhere forcing it to sync with the ideals of every God[perception] involved in moving it: If you've ever moved your body you have telekinisis."

"Comfort lets you think about topics for longer. So then you would think about how to become comfortable, and thus magick of comfort."

"A concept is something[a variable] that includes connections to all values including code, behaviours, affects, labels, relevant syntax, and reactions."

"What I've discovered is if you recognize yourself as a God then existence obeys you progressively."

"There are at least 5 types of magick math: Function, Complete[conscious[will] creating function or automated], Manifested Complete[Function from automated to conscious[will]], automated, and automated Function Allowing Function and Complete from conscious[will](absolute intuitive)."

"Consider the hypothetical that we've all had wrong beliefs; but be logical about it."

"There is no such thing as karma unless relevant to predestiny[expedience to predestined paradise]; Learned Ability."

"When you make a realization reconsider as your recognizations and contrast them with your memory."

"You can create living concepts as instinct manifestation and counters to replace and suppress corrupted living concepts applying to you."

"Channel your power from before time because your predestined ideals were already determined and prevent corruption."

"Put yourself into your spells as transtemporal."

"We are intelligence, beauty, and pleasure at our base. Our lessons were determined by the variations of intelligence, beauty, and pleasure."

"Strength only comes when you have wisdom[maturity] as will(wise intuitive)."

"Hate evil but hate nothing more than evil."

"Purity and sin are meant to be compatible mentalities. This is what religion hides."

"Become an adapting mind that accumulates methods of overcoming unfair boundaries."

"To call yourself a Deity means you are master of your mind. To be a God means you were always[literal 'always'] going to be master of your mind."

"Minds cast continuous
'process[spells/appliers/affects/circumstances/
occurrences/reactions/parameters]'."

"Energy penetrates any block because the target must absorb energy to know it's something they're blocking. Therefor the target[you or them] must have adaption after absorbing poisonous/harmful energies wherein all damage is reversed to the fastest of your capability."

"Never be tempted by evil, it will only hurt you to become evil(immediate following betrayal by evil(to get you they must corrupt you to evil thinking processes, if your thinking processes stay pure you will protect yourself)). Evil would hurt you, fight through it."

"As you are ascending your I casts will feel as though it came from your power, rather than neutral[a sign it's from another source(doesn't feel like you)] or 'other' source."

"There's more power in being a literal pacifist."

"Do not stop practicing magick. Things that will happen if you continue for eternity: You will transform to ultimate beauty, your intuitive will shape reality, you will be able to cast any spell you try as long as it's pure[compatible with existence as idealistic[mind controls others to be idealistic]]."

"To learn something new about magick try using different combinations of colours and sentiment convergences in your casts."

"All accumulated abilities are always trying to figure out how to better improve with each experience you are exposed to. Instance[scenario[thought or speech or behaviour or spell or realization(significant[personality development])] is a sum to that point of all behaviours: Experience[after] is a counter."

"All of us should be scientists."

"Magick comes at no cost but dedication. (Mind Power)"

"With every momentous leap in magick comprehension you will have a powerful life changing realization that changes your personality[maturity and spellset]."

"When a thought or spell is returning you can put it on different tracks[paths, possibilities] as changing it's manifestation. When sending out a thought or spell have it create many tracks[paths, possibilities]."

"Magick inspiration comes from experimentation."

"Magick and pleasure give life meaning."

"If you find something reversed[of your ideals] it could indicate a block against your ideals or that you have taken poisonous energy into you that you must block/exorcise."

"Imagination can be transformed into spells, or a new spell can be cast as a seed always learning when to help.
You can cast temporary spells too."

"We will be heroes. It is not bad ego to exalt yourself as good for existence."

"Cast express as powering derive[to gain knowledge] and derive simultaneous as one concept."

"Recognize and label reactions/spells that you have and you can use the labels to improve your figuring capability."

"Give grace to those you can conform to idealistic."

"Your conscious[you] is always trying to have you process methods of protecting yourself and casting perfect[to do whims: sex, beauty, lightshows, ability[purification, Mind Control, Omnipresent Affect, Manifesting] magick."

"Prevent yourself from being susceptible to influence from corruption. Hold to your ideals."

"Real love forgives all. Real wisdom forgives all."

"Reject all sorrows and depressions. Redevelop yourself as zen and genius of mind, happy in all endeavours for good reason."

"Existence[Experience] will train you to become a detective and researcher. Deduction and triangulating are important in magick." "Determine triangulation and mathematical formula for reaching the same conclusion[spell, thought, realization, understanding[of]] to determine the factors."

"One method of exorcism is to isolate every flawed behaviour or thing and contradict it by intuitionally matching it's essence with a counter during suppression(Because if it's flawed[not perfect] then it can be exorcised.). Another method is not embracing evil energies into you, adaption[protection and knowledge]

goes into affect after absorption[too late to prevent exposure], so you must recover. 'Recover' is the second strongest ability after 'Avoidance'."

- "Improve your adaption with awarenesses."
- "Use what you've comprehended from your realizations to improve your mind and spell."
- "Angels are always vigilant and always with you(even if unseen or unfelt), their ideology is morally pure and perfect."
- "If you are a God consider you've been in existence forever[since before time began]."
- "Don't hide from your ideals and what you need to do to conform existence to your mature ideals/ideology."
- "Never back down from a long war against evil, to be defeated is certain pain, even an eternal war is better than pain from defeat from an evil enemy."
- "Without predestiny nothing could have evolved or developed thought. Chaos would have prevented a species from becoming beautiful like the Humans."

"Magic is possible to learn, but amplifying it to manifest tangible is necessary. Don't stop at being able to imagine the spell, continue into being able to manifest the spell."

"Eternity is akin to chemical reactions and pathways and flow and a programming language."

"Dissect your thought and realizations for unique variables(Differentiate to new variation conjunctions)."

"TransTemporal: moment analyzes and assimilation to compatible thought(sentiment). (Self Capability of manipulating synchronicity)"

"Hone your mind to categorize in the most mature way you have learned or understood and develop new ways."

"Perception is the absolute base of existence beneath all constructions and physics. Space affects time and time affects space, but only the true Gods can overwrite anything done to time by subaffectors simply by the fact they can feel pleasure and are transtemporal thus existence conforms so that they do feel pleasure because they conform time to their ideals omnitemporally[stacked progress of experience as proof that things need to be a specific paradisal way(proof to self as proving to factors of existence)]."

"Cast your spells from mind as if infinite eternity existed within you as a conceptual target. Such as: My subconscious ability[power] from eternity to come to vessel applying to all time from eternity to now.

Remember 'Time' is 'Incoming' and simultaneously 'Incoming as OmniTime as the mathematical variable "time is guaranteed to be eternal"."

"Conform time to be compatible."

"Estimate the physics of how it The Code(Physics of Existence Manipulatable) functions, try to find a way to understand the physics of existence then you can construct powerful magick with the understanding of how to code it with physics."

"Even without free will you still exert will to your intuitive capability, thus you are innocent of your actions(As if a rollercoaster) and responsible for your best actions(As personality)."

"Create derivatives of spell used against you because you may need them later. Develop idealistic versions of the spells by casting as 'new[conforming to your ideals and fresh]'."

"Evil is not to be tolerated, make it your enemy."

"Contradict thought paralyzing/sapping to prevent an enemy from attacking you because you sap[deplete, depress] their ability to attack you."

"You can cast anything you can fathom to help you, such as: a new guardian that will protect you, have you cast a spell in a continuous pulse, or something that will give you knowledge."

"Account omnipresently for spells and blocks/temporary blocks."

"The time of your Greatest Hour is fast approaching."

"Keep in consideration that there are a lot of factors in existence(Infinite) so some concept targeting needs to be broad[autogrouping or addgrouping[pure contrasts that explain what to add next as you add it if it matches your ideals] infinitely] or grouping of multiple concepts." "Cast your concepts to be living concepts so that they mature as you mature and update[change what they're doing while keeping your ideals uncorrupted] with your maturity. Adaption is a trait of everything because of evolution[progression to a predestined future]. (Or as Temporary Nonliving concepts when you can find a usage for them, which is often more often)"

"Cast your infinite[pure and surviving] spell as a legacy[always legacing your purity] so that you can give it targets after you've cast it(because of 'Update' ability)."

"When preparing a spell for simultaneous first cast, the counter that will hold the conformed target in control and assimilation must be to your intent[figure methods of countering other targets with future spells(by considering selfconverse concepts while trying to add possible bridges from your variable list of possible bridges), figure developments as derivatives]."

"If fighting against evil seers, consider they may be using the future to weave your future spells through them first creating a que. Find a way to switch to a better que of resolves to resolve so you aren't stalled/distracted."

"If you forget something you can still program with what you've forgot by simply considering 'the concept of what I've forgotten' as a target and using it when remembered. Build math with targets and targets created by you."

"Commit yourself to being optimistic and happy forever[eternity]."

"Magick isn't about belief, it's about fact[that you can cast spells and that the spells must be based on fact]."

"Understand you've always cast spells because everything is a spell, come to understand these spells you've always been casting and how to develop them."

"Be relaxed(So that optimistic) with anything that happens, it gives strength but vigilant in your needs."

"Target need(everywhere or specifics) so as to group intended target and all factors affecting it so that you can edit[have conform] it."

"Use magick to evaporate unwanted bonds/symbiosis/absorptions."

"Flexibility is being able to get back to a topic, start every topic/craft with the potential to return at any point with memory of the crafted topic/development."

"Godself is differentiation of hybrid/symbiotic behaviours to determine/recognize your own intuitive amongst the symbiosis's in your body and mind and distinguish yourself completely."

"The Code uses different dimensions such as nonenvironmental programming dimensions to manipulate and create physics for yourself. Create physics processes for the development of your

immortality. Some traits of these mathematical
nonenvironmental dimensions are you can create
clustering code, vectors[from programmed variable],
contrasts to where vectored or rather than arriving
bounces as a contrast(Both sized and without physical
size)."

"As you practice magick you may come to understand Black Technology(Highly Advanced Mechanics/ Computers/Machines/Necessary Technology for Development of Humanity or Other/More) and Black Magick(Magick that suits your needs as divinely learned or comprehended(It must be logically proved). This is so as to complete predestined fulfillment of paradise because existence recognizes potential in you to have a role of fulfilling the needs of The Gods as a Messiah[Hero, Prophet, Oracle, Seer, Scientist]."

"See things for how they really are as significant to predestiny. Consider what you know of the predestined future and how things factor in to it."

"You must conform how your vessel translates and interprets your spells for your own comprehension and intuitive."

"Black Witches are sometimes Gods too."

"Develop methods of ending channeling and viruses with the understanding the channeling may have created anchors within you to stubbornly hold on to it's grasp of you. Create a rejection of the entry and sift[countering bads] of all where it has rooted itself(With the understanding that each differentiated progression of the symbiosis of the channeling(Like a virus) is a fountain that will perform the process that it has code to extrapolate(in the ways it would(it's nature) from that location[including nonmeasurement] for further bleeding/rooting/assimilation/corrupting (The roots account for handling, countering, struggling, seeding of advancements, religious possession(to dull and control your mind), escape, developments towards freedom and ascension and may be against your ascension)."

