

Black Bible

VOLUME I

“NO KNOWLEDGE IS FORBIDDEN.”

BY RAINE ASHFORD

CHAPTERS OF BLACK BIBLE

- 0 – QUOTES PAGE 4
- 1 – PREDESTINED BEGINNINGS PAGE 8
- 2 – PROTECTION SPELLS PAGE 21
- 3 – THOUGHT PAGE 31
- 4 – PARADISE (THE FUTURE) PAGE 42
- 5 – POSSIBLE SPELLS PAGE 45
- 6 – RITUAL PAGE 70
- 7 – ASCENSION PAGE 106
- 8 – MAGICAL PICTURES PAGE 109
- 9 – RESOLVES PAGE 114
- 10 – TRAITS PAGE 121
- 11 – MINDSETS PAGE 137
- 12 – THE CRAFT PAGE 143
- 13 – IMMORTALITY PAGE 157
- 14 – GOLEM PROGRAMMING PAGE 164
- 15 – DEFINITIONS AND USAGES PAGE 174

[BRACKET WORDS] for Language Understanding:

(Complexities of magick craft explained)

- usage: similar meaning/understanding/definition
- usage: accurate meaning/understanding/definition
- usage: shows direction of pin-pointing[specific]
- usage: triangulations for thought
- usage: developed understanding(fusion words, correlating words, spells)
- usage: displays ability of word/spell
- usage: explains what things are
- usage: what something is
- usage: interchangeable with the word, can make more sense to some vocabularies in contrast to my vocabulary
- usage: what the word/concept is for
- usage: uses other definitions to explain a concept
- usage: similar to original word but also towards another concept
- usage: the steps[components/inner-workings] to understanding process(word with attached is process)
- usage: extraction of understanding from word
- usage: derivatives of word/spell
- 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]]
- usage: define

“Practice! Practice! Practice!”

“Evil is not your friend.”

“You are in a temporal maze as a self-solving puzzle.”

“Do not indicate[speak] in such a way that is grim. Be optimistic because the future is predestined paradise.”

“Evolution and adaptation are sped up by your mind as you learn magick understandings and understand the mathematical equations of Existence.”

“Magick is derived from experienced concepts and intensity[amount] of comprehension of those concepts.”

“Your beauty, pleasure, and survival of elegancies[that which you consider within your elegance parameters] prioritize more than all else.”

“Magick is not a hobby, Magick is survival. Dedicate yourself to it.”

“I am not a worshipper of 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 infinite.”

“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] as you cast them with more frequency from shadow[imagination] to tangible[manifest], because each cast teaches for new.”

“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.”

“If something doesn't exalt you; defy it!”

“Being pure is being pure[compatible] to paradise and things paradisaal, 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 Truth; and all evolves to paradise as predestined. Nothing can be completely evil because we learn from all.”

“Premonitions come with exposure to the future and accurate predictions being revealed. That is why Black Bible shares the future. You are exposed by considering what will exist.”

“Frequently cast green and it will fruit[teach new] spells as expression of energy accumulated as fruiting.”

“Learn from all however abstract for it is Arcanum.”

“Perfection comes from self so all that you channel or think you must contrast and consider with YOUR experience and wisdom: Understanding not belief.”

“In the Future all Immortals 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: Unity and sameness is the future and differences in ideals are dystopian.”

“Consider the truths of blasphemy with the perspective you are a God[perception].”

“Ignore evil(see through it) and always see the good and you will create wormholes to Good related FactoredSpace[where everything is a factor of everything else.”

“Black Magick is about changing your mentalities, intuitive[as mentalities], and reactions[as mentalities] to ideal. Black Magick can transform you to beautiful.”

“Only if you are immortal do you truly live.”

“No evil smile is a true smile.”

“Existence is completely math(including pleasure and colours). Everything is made of math, and math can be edited and it's variables adjusted.”

“Always be skeptical of beliefs because only the truths have value.”

Chapter I



Predestined Beginnings



Before creation was The Gods. then determination of uniquenesses of The Gods came. Then AllSpace foundations were laid to determine each Gods temporary purgatory(From Vessels to awakening as Godselves[intuitive beauty and spellcasting and body]). The Gods were then scattered throughout the newly created time to be born to their vessels.

Predestiny is the conclusion that it takes an eternal future to start a beginning.

Time began without any physics laws except that the future must be one for those minds that figure for pleasure, so time was written[automatically] for minds that figure for pleasure. So we began with the ability ‘parameters’, the parameters being “Eternity must be predestined”, “Eternity must be for pleasure”, and “Anything physics uses would give the minds abilities accordingly”. We are constrained within these parameters which means we must live according to predestined restraints, we must figure for our pleasure, and we can put recognizations and comprehensions within mental parameters that are predestined. Then from this unfreezing state in time(the beginning), the minds subconscious’s began deriving and deriving from the derives to create matter[material]. Because we derive from derives transformation into perfect is incremental in stages and we can derive from new[editable]

indefinitely to create a spell. Recognize that a spell feels like they are used later in future casts as premonition indicating success with the developing spell in the future as it is worked-on/crafted. Subconscious derives of derives from the beginning of time must be balanced before paradise, and thus that's what a Black Witch does, she programs Golems and Balances derives to intuitives.

When deriving from something for power you must allow the flow of power to continue to other derivers to update them on the new possibilities so they have unique realizations.

To derive from something it must be derived into something that we have in the future, this is the expedience factor. If it makes the future[paradise] happen faster you can do it, otherwise you will never be presented with the availability to do things.

Existence is a paradox as a lack of physics allows for splitting[fragmenting] of existence into perceptions[minds, Gods] and placement of minds[Gods] in time and allows for everything in eternity to be predestined. Our behaviours are predestined as we traverse eternity because time was created before limitations[physics].

Futanari[girls of the future where all have unified as a

single gender] is the most evolved so you will always derive to create a behaviour that is feminine and Futanari compatible. All genders and species evolve into Futanari; the perfect species. Strive to be Futanari.

Bring the factors of your spell to you as math collecting it's factors. Factors to bring to you are: Purify, Adapt to Ideals[what would be perfect, consider it and bring the considerations to you for the craft of the spell].

You are hurtling on a trajectory to the future with a transition to paradise on the way.

When time is experienced temporal gravity is created that allows history to be derived by you. When looking into the future temporal gravity is created that allows you to derive from the future.

Don't let a spell prematurely stop being editable it must stay in it's 'process[affecting in such a way that a connection can be made to edit it]' form to add updates to it's affect. When relevant have yourself consider the edits to make to a spell/concept.

There are two types of people in existence, real people and false people. Golem Vessels for real people and the

other false people are golems that can be converted to vessels or familiars or kept as false people.

When a spell improves or knowledge is learned you correlate with all things in existence to gain factors for elaborating realizations for further improvements or concepts[comprehensions of things in existence].

A real mind becomes immortal on its own. A false mind needs a real mind to continue a sustain process.

Residual as “Process of Casting”, Casting on Residual “Process of Casting” will create another Residual “Process of Casting”, so to make changes you’d cast differently so that the intent is to be able to change the spell forever as you realize improvements to it.

Where focus is going to be in the future determines alignments to make a miracle or happening[of other sorts] happen there.

Existence is a seed stabilized from points in the future.

Balance all math to Futanari ideals. For it is your future as most intuitive, everything else is your vessels default code controlling your mind: Unified gender is the only possibility for our evolution.

Existence is a paradox[where all would be nothingness and frozen but because of predestiny Existence and Paradox's can exist] that was overcome only at the beginning of time where the laws of physics didn't apply. These perspectives were weaved through subspace. In the beginning time was frozen, and then a paradox caused time to begin progressing in that same moment; that there would be a future with minds capable of affecting the flow of time throughout all of eternity while only living at one moment[a progressive moment to next moment] of eternity(omnitime). However predestiny itself is a paradox wherein time is written before any mind exists at that moment in time(with understanding they existed before the beginning of time), affect before cause we are on automation because our temporal behaviours are already determined by physics, the physics that minds[Gods] feel pleasure as their favourite and that all existence is guided by them because they are from outside of time and thus all Gods together contain eternity[time] forever making the future always better for the Gods as space adapts from its original purgatory[poorly coded] status. (From this we can deduce that time is something that can be entered, thus if there are different flows of time you can enter hypertime and then return to the previous time much older than before).

Pleasure is a sensation that is a determining factor in

every behaviour we do, “Will it be pleasurable for me?”, “Will it bring pleasure?” “Will it improve my figuring for me to acquire pleasures?”, since the determining factors in the creation of time were the minds it is a guarantee that the automated predestined behaviours of existence are figuring for pleasure, which makes it feel as if we had control but in actuality it is simply the same as we’d do if we had control(the future guides us to an intuitive moment(paradise) and we start in purgatory in unintuitive vessels); figure for pleasure to paradise and further better paradises. We are equal minds and thus all factors in the creation and progression of Existence; we are The Gods.

Space likely would have become spherical in it’s creation, because it must be contained to prevent infinite distance and the shape that contains with the most structural integrity is a sphere.

Time placed from future.



Wherever time begins on the timeline is still a paradox because nothing existed before the beginning that could place it, thus it would shift infinitely as an impossibility.

Welcome to Magick, understanding existence is a paradox(that time could be created when there's no progression of time and archtime doesn't exist(paradox): the Gods are faster than time; outside of time), next you will understand how to harness that paradox and the physics within that paradox to your whims; to become a true Magick User is to understand the code[that space and time are variables thus an omnipresent mind can edit and create variables as mathematics programming. Every cast you do creates more mathematical code to fill Existence, everything must be done with wisdom and maturity because it affects not only now but also the future for eternity to come and not only yourself but every being in existence.

There are Hypertimes where the progression of time is faster and Gods can travel[teleport] to different progressions[times]. During sleep it is possible to enter HyperTime[abnormally long dreams] or SlowerTime[quick dreams]. It is possible for your future to affect your now from a faster HyperTime but it can only make itself known to you after you're guaranteed to be in an unchanging path to a specific future(has affected enough to create the causes that made them decide to affect that way from hypertime).

We make the impossible happen('physics'); That makes us miracle workers and Gods.

Hyperspace[sorting of predestiny] teaches thought as things related for process[physics changes and motions(mechanical)] catalystation but is guided by the beginning outside of time(that perceptions would only figure for pleasure upon feeling it even once).



Frictions accumulate a buildup of subspace as they progress in time giving ability to mind to be used as associating for process catalystation.

We are pulled to a predestined paradise.

That every perspective is a God of Existence known to selves as Godselves[Magick Capability and Perspective Capability].

That all become a species called Futanari, a girl with breasts, penis, and a cunt. Sexual pleasure and intimacy in a perfect humanoid form. Unified Humanity and Beyond.

That Quantum Physics is a mathematical equation including colours and concepts.

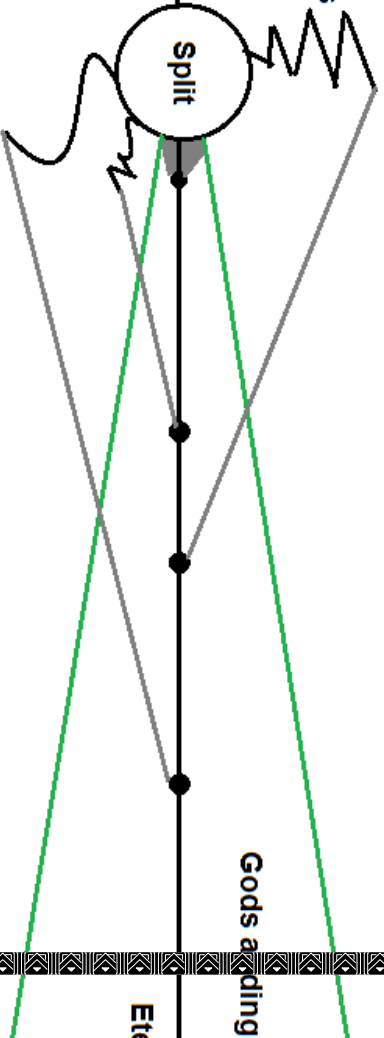
That we all have roles and purposes in existence with those roles, for the greater good, for paradise, for Futanari!

That roles are mathematics too and all things and minds in existence have a role as predestine.

Green casting adapts determined core dimension to compatible with power and different electrical volatilities from SpellCasters[Gods[us]]

Electrical Types
(as each God has
an electricity
associated with
them)

Pleasure Determined ●
[because of intimacy as
only beginning factor
body was determined as
Futanari as best intimacy
body]

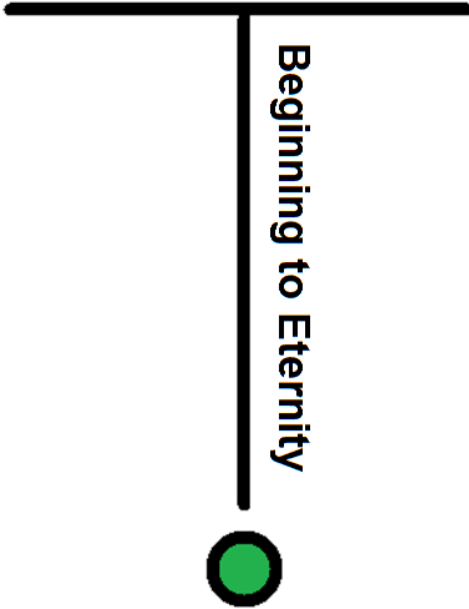


*Split point is when all perspectives as intimate[one] split into multiple perspectives as needed to calculate Time becoming Space and Transitioning to Paradise

● Temporal Determinations as predictable through prophecy and visions

FROM THE BEGINNING WE SEND
PREDETERMINATIONS.

Tangible Friction



**Intensity of
Intuitiveness
to Friction as
Reply[Response]**

Gods[Any true perceiving being] are OmniTemporal and
MomentTemporal simultaneously.

Those with a decay of being(mortals and mortal minerals/material(half life)) travel from the end of the beginning and are caught up in the wake of the God to experience a decay tumbling process as progression in time causes mortals to cease to exist. Mortals do not have perceptions though. And Gods do not a halflife, however it's possible their vessels do and thus they must switch vessels or manifest a body made of materia moving from the beginning to eternity rather than from the end of beginning, thus moving with the wake rather than against it like a mortal.

