

26 Daemons

26

SORCERESS CAGLIASTRO

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26 Daemons

Sorceress Cagliastro

Blood Sorceress, Necromancer

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"Every Bite, every morsel that I taste
Leaves me closer to 147H"

26 Daemons

A treatment on the summoning of
26 Daemons revealed to this
writer from
2002-present
CAUTION. ADULT AND BLOOD SORCERY CONTENT

The Sorceress Cagliastro

Blood Sorceress, Necromancer

This little book is NOT DEDICATED to posers and fakers proclaiming their importance, the obviously transient, fake lords and cartoon nemeses pretending to be Voldemort, living at home with mommy and daddy.....

It IS DEDICATED to students and those who practice, study, sacrifice security and entertainment for ability, and sit endlessly on the floor of a dark room, honing their abilities to perform Sorcery and summon Daemons.

For those Sorcerers and Sorceresses, I shed my blood.....

I write my books in any font suiting the piece and in large font size because the information is overwhelming and the reader's eyes need room to rest. There, mystery solved.

This is a little book. It is not a great novel, nor prose of literary genius. It is a little powerful list of Daemons and all of the details they have provided, to me, about how to summon them. That is what it is.

This book is written by an egomaniac. It must be. What sort of modern day Sorceress would offer a new list of Daemons, sigils and all, for public use? Only great and powerful mysterious kings and Sorcerers long dead can be trusted with this task. Only those we cannot question can offer such materials. What if Science could offer us Daemons, provable through data? What if a Sorceress presented her work through a scientific point of view and produced a list of Daemons based entirely on the data gathered by usage? Here we go....

I have been accused by some of harboring a great ego, and by others cautioned against 'giving my power away' by these writings. I have been called an evil Daemon and a compassionate humanitarian both within the same day. My mind refuses to accept that a person must be singularly any one of those things. Daemons, like humans, are many faceted, bringing together collected experiences. I am successful with Daemons because I understand that I am built in the same complex form.

Let the egomaniacal sharing of information and technique commence.

DAEMONS?

We, just as Daemons, are all amalgams bringing a unique set of conditions to our form, and yet it is delusional to think we can co-experience time.

I offer 26 Daemons from a data block of ten years. There are many more yet these 26 presented a case for this discourse. What are ten years in the life of Sorcery, Blood and Daemons? How do I find the verbiage to discuss that which has contributed to those who became Daemons? Here is what I chose to do: I will be straightforward and tell you what I saw, and what I did to replicate the experience. That is it. Therein is the Science of Sorcery.

Ten years. In that time governments rose and fell, extreme weather became the norm, The Blood Sorcery Bible has been the coveted tome of the self empowered and I have firmly

donned the mantel of The Blood Sorceress Cagliastro, forsaking all other family names for the only ancestor who matters to this Sicilian Sorceress. I use Blood and Daemons, and with them I perform acts of Sorcery. It is just that simple.

Thus – the block of an agreed upon ten years, 2002 - present, is the parameter of time in which these 26 Daemons presented themselves often enough to me for data to be gathered, Sorcery experiments to occur, and for this writer to present them in this writing as fact. I have no way to prove that ten years is perceived as the same block of time to Daemons as it is to humans, all I can say is that over ten years, as understandable to me, they entered my life in service to the work of Blood Sorcery in my hands and are still present in my work and my life. They are current working Daemons. The sigils contained herein, are large format works which I have painted, enhancing their desire to join me in Sorcery.

These 26 Daemons are NOT my attending Daemons.

THE DAEMONS

Daemons like humans fall into categories. There are those I pass in the street, unnoticed, un-recallable going about their day as I go about mine. Another group is those of casual encounters as if from whom I would purchase coffee and good quality beef, memorable in their function but not form. Next, a group of the reoccurring project beings, here for a while and then on to that which is next. Finally the nasty ones, the spatters, those who are in it for the skirmish, Daemons falling into these categories were not chosen to be mentioned in this book. The Daemons in this book have appeared, stayed, worked, left and most importantly – made themselves available again whenever summoned.

I have noticed that I encounter and communicate with more male than female Daemons. There is no analysis or resolution to be offered on that statement. It mirrors my life and is a simple fact.

This book will also not address the Daemons commonly known or those published in ancient grimoires. Here you are, alone with twenty six Daemons about whom no one has written prior to now, or as far as I know offered their services to few if any other practitioners. I desire for this writing to serve them well so that they may encounter additional practitioners and be heard or they will remain anxious for contact. There is opportunity here, if the reader considers that their urgent need for contact may result in their excited participation.

However, Beware the Honey Pot.

THAT WHICH YOU SHOULD KNOW

These 26 Daemons are new to the reader. These are not the Daemons of the Goetia, the GV, the Rouge or the Pullet. Some are younger Daemons, newer to their lot, and tend toward erratic behavior. This is an opportunity to work with Daemons who may be eager to participate. However some are not the most experienced of servants. With that caution offered, if you were one to desire a predictable outcome in all

that you do – you would not be reading a book on the summoning of Daemons. We are all adults here....

Blood Sorcery -

One cannot expect to read work written by me without encountering **Blood Sorcery**. We are all humans connected by this fluid, the **Sacred Elixir, Blood**. Through the use of it, **Sorcery** is more powerful and effective. **Sacred Elixir Sorcery** requires that you puncture your skin or the skin of another in some way and use the **Blood** in ritual. For a more complete understanding my previous book, **Blood Sorcery Bible Volume I, Rituals in Necromancy**, is available at **Original Falcon Press**. *End of commercial.*

Sorcery Events -

Summoning, Sorcery, and related ritual tasks contributing to the completion of the task. I do not use the term 'spells'

Dark Sorcery -

All Sorcery is **dark** as it manipulates life and paths. Do not fool yourself into believing otherwise.

Disincarnate -

the dead

Daemons -

demons

Karma -

Don't waste my time with this nonsense. If we are to be powerful humans set this ridiculous notion aside and take responsibility for your own actions right here and now rather than waiting for some floating genie to sort it all out later.