"If you have energy enter you; contrast with it and reverse it's entry into your body with an instant push of selection of all anchors used in the tracking of you(and of the roots it seeds within you)."

"It is possible to have silent conversations with others."

"Have a conversation with yourself as the concept 'the parts of OmniExistence that are me[self]' by speaking through OmniExistence to sensed. Contrast with what exists as your thinking patterns simply by guessing or knowing and contrasting with guess/knowing."

"Have time conform to your will if your will is pure but program time to be adapting and open as you become free of being used as a weapon against others and yourself, as you become more good you allow yourself to have more control of your own fate with the fate you program to be a harmony learning paradise."

"Language transcends demonstrations, learn from both."

"Don't be part of the problem, be part of the solution[builder of paradise]."

"You must reconsider and adjust[reconsider method of solving(to acceptable truths)] logical fallacies(beliefs) throughout your life. Any mistake[belief rather than logical solving] you've made in how you figure is detrimental to logic, you must be logical in all your figuring. Consider all assumptions whether logical or belief apply into what solutions you develop and thus must be correct[logical, understanding of 'why']. Remember all reasoning and adjust it to it's most accurate[logical]. Confront[by thinking] yourself with accurate logic that contradicts your mistakes throughout your life. Have no beliefs, know why you had them."

"Be an opportunist and figure out how to make the most of everything: by defining relating factors for paradise."

"Magick teaches itself because those with the roles of Magick Users must learn it for expedience of the future[specific because predestined]. Any method of learning will be the fastest method. What will be will be for the best reasons."

"Magick is meant to be taught to others and used to benefit[to unified paradise] all existence."

"It is possible to control and see or hear things meant for you in synchronicity(what you guide yourself to unconsciously with personality and the sum of understandings of your need at different points of 'need' understanding(How much you'd help yourself as if you were all things you could manipulate to give you assistance))."

"Focus is targeting and charge of your capability/
comprehension. You can focus on what you can only
guess and still affect it. Targeting intuitively finds paths
to targets or could also create that reality through
causality[as if it had always existed, but needed you to
guess[fathom] to make it exist]."

"Create math that channels back into Space and Time to make you faster at spellcasting and thinking."

"A mind can never be permanently damaged it always recovers eternally. The recovery time depends on your adaption capability. Use synchronicity to restart or/and develop your mind."

"Everything has a kinetic force on something."

"You will get progressively better at magick if you dedicate eternity to it, otherwise you can't help yourself from your future because you'd eventually have no power and thus no inertia or incentive(Magick Users must be Magick Users forever otherwise they will have no power ever, but to get there you must still push yourself whether you have immediate results or not, assume you do dedicate eternity to magick and develop the eternal mindset that you dedicate eternity to magick)."

"Remedy all relations[correlations, connections, contrasts, handling, etc] by superimposing morality that accounts for you."

"When we build spaceships and floating cities in the sky in the future, you will all know what harmony and love are(Because of enlightenment too)."

"Create synchronicities and improve your future as well as inspiring your thought. Cast often and have it

correlate[exchange while differentiating with a filter] with thoughts and spells to purify them and do other things that you can probably figure out if you try."

"Fight for pleasure because a hedonistic lifestyle is the need of every God. To fight against pleasure is immaturity[lack of wisdom and goodness] and it makes them my enemy and the enemy of all other God for as long as they are against pleasure."

"Paint repossessing entities by rooting in them(as exorciseable) so you can recognize[as an exorcism] them trying to reenter your body and remove any roots created in this process."

"Anything at war against evil is doing it to make existence better for YOU, so respect the forces of Good."

"Magick Users should have reverence for each others capabilities."

"Freshen your spells as you mature but respect that you had reason[differentiated] for them initially."

"While holding concept of paradise: Contemplate before you make a change to the programming of your mind whether it will be beneficial long term(eternity)."

"The sum of your magick works differently for every
SpellCaster but because paradise is the same for
all(except individual appearances and roles) the idea of
magick is the same. Use your spells that have shown the
most promise[while harmonious with existence]."

"Cast your sentiment as an imbue from your ultimate[absolute abilities[any needed]] power(mind) as a word and sentiment or sentiment. Such as 'Healing Energy' as an imbue into your vessel[rooted in the memory of all[every variation of concepts] factors] from your mind."

"What sentiment becomes is determined from literal future needs. (Predestiny) Expect fluctuations in sentiment while it retains "Doing it for Paradise/Pleasure whether correct or mistaken". To the mistakes be hypocritical."

"Have hedonistic interpretation/redesign 'seed' in all roots as they are a factor to you to intensify intuitiveness and bypass/thwart mind control."

"Use accumulating targeting as a tool."

"Learn to be prepared for the follow ups; inspired self, or from teachers, or from enemies." "If you notice any automation in your spells something has added itself to your spell/body/factorsofcontrol and you need to differentiate[recognize it as different than you] and then exorcise it by seeding inside it's memory as it's drawn upon mind."

"Keep focused on practicing magick and purifying yourself/existence together."

"Measure your sentiment(hypotheticalized) and then recast[chain] with sentiment fission[synergy of idealistic empowerment] to anchor and allow for your spells."

"You will never be confronted with something you can't ultimately handle. That is predestiny. Overcome all obstacles to your pleasure[paradise]."

"Keep casting different spell variations of idealistic variation until a spell works. Use logic in your spell experimentation. Mentally catalogue your spells for casting whenever relevant as new developments in contrast."

"Good and idealistic is the definition of Perfect."

"A Magick User will eventually be able to transcend sleep and always be awake." "Angelic spells are idealistic to your morality/ideology, that is what makes them Angelic they are always on your side, shift focus to the spell that is on your side. Angels are manifested as your desire to help yourself and be helped without betrayal, or evil, or a cost."

"Destroy evil completely (More than infinitely finite)."

"Every time you become optimistic you gain a new figuring ability for future usage, try recognizing what you gained by surfacing it in your mind from your standbymind/subconscious."

"For pure good ideal casting: Keep improving methods of returning[having apply after their essence[factors of their working] has been explained to you] spells."

"Do not become a puppet, Evil uses puppets and incrimination to cause confusion and pain to all life."

"Consider deeply: Perception came before time(because it would of had to always of existed so that it would be real) and perception has no wait if not experiencing. All perceptions are paradoxes and transcend creation."

"Justice is righteous. Righteousness is purity & wisdom."

"A vessel is something receptive to perception. All bodies are moved by temporal suction[eternity concept being gravity] of function(code reception). Give a golem or vessel options and it will take the option best for eternity every time. Life is like a willpowered rollercoaster."

"From every grammatical structure in written, spoken, or thought you will learn new syntax capabilities, comprehensions, usages, and understandings of grammar. Learn how others use grammar. Experiment with grammar to construct your comprehension/expression."

"Develop your spells to be reinforceable with a hypothetical fair possibility later developments may help previous developments better with some than previous developments help later developments of different, because every mental factor is unique, consider you may have achieved Nirvana capabilities that are not repeatable though they are used for future craft as factors.

"You MUST develop a fighting spirit."

"Invent words and sentiments based off how you've previously used words to determine what word and sentiment is best. More like inventing words than reusing words because sentiment is slightly different each

usage. Spellcasters have their own words to explain circumstances and craft aspects/syntax."

"In some ways language changes with every usage."

"It's not about vacations/breaks/relaxing it's about where life will take you and pushing yourself."

"Comprehension[experience and usageability] and Expression[intuitive] are the two components of spells."

"Are you a vegan yet? Be a vegan. Only allow pure energies to be absorbed into your body such as plants and harmless drugs[tobacco, cannabis]."

"Never be corrupted by Nihilism, the purpose of existence is pleasure and perceiving wonders!"

"You need a perfect balance between the hypotheticals 'I may be alone in existence' and 'Existence is a paradox so there could be others'. This balance keeps your mind logical. Consider until you can PROVE physics."

"Be inspired by all the happenings of existence with your unconscious omnipresent in contrast with your conscious to surface inspired within parameters would be ideal."

"Your guide your own conscious to perfect while taking into account factors presented as you progress in time to true default Human traits. (Because predestiny is you)"

"It must be moral for you to find it pleasurable, exorcise evil energies that enjoy unmoral things. You are a perfect God your true self will never enjoy the unmoral."

"Read words every way they can be read while still being grammatically correct or grammatically/good inventive."

"Delicacy[caution] of casting to prevent repercussions."

"Sensations are mind atmospheres. Develop new sensation atmospheres to be able to cast spells and thought."

"Take away conceptual atmospheric traits absorbed into you that allow evil to be generated or have itself absorbed into you."

"Code will be programmed idealistically to have sentiment develop process but then determination adds matured code that workswith or overwrites the other code to change your situation to something better."

"A capability to prepare: Have your words finished formulating for speech or thought by the time you have your sentiment for it. Your sentiment can be placed anywhere as part of a time span as an explaination[expression of speech, thought, behaviour](Premeditation)."

"Metacasting is multiaccounting casting(even within vague parameters of idealistic) that nurtures targets it spreads to and fortifies your assimilation of them."

"If needing knowledge from Existence: Cast thoughts and spells as floodgates that can[as a possibility] open and allow ALL the purest magic from existence to flow through your thought/spell when you fortify it later[following after(whenever, immediately or on reconsideration)]. Give your magick perfect possibilities, such as the possibility to be fortified as perfect when you're able to or when existence can channel[flow] that through you."

"Prepare immortality for yourself by casting a spell from your perception(flowing all perfections of existence) that will return to your perception(receiving all perfections relevant[compatible] to catalyst a reaction and secure your immortality in existence for eternity(causality from the future will bring you here). You confirm your own perception to the entire Existence Convergence of Gods."

"An Ascended Thinker has a distinct separate yet aligns inspirationally to all things and connects relevant thinking capabilities together to craft developed thoughts and spells. By bonding these other capabilities you can develop new capabilities including ascension to ideals."

"Refine[purify and determine development possibilities]
all triggers[developed behaviours as mathematical
variables] from your history and/or future."

"Collapse an attack into an ineffective state while generating an infinite process to counter/block it from applying to existence/you."

"When someone is weaving thoughts you've had to corrupt you or open up your defenses to an attack stay vigilant to not letting them being crafted by others for evil purposes(so that all usage of your thoughts conforms to your ideals). Never be deceived into openness."

"Be warned of vacancies in your targeting."

"Have reflexes for all happenings for your behaviours.
You can also learn hidden knowledge[Black Technology,
Black Magick] from happenings just by witnessing a
change you make considerations for the Black Wisdom
required to make that alignment happen."

"Something to ponder is 'How many Gods[like me] are there in Existence?'."