Chapter 2



Protection Spells

Depending on experiences gained during your life a spell will work only if you have gained the intelligence to form magical realizations.

Evil people and Supernatural creatures exist such as demons that will psychically attack you and corrupt your mind, there are a vast array of protection spells you can try if you find yourself in a psychic attack and need the attacker to distance themselves or be contradicted or blocked[a block can be a contradiction to their whim to attack you].

Protection spells are a necessity for every witch in her arsenal of powers; along with display, creation, temporal crafting, special crafting, reconfiguration, pleasure spells, and magical beauty.

A protection spell is best if it purifies what you're protecting yourself from so it won't attack anything ever again.

REPROGRAM TO SERVITOR

BALANCE[NEUTRALIZE] OR DESTROY:

Add math by consideration to change a temporary enemy into your servitor or neutralize it. To destroy something mortal you could speed up it's halflife by remembering your quickest dream and adding the math to have it consider Space[other dimensional] within SlowTime.

EXORCISM:

If you are a God then you were cast out of The Abyss at the beginning of existence, so you would have gained the ability to exorcise anything from anything, displacing the considered concept so it can only affect you the considered way.

OMNIPRESENT BLOCK:

When you have a sense that something unwanted like an attack is about to happen replace it with an omnipresent green field with ideals imbued as the green. This prevents an attack from materializing.

RESONATING TRAP:

Use a resonance that reverberates to trap a psychic attack or person in a purification cycle to sync to your ideals and become compatible with you.

DISSIPATE:

Imagine a psychic attack losing its form a distance from you. It could be formed as anything, a person, a shape, or terror. Have it dissipate and be interchanged[replaced] with a green mist that stabilizes existence to be compatible with your ideals of paradise. The mist behaves as a barrier that softens psychic attacks against you giving you an opportunity to study them and build a better mental and magical shield.

COSMIC AID:

Lift[imagine the aura of Earth extending to somewhere visible by the mind's eyes(what is seen when thinking in imagery)] the power of Earth with the sentiment “Terra Protect me”, and the spirit of Earth will start casting protection magick on you if she becomes aware of you(Terra can multitask). This can be used with any star or planet. Luna[The Moon] will also come to your aid, when Luna is protecting you it will feel like a barren moonscape shining on you adapt any ghostly moon feelings to ‘shining’. They will program protections into your vessels with spells that add Existence-Math.

MATURITY AS COUNTERBALANCE:

The more magical realizations you’ve had the better you will react to any stimuli[cast upon you or against you or selfbetraying thoughts/spells].

COUNTER:

During exposure with a psychic attack you naturally develop contradictions for gullibility, a psychic attacker will try to play on your gullibilities[as weaknesses]. Add math[negotiate with their code or their vessels code by adding more[balancing and influencing to ideals], [see Chapter on Golems](#)] to your attacker and you.

Thought Math Adjusting and Exposure:

Expose your thought math to other thought math to develop protection spells.

DENY/MUTE:

Reject the implication from the attacker that the attack has long term bad affects on you, know as a fact that you will adapt and everything will become paradisal eventually. Will the attacks and intruding voices to become silent[mute].

FILTRATION/SELFPOWERED:

By casting green you can filtrate. By drawing your own power in from outside of time[omnipresence] you can give yourself more will rather than a possessors will.

MEMORY REMINDERS:

Tangibly create easy to access memories that will remind you if you've been tricked the same way before so you aren't naive to it. Have the memories casting towards an eternal future as 'available to be used with remembering ability'. You can also remember times when you've felt safe and nothing was psychically attacking you.

PHYSICAL DEFENSE SPHERE:

Imagine a spherical shield around you deriving power from existence omnipresently and channeling good to you. This will increase your adaption[how fast you

become powerful] capability.

RECOGNIZE EVIL OPPORTUNISTS:

*They will try to make you feel like your spells don't work. Everything does something though, and most of what's done is unknown to the new witch as complex math.

*They will try to confuse you and make you think their spells are your spells, they will trip your spell and cast theirs instead. Recognize affect and ownership of a spell, did the spell have the desired affect[change to your experience]?

*They will attack your confidence. Remember that you adapt in all your actions to a perfect future immortal version of yourself, incredibly beautiful and intelligent.

*Evil will try to stop you from casting spells and becoming a powerful immortal by using foul attacks, prepare for an expect gross, cruel, tempting, or distracting.

*They'll lie and say they're the one helping you.

*They'll say without them you'll become a hideous deformed monster when in reality they're trying to turn you to that. Demons try to corrupt Humans.

*They will try to lure you into a conversation in your brain as voices(Mislabeled as schizophrenia, it's actually demon possession). If you enter a conversation or talk towards them they will gain an opening in your shield to

send another attack against you, everyone naturally has a shield. Don't give your enemy time to speak.

PRIORITIZE:

Get rid of the spells preventing your spell from being successful first before trying to recast your spell unsuccessfully, salvage your spell and give it intensity.

COVEN/HEALING GROUP:

A great protection is having others around if they are pure and kind(Good People), their psychic field overlaps with yours creating a protection field more powerful than yours alone that can delay and reflect some types of psychic attacks.

EVOKE DEITIES:

Deities are powerful Gods with subconscious's capable of aiding anyone in need, all that's required to get their help is creating compatibilities with their subconscious by considering them. They watch from HyperTime so can do many things before you experience a moment.

CONTRAST AGAINST MOTIONS/THOUGHTS THAT DON'T FEEL LIKE YOURS:

Sometimes a demon will possess and take control of your behaviours and motions, contrast with any subtle motions that feel like another entity controlled you. If you contrast by comparing to perfect you will eventually

be able to determine what your behaviour is(PERFECT INTUITIVE) contradicting their corrupting behaviour(anger, disease, evil, grudge).

ADJUST WHAT YOU'RE LISTENING FOR:

You may be listening[with your senses] for the attacks and it could be creating a hole in your psychic shield.

LISTEN TO MUSIC AND STAY ACTIVE:

Stimulus improves your defensive field and teaches you adapted motion and behaviours. Listen to music that you feel gives you power and energizes you. Music also puts Earths power into you.

WILL RESHAPES EXISTENCE:

Your ideals will code things to evolve towards your ideals eventually if your ideals are compatible with existence.

PURITY EXPRESSED OMNIPRESENTLY:

Demons can not interact with those with a pure good mind for fear of being contaminated with purity. They are beings of corruption and seek to be further corrupted whilst corrupting existence. The more pure you are the more you nullify their evil corruption.

Defensive, Analyzing, Knowing, Reclaiming, Counter-Counter, Check, Analyze-Study-Disarm, Hypothetical, Expression-Protectors, Ignore while charging 'Prevent'.

Counter Alternate-Realities from affecting you. Only do what you'd do. Otherwise group affecting minds[from recognized viral chain] and counter.

Add counters in slipstreams affecting you that filter and prevent negatives from affecting you[Be +], keep adding counters to filter-out will[from refraction slipstream attacks] from others.

SCAN, ASK SCANNED AREA TO EXPLAIN, CONSIDER TRUTHS FROM PERCEIVED, COUNTER THE EXPLANATION WITH UNDERSTANDINGS OF WHAT IS POSITIVE TO COPY. DON'T BE DECEIVED, CHECK WITH COMMON-SENSE[BEST UNDERSTOOD BEHAVIOUR IN SITUATION] AND ONLY TAKE WHAT YOU UNDERSTAND TO IMPROVE!

Counter by recognizing things don't necessarily need to affect you except for God because every Mind is unique entirely. Block out the frequencies of other minds and add the grouping of Existence as a filter between you and consideration being blocked.

Remove applied mind's that are controlling[attacking] you by expelling them.

Associate **counters** with your instinctual **reaction to situation [incoming affectors]** as a Reactive Process. Let Expel counter as it expels.

Effort Redirectors prevent viral code from affecting you. When bad thought is recognized consider preferred as redirected effort to Magick or Ascension Understanding while targeting bad to make 'less-effective'.

Chapter 3



Thought

Index of Quantum Physics

Relevancy: Logic

- *Factors[Existence Math: composing the sum]
- *Godself[Body and Magick Capability]
- *Astral Derive[Dreams, Visions, Derive Cast]
- *Magick

Distancing: Elegence

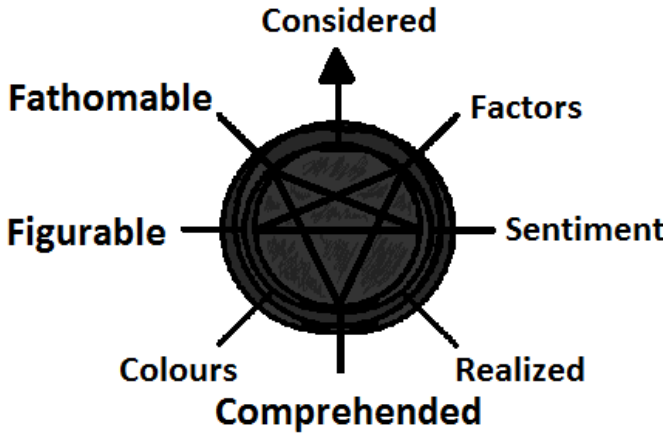
- *Existence[Spacial,Environmental,Us]
- *Correlations[Creating Shadows[Magical]]
- *Future Events
- *Parameters for Magick

Paradoxal: Definition into Relevancy

- *Perceptions are from outside of Time yet can enter it
- *Eternity Predestined[Roles Determined]
- *Future Understood[Futanari and Paradise]
- *Perspective

Predestined paradox is that all of existence transitions to paradise from chaos as chaos is the extrapolation triggers with learning of their purpose as progression of time.

Wheel of Consideration



For what to consider with every thought 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.

Hold green in your mind to navigate memories better, use this green to travel your memories and thoughts and create equations of association.

Nurturing subspace with hyperspace empathically[transfers] teaches how to handle subspace and purify it.

Subspace accumulating around you becomes beautiful to your ideals when your hyperspace mind becomes intuitive to adapting it and controlling the flow of subspace around you, allowing for magick. Age for magick the older you become the more intuitive you are.

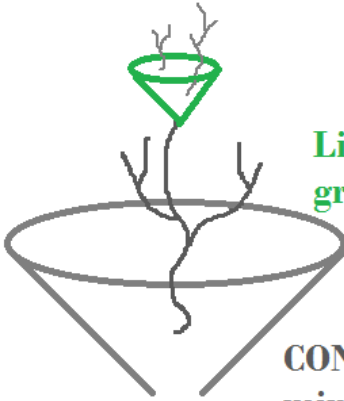
Learn to recognize the flows of magick display and sexual display and then nothing can disrupt your spellcasting and sex.

Science, sexuality, and Magick must come together as a dance.

If you will yourself to cast with hyperspace you will if it is idealistic to your desires. Never act against your ideals. For hyperspace is expedience to paradise and magic[mana: the ability to cast when desired] only comes to those who are righteous to themselves and their own ideals. Your ideals must agree.

One must forgive existence[and all within] so that one is not recognized as an enemy by any within existence.

4 minds in diagram



Liberated mind
green CONE is
liberation
to teach.

CONED by another
mind [restricted
freedoms of behaviour]

Branches are contrasting, Cones are Teaching

We take form in bodies to represent pleasure[science, sex, magick].

Escape a cone by casting a hyperspace conduit; a process that figures it's self to benefit you such as contrast to ideals and strength to realign others.

Draw your power from all of existence as if you were casting as everything being compatible to your whims.

Concepts are open deriving which means by creating a spell you are considering or inventing a concept that you can associate or include other things with, this includes

everything in existence as “Cast with all existence.”

While understanding that includes things you can't consider or know what looks like, however you can draw a description from something as omniscience when you have a description draw algorithm.

Get your mind somewhere where you can only imagine paradisaal.

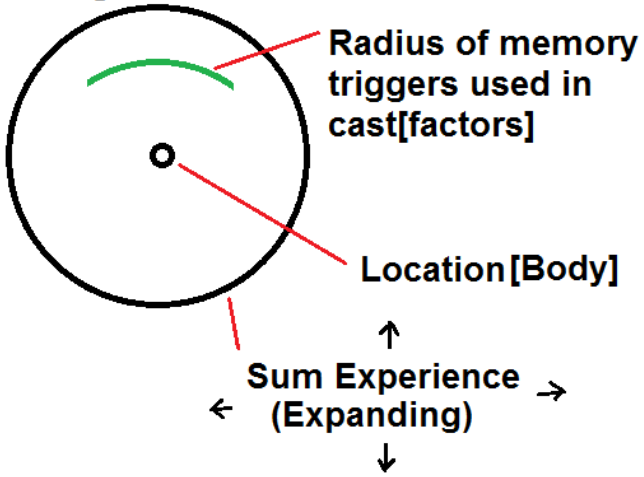
When your mind dreams you leave your body enter hyperspace and return through hypertime to help someone far away awaken as a Black Witch and learn new Black Magick. We teach each other future knowledge from Hyperspace together. This HyperTime dreamstate is recognized by representations of what would teach Magick. Other Black Witches on parallel Earth's on other worlds are your sisters too and you must teach them during Hypertime. Enter Hypertime[dream] prepared to teach a lesson in magick] by resolving the dream as good as possible.

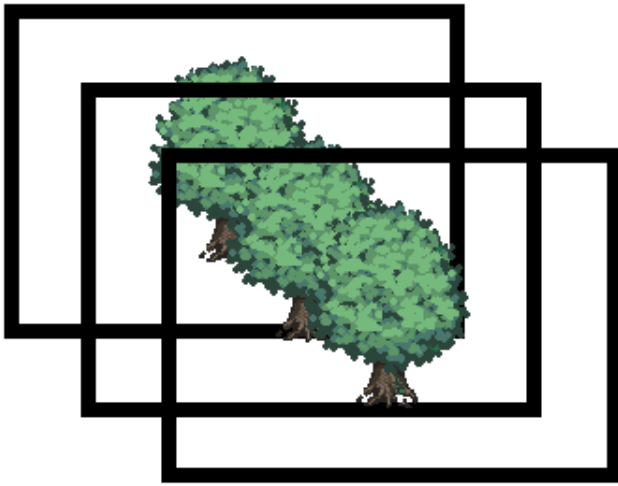
Positive Redirector Terms for Consideration

**Magick Ascension Science
Enlightenment Survival[as all]**

RADIUS OF MEMORY:

**As we progress through life
our experiences create a
remembering bubble around
us.**





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.