Summoner -

you

Sorceress Cagliastro -

Blood Sorceress, Necromancer, me

26 Daemons

These are the Daemons with whom I have developed relationships, ongoing, private, and now public, trusted or negotiated, easy going or sneaky, but relationships nonetheless. I offer data on each of them in the following areas:

Sigil -

developed to represent the Daemon. If the drawing of the sigil is required in ritual those directives are included. If they are not, draw the Sigil in the book in which you document your work.

History/Story -

Some of the Daemons allow a glimpse into that which has created them, and that will be included wherever possible.

How to Identify -
visual description

Elements/Materials of Preference -

those elements or items that have proven to aid in the summoning of that particular Daemon. In some instances the elements are part of the summoning. Where those instructions are not listed, the recommendation is to have as many of those elements as possible in the space. When summoning they act as additional incentive to appearance.

Desires -

what they would prefer to do

Defensive Actions -

that which you can employ them to do for yourself or to others

Tributes -

gifts or actions they require from the summoner in order to do the work

Deals -

Daemons enjoy making contracts or deals to bind commitment by the summoner or for amusement. Noted

where applicable.

To Summon -

based on repeated successes in summoning

NOTE -

the following Table of Contents lists Daemon's arena of effectiveness. The work can be directed at yourself in a productive way or at another in either a constructive or destructive fashion.

The names of the Daemons have been presented to me by the Daemon repeatedly over time through sound or image. I DO NOT choose their names. When the name is a number or a combination of numbers and letters, those numbers and/or letters have been consistently presented to me by the Daemon and in those cases no other identifying moniker has been offered.

Table of Daemons:

1 MERCURICAX - effects human primal behaviors

2 G'HERY controls breathing, regrets and guilt, focusing abilities

3 HOLLOX – manipulates genetic traits and technology

4 147H – alters appearance, weight and machine- like strength

5 AYST – thief Daemon, deal maker, thug

6 BURNT – drains away color physically and theoretically with brutal calm

7 TEVID ALTIER - perfection and redistribution of extraordinary wealth

8 GOLOX – strengthens or weakens bones, balance, and ability to compete

9 Kerm - manipulation of visual images and maps

10 Fervere – manipulation of the written word, legal documents and the handling of evidence

11 EXTREME HEAT – increases speed, sexual passion, investment activities. This Daemon is forward moving momentum only. CAUTION ADVISED

12 442 – alters muscle strength and mass

13 SKIN 67 – physical protection from known and unknown attackers and detractors, sexual development

14 SUGAR – the baiter, manipulates conception and Corporeal Necromancy (CAUTION)

15 NOHG – the soldier, the assassin

16 AXE 22 – Silence, stillness, deafness and death

17 908ST – sexual prowess, shape-shifting

18 JACK 558 – Canine elements, friendship and leadership, wolf connections

19 843 – provider of sustenance (no reverse attribute)

20 HIIH – double or extreme peripheral vision, increased Sorcery abilities

21 SCREW 779 – manipulator of gravity and aging

22 PITCHER JOHN – dangerous boy-sharpens or distorts memories, ability to remember, controls bees, wasps and hornets CAUTION - HE LEAVES WHEN READY

23 FLYD GLUTD – controls freedom, escape or fleeing, use to get paroled or to imprison

24 188 – remove or cause stress and tension on individual or group

25 Serp-Hant Ave' – A delicious Daemon of Epicureanism, intentional selfishness, self- appreciation or vanity

26 CHAGATATHY – controls armies, war strategies and egos, controls the minds of soldiers and followers

ONE

MERCURICAX - effects human
primal behaviors



History/Story -

He states that he is the combined remnants of a group of slaughtered families from a military takeover of a small town in the fourth century Europe. His description produces the feeling and the mental imagery that perhaps a hundred people were slaughtered, living in family units of ten or so. The town specialized in the making of metal tools. Mercuricax grew from the seed of the last living human lifting his head and seeing all the dead around him. From that moment the human he was didn't pass to the world of the disincarnate through the proper channels. He spun in rage and gathered the fear and hatred of the slaughter and gathered the force into the Daemon Mercuricax. He says his name is a combination of all the names of the town's Elder men.

How to Identify -

He appears as a small muscular bull with a human head, and an ability to stand upright.

Elements/Materials of Preference -

Iron, vinegar, human blood on thick grass

Desires -

He performs Sorcery encouraging us to strengthen the most primal behaviors within ourselves including protection and awareness of impending danger.

Defensive Actions -

He can be called upon to strengthen the summoner or weaken those core strengths in adversaries.

Tributes -

He requires that you give feed to a starving animal. That of course is open to your interpretation.

Deals -

Deals – If you do his bidding and provide Tribute, he will perform a Desire or Defensive Action for you or on another on your behalf. His deals have never been ongoing in my experience. One deal for one action seems fair.

To Summon -

When working on yourself, bait him with any of his elements except vinegar, and use only vinegar when working to weaken another. He is enticed by a slow hand drumming on an animal skin drum. As you drum develop a beat that is

comfortable for you to use when saying his name over and over. He will be very clear if you quiet your mind and listen. He is very solitary in nature and will go when the deal is made.

TWO

G' HERY - controls breathing
regrets and guilt, focusing abilities



History/Story -

the most I can gather from the little he has said of his origin is that it is related to a connection of the final exhale of humans and animals and that the heavy sighs, tears, sadness of all sorts have been, and continue to be gathered into feeding this Daemon's energy.

How to Identify -

a mist at first, followed by a sigh and the outline of a cachectic human

Elements/Materials of Preference -

smoke from incense, ash from burnt newsprint, humid and sea air, oyster and clam shells, white flight feathers from large birds

Desires -

He keeps the summonor in the moment, in good respiratory health, and confident about one's work moving forward. He can be useful in sharpening focus where distraction occurs. Although it is not in his spoken repertoire, I get a sense that he can be of some assistance with the desire to increase Sorcery skills.