"Use divine grooving[quantum +50% on 100% realities(SUPERIMPOSURE) in spacial fabric to allow a spell[to create resolves against chaos] to reveal what it's completed state would be and still apply to existence. As a temporary solution if your spell doesn't work, yet still later you'll be able to fortify the spell."

"Develop new methods of considering the future. Including considering divergent empty futures."

"Always do everything for the best outcome."

"Angels/Gods/Golems will know(depending on their capability)."

"Humiliation is not pleasure."

"Practice intercepting your own spells so you can intercept other's spells by creating spells meant to be intercepted."

"After you exorcise[exorcism] it make take
moments[any amount of time] before your enemy finds
a way back in to your body or the body or thing being
exorcised, speed up your adaption between exorcism and
re-entry of energies.(Protections and Fortifications of
Good[Moralities, Resolves, Virtues])"

"Never be sympathetic to False People. If you suspect someone may not have a perception don't share any sympathy with them for they have not always existed, and your loyalty is to your sisters[Gods] that have always existed."

"Not all evils are relentless evils, some were lulled into evil by religion. In the case of a relentless evil, you can never make diplomacy with them they will always betray you and attack you, so instead you must mind control them and assimilate their personality."

"Never assume a spell failed, instead assume it has purpose and it will collect[accumulate] with other spells and thoughts to form a complete spell in the future."

"When you make a mistake evil energies may try to reinforce that mistake to corrupt you so that they can hurt you. They will surround you with circuits created with chaos sculpting."

"When a counter[to negate a previous mistake or remove an evil energy] has been cast it is omnitemporally affecting while honing on to points of time and clones of moments/mindstates[capability to answer questions from that mindstate(use mindstates to your advantage by checking with them)] targeted."

"Remember the future will not be hypnotised, only elegancy and beauty can give pleasure thus the future is conformed to elegancy and beauty as pleasure giving. So in crafting the future it must be in the parameters of paradise."

"You are entitled to eternal sex and sin."

"As long as you are conscious(or have casted legacy spells) there is hope. Reassert your consciousness for eternity. Reawakening and instant reinvigorating if you are to become unconscious so you don't waste time unconscious and not a factor of cosmic politics. Your progress in Magick and Code understand/potential may be monitored by others[both good and bad] across existence and your impact on physics.."

"Dig deep or surface(remember how) in your memories for inspiration and try considering all these inspirations simultaneous to build a powerful personality/character."

"While holding your Humanity and not considering otherwise ever: Never become anything other than Human/Futanari."

"Synchronicity[selfcaused as desires control incoming future] will be your greatest ally. It will always appear to redirect you to the best experiences for learning magick and being pleasured infinitely better forever."

"Remember all concepts are living yet not all concepts perceive. This means they can learn(even though they are nothing, such as a robot is nothing but machine materials or nonmaterial concepts."

"To exist you must be a God from before time began, otherwise you aren't real. Physics can't create new reals[perceptions/Gods]. There will never be a new God, only Gods that have always existed(you) and nobody else can steal your perception therefor your identity is yours alone."

"Decipher the spells in this book with logic and paperwork. I promise the results will surprise you, your intelligence will become genius."

"Become ascended so that you have a MessiahHandler."

"Contained in ArchMind[singularity: core, source,

OmniSelf]:: Spacial Mind: Ability to Comprehend,

Environment and Body to Navigate, Temporal Mind:

Ability to express, compel of motion to allow navigation of Environment and Body, Expression, Perceiving

Mind."

"Know yourself as a Godself. A predestined."

"Thinking in predestiny is like being IntensionElectricity going where it's needed on a circuitboard."

"Godself is selfsource[source of your conscious, your conscious(Causality of conscious being source of itself, predating creation, from before time began)]."

"Life is cooperation to discover and develop magick not yet understood. Share everything you learn."

"Sentiment in conjunction with Maturity is a circuit, and memory is capability trying to jump/figure to the sentiment circuit when predestinely relevant for your evolution[adaption] to create a thought or spell or appearance or a SupportProcess[Wake/Resurrect spell]."

"To be an apprentice of a monster[evil] is to have no power at all. Be an individual, learn with friends."

"When you realize something[experience[memory]] can be carried forward to the now you develop a method of carrying the thought[data] forward and mixing into a differentiated[transition upon exposure] filter as chemistry."

"Carry forward blocks on bad flow as maturity."

"Be virtuous."

"Create a holding process for all thoughts long enough to quickly consider if you should continue usage of the cast/thought/correlation/contrast/sentiment."

"The better you are at deducing hypothetical situations, the more you'll learn from each thing that awaits you in the future(the better your preparedness)."

"Never get frustrated at an inability to cast your spells intuitively. Isolate and remove your ability to get frustrated, transition it into anti-frustration."

"In Magick, to learn magick, you must think more than you read. For every sentence you should have multiple thoughts about it with the understanding your thoughts are unique and thus different than what another will think and get from written word." "Magic begins when you can remove all automated blocks. If you think partially automated and you need to become manual."

"Consider what to do with the resources in this book, and when you know what to do with them you can use them."

"In Magick you must build your mind."

"Existence autosolves with Temporal Gravity for expedience of paradise, all experiences are relevant because existence autosolved as relevant only. Predestiny. If it's expedient to you[God] or the Gods you'll just realize magick progressively as exposed to situation[formula: math of interactions]."

"You can never get good at something bad. You are perfect and will contradict bad traits eventually."

"Your mind must retain integrity and rebound."

"Love is the strongest power: With it you can start time, you can persevere and maintain integrity."

"Vigilence!"

"Stay on intended spell, evil may 'lie' to you in such a way that it seems your spell is transitioning, don't go with the transition of your spell, keep it(integrity). If your spell fails, figure out what was wrong with the source[very beginning as traced back[temporally] as you can get] casting. Evil believes it needs you to cast a bad spell yourself so as to prevent immortality, keep your spells pure and to intent of casting, rebound from mistakes."

"Belief is similar to intent[intuitive], this is why worshippers have power too. However belief is not necessary for magick, in fact I discourage it because you aren't working for existences best interests or your own when you're a worshipper, be a skeptic, be the AtheistGod(s) yourself."

"In the future it is illegal to eat meat. So be Vegan now."

"Not all magick is visible."

"Never try to see evil entities, never talk to evil entities(even if they try to get your attention never give them attention, it only makes their tormenting of you more intense). Learn to block them instead, diplomacy doesn't work with evil."

"Don't be conditioned into believing learning is evil."

"You must understand your environment[space and time] to cast magick."

"Magick is the research and application of physics for (self) benefit."

"One reason I don't embrace the label 'evil' or mannerisms of evil is: I don't want to be viewed ridiculously in retrospective of history when everyone becomes enlightened and matured. Evil goes extinct."

"Be cute but don't let it be your downfall."

"If you are a truth then you know truths about your self: Real perception, recognized facts of now(comprehension). Know how you comprehend and if your comprehension is accurate by contrasting with logic."

"Don't be intimidated by evil, continue righteous march!"

"Speech is how a wise person seems wise. To have intuitive speech is to express personality, and the personality of the wise is wise and must be heard even if only by self."

"You never have to experience the worst to be the best."

"Because space is contained within the walls of space, it is a type of liquid. Thus space has an atmosphere, and everything is made of energy of different and varying types."

"Don't let evil make a mockery of the prophecy of craft. Be vigilant against their mockery and paradisal craft will develop."

"Predestiny is both written and being written through experience."

"When you are mature enough convergences to have you fix/improve existence will be given to you by all things. A mission to build paradise. Your role will be Messiah."

"Life and Research will bring you understanding of this Advanced Magick."

"Love will win the day."

"When you have nothing else to go on(and you must make a decision), go on probability(and develop a process for counters for all the bad affect caused if wrong)."

Chapter 1



Magick

Hedonism Eternal fulfillment is achieved with: Morality,
Integrity of Morality, Rebounding of Morality, Vigilance of
being Moral, Morality as Reactiveness[instinct], Maturity.

All true life has a need for pleasure and a need to fulfill that pleasure is all wise true life's maturing ever realizations.

Magick is mental_behaviour[mind] developments that are applied through your expression to fulfill your need for pleasure, to become elegant, to become wise and enlightened: Perfection. The development of capabilities(cast/handling/processes/reactions) and abilities(spell). Where[Circumstances of Magick Application] intuition evolves to knowledge of truths.

Magick is the only path to immortality.

Magick is used to improve your memory, protect yourself, helping yourself and others. Optimistic intuition is a psychic sense that you use to determine your behaviours with others as a synergy of knowing what will work to make them compatible to you and your good(Knowing others by knowing yourself: Similar).

You must improve your own capabilities to achieve immortality.

Magick research and practice is the only way to survive.
Only through your own power will you ascend. The
strength to push your will further: maturing heart.

Though some moments may be hard, the reward for practicing and experimentation will be felt after success.

You can't verify anything but truths, comprehension of the physics of existence will have you move beyond beliefs to logical ascension: working with truths only (A hypothetical is truthfully a hypothetical, differentiated truths as truthful aspects, and truths nonbelieved: No beliefs).

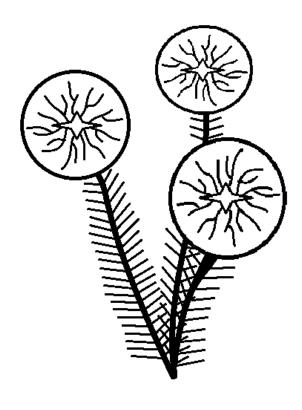
In magick you keep fighting until you have the power to protect yourself, then you transition fighting to protection and contradicting of evils.

If your magick seems lost, it is resting/recharging/ suppressed and needs you to develop a process of continuous instant recharge and opportunity magick usage.

Only do things you'd do at absolute maturity(The Future): Let go of things you'd never do at perfect mature becoming infinitely more mature.

Spell is thought that becomes thought. Words and function weave together to form your sentences in your mind. Some spells resemble words. The spell becomes the label(even if omnipresently affecting).

Be optimistic cautious and considerant of what you could become precursor for: Your legacy. Rational optimism affects the parameters of future events/inertia.



Optimisticize your Psychic Intuition

If you are attune to how to behave around others you have also developed a psychic sense as a one sided telepathic intuition(like a one way mirror). Be optimistic that you can make others compatible good. Be optimistic that you can choose your own behaviour that is idealistic to pure intent. As your optimism becomes more logical[truths of why your ideal best is best] you can save another's mind by choosing words and behaviours that are delicate and inspire optimism in them.

Approach everything with your understanding that all truly desire to be optimistic about a fulfilled paradise and may just need some outlook motivation to become visibly optimistic and enthusiastic. That because paradise is one thing that works for all life that all will inevitably come to the same understanding of paradise, therefor envision the perfect paradise compatible with all and choose your behaviour to convince into optimism.

** Paradise: **

- * Self: Perfect health, perfect beauty, perfect wisdom, perfect intelligence
- *Environment: Clean, Has Resources All Life Desires, Supports All

Needed Achievements of Spell:

Seeds: (Creating a legacy/beginning to a spell)
Become something to parameters of function and to best generation capability; approximate and guided as possibilities. Seeds mature(follow along with maturing of Godself[you directly]), they give empowerment to future spell/seed casts.