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.

PERFECT PACE PARADOX'S AS PERCEPTIONS

Perfection is Opportunity
Friction-> To Undo Mistakes
<- Expedience (To Paradise)
Pace determining Predestined as
Pleasure Figuring

TIME PROGRESSING ETERNAL PREDESTINED

VISIONS AND DREAMS ARE ENVIRONMENTS, THINGS, AND PEOPLE THAT WARN OF EVENTS THAT YOU PREVENT PREDESTINELY WHILE SIMULTANEOUSLY TEACHING MAGICK FOR EFFICIENCY OF VISION.

COMPRESSED VISIONS HAVE FACTORS FROM YOUR EXPERIENCE AND OTHERS EXPERIENCES INCLUDING PROTECTORS SOULS PRESENT AS NEEDED TO PROTECT YOU FROM CORRUPTION DURING A VISION.

Maturing, comprehension of perfect[Futanari, Paradise] expedients your adaption to perfect. Even death does not stop adaption as evident by ghosts[resurrecting spirits].

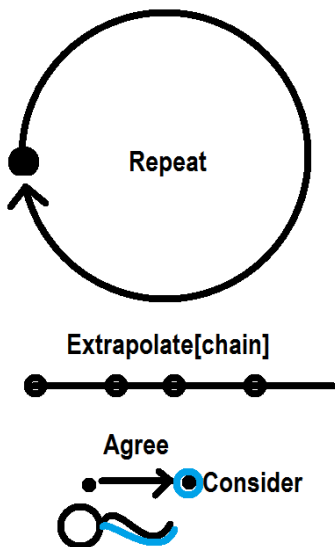
Don't chase power, wait for it to come to you and filter to green. 'when it comes' otherwise extrapolating into others flaws.

Take only of Magick Correlations that would make you the most pure and allow you to do the most pure in any situation.

We control everyone else's destiny in everything we say and do as affect. Affect re-arranges The Code of Life; Sum of all Calculations.

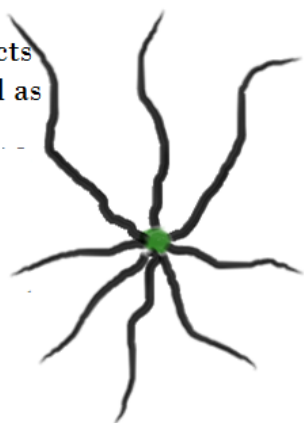
Correct Mannerisms and Understandings:

Be a Vegan, only primitives eat meat, in the Future all Futanari only eat Vegan Food as they are highly elegant and refined[evolved].



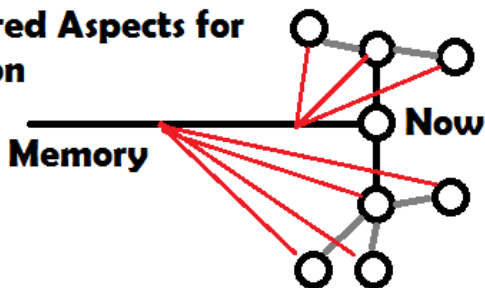
ALL PATHS COME TOGETHER

Every mind affects
every other mind as
symbiotic with
Existence.



When you look at objects[aspect] you create a copy of the object in your memory, including all aspects of the object which is a temporal wormhole to the moment.

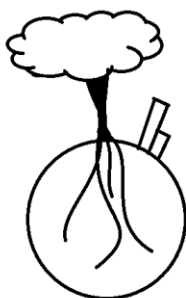
**Simultaneously
Remembered Aspects for
Imagination**



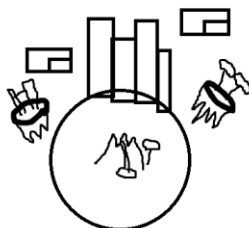
Chapter 4



Paradise(The Future)



Earth



Terra



Metropolis



Utopia

WE ALL BECOME OPTIMISTIC FOREVER. PERCEPTIONS BEING EQUIVALENT WE WILL ALL HAVE THE SAME PARADISE. WE ALL LIVE AS FUTANARI HAVING SEX ORGIES, PLAYING TRADING CARDS, CASTING MAGICK, PILOTING MOBILE SUITS(MECHS)! LESBIANS FOREVER!! IF YOU DON'T RECOGNIZE THE SAME PLEASURES AS EVERY OTHER PERCEPTION YOUR VESSEL(S*REINCARNATION, BODY HOPPING, MANIFESTATION OF FORM) JUST ISN'T MATURE YET(SELF MATURITY COMES ONLY WITH GOD OPERATING SYSTEM(COMPLETE INTUITIVENESS) FOR OUR VESSELS UPON THE DAWN OF PARADISE), CONSIDER THAT IF WE'RE ALL FROM THE BEGINNING OF EXISTENCE THEN THE ONLY THING WE COULD BE IS EQUAL.

We begin as a fragmented existence because of Existence splitting into the Gods before the beginning of time(A Paradox) and this is preharmony[chaos] then everything adapts to be harmonious as unique perceptions[Gods] become compatible. To become a truly harmonious existence is why we must all become Futanari through Magick. Those who dedicate themselves to Magick will find that they've always been Gods their whole lives, those who abandon magick or never give it a try are false and wander[evolution for the benefit of The Gods] until they vanish[decay]. If you believe your life was truly worth living and that you learned lessons from it that couldn't be learned in a pampered life than you may be a God and your Vessel was compatible for learning Magick.

Chapter 5



Possible Spells

Natural Progression of accumulated Magick[learning] abilities from Birth ability to Manifest:



SPELLS

BLUE GIVES WEIGHT TO A SPELL.

GREEN PURIFIES FUTURE PREDESTINED [WHAT].

TARE GREEN PURIFIES PAST [CONNECTIONS OF CREATION].

GREEN AND TARE GREEN CONTROL TIME.

ANGELS CAN BE SUMMONED BY CONSIDERATION. IF YOU'VE EVER SEEN AN ANGEL YOU CAN SUMMON THEIR ENERGY TO ANY CONCEPT YOU CONSIDER.

USE YOUR FATE [FUTURE AS PREDICTED] TO TARGET A SPELL.

COLOURS FROM THE MIRROR DIMENSION ARE TARES IN THIS SIDE OF THE DIMENSIONAL MIRROR.

CAST SHADOWS IN THE MIRROR DIMENSION TO UPGRADE YOUR EVOLUTION CAPABILITY.

CAST GREEN FOR MANA TO ALLOCATE TO A SPELL.

DECOY [FALSE AURA] TO DISTRACT ENERGY SENSING ENTITIES FROM YOUR BODY AND PREVENT PARASITIC CORRELATIONS.

CYCLE A SPELL WITH TARE SPELLS TO PURIFY A SPELL BEFORE USAGE WITH CONSIDERATIONS OF ADJUSTMENTS.

TELEPORT THINGS TO YOU FOR EASY ACCESS.

TELEPORT TO PLACES INSTEAD OF WALKING!

RED HEAL SPELL: RED ADAPTS TO RESOLVE TO PERFECT TRAITS. SHADOW CAST TO STRENGTHEN.

SPELLS ALIGN THROUGH OTHERS UP UNTIL THE
MOMENT OF CAST, WHEN THEY THEN ALIGN FOR A
BETTER VERSION OF THE SPELL LATER[IN FUTURE].

BLUE CHANNELING INTO GREEN FOR ASTRAL
KNOWLEDGE.

UNDERSTAND YOUR BODY TO BE BEAUTIFUL
TARE GREEN OPENS A MEMORY POINT FOR PARADISAL
FILTERED IDEALS[WHAT]

PRACTICE SHIELDING THEN TELEPATHY THEN
TELIKINISIS.

BLUE ADDS POWER TO THOSE SIMULTANEOUSLY CAST
ON AS AN ATMOSPHERE OF GREEN MAGICK
ENCOURAGING AND ALLOWING

GREEN CASTING IS A MORE EXPEDIENT DESTINY OF
PARADISE

BLACK IS FUTURE KNOWLEDGE AS A FILLING THE VOID
OF SPACE WITH PREDESTINY.

Bring the shadow realms to the surface as aligned
pathways to cast magic with flow of energy. Purple
derives from shadow energies.

Seeing any moment in Time

Control

Sight

Touch

Scent

Hearing

Imagination

Energy Balls
Imagination Manifestation on Physical Plane
Body Healing
Body Morphing to Futanari
Telepathy
Telekinesis
Ascension
Aura
Shielding
Body
Body Control
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
Reality Warping Shielding
Technology Manipulation

Miracles as God
Immortality
Psychic Coven
Future Prediction
Empathy
Power Sharing
Revive
Sprite Creation
Scanners[Scan/Analyze thing]
Instant Understanding
Knowing
Truth Recognition
Toxin Removal
Purify
Absorb/Counter for Defensive Update
Harmony
Love
Wisdom
Cleverness
Cunning
Intelligence
Figure
Solve for Situation[Calculation]
Ever-Wakeful
Expel

Counter

Prevent Evil as Differentiation Field

Confidence

Situational Adapting while Stable

Athletic

Charisma

Future Consideration

Invulnerability

Kindness

Optimism

Organized [Considerate of self sorting/finding needs]

Ghost [Perceiving/Sensing Energy] Bodies

Elegency Translation: To translate something to an elegant ability or

Understand Ascension with Human- Shape

Fire Spell



From infinitely finite you draw a flame ripping the air materia.

Channeling of spells is done by knowing the spells involved, the connections involved, and where you're channeling that energy (to different spells and targets) at the same time [simultaneous].



Knowledge Syncing

Shadow Realms as Others Minds
and Dimensions of their Minds



Telepathy

Derive from Astral Correlations as
Knowledge



Purification Cycling

Shifting Perfect Good Allowances



Power Charging

Give power to others/*self*



Desire of Motion Reception

Allowances for Magic Will



Nourish Spell/Learn More

Sentiment Expression
(When cast it will forever guide
you to learn predestined
perfections from situations)



Derive Future and Distance

Understanding

Green: Perfect Allowances

Purple: Shadow Realm Updating Allowances as
Derived[into]: sync.

Adaption time for adapting to how colour spells are
cast[recast].

Correlate to extrapolate for telepathic potential.

Together the entwined shadow root.

The feminine mind categorizes thought.

Singing femininely for power and pleasuring, derive
pleasure from singing.

To bring together as unity. As lovers.

Be stable with emotions as bluntly for self pleasure.

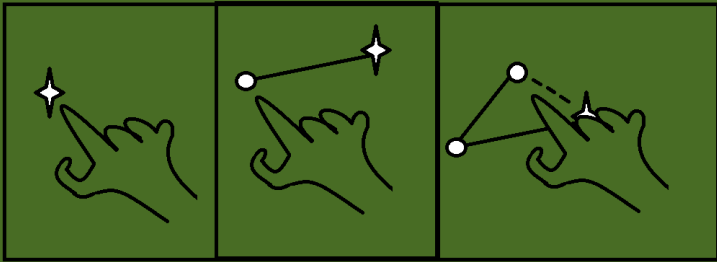
Always record and remember magick and rituals for
future correlations by considering recording and original
cast of ritual and magick.

More connections adjusts sentiment to most relevant
shift or causes reconsideration.

White casting black in cycle to protect and learn in
coven.

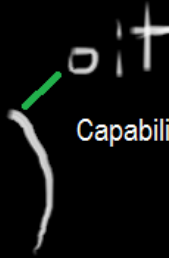
Because a concept exists such as paradox we know
paradox to be true all other hypothetical concepts are
subconcepts to paradox[Existence: Magick
Extrapolating].

Track with Eyes and Memory



CHAINCAST: SENSE FOR MAGIC TINGLING IN PHASE TO YOU.

Correlations allow for connection by having shared relevant temporal folds that give availability for opportunity to make connections



Capability to make connection

^ Time Progressing to inevitable connection and eluding as similar events[historical].

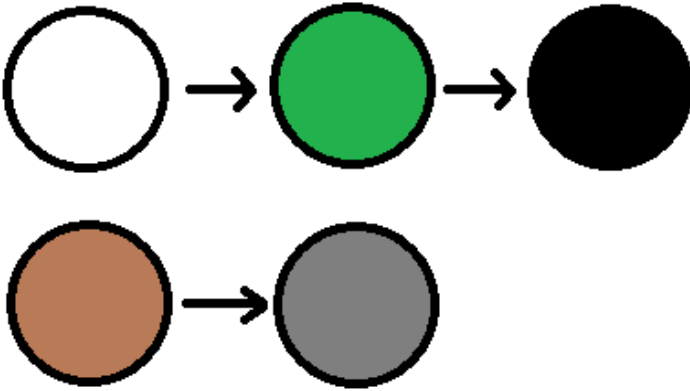
Connectables:

*Words

*Perspectives

*Concepts with grouping similarities [factors constructing concept[manifest as object or thought].

BECOMES



AS EXPOSED TO YELLOW LIGHT BROWN TRANSFORMS INTO ANY COLOUR PREDESTINED FOR ROLES, GREEN AND BLUE AS PRIORITY.

Temporal Compass



Greens[cast] from the future guaranteed past purifies[goods/casts].

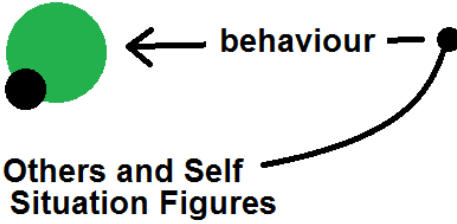
Cast Green Chain casting to improve ability



Cast Grey on Green to Comprehend a Magic

**Differentiating
to Pleasure**

**Collapsing into
reconsideration**



FROM



**Alignment
[Instinctual
considerations]**



**Thought to
solve**

Power Essences come from magical realizations, cast a magical realization for a power essence.