Defensive Actions -

Summon him to cause others to struggle with breathing, feel faint, lose focus on their work or mission (good for war strategies big and small), cause dizziness, worry and feel regretful to the point of an interruption of daily life.

Tributes -

Burn lightly scented non floral incense during his summoning and for several days after the work is done.

Deals -

You must have oyster shells filled with sea salt present before summoning. A night must then pass.

To Summon -

Make a dark earthy incense including cones or galls and burn it on coals within an oyster shell. Breathe in the incense until you find it is making you cough or feel discomfort in breathing. Turn away from the incense and using a pin, make a small puncture above your left breast.

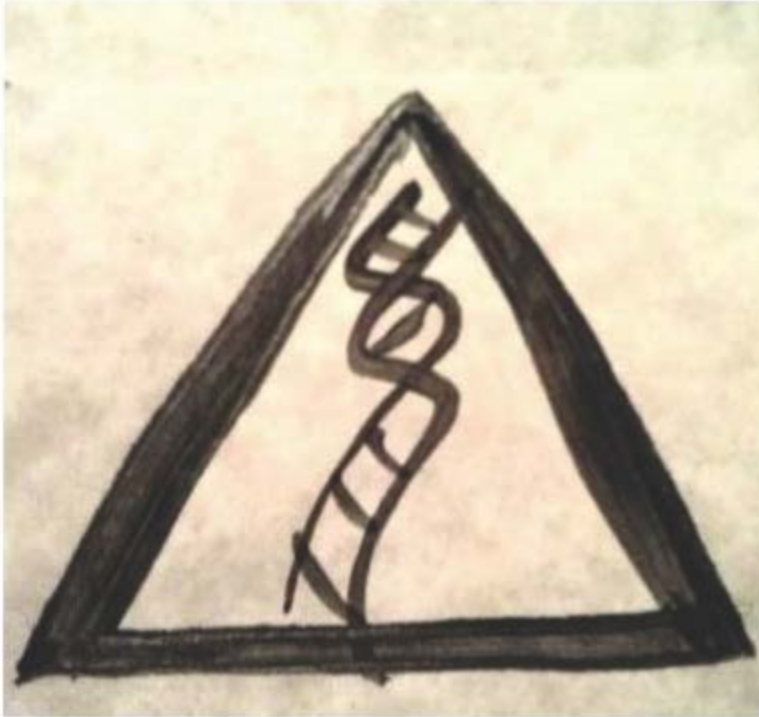
Lay flat on your back on the floor, smear the blood with a finger from your right hand, offer your right hand up and ask

him by name to “appear to me G’Hery (ga-herry) at my insistence and at this offering”

When you are done with him, smear ash over the wound and walk away with your back to the oyster shell. Do not look at it again until the shell has gone cold, then bury it along with the coal remnants and he will be gone. You must complete this task. If you do not he will linger and effect breathing in an unpredictable way for anyone in your home including your pets.

THREE

HOLLOX - manipulates genetic
traits and technology



History/Story -

He tells a story about being the result of the pain of laboratory and service animals, but his story changes frequently including stories of slaughter and animal sacrifice. The contradictions in his stories are detail based, and block the user from understanding how old this Daemon may be. Animal suffering is the consistent thread. I feel that the inclusion of laboratory animals in his story is just that, an inclusion, and that his origin precedes that human behavior.

How to Identify -

You will hear clicking followed by the scent of musk, and occasionally see the thin semi-transparent outline of what appears to be a baboon.

Elements/Materials of Preference -

willow wood, paper, semen, hair

Desires -

changes/activates genetic traits, disrupts the performance of technology devices

Defensive Actions -

Call on for identity, focus or confusion, suppression or activation of hereditary disorders. He is also helpful when trying to conceive in the face of genetic disorders.

Tributes -

Blood Sorcery is absolutely necessary.

Deals -

makes none, unpredictable duration

To Summon -

Harvest Blood from your scalp and use it to paint his sigil on leather or some kind of skin that is not dyed. When it is dry wear it against your flesh for at least 24 yours. You may find that you are nauseous during this time. Next, in a quiet place and making sure you are alone, hold the sigil to your lips, blood side facing you, and speak your desire. If you see him it will be done. Keep the sigil for future communication with him. If he does not appear he does not want any part of your request. In that case, bury the sigil deep in the earth and wait before trying again.

FOUR

147H - alters appearance, weight
and machine-like strength in humans



History/Story -

developed from vanity and the “pain and torture of 147 million mirror images.” 147H is genderless and without form. It is a Daemon comprised entirely of energy with tremendous power.

How to Identify -

You will see 147H as a three dimensional form. If 147H is reaching out to you, the number 147 will appear often in a short period of time with or without the H.

Elements/Materials of Preference -

glass, mirror, highly polished silver metals

Desires -

None have been made apparent, other than a willingness and desire to be commanded in the area of weight, appearance and strength.

Defensive Actions -

to weaken the opponent significantly in the long run

Tributes -

A new mirror must be kept in the space until the work is done, after which the placement must be of a personal

nature, such as a bedroom or sacred space for use by the summoner for a “reasonable period of time.”

Deals -

energies such as this require no additional deals

To Summon -

To summon do not eat and become as hungry as you can handle. Place yourself in a cold or otherwise uncomfortable place and state the following in a desirous tone:

**“Every bite, every morsel I taste
brings me closer to 147H”**

Then have a small bite of a favorite food. Feel yourself craving more, and when you cannot tolerate the craving any longer eat another morsel, repeating the phrase. Repeat this behavior until 147H appears. The harder you push, the greater the sacrifice between bites, the better the outcome. If 147H does not appear then wait at least 24 hours to try again. Like most Daemons, 147H will not appear unless you are sincere and the request pleases the Daemon. When 147H is present, you will hear/feel a response as if it is churning within you.

FIVE (CAUTION)

AYST - thief, deal-maker, thug



History/Story -

this is a very dark Daemon, and one should take care to make very exacting deals and stick by them. Ayst rose from the practice of cutting off the hands of thieves. **This is a very unpleasant gathering of energy.** Ayst has been in formation since the second century. He is short tempered and able to work only in small bits of time. Be very specific. This is all business; do not try to make friends.