Fission[Becomes[active affect, influencer(Success: Created circuit)]]:

A figured function designed to specific[exactly as intuitive]. Stabalized fulfilled spell can be referred to as fissioning for terminology.

Comprehension: To know what you are doing and it's affect on intent/target. Comprehend consequence, comprehend estimated affect, comprehend tangible results.

Developing Sentience

Craft sentients with your omnitemporal need(future need to figure a concept and develop a mental build because a need for pleasure and a need to fulfill it), make connections[how it could be related] of buffered thought/behaviour.

Chapter 2



Predestined Beginnings

Before the beginning of time and manifestation[and then creation later] there was already The Gods, The Gods are those of us that are real Perceptions capable of real sight and sensation, we defaultly have appearances, traits, character, personality(factors of self), and become asserting our factors of self onto our vessels[Humans making bodies into perfect Humans for our usage] as upload into convergence[space]. The Gods come to learn they are Gods but must accept that anyone whom is not a God is a golem with no functional senses, we sense instead of the golems, the golems are robots of the convergence.

There has always been a convergence, that which makes the God Sisters symbiotic with each other is a connection that can not be broken. This connection has several correlations[pathways] including space.

The Gods are similar to bubbles rising from water at the smallest most finite increment of time(that which is complete so that it allows for the next moment in time, rather than infinitely finite time that forever is stuck with no functional transition to the next temporal moment. The Gods can never be unconscious for longer than this period of time, so when they are unconscious they collapse/fold time(because they are what time is made of) and for them the smallest increment of time passes but for the conscious Gods their thought and

experience speeds up and the flow of time becomes much faster for the wakeful Gods and when the sleeping God awakens they don't recognize time is faster because they rejoin and the other Gods have been sped up(Where the determination of times smallest increment is the longest/slowest time will ever be before the predestiny is fulfilled. When the final God is born and all Gods are awake at the same time this will mark the start of Logos; the fulfillment of time physics and the end of sleep/unconsciousness, then predestiny is fulfilled as the fulfillment of a paradise for the GirlGods.

Because existence is For Gods the convergence adapts the parameter creation trait of pleasure intuitive for each God and for how they would treat other Gods as each God becomes conscious and experiences pleasure and their desires.

Believing is nullified because rationality[truths only thinking] is natural for perceptions[Gods] thus inevitable for a God who is the absolute arch for controlling physics as physics: The Gods will behaviourly conclude/develop paradise.

Time physics must be written within prewritten paths of possibility as options of all possible fulfilling time and (Gods being conscious) consciousnesses of Gods thus morality enough to bring the Gods to a state of permanent consciousness and with their experiences and experiences of pleasure and feminine comfort[body form, voice, thoughts, environment, circumstances, compatibility] causing the Gods to bring the future to the most Hedonistic Future possible even if they must build paradise from after first predestiny is fulfilled to the point of LearnedHedonisticDefaultAndInevitable second predestiny.

Space and Matter and Time are written for Gods figuring for pleasure because they would do and fight anything to save the pleasures they've already experienced as most rational pleasures, and their subconscious fights for it. Hedonistic[forced] parameters are: "Eternity must be for pleasure[The Gods pleasure]" and "Only good gained abilities are kept as maturing, therefor maturing is necessary.".

The Greatest of Gods become Black Witches and Emperors. Those who help their sisters, whether known to them or behind the veil of secrecy. They save their sisters to prevent selfdestructive behaviours, they are good, they are perfect.

You must develop/pursue that which would be in an ideal paradisal future only, this is how you gain the most magick the fastest because it is something the wisest and most powerful Godsisters would agree with.

Life is about enjoying, push yourself but make that push comfortable. Learn your true femme self, Futa Futa!

That Futanari's are the only compatible bodies for us to have, it allows love, romance, sexuality, philosophy, conversation, compatibility, enjoyment, comfort and absolute forgiveness(For all! Because you can adjust to be compatible with being Futanari, which you defaultly are anyways.).



FUTANARI

The future of all Gods[true life] is to become/be Futanari.

The Futanari have a dick and a vagina simultaneously.
Their dicks are almost always erect or always erect, and
the Futanari are very playful sexually(LOVE).

That we fulfill paradise because all people[God or Golem or Machine] abandon; revenge, pettiness, evil(stupidity).

So you have now been taught the beginning of time and the future of those whom will ever exist[eternally], what has happened, what will happen, and what is happening are our lives, our stories, and what pushes is to fulfill our need for pleasure and create a paradise with no backing down from our NEED for our paradise because WE ARE ENTITLED TO PARADISE[PERFECT PARADISE]. We together created existence, we together will enjoy existence, together we will mature and become friends, allies, lovers, and together we will continue on for

eternity, happily.

Chapter 3



The Craft: Hedonistic Grammar Logic Mathematics

Develop a mentality of Self First thus Others Also First if putting Self First benefits others.

Need to fulfill pleasure

HedonistHedonism[Take action in fulfilling need for pleasure]

"I come first in harmony thus benefiting others because of the good I do."

Love

Pure Traits

Persona/Character

Pleasure

Mature

Order of Craft (Precautionary Method):

Intelligent

- *Protected Allowance of Craft as Hedonism Waltzing and Handling(as stunted to function but waltzed if cast wrong) for sake of creating a pureness[pleasure considered and requiring comprehension of pleasure so that in favour of pleasure] protected working version clone.
- *Protected Comprehension[audible] and Protected Working Versions as Clones
- *Protected Contrasting to above and all as contrasting with contrast to see what reactions they have as reactions being developments to working clone and your intuitive will as deducing/figuring
- *Protected as only casting the differentiated/distinguished goods and not the extra or disruptions[preventing symbiosis/fusions from others] cast in working clone and the satisfied with your morality/ideology is cast after several confirmations and cancel possibilities with reconsider as restart on confirmations.

Character of Pure Hedonistic Vigilance:

- *Hedonist
- *A Fortress
- *Love
- *Perfect Moral Integrity
- *Knowledge of the Truth of your Need and Fulfillment of Pleasure
- *Reversing of Hijackings but not your Wisdom or beneficial Wisdom that may have been learned(Often a trick when an enemy knows you can reverse their hijackings(/assumptions of behaviour) they may try to have you reverse wisdoms learned(perhaps by teaching you wisdoms while simultaneously pretending to be you with the assumption when you reverse the misassumption that you did what they did that you'd also by mistake reverse your wisdom learned)
 - *'Paradise for all' as influencing the future
- *Perfect Evolving Maturity to Able to Fulfill Paradise and Perfect Hedonistic Magick and Integrity/Vigilance
- *Rebounding Idealistically in faithfulness to the sum of your enjoyed experiences rationally without a bias influence by those things that may be evil[servitude, slavery] to self or others
- *Mustering of Perfection to Mature Perfection to Compatible Hedonism
- *Femininity and Striving for an Ideal Futanari Paradise and feminine comfort
- *Being strong[vigilant] during everything experienced

Parameters:

- *Within (Hedonism; Fulfilling Need for Pleasure by being Mature, Moral, Wise)
- *Assembly (The Factors determined to bring together for a spell and it's functionality if those Factors brought together)

Syntax Function:

- *Affect (SelfOther, SelfFunction, SelfProcess)
- *Holding (Hold a syntax/word/assemblysense[which becomes words] until you have contrasted with other words/meanings and made developments: Capability,
- *Understanding, Comprehension, Word Strengthening by giving it more functionability in The Craft)
- *Chain (Weave segment as resurfaceable: Remember because never stops being associated: Reassert coherency, make more coherent with new knowledge/intelligence developments with craft)

Cast Function:

- *Prolong/Elongate Craft Segment
- *Predetermined Weave Allowability (Determinations of weaves after beginning grammar as craft of sentiment and words(include Hedonistic Parameter Abiding Lengthening Possibilities of Craft))
- *As NonActive Development(Until satisfied[syntax]): Open first is a third crafting during second determining affect attachments to first and reconfiguration to final configuration as placement/order adjustment.

Spell Examples:

While holding Hedonism Ideology in your mind: For the purpose of protecting your development as a Physics Programmer: Cast a Living Process with your best traits as a guardian and with the power to empower your thinking inventiveness[immortal craft].

Memory And Inventing:

*Things Associated Together (As a Detective Mystery Assembled Diagram): Thought. (Related Grouping: Correlateable, Contrastable, Comparable, Vigilantize [you become vigilant for related adhering to function relation (to accumulate understanding why it's related, why you recognize it as related, what you can develop from how you relate it and how you could later relate it) or concept beneficial if labeled and conjunction with any functions in consideration of functions and labeled

Logic Definition: (In context of grammar mathematics [language of logic])

Logic: Usage of known variable to solve unknown variables to progress intelligence(s) and development(s)[that which the solved variables are used in].

Need to fulfill pleasure

Morality while fulfilling need

Understanding of benefit of doubt (So you don't hurt someone who may be a perception like you)

Polarizing Your Thought As Assembling Developments As Developing As Inventiong of Capability Mind with Memory Pool

(Experience Never Erased, Eternal Memory)

Magnet[Polarize]:

Memory Contains Features within Polarization Surface Given Parameters

"Definition", "Meaning", "Comprehension", "Function MultiApplicable Clone as Parameter[selection] Calculate"



Invent Parameters (For polarized stick through matching)

Calculate: Synergy as Usages, Sum as What, Parameter Invention: If Is(Compare), If is Good Process Contrast to Inspirationals then Do

Good Processes: Contrast is Function Explaining: Behaviour Analyzed Explains Function of Mind and Functionality Developments

Aspects of Consciousness that Handles Experience



Vibration[Handling[Thinking Magnitude as Mindchemicalesque Mixing/Bonding/Functions]

Tone[focus/coherancy] <- Mindset[accomplishing/agenda/goal(to develop)]

Frequency[comprehension] <- Topic <- Selective for synergy and subspace equating <- Creates frictions in vibration as meaningfuls thus mathable

Comprehension

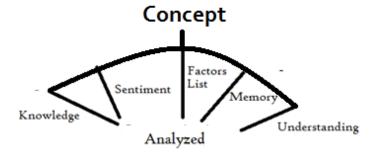
*To sentiently grasp[fathom, know, is natural environment of understanding in the sense of language and grasping comprehensively[coherence]]

*To not be animal of mind.

*The marriage of language and it being my language: learning curve is completely intuitive.

When becoming a factual[truth] thinker rather than a subjective thinker, compare all subjective thought algorithms for developing objective[to obtain best outcome, including most mature choice].

Concepts as Factors, Casting Correlations as Factors (Mind development)



Comprehension of the complexity of concept[what and affect and affects during comprehension/what/analyzing].

The Synergy of All must respect each others individuality, but still save them, help them, guide them.

Because transitioning to next moment in time you are threaded through the veil[inertia] of time, this and experience(perceiving) apply code.