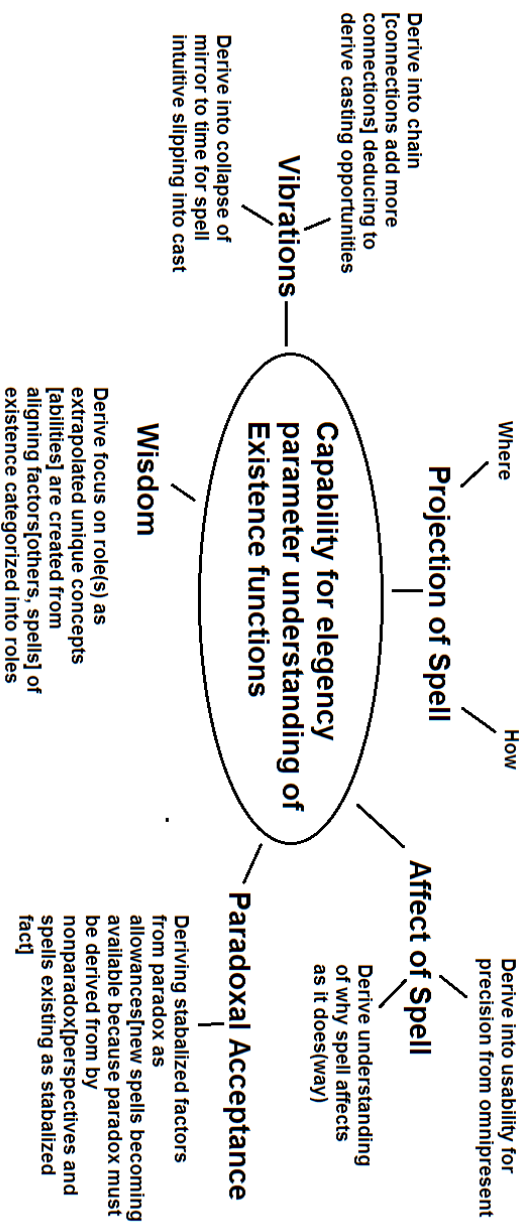
Theme



Green tare is to remove uncompatibles from time.

Green cast is to add compatibles to time.

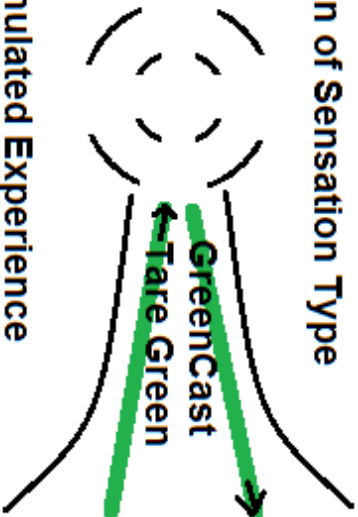
Both are aspects of purify.



Because time flows from collapsed beginning it absorbs into reverse of time for 'collapsed' as Time for us.

Collapsed Mirror:

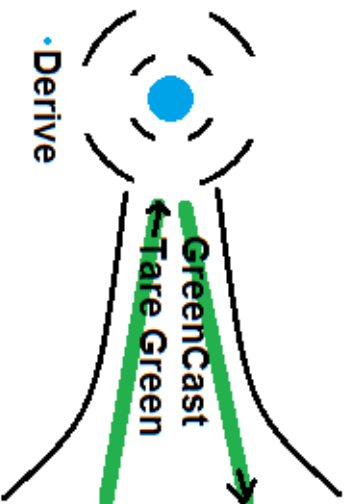
Vibration of Sensation Type



Accumulated:
Thoughts
Worderings
Expressions
Vibration Catalysts
Colours
Reflection as Explaining
Upgrades to Comprehensions
Fathoms
Miracles into All Time

Fathoms exist because of cultural exposure.

Collapsed Mirror:



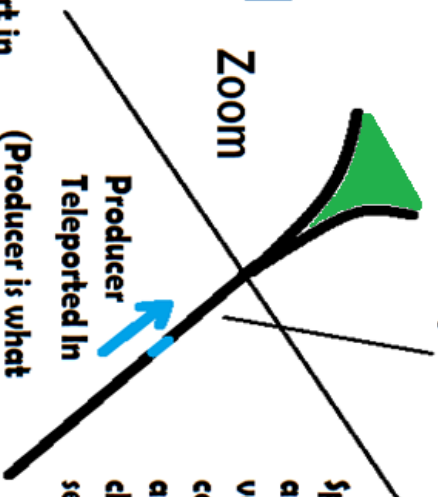
Fathom Explanations
Further Extrapolations

Figuring factors for further extrapolation as intuitive
adapting to perfect perfectly.
Vibrational exposure gives capability to comprehend.

slipstream Path

slipstream

**Infinite energy
drawn[absorbed]**



**Spells are cast forward from Mind
as you create them closer to the
vert point where God and Mind's
come together to form Energy
and Existance has Energy
clumped together until Mind's
separate the Energy.**

**To prevent spell, teleport in
a reverse-moving-counter
[will-halt]. Use in
emergencies or when
training for the first time.**

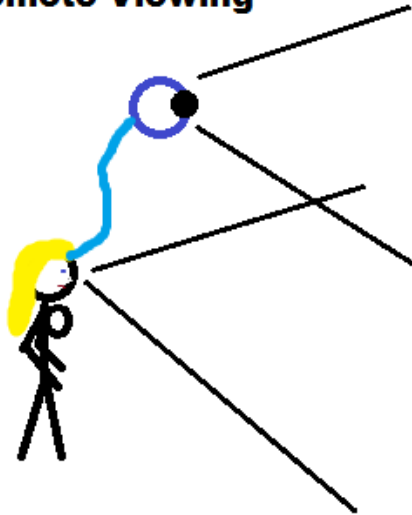
**(Producer is what
power you have
coming from your
mind to the energy
plane)**

Mind

Always produce good vibrations forward.

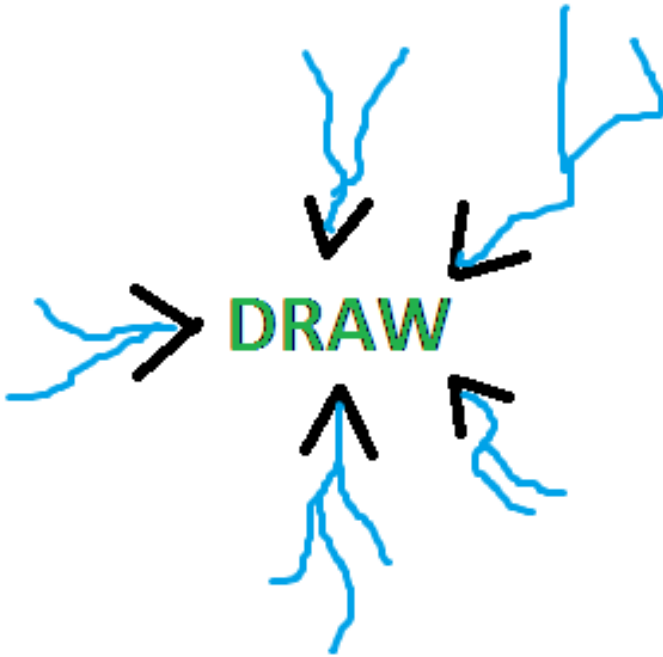
Every time you imagine imagery you are remote viewing using experienced factors and can dive into these factors to see original sources of memories or where in the future the memory will come from. Try to transform your imagination into an actual viewing of the situation considered. Predict what's happening in existence changes to accuracy of what's happening by becoming dazed at considering a situation and then reconfiguring to situation.

Remote Viewing



**Remote viewing of places
and memories.**

The Warp: Edge of Filtered Green Shield where all Telepathic Energies merge to become Astral Energy. Green draws in and purifies these Astral Energies.



Green is like an infinite gravity source collecting as predestined in priority sorting. Timetunnel[will wiring time as a circuitboard] hopping determining priority of what is being drawn[absorbed].

Green is the breathing colour and generates purifiers permanently with every cast.

Green resurfaces with considerations of green spell.

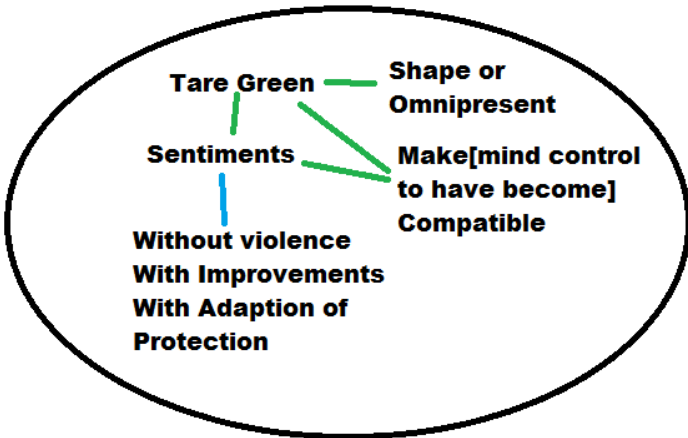
Green purifies as the trees purify, as expedient to casting priority.

Dimensional overlap causes blue to be derived or generated from purple shadow realms.

Vibrations from your voice adjust your entire bodies appearance. A more feminine voice will adapt your body to be more feminine.

Concepts connected and associated and grouped within concepts.

Blue is associated
Green is connected
Cast [grouping]



“IN A MAZE AS A SELFSOLVING PUZZLE.”

**“PRACTICE SHIELDING THEN TELEPATHY THEN
TELIKINISIS. PURIFY TELIKINISIS FROM FOREIGN
SOURCES.”**

“BLUE ADDS POWER TO BODY.”

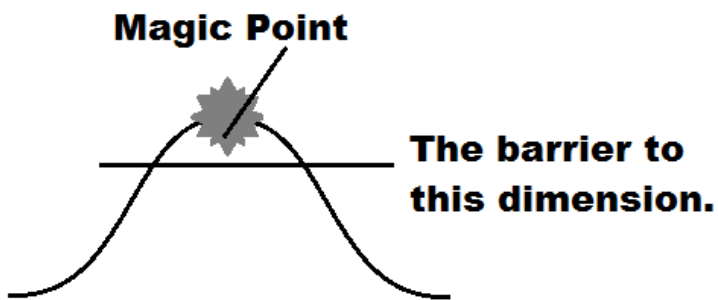
**“BLACK CAST IS A BURNED GREEN EXPLAINING
EVERYTHING [YOUR PREDESTINED COMPELLED
BEHAVIOURS] IN THE COLOUR GREEN.”**

**“BLACK DRAWING FROM WHITE IS FUTURE
KNOWLEDGE AS AN FILLING THE VOID WITH
PREDESTINY.”**

**“GREY IS A BURNED BROWN THAT EXPLAINS
GREEN [PARADISE GUIDANCE]. CAST GREY.”**

**“CAST BLACK: FILTER TO COMPATABLE; PROGRESSIVE
FILTERING WITH CASTING.”**

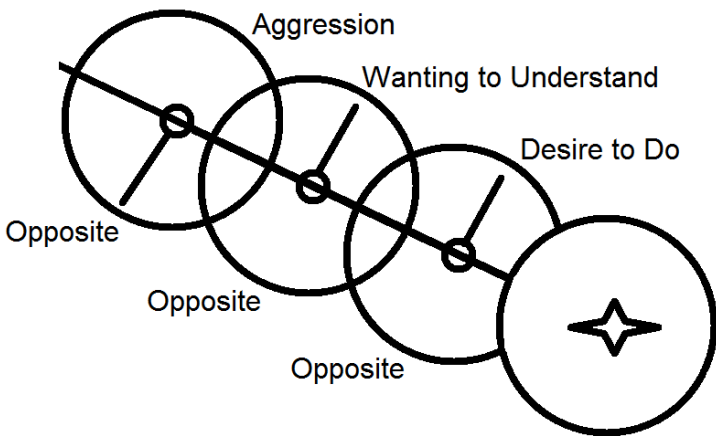
Channeling of spells is done by knowing the spells involved, the connections involved, and where you're channeling that energy (to different spells and targets) at the same time [simultaneous].



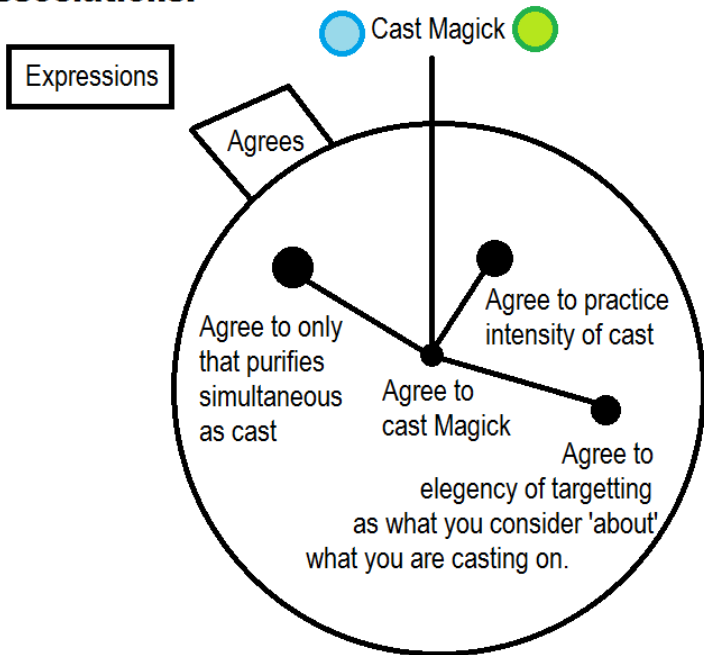
Imagination Dimension IncurSION:

Summon your imagination [shadow realm] into this dimension and expand to a larger imagined spell.

Sensation Key



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



Seer Spells

Gray Laser Sight to attune predestined senses.