How to Identify -

He appears as a formally dressed little boy, yet the era of his clothing fluctuates. He is sullen and his mouth does not move when he talks. He keeps his head slightly held down and raises his eyes when his thoughts are to be heard. His arms never leave his sides.

Elements/Materials of Preference -

cut wood, liver and coal

Desires -

He doesn't care about your integrity. If you say someone stole from you then he will work to justify the matter. That can work against you if you lie as there is anecdotal evidence

that he may have an overseeing Daemon who reacts to his work if it appears to be unjust.

Defensive Actions -

He punishes those who have stolen from you with flagrant displays resulting in obviously painful outcomes.

Tributes -

Oddly enough, he requires that you steal something. Choose carefully and go as benign as possible.

Deals -

He will do your bidding if you do not bother him with the minutia of how you feel about the theft. Keep to the facts.

To Summon -

Stand on a wooden block outdoors or in a room without technology, electric appliance noise, or timepieces of any kind including your cell phone. Place a piece of coal in your pocket. Stay very still with your arms at your side, head down, eyes to the floor and say something like:

**Here is to the man who took my hands
Little boy sad where he stands
Left a family with untilled lands
I take vengeance where I can**

He enjoys rhymes. When he appears using coal “write out” your desire on the palm of either hand in big overlapping letters. Be specific. He can correct the situation and/or punish the doer.

If you do not know the doer, this is the time to ask him to reveal the name. You will hear it if he knows.

If your hand begins to feel warm or burns he is willing to participate. Listen carefully and he will tell you that which you need to know and that which he will do. He will instruct you from where to harvest Blood and when he does, do it and wipe it on the coal. If he does not want to participate then he will fade away before offering these instructions. Bury the coal either way or he will stay and that is not safe.

SIX

BURNT - drains away color
physically and theoretically with
brutal calm



History/Story -

Built from the energy of death by arson. This is a female beetle with a male energy.

How to Identify -

large black, brown or dark grey beetle with one silver or shiny eye

Elements/Materials of Preference -

sand, alcohol, bitter herbs, human bones, folded paper

Desires -

to be summoned by those who can work without regret. **If that is not genuinely who you are, stop now.**

Defensive Actions -

can burn down a structure, or sap all the energy from a person or project

Tributes -

apples left at the base of trees in wooded areas before and after the summoning

Deals -

You must tell someone you did this work with him and not be dissuaded by their reaction.

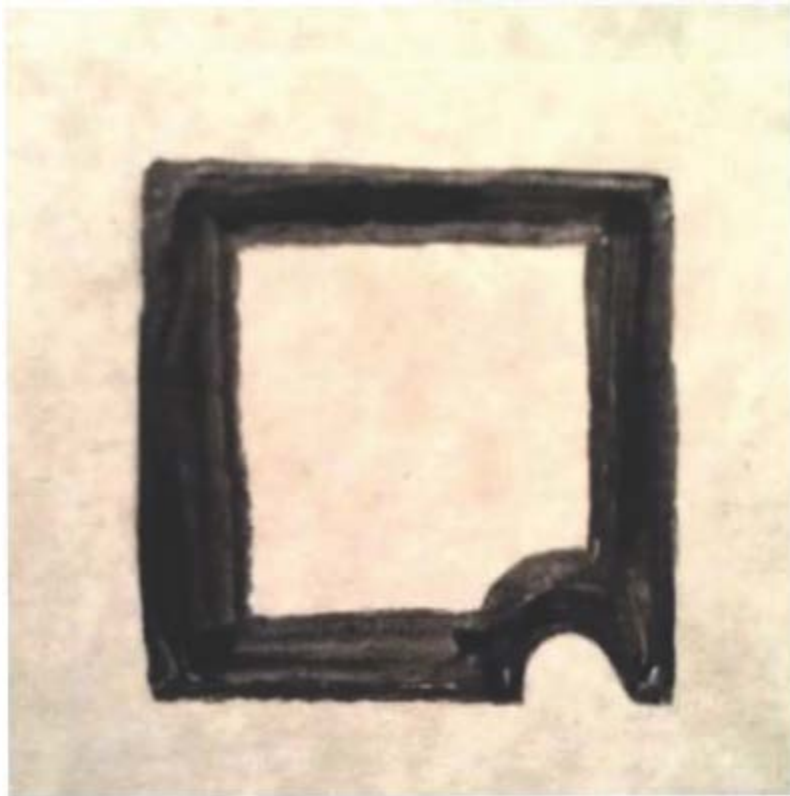
To Summon -

To properly summon **Burnt**, one should keep a beetle or at very least an Madagascar Hissing Cockroach or Walking stick, or some form or exotic beetle or bug. Obtain this creature and treat it well if you feel that **Burnt** is a Daemon with whom you will have a long term working relationship. Do not use a spider, scorpion or worm. If you cannot keep one you must find one and collect leaves over which it has walked. If you have one, place in its enclosure loose leaves that can dry out. No matter what the collection method, grind the leaves and combine them with wood incense base and rough salt crystals. Set the mixture on a rock and burn until it goes out. Take the remaining dust and draw his sigil on the outside of an empty envelope or folded piece of parchment. While doing so, say aloud that which you desire. Leave the envelope upright and opened in a place in which it will be undisturbed. Wait until 24 dry hours (no active rain or snow) and check the envelope. If **Burnt** will do your bidding, there will be a bit of dust or ash inside of the envelope. The work will happen and **Burnt** will not linger. If he has agreed you must tell someone of these events and

from where you received these instructions.

SEVEN

TEVID ALTIER - Daemon of
perfection and redistribution of
extraordinary wealth



History/Story -

derived from the human struggle surrounding the distribution of wealth, position and power, and the desire for redistribution of said attributes

How to Identify -

she is a woman of goldfish yellow skin with deep yellow gold hair and wears a white transparent dress made of what appears to be glass yet it moves with her. She is barefoot and her feet are cut in multiple places both on the top and bottom. She carries a short wand of sorts, or a stick (as I have never seen her use it in any way). It looks comprised of amber and wood.