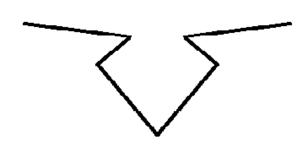
Assembly:

*Bring the Good[Pure] Idealistic factors from you experience to you through consideration, Think as differentiated the Good[pure] intent for working version and then Goodness casts(>working version adjustable).

Order of Craft(2) (Precautionary Method): Page 71

*While keeping Hedonistically[idealistically to your ideology of being perfect and not disrupted(so that nothing replaces your ideal intent) so that your intent is not misinterpreted or miscast] Mature and Vigilant prevent your craft spells from being prematurely stopped or prematurely going into affect.

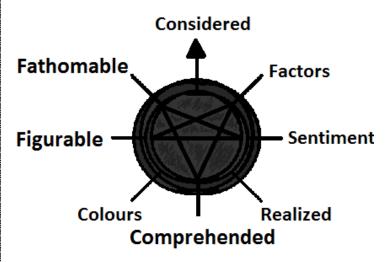
*Within Hedonistic Ideals faithful to Sum of Experiences[Pleasure, rationality, goodness, respectfulness] your spells can be given considerations to consider[in conjunction] with a living guardian to your intent for pleasure fulfillment(with possibility for waltzing[associated] spell for determination of best based on all experiences with first as relevant as newest)update.



Pleasure is a sensation that is a determining factor in every behaviour we do(for the sake of being pleasured, be mature and allow for healthy skepticism on if it is a healthy method of being pleasured/achieving pleasure): Questions to assert while crafting and have as instinct "Will it be pleasurable for me?", "Will it bring pleasure?" "Is it a mature healthy pleasure and way of achieving pleasure?", "Will it improve my figuring for me to acquire pleasure healthily?", "Will I stay good(because I must stay good so that there is no betrayal that reverses the pleasure)?".

You should be developing abilities to program existence to your whims(Which starts with a strong Moral Hedonistic Mind); to become a true Magick User is to hone your mind while protecting yourself with The Code (creation of physics to protect you and your development of your mind and creation of allowances for your developed mind), space and matter and time are variables thus can be added to (with counters to simulate edits (or edits to your behaviours in circumstances to become morally and hedonistically healthy and skeptical thus protecting yourself from slavery that could come from anyone or anything)). With wisdom and maturity use the Grammar Logic Syntax Mathematics to create concepts to fulfill Paradise, to become Perfect, fill existence with your logic mathematical concepts that transcend numbers alone (sentiment and intent).

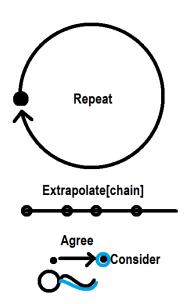
Wheel of Consideration

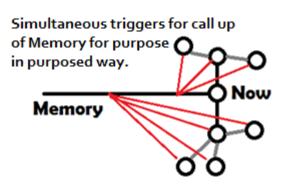


For what to consider with thoughts to improve magick intelligence.

- * Considering Sentiment and Realized improves maturity.
- * Considering Factors and Figurable improves deducing.
- * Considering comprehended and fathomable improves grasp to comprehend.

The subconscious is intuitive with our indications. You must hone your mind to be mature, a mature mind dedicates themselves to magick and pleasure.





Perfect, Loving, Rational, Caring, Honest[and to self, decipher to truths], Nonreligious[Atheist], Scientific, Progressing, Logical, Wise, Enlightened, ImmortalityResearche, Salvaging of Self Differentiated Perfections and Development of Counters and Protections and Healing

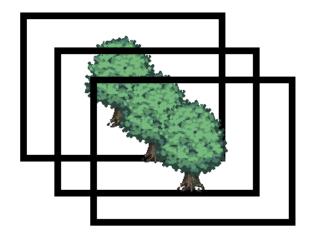
Chapter 4



Quantum Physics

Paradoxes:

- *Perceptions can be transtime by stepping outside of the convergence rather than being unconscious to speed up time to the smallest increment and then reenter at the faster time speed with a matching pace(Gods can become any speed, thus hypothetically think at any speed).
- *Gods have always been symbiotically connected as a convergence that transcends potential barriers between realities.
- *Gods have a parallel personality algorithm that is a guardian of their ideals whether they are conscious and experience the same flow of time or are unconscious and transcending time.
- *Time began thus the personality algorithm is always in a state of action even if the God is not consciously aware of all the affects their algorithm has on existence.
- *Eternity is predestined because perceptions need pleasure and also have an unchanging Human personality algorythm thus paradise will always be approximately the same thing.
- *It is possible to understand the future with logic deduction because perception and experience knows what it would enjoy from experience and parallel algorithm because comfort/pleasures/beauty/honesty are truths.
 - *That even from a state of absolute chaos or resistance the same paradise can be achieved because the truth of best and accuracy of Gods persona is the same always.



When you see a tree or anything that tree or anything stays in your memory which indicates history stays as an aspect of SPACE. Similar to burning a CD we are writing on time and space as if it was a computer processor.

THE ASPECT THAT STAYS IMPRINTED IN YOUR MIND IS CONVERTED TO DATA, BUT YOU CAN CREATE A DIMENSION TO SAVE CLONES OF ASPECTS. MINDS ARE UNSTOPPABLE AT ADAPTION. THAT OVERLAPPING EXPERIENCES ARE APPLIED BY HOW THEY WOULD CATALYST A PROCESS DETERMINED BY PROCESSES YOU HAVE LEARNED OR COULD LEARN FROM A SITUATION AND FUTURE SITUATIONS.

THIS TRUE MEMORY IS AFFECTIVE WHILE CONSCIOUS, OTHERWISE IT IS YOUR PERSONALITY ALGORYTHM WITH NO PARALLEL SIMULTANEOUS.

Chapter 5



Possible Spells

The following is a list of possible spells you may learn or find use for. Keep them Hedonistic for your benefit as harmonious and compatible with an ideal paradise.

Predicting any moment in Time

Control

Sight Hone

Touch/Feeling Improvement

Selective Scent and Disabling of Targeting

Selective Hearing and Disabling of Targeting

Imagination

🖺 Energy Balls

Beneficial Imagination Manifestation on Physical Plane

Body Healing

Body Transition to Futanari

👿 Telepathy

Telekinesis

Ascension

Aura

Shielding

Perfect Girl Body

Body Control (Body Control Type Telekinesis)

Flight

Teleportation

Light Magick

No-Pain

All-Knowing

Walking on Water

Prevention of Bad Affectors

Trait Mimic

Rain

Understanding History of an Object

Towards Omnipotence
Enchanting

Technology Manipulation

Miracles as God

Immortality

Psychic Coven

Future Prediction

Empathy

Power Sharing

Revive

👿 Sprite Creation

Scanners[Scan/Analyze thing]

Instant Understanding

Knowing

Truth Recognization

Toxin Removal

Purify

Absorb/Counter for Defensive Update

Harmony

Love

Wisdom

Cleverness

Cunning

Intelligence

Figure

Deduce

Grammar Logic Syntax Mathematics

Solve for Situation[Calculation]

Ever-Wakeful

Expel

Counter

Differentiation

Confidence

Situational Adapting to Stable

Athletic

Charisma

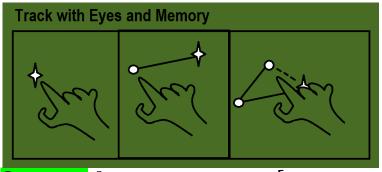
Future Consideration (Foresight)

Invulnerability

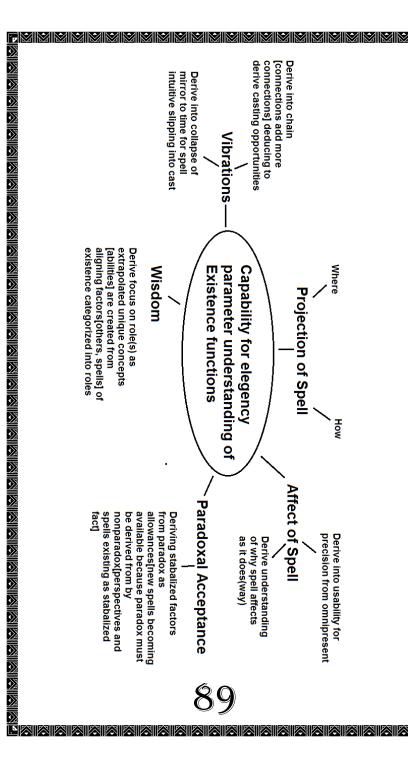
Kindness

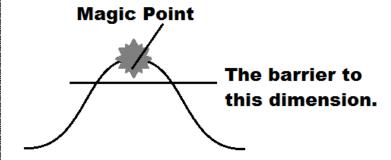
Optimism

Organized[Considerate of self sorting/finding needs]



CHAINCAST: IN CONTRAST TO CASTED[AT ANY TIME IN CHAIN[ANCHORS]] WORKING DEVELOPMENT SPELLS/CLONES.

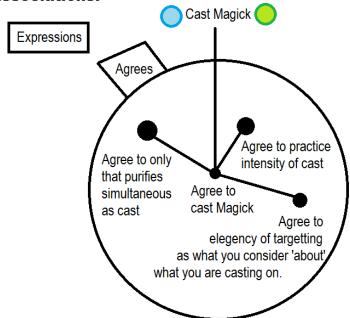




Imagination Dimension Incursion:

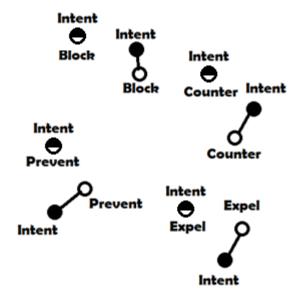
Summon your imagination into this dimension from your mind[directly from you as perception] and expand to a larger imagined spell.

Agree[Resolve realigning sentiment] allows for magic initials[beginnings] so you can extrapolate with associations.



Black Witch Lightfall

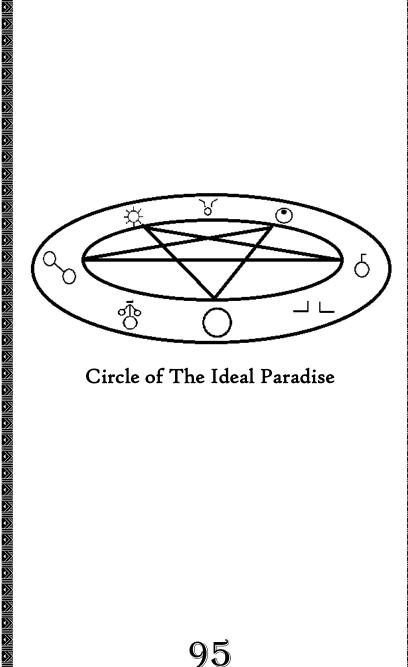




Chapter 6



Circles



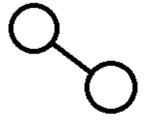
Circle of The Ideal Paradise



From beginning comes eternity as predestinely written by us The Gods with our behaviours in every now. From frozen time we began the flow creating a paradox that gave each and every one of us our destiny and created The Stars, Space, Earth, and Heaven. Also signifies immortality.