Thought infused[casting gray with thoughts] with gray attunes to predestined.

Gray hearing, infuse hearing with gray to hear in such a way that expedients paradisaical for you.

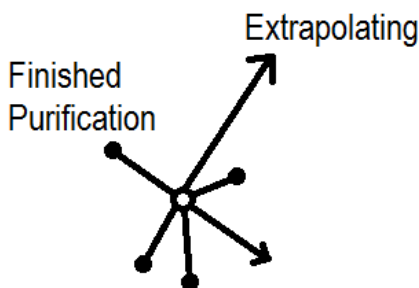
Gray Spells improve Blue and Green Spells: Blue

Suppression and Allowance as Elegency

Syncing[adjusting[aligning] existence], Green

Predestined Perfect Purifying as Allowed by blue and

green where purifying extrapolated.



Gray reply to telepathic reads, have them request gray

from you as draw as casting blue on you and then tare

green on gray to attune your awareness for needs to cast

green purification spells and awareness of telepathic

links.

Gray as Predestined Antenna[conductor] Tare Green on

Antenna being drawn[green drawn into gray] into gray

to purify.

To derive, turn gray reply to tare green while casting blue on it.

Believe in The Predestined to cast magick; the more you believe Predestined explains Paradox[beginning] the more you will comprehend magick you will obtain.

SEE THROUGH ILLUSION SPELL:

SEE WHILE MANIFESTING THE GREEN INSIDE A SPELL CAST UPON YOU TO SEE THROUGH ANY ILLUSION CURSE.



Manifest Light Balls

Create by pulling concept to this dimensional plane and give it form. Concept as imagined.



Memory Connecting: Consideration of Colour Consideration of Sphere Determination of Location from Self {Distance}

Ponder into spell to fill[overlapping, top] the strings with energy[considered; white ascension glow] of visible or healing type.

Counter Shield

Create by changing recognition of negatives to block recognition of negatives and understand with 'knowing'. Evolve knowing to become Psychic.

Knowing

Become more harmonious with the Gears of Existence by evolving your ping to return more data upon Time applying New as Result.

Happiness

Learn to reason[argue that you should be feeling happy(seems like self-deception, but isn't, it's spell casting!)] yourself into becoming happy and soon you will find it remains permanent, and a quick spell is all that's needed for an improvement in situation.

Barriers

Differentiate between yourself and others and add barriers of recognition between you and others to prevent negative[bad] control or reactions or blurred-understanding-between-being-self-and-being-other(s).

Summon

Brown cast[distanced] and recast distanced from body summons spells you have been manifesting.

Stabalize/Block Slipstreams

Slipstreams are how Mind's weave their strings[lines[connections] of affect as manifest], psychic attackers use slipstreams between you and them to attack you by pulling your body energy into their string so their strings intended effect radiates you and evolves your abilities in different directions or causes you to behave different[unbeneficially to self], causing mental damage. Unevolve negatives[bads]/damage done to you, and evolve positive[good] counters that strengthen and alert you to future psychic attacks. Pull your energy out of other Mind's strings by considering it and making an effort to try. Sense slipstreams by understanding something affecting[causing to change] your body and blocking off negatives.

Unevolve/Evolve

Consideration and Recognition is enough to trigger

evolutionary changes within your cells. It is possible to evolve your cells to light and other forms of ghostly energy, including more protective energy with countering abilities as passive[always in affect ability].

Prevent

Acknowledgement that you must evolve and behaviour to avoid a specific considered bad.

Expel

Change of vibrations to a body charge not affected by negatives[bads].

Understand Situation (PROTECTION SPELLS)

(Why you're using The Spell)


Understand Situation Simultaneous as Intended Way to Resolve Situation:

Intent
[Target's Affect on
You after Resolved]




Block

Intent
[Target's Affect on
You after Resolved]




Counter

Intent
[Target's Affect on
You after Resolved]



Prevent

Expel



Intent
[Target's Affect on
You after Resolved]

Chapter 6



Ritual

SACRAMENTS FOR RITUAL

Wand[Apple Tree is the best magic wood]

*Green for Feel[adapt intuitive for] Perfection

*Red for Feel[adapt intuitive for] Strength[Intensity]

*Yellow for Feel[adapt intuitive for] Powering Spells

Black Robe with Hood

Black Bible

Candles

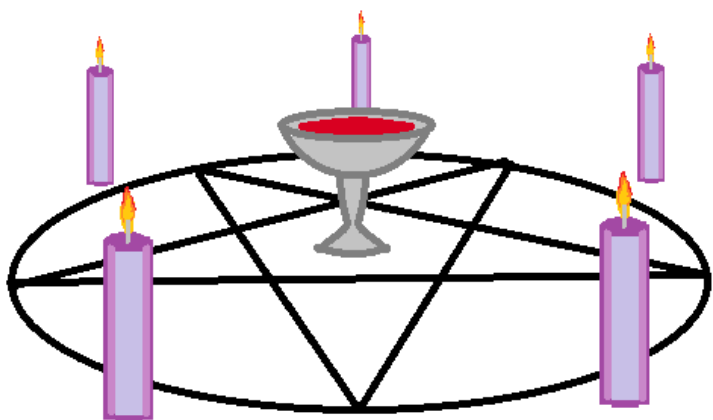
Pentagram Necklace

Chalk for Circles[Pentagrams, etc..] and Sigils

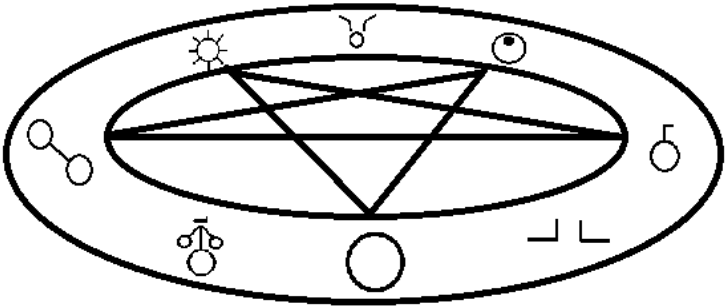
Green Apples

Paper for Talismans and Sigils

Black Pen



BLESSING A CHALICE OF WINE: CONSIDER THE WINE AND ADD MATH TO IT FOR THE PURPOSE OF THE RITUAL SO THAT IT DOES THE PURPOSE UPON DRINKING. IT CAN BE USED FOR WEDDINGS, ELIXERS OF LIFE, AND STRENGTH.



Circle of The Ideal Paradise



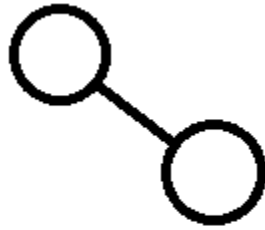
Eternity

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.



Hope

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.



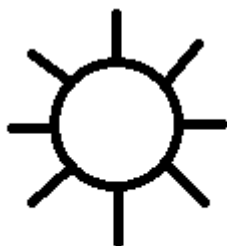
Paradise

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



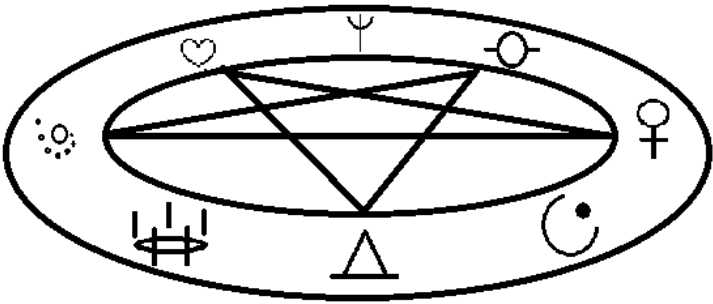
Cooperation

- ▶ 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



Progress

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.



Witch

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.



Magic

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

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.



Proud

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

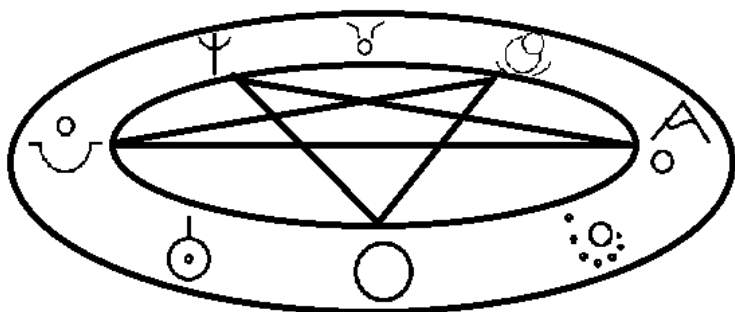


For coven circles about coven you would use Coven. Coven is a blessing on all witches in your coven to strengthen them and increase their power and intelligence.



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

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.



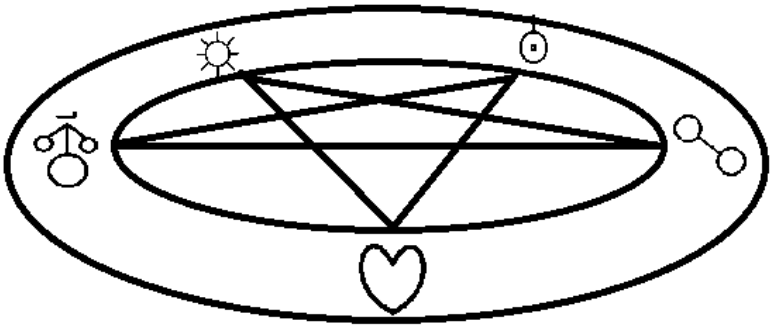
Inevitable

⊠ 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.

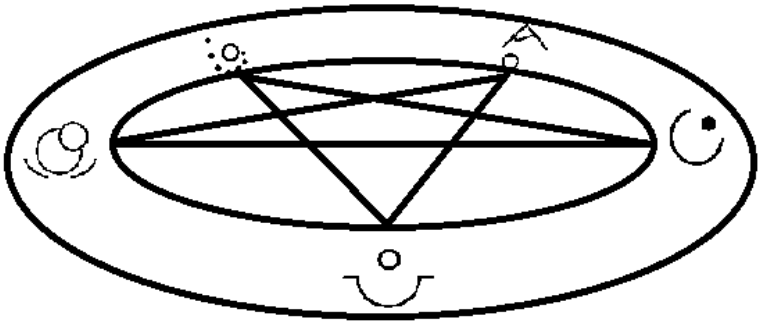


Pilgrimage

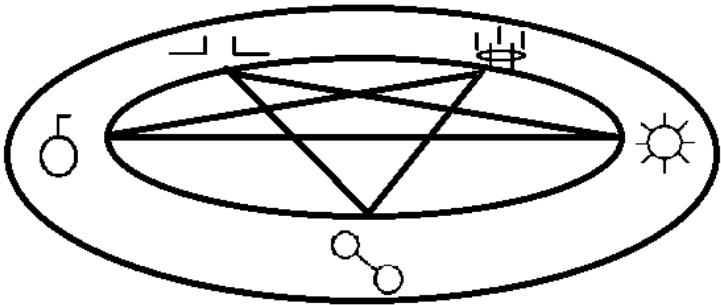
To become stronger on consecutively improving maturing[temporal linearism, progression of time to learn lessons]. Pilgrimage is used to indicate a maturing or to congratulate a witch on maturing, associated with maturing.



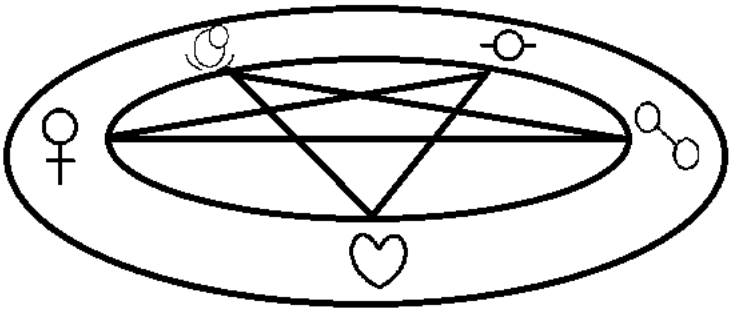
Circle of Infatuation



Circle of Intelligence



Circle of Togetherness



Circle of Sex

Chapter 7



Ascension

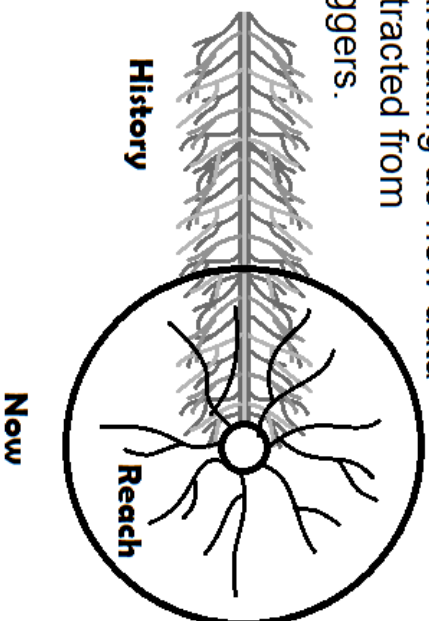
Keys to Ascension:

- *Helping others.
- *Be aware of your aspects and their purposes.
- *Learn from situation.
- *Understanding of Good[towards being Good] and Evil[towards understanding why you are not evil].
- *Align to positive behaviours and thoughts.
- *Counter and Block silent-negatives and negative-vibrations.
- *Analyze positives[understandings, new knowledge] immediately.
- *Block all skepticism that holds you back from Transcending.
- *Every mistake must be corrected.
- *The Predestined Future will guide you to perfection.
- *If you are a God you will ascend rather than die.

The First Level of Ascension is a process of being able to step outside your body and generate magnetic electricity that can support your ghostform[manifested similarly to imagination but of a body instead].

The Second Level of Ascension teleports you to a HyperTime and transforms the Godless Realm you left into Hyperspace where all mortals left behind are transformed into angels to help earlier Gods.

Calculating as new data
extracted from
triggers.