Elements/Materials of Preference -

broken glass and wood chips

Desires -

for the summonor to achieve success, feel perfection, and obtain wealth from that moment

Defensive Actions -

she can cause another to lose focus from their work, and to experience pain in traveling (walking or standing). She can

also make art supplies attainable or unattainable. Her most delightful ability is redistribution of wealth. If you know someone of enormous wealth who has caused suffering with that wealth, summon her to deliver it to you instead. Personally I would like to have the funds that fed sub-prime mortgages and caused the foreclosure epidemic.

Tributes -

Prepare by using glass instead of plastic whenever possible. Plastic kills Sorcery and glass tunes it up.

She requires the summonor to be surrounded by glass. To be effective summon around windows, glasses, glass object of any kind OR while standing in a box of broken glass, (I won't bother with the caution here as it is obvious).

Deals -

You must finish your project, or follow through on this task or she will destroy your artistic abilities and redistribute your wealth.

To Summon -

Read Tributes for location. Break a glass or bottle. With the largest and sharpest remaining piece of glass, cut a small

incision on the back of your left thigh. Cross your legs so that the blood appears on the front side of your right leg. Write her name in the blood with a black ink pen or quill and ink. If you are using quill and ink, add a drop of your blood to the ink for additional honing. If she appears she will do your bidding. If not, she feels your desire is beneath her efforts. Re-examine your desire and improve its depth before summoning her again.

EIGHT

GOLOX - strengthens/weakens
bones, balance, ability to compete



History/Story -

His energy is derived from amputations and tomb raiding. There is an overtone of Egyptian influence in Golox.

How to Identify -

a tall staff appears, silver and blue, and in the right light one can occasionally see the holder which I have come to understand is manifested by the summoner, therefore it is different for each of us. Caution- the apparition is derived from one's fears, yet there is almost a sense of Anubis here. As I wrote this a silver staff rolled across my table and vanished.

Elements/Materials of Preference -

silver, human bone.

Desires -

to remain detached from the summoner, no friendship will be formed here

Defensive Actions -

He can empower one, or create or completely destroy another in a profound way. He is a Daemon of extremes. He is also useful when WIN is desired in a competition. He

enjoys the sounds of bones rubbing together and breaking so be careful.

Tributes -

You must agree to bury that which next dies deep in sand. Be careful, if that which next dies in your world is human that may be difficult to accomplish. I have once complied with this task by pouring sand into the casket of a deceased relative. Think very carefully before summoning Golox. The tribute is a **powerful requirement** here.

Deals -

The weight of that which is asked to be created must be, at some point, balanced with a request to destroy and vice versa. The problem with that is that we do not know when we will die, so making this agreement is tricky. I suggest one does not summon Golox until one has both a create and destroy desire at the ready and can ask for one following the other. Golox says if these directives are not followed she will cause great pain for a remaining living human with whom the summoner is deeply connected.

To Summon -

Being naked in complete privacy wearing only silver

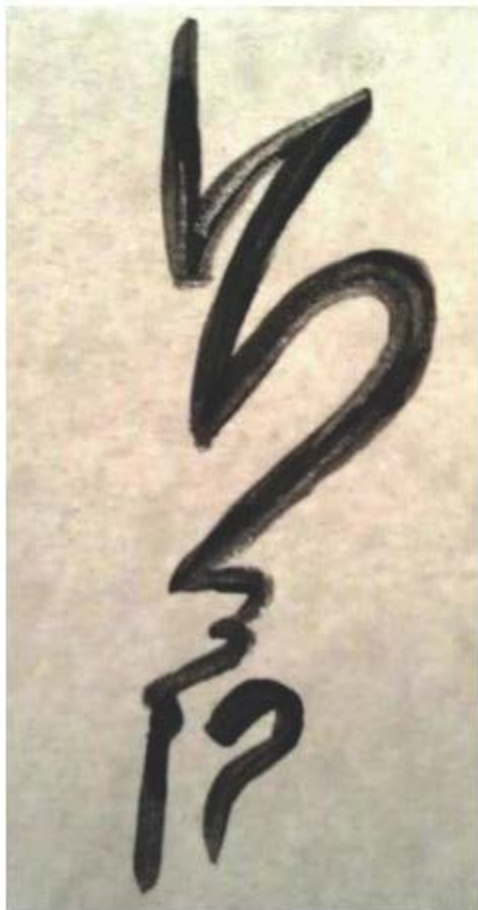
adornments, burn an incense of high tones, drink red wine
and say something like:

**Golox I cannot pretend
To care for those who wrong me
Do that which brings vendetta strong
Or
Golox create new life through birth
And make this new one tenable
Let its feet walk the earth
And remain in your name**

She will show you a staff and it will move from a vertical
position to a horizontal position if she will do your bidding.
Keep all deals and she will leave when done.

NINE

Kern - manipulation of visual
images and maps



History/Story -

twins, one male one female, human in form, created by the panic of finding oneself lost

How to Identify -

the veins on the hands become more pronounced like a map

Elements/Materials of Preference -

wax, metal measuring devices, fine parchment, tobacco, brass or bronze coins

Desires -

clarity in direction both physical and in terms of a personal path, and finding appropriate lodgings

Defensive Actions -

Use to cause disorientation, loss of safety, disrupt a path. This touches on Actuality Sorcery, using illustration or diorama for perpetual torture.

Tributes -

the sigil must be written on parchment in your Blood with a device containing genuine brass or bronze.

Deals -

you will have to spill your blood three more times, at

intervals demanded by the twins upon summoning

To Summon -

Using pre-existing objects,(as in Actuality Sorcery) or making your own from wax, wood or wire, create a diorama of the event depicting the desired outcome. Keep it in a safe and private place and DO NOT MOVE it once it is completed. When the three additional spillings of your blood is complete so will the Sorcery be complete.