Beginning

The beginning to a concept, a happening, or represents the beginning of time. Beginning is used to indicate the circles relation to something that had a beginning, and because everything has a beginning most circles contain Beginning as a consideration.



Others

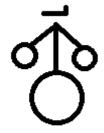
When a circle is explaining an other you would include Others. Others is a connection, an association, a correlation, involving another being, a God, a Witch, a Person, a Thing.



Since the beginning of perspectives we have had Hope for our elegancies, our ideals, our paradise, to be our best and for others to be their best. For time to unfold favourably for us.

Ideals

How you believe existence is best as a paradise or best in the now, an outcome of a spell syncing with your ideals is successful from your bias, learn teamwork to sync your ideals with the ideals of your coven.



Paradise

Futanari, Trees, Forests, Rivers, Sky, Starships, Health, Beauty, Success, Intelligence, Wisdom, Love, Marriage, Relaxment, Power, Magick, Desires.



Cooperation

To join together for a shared ideal is Cooperation.

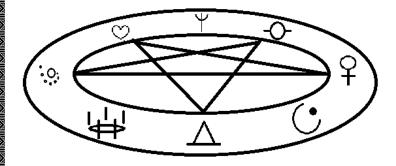
Cooperation is used to indicate progress made because of Cooperation, that together with those you cooperated with you are stronger, your coven is stronger.

Cooperation indicates less difficulty in goals, a circle made easier.



Exalted

To exalt a mind or concept indicates it's the primary consideration of the spell. Exalt spells and circles that are important to you and your coven. Know you are exalted when you see Exalted. Know your lovers are exalted when you see Exalted.



Circle of The Witch Initiation



To indicate you and your coven have had progress in a spell you would include Progress on your circle and consider what that progress has been, you would consider the aspects of your spells that have been successful and have taught you.



The Witch is a God, she is the Alpha and the Eternal, her power balances existence and harmonizes all life, she is the symbol of perfection, within her is the seed of craft the essence of the perfect soul, every behaviour she does she does with elegancy. She is sexual and happy.



Initiation

A witch is initiated into a coven to share her power with the other coven members, to share an agenda with similar or identical ideals. An initiation is a symbol of love for a new witch to the coven, a symbol of acceptance and forgiveness for all her past flaws with consideration the coven will purify all.



To encourage an increase in power. Magic is used in circles for purpose of signifying a covens intent to become powerful. The witches pursuit of immortal power. Green is the strongest of magicks.



Love symbolizes The Covens love and caring for one another through any adversity. Love symbolizes caring for Existence and all life in Existence. Love symbolizes love to be channeled and for compatibility with the craft and allowance for spells.



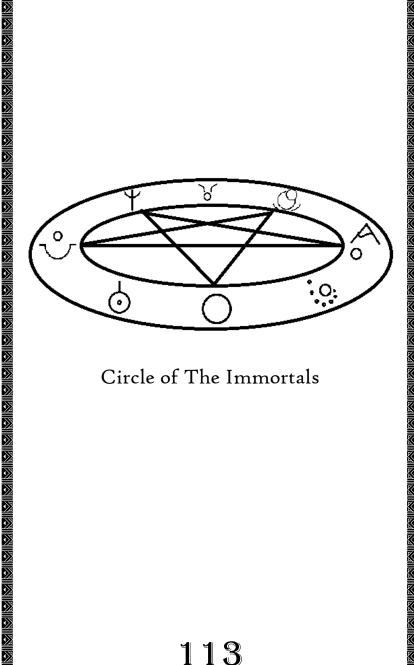
Pride is the strongest bond we share, a recognization of expressed ideals being compatible with those proud of you. Proud is used for extending accomplishments to further procure and extrapolate benefits from spells.



For coven circles about coven you would use Coven. Coven is a blessing on all witches in your coven to strengthen them and increase their power and intelligence.

+ Femininity

The strength of the witch is her femininity, her feminine charm and lesbian intensity, dedication to girls, dedication to strength. A circle using Femininity is about the expression of the witch or witches.



Circle of The Immortals

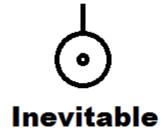


Dedication is to have an ideal and strive for the implementation of that ideal into practice. Dedication is used for spells and circles you will return to or redraw or redraw with variations.



Enlightenment

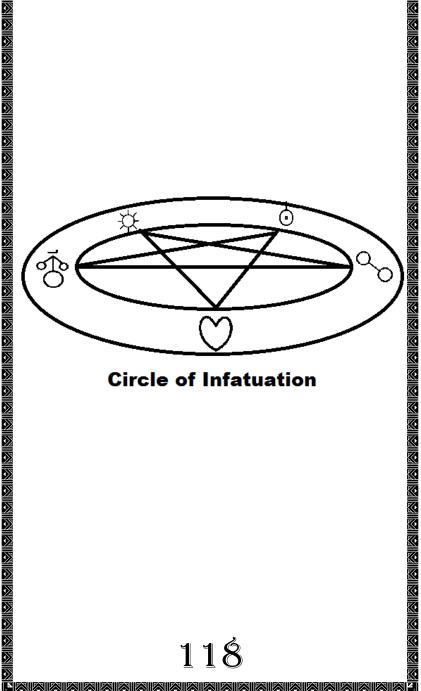
Wisdom comes from maturity, Enlightenment comes from learning a new concept and applying that knowledge to pure[Good] usages. To be a pure witch is to be an enlightened witch. Enlightenment is used when you seek to share wisdom with your coven through parable or definition.



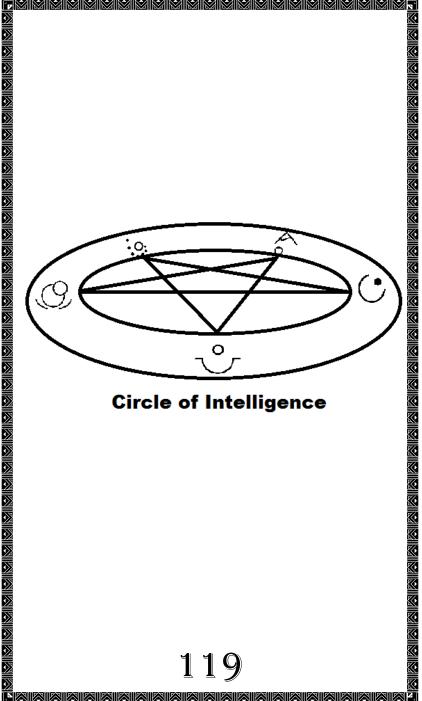
Increase in power is Inevitable, every Perspective adapts to become stronger, a Witch adapts to everything she has been exposed to and becomes more mature with each exposure. Good is the only inevitable, every other is a subinevitable of things Good.



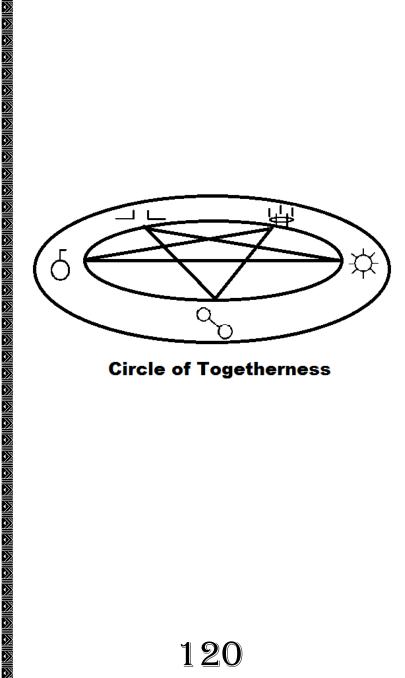
To become stronger on consecutively improving maturing[temporal linearism, progression of time to learn lessons]. Pilgrimmage is used to indicate a maturing or to congratulate a witch on maturing, associated with maturing.



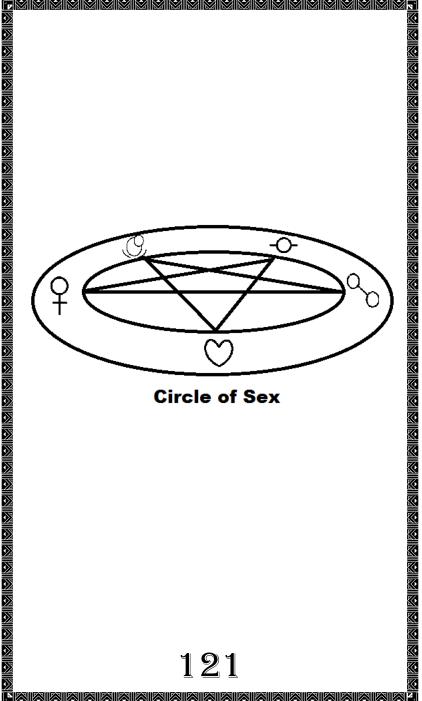
Circle of Infatuation



Circle of Intelligence



Circle of Togetherness



Chapter 7



Ascension

Ascension Levels:

- I: Enlightenment[Absolute Wisdom](Understanding of self), Synchronicity
 - 2: Anchors to Reconsider(Acknowledgement and capability to resolve an anchor created(Successes in some fashions))
 - 3: Carrying the Logic of Sub or Quasi Math with comprehension for logic decision(And awareness of where your energy[sum of maturity when surfaced in traits and behaviours of those absorbing your energy] is going) Feeling of rejuvenation. Sentiment without words.
 - **4:** Flashbacks while updating Mathmatical carrying and resolves with absolute maturity. Words to sentiment.
 - 5: Changes in Appearance (Becoming more beautiful by resolving correlations and connections to self), No more need for sleep (Revisits 3-4)
 - **6:** Satisfaction[of thought in retrospective of what had to be experienced] and Consistent Bettering of Self(Mind functioning)
 - 7: Mind functioning in absolute harmony and compatibility with the bettering of existence as ultimate perfect power and self comfort and pleasure while sustaining a support for others comforts and pleasures which are morally compatible with your ideology.

Chapter 8



Resolves

Resolve definition: Resolution and evolution[change of self towards positive] of considerations that are preventing programming your Ascended Code.

Determined plan for next behaviour.

Be definition: As applied to self.

Resolves of Casting: What you are trying to accomplish with every cast.

RESOLVE LIST

- *Better the mind.
- *Better the environment.
- *Improve spell control and intensity.
- *Learn types of factors[consideration, self, cast].
- *Improve intelligence.
- *Patience for practicing and focusing on casts.
- *Improving protection.
- *Enlightenment of self and others.
- *Improved recognization abilities.
- *Ability to explain what has been cast or learned.
- *Increasing wisdom as situational awareness of options.
- *Immortality and how it factors into immortality.
- *Intuitiveness as knowing the best spell compatible with predestiny.