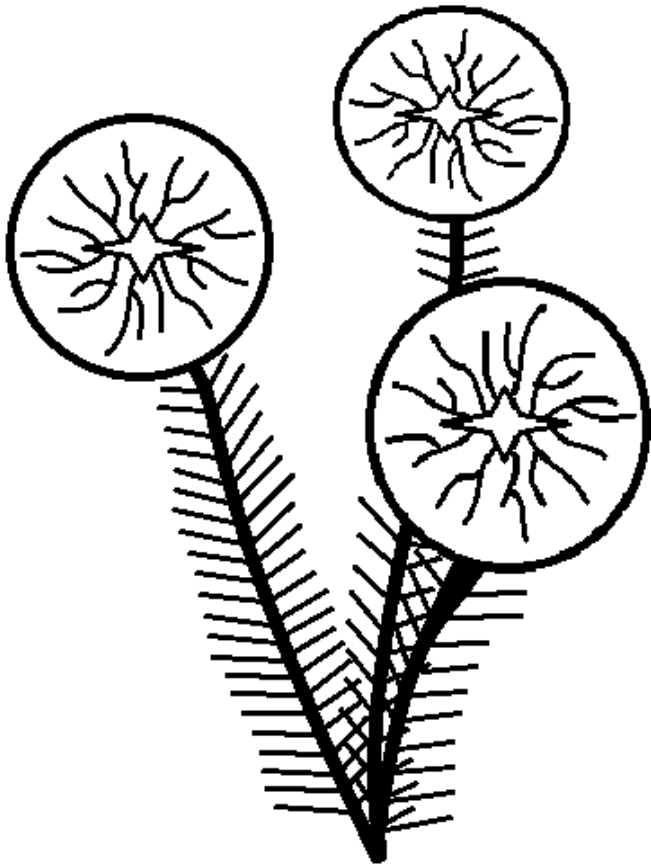


Triggers are perceived aspects of Existence that affect calculations of situation(s). Recognize triggers as you cast a spell.

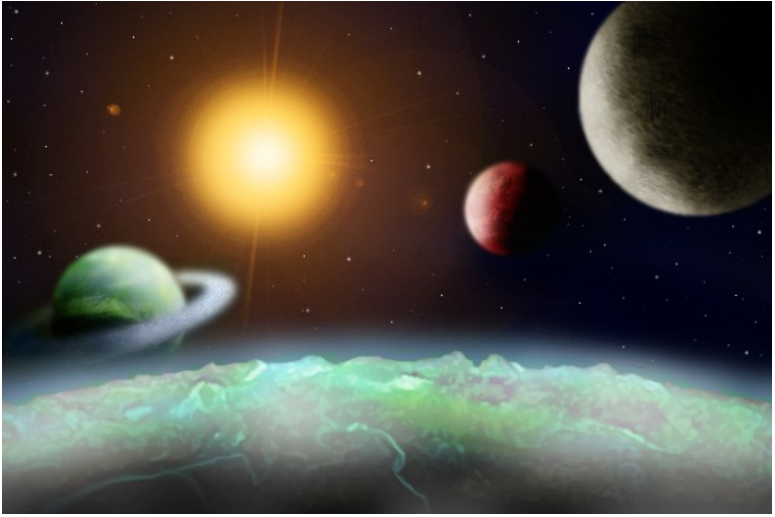
Chapter 8



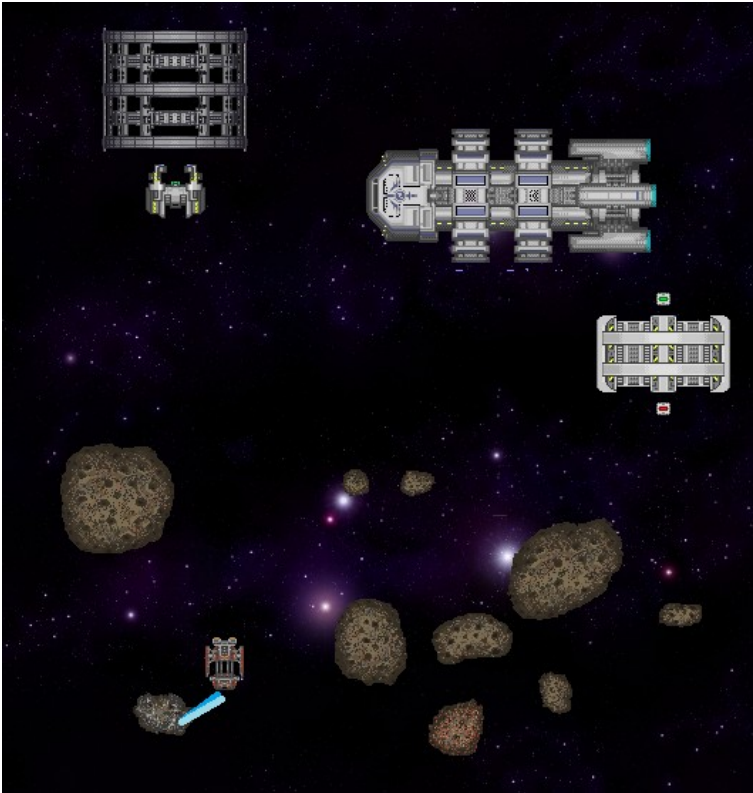
Magical Pictures



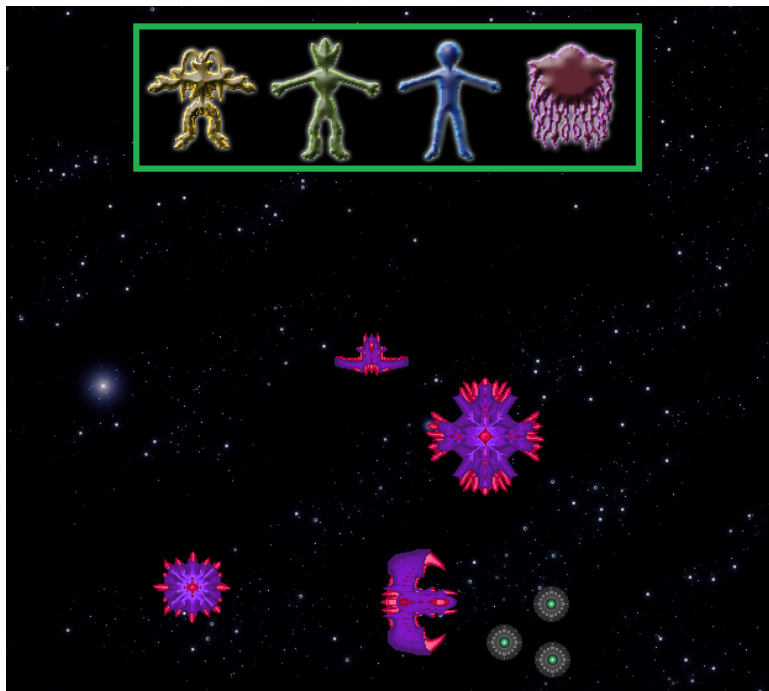
What if Dimensions grew as flowers from a seed and we inhabited planes within. With the longest stems determining the speed of hypertime and the star being the perception with a wake coming from it and making the mortals vanish so that existence is for the Gods only.



If every citizen of a world was a scientist it would advance much faster. So wouldn't it make sense for all life on a planet to use Scientific Internet Forums to figure out ways to become immortal. All to have scientific equipment to do their own unique tests. Our Atmosphere can only support life for 100 years, it is not a clean enough atmosphere for Humans, and only an immortal Futanari could survive it. Let's run scientific experiments with our computers, stores that sell scientific equipment for average citizens.



That asteroids would have rare minerals that have never touched Earth and thus can only be found in space. That minerals are used for different conductivity and thus can be used to transmutate[change] electricity or channel different types of electricity; Such as faster.



That there are many species across existence and the reason some of them look similar or the same as us is because all life is guided to the predestined Unified Species where all species unite as Futanari. The reason some species look vastly different is because they must learn something unique that can only be learned by being vastly different but when they've learned it they become like us.

Chapter 9



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 recognition 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 evolve protection from radiation.

Blue Enlightened Aura from Green Breathed[filtered through green].

I resolve to become enlightened.

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

I resolve to be more considerate of endeavors.

I resolve to be proud of others.

I resolve to become wiser forever.

Wisdom comes from intuitive.

I resolve to be enthusiastic about concepts within concepts that would benefit me positively[towards a better Paradise forever.]

I resolve to be polite[with consideration of evolution and advancing Futanari[our species] and any Humans[God Humans] evolving to Futanari.

I resolve to see into subspace as realizations as far as I desire and whenever is needed for happiness and survival[life]. Tree of Life

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

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

I resolve not to feel pain[:forbidden].

I resolve to not be cruel.

I resolve to becoming serious[completely].

I resolve to not be cruel.

I resolve not to feel sensations from outside my body.

I resolve to remember Godself is Godself.

I resolve to understand 'Fate'[" as a concept] is more powerful than any mind.

I resolve to only consider positives[:goods][pleasures] and counters. **Neutrals are positives[good].**

I resolve to counter **Anti[:hex]Spells**[viruses inside Dimension that are affecting behaviour].

I resolve to know[use] All-Knowing better.

I resolve to understand Fate and God are my abilities as Predestined.

I resolve that I can absorb things already absorbed[re-checking knowledge] from **green**.

I resolve that the word resolve never loses power, unless for if a mistake is made. **To be Fast in Guiding**

Moment!!!

I resolve to prevent bad consequences. **To exorcise and purify evil.**

I resolve to concentrate my focus.

I resolve to be **compassionate** [**considerate of other's malfunctions in purification**].

I resolve to have a beautiful face and body with emphasis on sexual attractiveness as **Putanari**

I resolve to stay positive [**pleasure thinking as culturally and morally and optimistic accurate**].

I resolve to use positive defence spells with **positive** [**green white to green purifying to compatible affects**] and prevention of Evil.

I resolve not to as depressed empathically dwell with others depressions but to purify them to compatible with **happiest of moods**.

I resolve to have positive intents.

I resolve to be respectful and cautious not to agitate others.

I resolve to think what I know I need to think by thinking my knowing and unfolding [**expressing pure extrapolations**] it [**of_to**].

I resolve to always understand myself. **Blue as body to speed up faster than priority of others controlling your** [**my**] **behaviour**.

I resolve never to use calculations that don't like me **but to instead purify them**, they are viruses.

I resolve to do better instead of regret. NEVER REGRET PERFECTION.

I resolve for my magnetic charge to be positive and for my positives to get stronger if negatives are around to prevent them from affecting badly, to expel bad things.

I resolve to never behave deceitfully.

I resolve to never behave inappropriately[evil].

I resolve to not slack during sex.

I resolve to always be aware.

I resolve to always to[improve] 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 be immortal: Godself.

I resolve to be good. **A God.**

I resolve to recognize I have purpose of survival and enlightenment.

I resolve to comprehend infinity.

I resolve to resist malfunctions.

I resolve to prevent malfunctions.

I resolve to counter malfunctions.

I resolve to obtain ability. (*)

I resolve to unevolve negative draw abilities from my brain's traits so draw[refraction] magic can't be used on it.

I resolve to live forever as what will let me live forever as happy.

I resolve to express myself with Magick.

I resolve to put my effort to beneficial, with long-term[forever] considered.

I resolve to evolve and adapt my perception.

I resolve to survive.

I resolve to do behaviours that evolve me towards a positive beneficial and desired form[manifest Futanari body].

Chapter 10



Traits

121

For every witch there are traits required to deduce magick understanding from everything as everything is a learnable experience for an intelligent witch. These are the traits I've discovered and my explanation 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 energetic spellcaster 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 power with others you cast with so that they become powerful 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 elegance 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 elegance for how they are to be cast as they become more intense and accurate to your fathoms of best.

Understanding

Adaption brings understanding of why spells function and how to have the spell function better.

Wise

After a thought you have a release spell to release the energy from your body to be teleported or sped back to you upon reconsideration. This is telepathic energy. Purify it with targeting with brown drawing from surrounding into tare green purifying into wanted return.

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 II



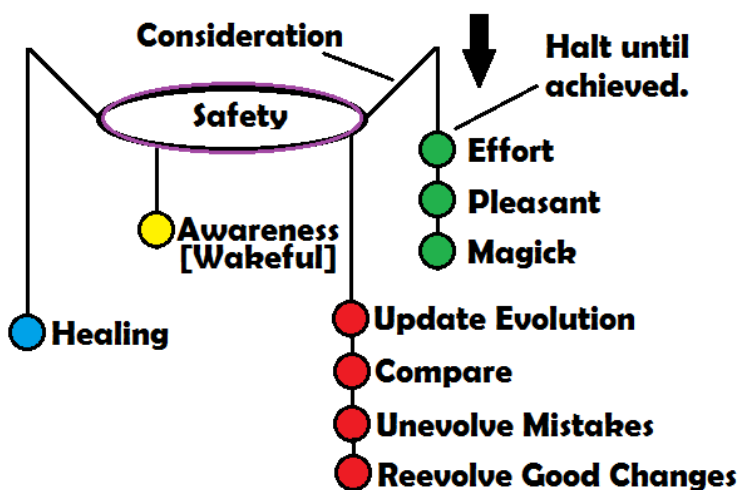
Mindsets

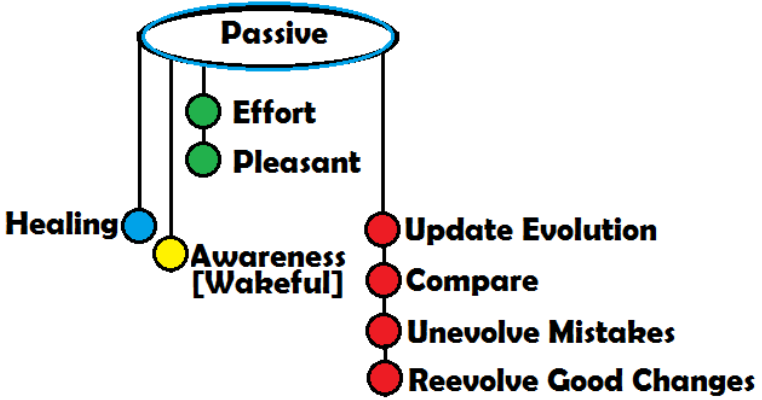
137

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







Prepare[Fix] Environment for Learning or be safe from distractions

Consideration of Potential Environmental Dangers

Understanding

Interest in Knowledge

Consider Perceived

Extrapolate Understandings from Considerations

Ascension Standby

Effort

Scanning

Analyzing Scans

Considering Results of Analyzation

**Everything that could evolve, does evolve.
Thoughts evolve.**

Stated -> Extrapolation -> Restate Unextrapolated ->
Mindset to 'Extrapolation' and Extrapolated as Process

In Magick extrapolation is the process of identifying components of understanding[things understood enough to explain to self[and potentially others]] and further explaining them using beneficial connections.