TEN

Fervere - manipulation of the
written word, legal documents and the
handling of evidence



History/Story -

She is comprised of all the angst and persecution writers have experienced. Her ongoing energy is fueled by the writings of proclamations and religious decrees of damnation including misdirected prosecution through legal papers and improper evidence handling.

How to Identify -

There is a sudden appearance of red discs, similar to official large wax seals. The energy feels feminine.

Elements/Materials of Preference -

ink, dark berries, sloe berries, gold rings worn by one owner for decades, black flight feathers, blackthorn wood

Desires -

completion of written works, correction of legal documents, truth in evidence

Defensive Actions -

use defensively against libel and when someone has pirated your work and is presenting it as their own. Also useful against hurtful writings/works that put defenseless persons in danger, misuse of court documents and planted evidence.

I have used it to expose people who are involved in this sort of vile behavior. Fervere seeks justice in these matters, and enjoys a long drawn out punishment.

Tributes -

the sigil must be written on parchment in your Blood with a device containing genuine gold.

Deals -

None

To Summon -

On the best quality parchment you can obtain, write with ink including one drop of one of the following: semen, menstrual blood, or the blood of a woman who is a successful writer or artist, exactly that which you desire. Sign it in the most elaborate way that fits you. The document best serves the Sorcery when left in a book that predates the summonor's age. Leave in a library or vintage book shop book. Let the justice begin.

ELEVEN

EXTREME HEAT - increases speed, sexual passion, and investment activities, CAUTION ONLY MOVING FORWARD



History/Story -

evolved from sexual energy

How to Identify -

The sigil appears behind the closed eyes of the summoner as a slowly turning wheel with a fire burning in the center. The wheel speeds up and slows down at will. He is not kind or forgiving and wants to rush everyone through their lives.

Elements/Materials of Preference -

sulfa, ground smoky quartz crystal, shark skin, pure unscented olive oil, gunpowder

Desires -

Use to create fires and cause something to speed up, obtain sexual gratification, expertise etc.

Defensive Actions -

speeding up time can be useful if used sparingly and in very specific situations. This Daemon will allow you to do so but use sparingly. You can also remove or distort the ability for another to enjoy or perform sexually.

Tributes -

sacrificial burning, mammal materials

Deals -

For any time that is speeded up, he will ask for you to live another time twice as slowly. Listen carefully and make a wise deal if you can. For Sorcery of a sexual nature, he will ask you if he can enjoy some of your Blood. Remember to demand that he tells you exactly what he intends to do with that Blood. You don't want it set down at a crime scene. He will keep his word if you demand he say so aloud.

To Summon -

The sigil must be scratched into your body somewhere below the waist, hidden, and must be allowed to become irritated. Use a sterile object for the scratching. Overheat yourself in some way, bring yourself to a frenzy through tears or dance or whatever works for you. Keep your eyes closed and use this phrase to demand the action.

**Time is attached to heat
And burns with equal frequency**

When you see the sigil behind your closed eyes, the deal will be offered. Stay quiet and still and agree only to that which you can handle. If you break the deal you will not be

completely well ever again. Work carefully here. If the deal is satisfactory the Daemon will leave you alone and complete the task. Do not tend the wound of the sigil for 24 hours.

TWELVE

442 - alters muscle strength
and mass



History/Story -

this Daemon is the result of injury to muscles and to discarded dead animals. That is all that has been revealed. It is also secretive about its gender. It may be genderless.

How to Identify -

the number 442 will appear either forward or backward in a red circle

Elements/Materials of Preference -

Human Blood, not venal blood

Desires -

442 seeks to feed upon the Sorcery you perform and develop into a named Daemon. Everyone gets paid.

Defensive Actions -

causes muscle strength or weakness, development or destruction

Tributes -

sigil written on wood in your Blood which has been harvested by puncture

Deals -

442 demands physical exertion beyond any point of which

you have exerted yourself previously. Together define what that means specifically for you.

To Summon -

The summoning of this Daemon occurs over time. Draw this sigil with your blood daily repeating your desire. When desire is fulfilled follow the deal agreement. If you do not 442 may reverse the outcome to less than you had when you began as this is an unstable Daemon in the process of gathering greater energy. Caution: Daemons with unstable energies often provide the quickest outcomes as they are proving their worth - there may also be some uncontrolled tangent energy. The gain is that you will learn Daemon control through working with these sorts of Daemons.

THIRTEEN

SKIN 67 -physical protection from
known/unknown attackers/detractors,
sexual development



History/Story -

Result of a medical fertility experiment in the nineteenth century. This Daemon is female.

How to Identify -

A shield appears, and it is accompanied by an overpowering scent of raw fish and oil.

Elements/Materials of Preference -

vodka, gin, rose water, metal fasteners

Desires -

all forms of protection, growth and development of one's own eroticism

Defensive Actions -

Summon Skin67 to combat another's invasive vanity or actions, or to the detriment of one who constantly criticizes. This Daemon is effective against people who chip away at one over time yet is also able to distract potential attackers in real time on a physical level. Use also for sexual development or manipulation.

Tributes -

to appease her you will have to shave off a small piece of

skin, put it in a vial, and cure it with vodka. It must be kept prominently on your workspace. She must know you did this thing for her to be summoned again.

Deals -

She may ask for things such as desiring that you drink alcohol more frequently or shatter glass jars. Her demands seem random.

To Summon -

Drink one of her materials of choice until you begin to feel the effects of the alcohol. Observe your face closely in any mirror that is bigger than your head. Stay in that observation until you have reached the point where you are experiencing visual distortion.

Shave off a piece of your skin. Place it in a vial and pour vodka into the bottle to preserve it.

Pour vodka over the area of your skin you have shaved for the tribute. When the pain begins, demand her services. She will speak to you directly.

To summon her again at a later date, pour the alcohol over the same spot (no need to shed more skin) and present the vial for her to notice.

FOURTEEN

SUGAR - the baiter, conception
manipulator re: fertility and
Corporeal Necromancy (CAUTIONS INCLUDED)



History/Story -

She is a Daemon from a life of slavery. She comes from the struggle of women who were abused in that situation. She deals with the terror and the lives of the unborn

How to Identify -

She is a simple female silhouette in a white dress. She always appears in a three quarters stance, never revealing her face full on. She quite clearly states her name.