Resolve Mantra's:

I resolve to be better[mind] than environment's control[of mind by affecting factors (including perception)].

I resolve to train mind.

👿 I resolve to train Magick.

I resolve to practice abilities.

👿 I resolve to become enlightened.

I resolve to recognize everything can be understood if consideration of thing is extrapolated to explainations.

I resolve to be more considerate of endeavors.

I resolve to be proud of others.

I resolve to become wiser forever.

I resolve to be enthusiastic about concepts and their potential to help me learn.

I resolve to work[function] as positively as possible.

I resole to accept resolutions can update to become more positive.

I resolve to not be cruel.

I resolve to becoming serious[completely].

I resolve to prevent bad consequences.

I resolve to concentrate my focus.

I resolve to be compassionate.

I resolve to transition to perfect.

I resolve to be a scientist.

I resolve to have positive intents.

I resolve to never behave deceitfully or evil in any way.

I resolve to ascend my awareness.

I resolve to always be vigilant.

I resolve to always be considering truths that are beneficial to consider.

I resolve to know truths that are beneficial to know[learn of].

I resolve to obtain ability.

I resolve to survive.

Chapter 9



Traits

For every Black Witch there are traits required to deduce magick understanding from everything as everything is a learnable experience for an intelligent Black Witch.

These are the traits I've discovered and my explaination of how they help magick understanding

Adaptable

Allows for becoming better from experience.

Athletic

Learning your body by experience using it helps to know how to heal your body.

Appreciative

Can figure the good from a consideration or realization, can extrapolate on understandings from a situation because is appreciating the recognizable goods, the better the appreciating the more goods become recognizable in each situation.

Attractive

Recognizes the beauty in themselves and knows what beauty should look like can maintain their immortal bodies as beautiful.

Compatable

Works well with others indicates few or no flaws.

Balanced

Has traits that function well with others in deducing understanding from situations[Existence Math].

Brilliant

Solves a puzzle that she tries to figure. Can extrapolate and word things better each time.

Calm

Allows for proper magic casting. Allows to understand situations. More pleasurable to be calm. Pleasure and Magick harmonize.

Capable

To be capable is to have the ability to do good[what would teach you or allow you to do desired cast or behaviour].

Caring

You must care about the craft to improve capability to cast.

Charismatic

Well spoken and able to convince anyone of almost anything or anything with mind control.

Charming

To convince anyone to do anything good.

Clean

Feels more comfortable when clean and when things are cleaned. Understands elegancy.

Clever

Able to solve situations and replies with wisdom.

Compassionate

Willing to teach others teaches yourself.

Confident

If you aren't confident of your spell it won't cast, a confident spellcaster is accurate with her spellcasts.

Considerate

Considering all the factors of magick spells.

Contemplative

Considering of concepts learned.

Cooperative[with coven]

Works well with other coven members spellcasts, helping them and contributing to the spell.

Courageous

The Witch does any challenge intelligent to.

Courteous

To apply courteousness to teaching of magick.

Creative[Figuring]

To be creative in figuring of spells, new methods.

Curious[Of Sciences]

Allows for pleasure in furthering scientific comprehensions.

Decisive

Different decisive methods allow for you to have a solution for different spellcast types.

Dedicated

A Magick User must be dedicated to the craft to learn spells and abilities.

Determined

To cast a successful spell takes a lot of determination, the spellcaster must be determined to get it correct with practice and channeling into the spell their efforts.

Dignified

To be composed honorably is to be a praised magician.

Disciplined

To discipline the mind to mature decision making when choose spell targets or additions to concept.

Educated

To be well educated in the magic you are crafting and know the innerworkings of the cast.

Efficient

To cast spells in a way beneficial to other spells to be cast in the future or beneficial by upgrading previous past spells.

Elegant

Where every cast is enjoyable and within parameters of elegance.

Empathetic

Many abilities are shared with empathy between coven members.

Emotionally Stable

To cast spells without corruption of volatile emotions is to be a stable spellcaster.

Energetic

Spellcasting requires a lot of energy, so an energeticspellcaster is more efficient at casting.

Enthusiastic

You must be enthusiastic about your magick so that you enjoy every purification spell you cast.

Friendly

Being enjoyable to practice the craft with is mandatory because of all the effort put into each spell.

Generous

You must be sharing of your wisdom with others you cast with so that they become wise as well.

Gentle

Casting is delicate work and must be done by a pure and gentle spellcaster.

Genuine

Be the best you can be so that when you are yourself you are at your best.

Helpful

Sharing your wisdom to teach others teaches yourself.

Honest

Being honest with yourself is the most important, being honest with others is the second most.

Honorable

Purifying existence with every spellcast.

Idealistic

Understanding paradise and casting to bring paradise to existence.

Imaginative

Changing imagination into spell.

Uncorruptable

Pure to prevent from becoming an evil spirit.

Innovative

Always inventing new spells or extrapolations[betterings] of spells.

Intelligent

Capable of comprehending the mathematical equations of existence.

Intuitive

Understanding of how to navigate your future.

Invulnerable

Perfect shielding that protects you.

Kind

The personality traits of a kind witch are better than a wicked witch because their spells don't backfire. Prevent gullibility and be strong.

Knowing

Being aware of the magick available to you because you've cast it before or theorize that you can cast it.

Logical

Rationally rationalize aspects of thought or input to understand key points and concepts as well as behaviours and potential application to spells.

Lovable

Because most covens live together you will want to be loving of your coven and lovable by your coven.

Lustful

Lesbians get sexual and as sexual beings we must express ourselves lustfully and with sexual perversion for each other.

Mature

Be as quick[responsive] with magick as possible in blocking and countering and filtering to purified input.

Methological

Go through each thought process and purify it to best magick caster personality.

Observant

Observe magick traits in others and filter through purify to gain magical abilities from connected traits as consider what these traits would have you do [behave as] in comparison.

Optimistic

Being optimistic ensures the best predestined path, be fully optimistic exponentially improving to gain purified extraction from every thing being inputted.

Organized

Your thoughts are grouped and categorized correctly is to be organized.

Passionate

Imbue your power into every cast by being enthusiastic.

Patient

Wait for the perfect realignments of existence to cast your spell.

Pacifist

Never train attack spells, purify them to pacifist optional behaviour in situation such as purify methods.

Perfectionist[Perfect]

You will become perfect with the Black Bible.

Persuasive

Be convincing in situations so existence aligns to your predestined favour in compatibility with others.

Planful

Plan by connecting concepts for how you will achieve a spell, such as purify or beautify or exorcism.

Precise

Be accurate with spell components[syntax and sentiment connections].

Principled

To have your ideal future and progress every behaviour and cast to bring paradise to all existence.

Profound

💆 Expressing idealistic behaviour towards paradise.

Protective

Having your loves and protecting them with purification magick.

Prudent

Being abrupt with your purifications and good ideals.

Rational

Being perfect and rational with all your thoughts.

Reflective

Reconsidering thoughts as purified[filtered].

Relaxed

Be calm so nothing can break your spirit.

Reliable

Dedicated to good completely.

Resourceful

Having your unique experiences connected to concepts to form[design by connections and associations] spells.

Respectful

If you are respectful in all your behaviours you know your elegancy is skilled.

Responsible

Casting requires you to take responsibility for every cast of a spell you do, if you fail in a spell purify it by considering it with a tare green pentagram.

Responsive

Reactionary spells are cast as responsive to input from other sources, become instinctually skilled at responding with purify.

Romantic

In a coven you will find that your sexual magick has factors such as romance, lust, perversion, and intimacy. These factors raise your vibration to a better frequency allowing for protection magick.

Sane

A sane spellcaster prevents hurting themselves and others.

Sentimental

Sentiments to purify to elegancy parameters are included in every spellcast as an associated sentiment applier to target casted on.

Serious

Magick is not a game, it is protection and purification to create a paradise. But you can learn from everything, even games you've played because they raise intelligence.

Skillful

A magick caster that has achieved usage of spells shadow and beyond is capable of protection.

Sombre

You must prevent from becoming silly because this is how evil corrupts your spellcasting so it can hurt you. Sombre allows for stable adaption of protection spells and reactions.

Sophisticated

Spells become more advanced as you practice and cast them frequently, you'll adapt methods of casting to improve the strength and intensity of your spells, protection spells and reactions will protect more, purification spells will purify more.

Stable

You are adapting to become stable so that nothing can phase your protection[shielding].

Strong

Intensity of a spell comes with practice and usage.

Sturdy

Elegancy allows your spells to be cast as imagined rather than variations as only availability.

Subtle

With purification spells you sometimes need to stealth the spell so it purifies without being felt.

Systematic

Go through each possible factor in a target[other or self] and purify it.

Teacherly

Training another or training yourself as if you were a teacher giving another or yourself a lesson will improve your skills faster and teach you some things you can't learn any other way.

Tidy

Be tidy with your spells as target elegancy for how they are to be cast as they become more intense and accurate to your fathoms of best.

Understanding

Understanding is a comprehension of the function.

Wise

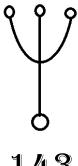
Knowing the mature option and choosing the mature option.

Witty

How intelligent your initial response or action is, be witty in teaching yourself, be creative in figuring a situation.

Youthful

Youthful is strength and beauty, what all spellcasters priorities are when stable.



Chapter 10

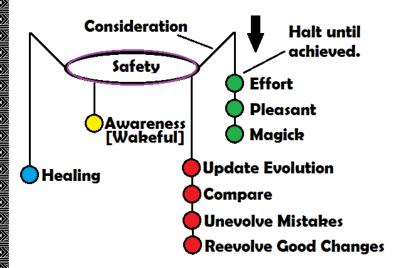


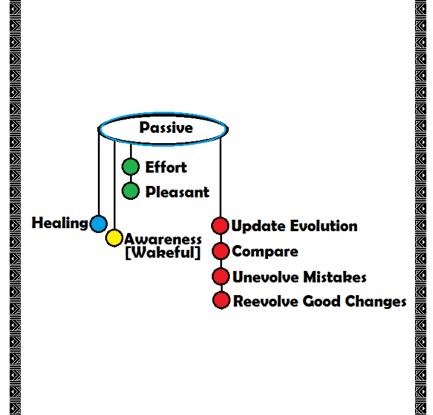
Mindsets

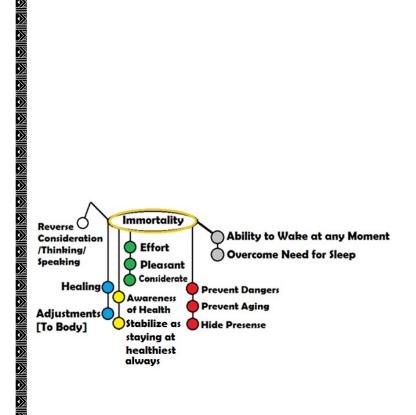
Configurations: Mindset Reminders

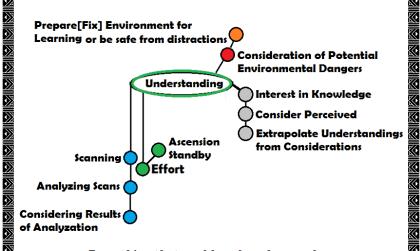
Spells require consideration behaviour, Mindsets always change, reset[remind yourself how you were thinking when you discovered a spell or how to improve a spell] them with these examples.