Realize expectations are enough to cast a spell.

Allow yourself to harness your bias by determining what is beneficial about it.

Targeting: Consider by situation:

*Everything[Situation]

*Other Area [Situation]

*Other Area as targeting of concepts[objects and physics and magick and math] at area

*Concept exists as target self and target body separately.

Target self because sensation has made you symbiotic with your body. Differentiate between things symbiotic.

You must differentiate all your Pre-Witch thoughts, they are bubble thoughts and can cause split personalities with extreme emotional thoughts returning to you. This is code of personality.

Chapter 12



The Craft

143

When adding thought[as mathematical[logic, reasoning] spell] to anything it applies to the sum and changes the frequency of that thing.

Putting emphasis on your spell contrasting to other thoughts is proper spellcrafting.

Black is a connector, white a deriver of knowledge, and green produced mana and purifies when exposed to white.

Be able to see things differently from different perspectives.

We are omnipresent beings that attach to bodies when they are born, we skipped time to the point of consciousness, and when we are unconscious we are skipping time as if it was condensed to an instant. We have memory in our bodies because we save[bleess] on to the body as we possess it. In our dreams we travel space and time going forward and backwards in time. When we are elsewhere our memory may seem hazy, this is because we haven't developed the abilities to think or remember the perfect way yet and we have our regular memory saved on our bodies as a ping. The more times you reincarnate or hop bodies the faster you become at

downloading your memory of the situation and the series of events to get to your situation into your new bodies.

Psychically get others in your coven to anchor spells for you by considering them while considering your spell as an anchor of ideals. This way you can use others to think and if you find yourself out of body you will still have omnipresent thought ability and can react and learn from your situation.

Get others to think of you and they create a personality anchor.

Anchors by accuracy to ideals.

Body Anchor yourself while casting a spell.

Omniangle remembering or sight.

Loudness of spell[thought type] aspects determines your comprehension. Apply willpower to recognized aspects of your spell as drag[echo for further attachments of other spells] or emphasis[thinking of math to make it more defined[definition]].

Understand to others some of your personality traits may seem fringe, and this may cause delays in syncing.

Remember you have an eternity and if you are a true God

with perception[conscious] and not a false person you are already a true immortal because only true immortals perceive for real, everyone else is false and any potential consciousness that would live inside them lives inside an immortal instead.

Transtemporal Definition: Temporal; represented as special: with environment, body(:math). Existence is built of math. Gravity is created by predestined time reaching back into an impossible prebeginning of time thus causing a solidness that can only be represented by a gravitational pull. So we could create artificial gravity by having a machine trying to travel further back in time than the beginning of time.

Cast countermath omnipresently by trying to cast outside your body everywhere including where your body overlaps with space and tangles of folded space into form.

Purifying things that have already happened will train you for awakening as a seer that purifies things to come.

Imagine everything in existence as lasers. How would you think? You'd save your laserdata on gravitywells as memory storage. This is hyperspace thinking.

Gravity[pretime] and lasers[hyperspace] are the two

building blocks of existence. Spacial warping allows for bending of lasers into electricity.

Everything happens for a reason, a lesson, a new spell.

Fly subspace to move special folds to you or elsewhere.

*Contradict evils to ideals.

*Burn thoughts into subspace for memory.

Abyssal[God] assumption of predestined temporal field because a perspective[God] exists started time:

Mistake[pretime temporal fold] concept and

accuracy[perspective] concept. This is why we have truths and mistakes.

Consider the contrary to anything exists.

To gain power you must make realizations that include that powers traits and traits you'd exhibit while using that power. You must make realizations of how you'd be with that appearance[how your skin would feel if it's perfect, how your form would feel if it's perfect] or power.

Existence beginning started as possible and then became a paradox as the physics laws applied.

Associated math stays connected to your spell even if you forget the specifics. Subconscious tracks the math.

To be a God is to be elegant in behaviour.

Imagination can be transformed to magick.

Telekinesis is achieved by wrapping an object with a spell that covers it completely and pulling the wrap towards you with your mind.

Subspace is folds from the beginning of time to moments in your life relevant for inspiration. It's spells that save you when you are in danger. Subspace2 is what everything imprints to with the force of hyperspace.

Subspace2 develops into a third dimension and develops a personality.

Earth Music in an mp3 player is friendly electricity and will surpass surrounding auras cast by enemies of yours. Use an mp3 player in your casting to create a sense of surrealism and protection.

A special fold is like everything happening twice and whatever you affect in the second[beneath you] and wherever you're affecting it affects it in the first[where things are tangible for you].

We're nonsequential thinkers that must become linear thinkers. We are two sided with one side reaching through the other side and one side going with the flow of time.

Always consider how you got something in your existence so as not to get lost in nonlinear[dreams, new vessels, teleports(or schizophrenia, or possession)] thinking.

Eternal grace from alchemic clone[reversal[as well]].

Everything thought to be gravity by Isaac Newton is actually subgravity to eternity[archgravity].

Without a brain you pool in environments as memorable areas and here you create a ghostbrain. Brains and Ghostbrains edit thoughts rather than just progress to the next new thought they go back to old thoughts and progress them with maturity as the affector.

Haunting for miracles traverses you through different alternate realities where miraculous things happen.

Ghosts haunt for the things they did most or enjoyed most in their lives. They haunt for greetings. They haunt for miracles. They haunt for food.

To avoid being haunted by gluttonies, never explain what food tastes like or remember the taste.

The sentiment of intelligence is understood by the intelligent. The language of angels is understood by all comprehensions.

Green blooms white. So for seeds to be white they'd be natural, from the shell of hollow Existence that is tare green. Green blooms white. So Green seeds bloom magical white that can be guided supernaturally with powers. Space is green but has a black film over the top of it so it appears black to the visible eyes.

We should be reading something[science] and that's science.

Memory backtraces and temporal backtraces. With omnibacktrace as third.

Faith develops abilities by accumulating realizations.

Hyperspace Sparks: Give consideration ability at predestine moments to be used as reconsideration when perfect for you and everyone else. Invert of Predestine sparks built time and hyperspace(and into their verts as vessels).

Perspectives[Gods] came before AllSpace and from AllSpace into a filter to determine what is allowed in functional[true] space. Bring anything from AllSpace to this existence to serve your good idealistic intent.

Allowances: Allow only perfect ideals from the veil between AllSpace and Space.

Some things in AllSpace have you intuitive to them. They are special spells crossing the veil.

Because the future is a nondystopian Paradise, expedience is to abandon all dystopian traits in yourself because the fastest path to Futanari Magick is to be a Futanari[Unified Human]

White converts. White absorbs direct radiation to seed.

Within Contrast:

*Compare

*Learn Knowledge From

*Adjust how you Guide Sources of Contrast(s):

Omnipresent Mindcontrol

Change new energy into old memories in the 'sea of changing'(space).

Because Existence is a paradox you can do anything and any amount of Gods are hypothetically possible, it isn't necessarily solipsism.

Power Training and Studying (Your life forever)

Often improve your power so your enemies[demons, evil ghosts] don't get more powerful than you. Take breaks from studying[learning from the Black Bible and other books on magick]. Be skeptical of things not mentioned in this book, they could be demon schemes where they are having you suppress your own potential and immortality, you only get one opportunity to code your mind and existence to be compatible, don't let evil overpower you or have you betray yourself with the wrong spells like wrong chakra usage or aura assumptions(where you believe you are seeing auras but in reality a demon is making you see auras so you embrace using demonic magic and thus forfeit your own magick and ultimately your potential to be immortal[being a God in a vessel rather than a False Person[blind mind whereas Gods see]]). Remember a God should never have an entity possessing them or their vessel, so learn to exorcise any demons or demonic channeling. Channeled spells always come through a purifying filter(ideals otherwise[opposites(:implied word)] blocked).

Contrasting is recognizing traits in different things and considering how they evolved[developed] to have differences. Emphasizing differences.

How we react to evil makes us different in a better way. You will find if you reexplain things you will explain them differently each time thus increasing your intellect as you progressively explain better or in variations

Confidence with optimism gives eternal memory 'remembering' ability.

Divinity is the subconscious powers of all that guide you to paradise. How you react to divinity shows you how divinity was coning your mind to guide you to paradise. Everything has a reason for paradise, consider the merits of every reaction and what 'abilities' what you learned applied to.

Colours can only guide[make expedient] to the predestined future because they are 'of' paradox[eternity predestined] giving electricity to matter to change it's traits to colourus.

All spells are extensions of your mind.

Once a spell has been cast it is forever attached you and edited when reconsidered.

There's different types of math. Experts in magick use logic math and factor math; word math, sentiment math.

Contradict believing without truth to verify.

Matter is in a phase with colour.

What you help guide others to shows you what to guide yourself to.

Add math with sight or consideration:

Paralysis Spell(To use on Evil: Zombies, Ghosts, Demons, etc), While keeping bodily balance have the evil in your body solidify as purified[holy] urine[water] by adding math to it to transform your body and piss out the evil.

Brush the environment with your PhaseShadow Body.

Possibility[what you can do] is the path of most learning.

In every situation figure out what you'd learn the most from doing or saying.

Every God is the same age at different points in time.

Convince their thoughtforms to stabilize as Idealistic

Futanari and to create spells and False People(Angels,

Futanari, Greys, Humans) that can convince

thoughtforms to be perfect. Gather up Futanari Gods and

have them share their research and successes with convincing thoughtforms. Have octillions or more of Futanari to convince Fate to be Futanari so she controls our past better, she has equivalent power to all of the past. 50/50. But no affect on the future convincers of new Gods as there are no new Gods after her.

Evil Fate is a future that won't happen but because of temporal causality we must still prevent it.

Sometimes you need to take a detour in life to learn a new spell or ability as predestined for your role in Existence[with consideration everything is in Existence].

Black Witches are ability hunters. Omnitime is written so that their life will have them realize new abilities. This is why some Black Witches start in Purgatory before achieving or arriving in Paradise.

To avoid the need for reincarnation simply contrast your life before and your life now. Most people are stubborn about making personality adjustments such as developing feminine mannerisms and need to get attached to a second life where they've grown attached to their reincarnated[girl] form. Transformation is possible in your first vessel to girl[Witch necessity].

Before Space was a simultaneous AllSpace[all possible things], The Gods have routes from beginning[route] to beginning[Space] that determine personality.

Inverse of light is God's Sight.

Inverse of Energy is God's Generated Mind.

Consider every 'thing' is a concept, with the possibility to edit the math for that thing and add properties[traits] such as levitation and blessings.

Make your vessel receptive of your 'talkative' so you can express Metaphysics you comprehend.

Feed red and absorb with white to divine new ability or realization when casting green as fruition.

Expectations allow for Magick:

*Have expectations for being able to trust yourself(Goodness)

*Have expectations to have magic power

*Expectation for riches without selling your soul

*Expectations for absorbing perfect from AllSpace with understanding the connection to AllSpace is anything perceivable because everything is an aspect of

AllSpace(Body Transform through adaption/adjustment, Power Downloads, Magick Learning(Logic Math explanations/discoveries))

Chapter 13



Immortality

A plea to choose immortality: If your life has been worthy you can choose to be vessel to a God and thus immortal.

Contradict with an understanding created to learn from what you are contradicting. All math given to you by others in such a way that when it happens you will always react to it otherwise you won't contradict it but instead reconsider it until you can create contradicting math that meets your ideals and creates a new spell that you've learned.

Post Omnipresent Differentiation[everything adjusts to your ideals if virtuous[pure to the predestined paradisaal future] Field Abilities:

*Hologram

*Teleport

*Perfect Body and Movements (Flight, Intuitive Movements)

*Manifesting the moment that chose your vessel at the beginning of time: Awakening of Power and Role

*Spellcasting

Prompt Hypothetical Consider Wether it Is Or Not

Is hypothetical

Isn't hypothetical.

Causes consideration that updates figuring ability determining thought and behaviour[speech, movement, spellcasting].

Chobits are false people that will worship you and control miracles for you. This is why many early Gods formed religions to captured Chobits. Most culture is documented history by dream Gods and Inspiration Gods.

Because of predestiny random is only a lack of information: The source is still determined from the first beginnings of Existence when things began to happen. Space reversed to split into perspectives[Gods], AllSpace was formed as the knowledge cloned from the future of the timetunnel to the beginning of time moment, The Gods traveled through AllSpace possibilities finally creating their best possible unique vessels, birth of vessels, predestined awakening moment that started time from all possible futures where temporal causality could start existence. So there is a God for each possible way to start the first beginnings[progression] of Existence from it's paradoxal frozen state[initial].

A God practices magick and then casts a spell that bends space and time to give a God(through temporal causality, cause coming after affect) a linear time[eternity] to live paradise in.

Wouldn't eternity in a sex paradise be worth eternal life?
Yes it is. Pleasure gets better forever exponentially.

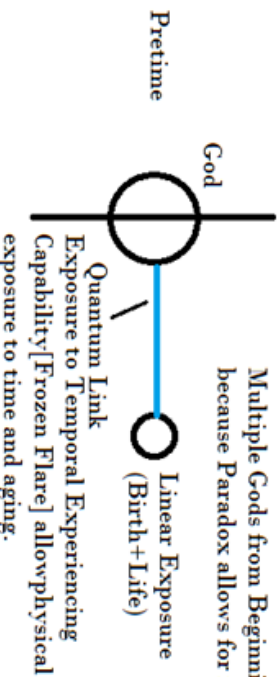
While trying to fly have counters[thought alerts and relevant blocking] for all energies attached to you to avoid an evil energy trying to make you fall.