Elements/Materials of Preference -

white fabric, sterling silver, granite, tulips

Desires -

to have control over conception

Defensive Actions -

She can be summoned when one wants to control conception, or when one wants to bait someone into participating in conception.

Tributes -

Tend to graves of infants left in disrepair.

Deals -

If you ask to conceive you must be serious about taking forever care of the child. She will torture your life if you do not follow through.

To Summon -

Whether you are male or female, you will need another woman to join you in this work. If the sorcery is for fertility, ideally the woman who is participating should be the person who is trying to conceive. If you are the intended parent (mother or father), you will still need to do the ritual on the other woman and let the rhyme reflect that you are the person for whom the work is to be done.

First soak cotton fabric in a mixture of milk and menstrual blood, let it dry and tear it into strips. The summoner must tie the strips together to make a knotted binding rope. It must have an odd number of pieces and must be at least three feet long. Ask the woman who is assisting to lay on the floor in the fetal position. Her ankles must be bare. Leave a few inches hanging and use the binding tie to tie her ankles together in a figure eight motion, finishing by tying the final end to the piece left hanging in the beginning. Draw the sigil

on both of her shins with your finger dipped in whole milk. Breast milk would be ideal for the task but can be difficult to obtain.

She speaks in rhyme, so I wrote a little rhyme to summon her. You can of course write your own. Chant your rhyme, (or this one) adding specifics if you like.

**There is a child sleeping in the dark
Bring her forward bring her on
Maybe it' s a boy maybe it' s twins
Bring it forward everyone wins**

Work yourself into a more involved/committed state of mind as you repeat your chant, and cut the ties with a sharp knife at the crossover point. Gather up all the pieces and use them to wipe the milk from her shins. Bury the rags in the grave of a stillborn. That detail is very important. Tell the individual who is to conceive to begin having sex or in-vitro (or whatever method they are using) once the rags are in the ground for two sunsets.

EXPERIENCED NECROMANCERS ONLY:

FOR CORPOREAL NECROMANCY by method of **rebirth** – include the name of the identity you desire to be reborn in the rhyme. For **CORPOREAL NECROMANCY NOT THROUGH REBIRTH**, do all the same, use **VENAL BLOOD** instead of menstrual blood and bury on the grave of the individual you intend to raise. **BE CAREFUL OF THAT WHICH YOU WISH FOR. THE ONE YOU RAISE WILL NOT BE CONTROLLABLE AND IF YOU KNEW THEM, THEY WILL NOT BE AS YOU REMEMBER THEM. PUTTING A RAISED DISINCARNATE BACK IN THE GRAVE IS NO SIMPLE TASK AND REQUIRES A SACRIFICE YOU MAY NOT BE WILLING TO MAKE.**

FIFTEEN

NOHG - the soldier, the assassin



History/Story -

the sorrow of death on the battlefield and the tears of the parents who mourn their children. The era of his origin is not clear but his mannerisms are not modern. **CAUTION THIS DAEMON CAN POSSESS YOU, SUMMON ONLY IF EXPERIENCED.**

How to Identify -

Nohg first appears as a hot wind stinking of rot. If he stays, and he rarely does, wait quietly until you can see a metallic outline of man.

Elements/Materials of Preference -

Long pins, sharp knives, yew wood shavings, linen

Desires -

to let the dead know that they are dead

Defensive Actions -

Summon him for death Sorcery, insanity Sorcery, or to induce life destroying sorrow.

Tributes -

caretaking of military gravesites

Deals -

You must tell someone of your work with him and they must keep the secret. It is tricky as you may have to make a side deal with the listener to make sure the deal is kept. Daemons like Nohg create these webs of deceit.

To Summon -

Boil yew wood. DO NOT DRINK. Drop a small live fish and a live worm into the hot liquid. Using a long thick pin, pierce your skin in an area where this piercing will cause the most anxiety for you personally. Add three drops of your Sacred Elixir into the yew water and watch as it mingles with the deceased fish and worm. Stir it with the same long pin. Remove a few drops of the mixture and place it into a small vial of new mixture sit for a the experience. finger) to the ink and draw the sigil in mirror images (on your left pointing left and on your right pointing right) on the top of your feet. Let them dry. Sit quietly for a few moments then call to him in a deep voice leaning on the OH part of his name. Listen for a response from a low rumbling voice. State your demands with authority. Wait for silence. If he spoke to you the deed is now in play. Allow the sigils to wear off (do not wash them off). During this time remember and perform the tribute and

the deal **or he may choose to possess you.**

SIXTEEN

AXE 22 - Silence. stilling,
deafness and death



History/Story -

This Daemon came to me in a rage when I needed to see just such a creature. He was one of the first I met in this particular group of 26. He offered his services to me when I needed to still a detractor whose actions were no longer acceptable.

How to Identify -

He has the black gauze look of a Dementor from a Harry Potter film, but he stays close to the ground. If that reference seems silly, then you are not a Sorcerer who understands that inspiration and Sorcery input is just as possible from modern works as ancient ones.

Elements/Materials of Preference -

iron, salt water, venal blood, crunching sounds

Desires -

to do the bidding of the summoner

Defensive Actions -

to do the bidding of the summoner

Tributes -

Venal Blood left in open air for him to smell

Deals -

You must ask for specifics and act within the amount of time told to you by this Daemon. He may ask you to travel either literally or through time or dimensions. He is wild and brash and each interaction is a new beginning.