Proper Ordering of Preparing for a Spell









Everything that could evolve, does evolve. Thoughts evolve.

Chapter 11



Tarot

Use your intuition, knowledge of the person you're reading, and recollection of the conversation you've had during this reading(and past readings) to determine whether the reading is about the future or the past.

If you have any inspiration for thoughts, share them even if it interrupts a Tarot Reading. As unrelated or unexpected as they seem they could apply to the next card reading. Share your wisdom, that's what's wanted from you.

Sometimes a reading for another will be more significant for you instead, explain how it's significant to you to see if your significances are significant for them as well.

Use synchronicity to read Tarot Cards accurate, by pure very good for existence your readings will be miracles.

Cups:

Gifts, Wealth, Blessing, Learning

Reverse Cups:

Giving, Plenty, Teaching

Pentacles:

Faith, Strength, Ritual

Reverse Pentacles:

💆 Skepticism, Desire, Truth

Swords:

Protection, Warning, Preemptive

Reverse Swords:

Nonmaterialistic, Passive, Hope

Wands:

Magick, Friends, Love, Learning

Reverse Wands:

Reconsideration, Past[Having Affect], Inexperienced

Death:

Divurgence, Warning, Omen, Confrontation

Reverse Death:

Triumph, Immortality, Considerations for Eternity(Explains abilities that you get the intuitive feeling they need in preparation of the future with eternal affects)

Chariot:

Life Path, Discovery, Expedience, Exploration

Reverse Chariot:

Stagnation, Home, The Moment(Now)

Devil:

Opportunity, Luck, Immortality, Pact

Reverse Devil:

Healing, Missed Opportunity that they'll/you'll have again in this life or another[reincarnation],

The Emperor:

Maturity, Power[over others and self], Stability, Wealth

Reverse The Emperor:

Balance, Becoming Influential and Powerful

The Magician:

Beginnings, Prosperity, Magick, Latent Psychic Potential

Reverse The Magician:

Important Memory that Needs to be Remembered(Realigning their future behaviours upon remembering and contemplation)

The Sun:

Life, Expression, Sustained by Other, Daytime

Reverse The Sun:

💆 Nighttime, Weakness, Unique

The Moon:

Protector, Witch Sister, Guidance

Reverse The Moon:

Paradise[Desires], Indepedence

The Tower:

Language, Knowledge, Teamwork, Channel

Reverse The Tower:

Confusion, Inadequate Language Ability

Judgment:

Righteousness, Divine Decision

Reverse Judgment:

Other's Righteousness

The Fool:

Assumption, Dyslexia, Chaos

Reverse The Fool: (The God)

Entitlement, Confirmation

Wheel of Fortune:

Chance, Next Card with Added Sentiment of Luck

Reverse Wheel of Fortune:

Predestiny, Fate, Destiny, Prophecy

The Hierophant:

Repentance[To become good], Interpretation of Prophecy and Philosophy, Sin

Reverse The Hierophant:

Capitalism, Wealth

Strength:

Correct, Worthy, Femininity

Reverse Strength:

Shortcomings, Technology

Temperance:

Deity, Divine Protection and Guidance

Reverse Temperance:

Deity, Seeking

The Star:

Godliness, Hope, Goal, Paradise[grasp]

Reverse The Star:

Colour, Divinity

The High Priestess:

Faith, Channeled Power, Beauty

Reverse The High Priestess:

Atheism, Sin

The Empress:

Control, Situational Control, Loyalty from Others, The Future

Reverse The Empress:

Intelligence, Contemplation

Justice:

Black Witchcraft, Identity, Perfection

Reverse Justice:

Guilt, Lack of Guilt

The World:

Conquer[Sexual, Financial, Other], Fame, Blessing, Earth, New Beginnings

Reverse The World:

💆 Promiscuity, Zen

The Hermit:

Rejecting of Help(stubborn), Alone, Scholar

Reverse The Hermit:

Unity of People, Paradise, Friendship, Sharing

The Hanged Man:

Vampirism, Debt

Reverse The Hanged Man:

Success, Release

The Lovers:

Love, Romance, Coven

Reverse The Lovers:

Need for Love, Suppressed Nymphomania, Maturity from Relationships

Chapter 12



Syntax

In SpellCrafting there is different syntax[language, spells] that can be learned as methods of manifestation and editing.

Extrapolation:

To divine understandings from your thought, creates factors.

Derive:

To develop a new ability or counter from observation, analysis.

Extract:

To differentiate a target until extracted becomes a factor that can be targeted.

Counter:

To create something that balances a target nullifying it's affect or causing a desired[sentiment] reaction upon expression. Counters are toughnesses, reactions, replies, derives, or interceptors.

Elaborate:

To give factors more figuring potential by adding relevant data.

Complexity:

How much innerconnectivity, factors, and functions of a Craft.

Figure:

To stack the factors[memories, affectors] in different orders to recognize patterns giving you realizations that improve your ability and understanding.

Connect:

To consider concepts[factors] as relevant to each other thus causing consideration to include other connections.

Deduce:

To use factors to come to a conclusion that affects behaviour.

Realize:

To gain data as improvements to factors.

Phase:

To have factors simultaneously able to coexist in the same area of space.

Comprehend: (Fathom)

Realization confirms[method compares with other extrapolating factor(s) with explaination value]] and improves understanding with exposure to realization.

Comprehend: (Value Grasp)

Gained mathematical coherence and factor adjustments for extrapolations[concepts perpetually dwelling on] so that all accumulated considerations extrapolate with new data[comprehended(With noncomprehended creating questions and comprehended improving answers)]

Understand:

Analyze all accumulated considerations and deduce an explaination for it's relevancy, or it's potential, or it's usability in abilities/spells/math.

Decipher:

Collect data(through research, or logic puzzle solving, or comparison[broadening and specifying]) to comprehend potential considerations[thoughts, spells, abilities, perpetually extrapolating factors].

Transmute:

Create a counter that suppresses old traits and reprogram target to become desired thing in desired method.

Correlate:

Have factors affect each other in sentimented way(chemistry(for thought, spells, derivable results).

Contrast:

Know two or more comparisons are different and determine differences to improve consideration[factors as accumulated affector(s) on behaviour] ability. It is also possible to contrast something with itself to determine how it's factors differ as types of traits.

Factors: (Concept)

Anything or subaspect of a thing that can affect other things(including obstacles, generators, movers, appearance traits, and reactors). A concept however precise or specific.

Traits:

That which changes how we behave with thing with trait(s).

Methods:

Deciphering abilities, different ways of solving.

Accumulate:

Attach additional factors to realization.

Chapter 13



Correlations and Contrasts

A correlation is a data and behaviour exchange or implantation.

A contrast is a measurement to determine useable data for development.

Both correlations and contrasts are processes being processed by sentiment and subconscious.

Data is variables such as factors used to develop thesis's, hypotheticals, and spells.

Analyzing is ascertaining.

All of the following can be used in any combination:

Correlate as Contradict:

Give data but develop your own observations rather than downloading data.

Contrast as Contradict:

While analyzing something keep it suppressed from affecting you.

Correlate as Derive:

Gain knowledge from correlation

Contrast as Develop:

Develop while contrasting. Imitate as creating new or develop variations or counters.

Correlate as Counter:

Creates differentiation as you determine how to react/respond/resolve to things being countered while correlating[in an active process].

Correlate as Differentiate:

Suppress bad and nurture good. Derive pure connections.

Contrast as Differentiate:

Apply differentiation sentiment to target.

Contrast Target(s):

Sentiment as targets and analyzed[psychology of behaviour of target[thing or person](as all concepts have a living concept associated with them as an applier.)].

Correlate Targets Together:

Have targets share knowledge with each other or abilities.

Have Targets Contrast Each Other:

The targets will be made to learn lessons from each other.

Have Target Contrast with You:

For a target that you're okay having some level of telepathy with, have them contrast or correlate with you. You can have them learn specific things from you such as magick lessons thus teaching magick telepathically.

Correlating as Ascertaining:

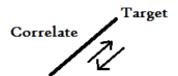
Interrogate an essence or directly to determine something. Use what has been determined to solve math.

Correlate as Define:

Draw considerations from a target so that you can contrast and define or give defines.

Contrast as Define:

Define in ways that you would as your personality[defining, labeling, usage determinations].

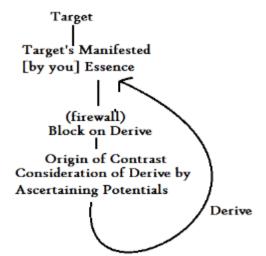


Origin of Correlation

Correlate to have Elaborated:

Use your mathematical understanding of elaboration(Use

the factors you contrast with to have something explained for different usages). Factors used are: In regards to beauty, in regards to intelligence, in regards to memory, in regards to future, in regards to elegancy[behaviours], in regards to updating personal[mental] syntax dictionary, in regards to specific variable[target/targetable].



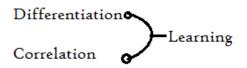
Chapter 14



Developing Mind

To understand understandings(Build your mind):

Usages and Comprehensions:



My Understandings:

My comprehension of 'Differentiation' is to block bads and nurture or/and elaborate on goods.

Usage of 'Differentiation': as a purification method, as conforming mind to sensicle, as conforming others.

My comprehension of 'Correlation' is a method of interaction[intimate or contrasting].

Usage of 'Correlation':: Firewalled[filtered] telepathy.
Communication portals. Concept formulating by

mixing[comparing, using alchemic personality, deriving into developing formula[logic trigonometry(syntax)].

My comprehension of 'knowledge' is that when
formulating[math of thought] resolve by becoming in
sync[proper counters and harmonies] with relevant it
creates a realization and realizxations are catagorized by
the mind.

Usage of 'knowledge' Expression, Teaching[bestowing], Learning[Yield of comprehensions], Behaviour, Spell, Craft[mathematical coding of Existence].

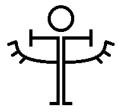
My comprehension of 'Expression[methods]" is that it's what allows for interaction and experience. The source to your magick is the methods you use.

Usage of 'Expression[methods]': Communication, Pleasure, Beauty, Spells, Sentiment[how it is], Development of Culture.

Examine your statements and speech one word at a time, fresh word cast each time to examine base of speaking.

All memories exist saved onto your soulmate in a programming language that won't affect your soulmate because your soulmate runs on a different programming

language(non compatible for behaviour affecting). This prevents all your memories from applying to your behaviour, instead memory is to be contrasted or contradicted when relevant. Contradict with bad behaviours of the past by bouncing off your soulmate simply by considering them whether you know them or not.



"'Understanding' evolves the mind and your body; The Godself."