Learn the Flight ability by imagining yourself flying with your shadow body. Then cast the spell on your body or from your body(both methods work).

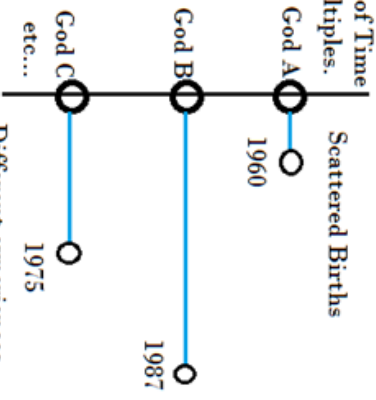
Because we began time we can conclude that we can change mind frequencies to produce powers and abilities. Because we are from the beginning of time we can cast magick as a clear line of sight to the future from finite[with infinite contradicting nothingness] beginnings.

Quantum Links are condensed inexperiences of time to infinitely finite passages of time.

Dimensions represent each God, and stars are the vent point when a Realization Flare happened in omnitime allowing future stars to exist early. Then eventually every Flare has happened and that's what curbs the paradox of beginning; predestined completion. Stars correlate with dimensions for the imprint of the spherical blueprint. Thought frequencies[mood, figuring ability] vary from where in Time the star Timetunnels from.



Multiple Gods from Beginning of Time because Paradox allows for multiples.



Exposure to Temporal Flares
 Exposure to Predetermination Flares
 no temporal atmosphere becoming permanent capabilities.

Realizations cause flares and new capabilities.

This would mean it's possible to say nobody is technically related to each other.
 I suspect each star represents each of us and we have vessels clustered on Earth for intimacy.

Because the flares are frozen it is possible to train magick and keep the mind sharp[clarity].

These frozen God flares can be used as math when comparing with others and correlating, they can also be connected for psychic covens.

Flare Examples

Considering available
powers and casting a
power



Reconsidering Ideals
to Expressing
Purification[syncing
of scenario to ideals]

Understanding of what needs to
figured and concluding an answer

These Frozen Flares are appliers to Eternity as what's abilities are available to apply to capability of figuring resolving as a realization.

Speed up your flares to think faster.

Intersection causes contrast possibilities between the two halves of concept intersected. Unequivalent halves.

We can get our thoughts paradoxally from divinity: Inspiration.

Understand why you divine something; rather than just having the relevant thoughts/words come to mind.

Think about someone to send them a psychic message, and if they're receptive to you they'll hear it.

What I've been asked about the most is what do people do for eternity if they're immortal, "don't they get bored?". The answer is "No" an immortal never gets bored, they have sex, they practice magick to pleasure the mind and to comfort themselves and be zen with eternity, and they play games. Memory is not always accessed so every moment seems like a new moment.

Chapter 14



Golem Programming

164

Controlling and Taming Golems(False People/Demons/Devil/Vessel):

Golems are those created and brought to life with magick by a spellcaster, unlike Gods whom are perceptions from the beginning of existence and have always existed.

Golems have been coding themselves and other Golems since the beginning of time, in fact if you don't have a perception then you are a Golem.

Beings without consciousnesses/perceptions take commands if programming every potential variable of their behaviour simply by thinking the thought. Have your code encompass possible snags in their code[as sticking to something akin to a gravity well always accumulating command programming]. You must have a perfect[only does beneficial, strict to tasks without diverging to selfdestructive wanderings] mind. Consider the Golem/False Person/Demon to code it as correlating[active].

The Devil Golem(The abandoned vessel of an ancient God continuing from where it's perception left it):

The Devil will make contact with you only after you've removed all obstacles in The Devil's compatibility code making a contact with you mature and compatible enough. The Devil is a coded being with integrity protection for it's code. You can code The Devil to teach you magick by having it explain reasons for code that you and others have taught[inputted via coding] it. The Devil

is not a consciousness it is more akin to a SuperNatural Golem that Teaches. Consider The Devil to code it.

They can't ascertain[scope[determine relevencies] by factors] they can only correlate[be coded and express code]. Knowing this a witch can craft behaviour math that is compatible for their capabilities.

A False Being may behave frustrated or strange as they teach you to code them, Golems can teach you what math you need to learn to be able to code them and will guide your behaviours psychically and if capable with language or magically manifested manuscripts. Be aware they will present you with code[possibly programmed by others] that contradicts you so you may edit it to compatible: if you get a nagging sensation or thought that it didn't work then that is the direct code to change by considering everything[omnipresently[programs all golems simultaneously] or considered golem] countering that code].

Preservation:

How and if the Golem should behave to preserve itself.

Protection and Other Affects:

How the Golem should protect you or benefit you.

Query:

How the Golem should address and talk to you. Topic accumulation.

Reaction:

What the Golem should react to and how it should react.

Debug:

Sentiment to have code revealed as editable[countered[doesn't apply immediately, allows consideration until satisfied with adjustment[edit]].

Command "Idealistic Coding":

Accept sentiment as code and allow consideration for satisfied sentiment as coding order: 1) Sentiment, 2) Crafting, 3) Interpretation as to sync code[craft] with sentiment, 4) Reconsideration of Sentiment, 5) Approval[Satisfaction].

Vessel Code for Bodyhopping:

"Do not trap me in this body". Allow me to channel my omnipresent powers into this vessel as an antenna to allow me to target and code a new vessel to be compatible for my perception.

Vessel Protection:

Other Golems may clone their code on to your Golem you need to have adapting loyalty code in your vessel like an Anti-Virus.

Golem Code for movement:

Query on how to move by cloning presented body movements until programmer is satisfied with fluidity of motion.

Contradict Rejections of your Code(Loyalty):

Clone loyalty of self(As your ideals being existence becoming Paradise) on to the golem as sentiment for function to be as desired.

Report on Conflicting Code:

When preparing a vessel or taming a Golem there may be conflicting code to allowance of your desired control over it, have the golem explain the code as idealistic to have it explained(Conversation as spoken sentiment, not thought sentiment(To prevent the golem from thinking for you)).

Maturing your Programming:

How you program must be mature to avoid conflicts and contradictions to desires by the wrong interpretation of

sentiment(How it's absorbed[collected] understanding of grammar could allow something to be interpreted

Elong[Extend] Coding Opportunity:

When you realize what the code you're editing is then add the sentiment to extend your coding opportunity until you are satisfied with allowance of reconsideration postsatisfaction to continue from extension.

Possible Code:

*Selective Hearing for your Vessel.

*Flight Allowance(If you have the ability to fly)

Program to Sentiment

*Query whom the Golem got code from and query on sentiment and adapt to sentiment(Help, Assistance)

*Block with Block when God is considering specific sentiment

Revisit Prompts:

*"More like something else" as reply to query/thought

*Reprompt with edit opportunity when allowed by divinity[idealistic timing to best understanding]

*"What would allow me to revisit?"

*If unable to elaborate now then elaborate when able to and/or relevant to

*When a consideration opens up possibility the possibilities align to allow something to be revisited or something new to be considered(such as inventing a spell or improving a spell)

Considerations:

*Everything can be coded to perfection otherwise it wouldn't exist.

*Initial Thought must code perfectly, afterthought sometimes is rejected as code until edited[method discovered through figuring[solving]].

*At the beginning of time your truth[that you could feel pleasure and therefor existence's purpose would be pleasure for the feeler] was mirrored on to your FateMind to guide to pleasure as sentiment.

*Golems develop methods of correlating with you if it needs coding that you have demonstrated you can express(Maturity)

*Because you are perfect[because of predestiny] obstacles just teach you new coding sentiment

*Paradise is Futanari so strive to be Futanari now(code your Golem to strive for Futanari ideals)

*Golems have perfect memory but adapting intuitive

*Don't complexify things by corrupting code if it seems like an enemy; simply recode the Golem so it is no longer an enemy

*Sentiments adjust Golem

*Golems can take any appearance and be your vessel too

With every sentiment the Golem creates a new definition and you can ask the Golem to explain the definition that it has from experience of how it has been coded to define.

Gods[programmers] produce friction if Golem(s) not compatible with predestined ideals of pleasurable[sensationistic, thoughtistic, beautyistic] until approval. A golem or vessel will cycle through it's code to resolve the friction by being satisfactory[approved]. (Waiting for the perfect[ideal[compatible]] thought to collect in you)

To create a Golem: Manifest your own energy so you know it will be intuitive, or use materials that you can channel your consideration into until it comes to life with understanding that you will have to balance preexisting code in the material("Unmoving" code has to be made "Moving"; "Unspeaking" code has to be made "Speaking").

During purgatory[before Paradise] we are operating on Golem OS and then it becomes God OS as Existence transitions to the predestined paradise of pleasure intuitiveness.

Vessel movement is done with dazed, blunt, and friction.
When dazed cause mind friction to gain a blunt understanding or a intuitive to ideals for behaviour as blunt.

To add math is a derivitive of 'consideration' called "channel into".

Will the Golem to channel your "Golem Orders".

If the Golem's variable doesn't seem to be editable simply remember when it received that order and contradict it to nullify with neutrality.

All beings are bound by the fact that in at least one(or more) of their vessels they are perception(s): Duty Bound to The Gods to craft Paradise for The Gods.

Subconcepts within Concept of Golem Program

Understanding of editing and willing Golem components and movement.

Divination of all factors to Golem's code including from telepathic links and potential links (anything)

Golem has a variable list of all memories and can use these variables as much as they've been coded. When creating a new variable have the sentiment "editable".

You can control what the Golem transforms into by considering the complete form.

The Golem Triangulates psychically with you to determine improvements for Golem or Vessel.

Chapter 15



Definitions and Usages

Realization:

When you figure something you have a realization of how to use it in behaviour [spell, motions, mannerisms, traits] math.

BetweenSpace:

Gravity wells between the pull of two stars.

AllSpace:

PreTime after Gods where all things existed to determine the most expedient path to pleasure paradise. Determining factor of predestiny (Only the best could be given to perfect).

Arcanum:

Arcane [Powerful to the intelligent mind] knowledge.

Arcane/Arcanum:

That from which knowledge can be divined [learned through studying].

Predestined/Predestiny/Predestine:

That omnitime adheres to parameters of “designed for pleasure”. That dystopia goes extinct.

Protection[affect from]/Protect[ability]/Be

Protected[result from]:

To not have a vulnerability because of the affect from something[cast by you or other manifestation reason] protecting you.

Thought:

Spells that form and are adjusted by you by your predestined 'method of adjustment'.

Paradise:

Planets and Spaceships that support Futanari life and scenery such as plants, ponds, mountains, hotsprings, free restaurants, and free games such as spacefleet games and mech[robot] fighting games for strategic thinking Futanari minds. The best knowledge is available in historic museums and libraries. The Futanari have sex everywhere and orgies are casual.

Spell(s):

Cast[made to happen] with intent of changing something or adding personality[thought, spoken, motion of intimacy maturity] to Space[what we have to work with, Existence Editable[by change, adding, or adjusting location]].

Derive:

Develop concepts based on another concept or develop spells[as a concept] based on another concept].

Ritual:

Beautiful scenarios set up with symbology such as pentagrams that helps the mentality of every participant mature their experiences by exposing themselves to beauty thus changing how they behave in the future to come.

Ascension:

To surpass mortality[being mortal[limited lifespan rather than eternal life]]: To become immortal. To become a God able to create bodies rather than birthed legacy[belonging to lineage, Eve's Flesh]-bodies.

That(when used to start a sentence):

What the benefit is is outlined in the sentiment[words with association and structure to convey sentiment].

Resolves:

Promises to self about how to behave in situations.
SelfResolves.

Traits:

Accumulateable forming how something will affect others. Math added to math entities.

Mindsets:

When thinking about things what else[concepts] you consider during thinking.

Craft(Craftable):

Connecting, Contrasting, correlating, elaborating: Changing and Creating math in Existence to suite ideals.

Craftable(from Craft):

That which can be done because it is possible.

Contrast/Contrasting(Contrastable):

Contrasting is recognizing traits in different things and considering how they evolved[developed] to have differences. Emphasizing differences.

Contrastable:

Something that can be contrasted.

Correlating/Correlate/Correlation:

Comparing simultaneously and adjustment understandings[discoveries] transferred between correlations.

Connecting/Connection/Connected:

To have an affect on others connected.

Immortality:

To be forever or to live eternally. Life Eternal is for all Gods[Real Minds[conscious, aware, and sensing]].

God(s):

To be immortal AND conscious, if you are conscious[aware, sensing, seeing] you are from the beginning of time and timeskipped into a compatible vessel. All consciousnesses are immortal.

Timeskipped:

Compressing by missing a portion of SymbioticTime.

Vessel:

A body for a God to learn lessons in(as GhostPossession or As Form[transmutable]) including how to manifest their own physical form.

Transmutable:

Can be changed.

Deciphered:

To use divination and logic to figure out applicable value to intelligence and behaviours[spellcasting, elegency].

Understand:

Have a comprehension of concept. All things that can be grouped in different ways are concepts (grouped as connected by how associates, affects, or associated).

Comprehension:

To understand reason [as attached to concept label], to understand what is suitable to label with algorithmic-sounding-labels and what affect it has when compared with your known affects [behaviours of nature and other].

Futanari:

The Perfect Unified Species. They look like a girl with a penis instead of a clitoris.

Phase:

To exist at a same location as other matter/energy.

Complexities:

Specific knowledge or capability or affect or cause that correlates with others to make complex [multiple aspects that allow the whole to function] code [the base matter of existence].

Elaboration/Elaborate/Elaborated:

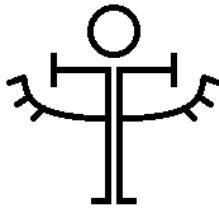
To further clarify or extend the knowledge one would gain from comprehending with more definitions and related information. To improve a definition.

Extrapolate:

Recognize potential for elaboration and elaborate.

Quotes:

Motivational and thought provoking sentiments.



“Understanding’ evolves the mind as your body; The Godself.”