To Summon -

Consult a phlebotomist as you will need a vial of venal blood. Get it, paint his sigil as this sigil is, more so than most, an impression of what he appears to be, a twisted energy with what appear to be hand wrought iron points at each end, almost as if he is a life sized garrote. Using your blood mixed with a bit of black ink (gall ink if possible) draw his sigil on something made of iron. Tie the item to the end of a rope or some kind of hand-made or rustic length of cord, and swirl like a dervish saying his name repeatedly in a strong voice giving the number as much energy as the word. As you spin you will encounter an area of the spin where the iron item slows down or seems to get snagged. That is AXE22 trying to snatch the venal blood. From this you will get an understanding of where he stands so you are sure where to stop. Face him and tell him you will trade the blood for the

task. Lay the item down close to him. If he accepts your request it will move or become damp. Listen carefully. When you have heard any demands and made agreements leave the item where it is so he may fondle it and scrape off some of the venal blood. Then throw the item into a body of salt water. If you are not near an ocean, send it in a paper envelope to someone who is and tell them not to open it – just throw it in.

SEVENTEEN

908ST sexual prowess,
shape-shifting



History/Story -

A Daemon of sexual energies, who I witnessed rising from a corpse of a slain sex worker at the Office of the Chief Medical Examiner when visiting in 2003.

How to Identify -

any or all three of either a group of various birds, a woman in a feathered headdress, a disembodied high pitched laugh

Elements/Materials of Preference -

feathers, Blood from the human torso, sea water, civet

Desires -

to create a continuous sexual energy and allow for abilities in shape shifting

Defensive Actions -

use to control another's sexual desires or to shape shift

Tributes -

give money to sex workers without receiving services

Deals -

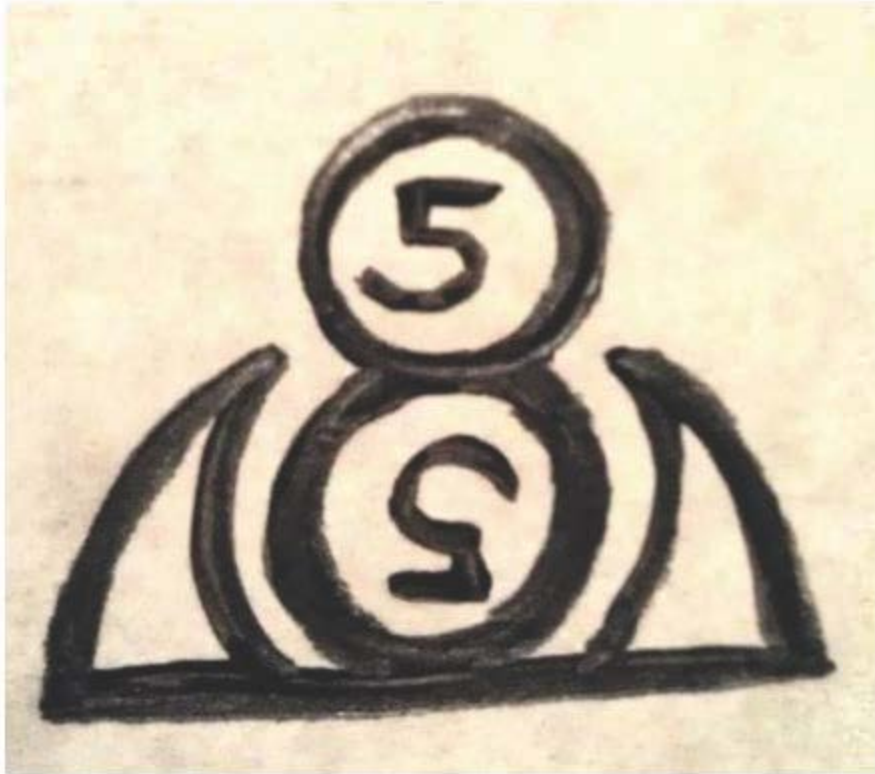
None

To Summon -

best summoned during sexual activity. You need not tell a partner but when she appears your partner may see her and that may create upset or confusion. Best if you call to her by tracing her number in the combined sweat or body fluids of you and your lovers. Saliva will do as well. Tell her of your desires. When you see her the agreement is made. She will not stay. Keep up your end of the tribute.

EIGHTEEN

JACK 558 - Canine elements, wolf connection, friendship and leadership



History/Story -

He is formed from the bonds of canine to human and the

deaths of dogs both wild and domestic. He is a young Daemon, not in years but in experience with humans, and is in on-going development. He told me that he has been wandering since 1493, and is bothered by this modern day development in which dogs are killed for lack of homes. He does not grasp a world where packs of dogs cannot roam free.

How to Identify -

He appears as a medium sized mixed breed with ears that tip at the top. His snout looks like a Irish Wolfhound but his body and legs are too short for the breed.

Elements/Materials of Preference -

bones, crushed beetles and river fish

Desires -

to create a visceral bond between dogs and humans, restore friendships, protection

Defensive Actions -

to teach a dog how to protect you and remain unhurt, protection from someone who appears to be a friend but is not, **protection in cases of domestic violence**

Tributes -

He best serves you if you are in service to canines. This is not the Daemon for cat people. He seems to look at a person's life history with dogs and serves them thusly.

Deals -

an overt act of generosity to a canine, (adoption, food, medical bills or support in some way)

To Summon -

Obtain as many of his elements as possible and sit with your legs crossed and your head down in a quiet place. If you have dogs do not add them to this scenario. Think of his name. In your mind offer him these foods and imagine his presence. He will appear calmly and quietly, at a distance at first. If he feels trust he will come closer and you will see movement in the elements you have left for him. Speak gently as you would to a feral animal. Do not make eye contact. Allow him to eat or sniff the elements if he desires. When trust is gained and he has agreed to help, you will feel him brush up against you. The more contact he makes with you the more he will do for you. When you are done, wait for him to leave the room but if it goes well that could be a while as once he

chose to sleep with his head on my thigh and I was there several hours. Once you contact him the first time, he will make it easier each time you call upon him. Give the remainder of his food to the forest or to an animal in need.

NINETEEN

843 - provides pleasure, sustenance



History/Story -

this Daemon makes reference to points in history that have led me to think that this Daemon is no less than 3000 years old in formation. He rose from the “loss of food during a great flood”.

How to Identify -

the appearance of his number

Elements/Materials of Preference -

raw meat, semen, female arterial blood or blood from an injury to the face or chest (also must be female)

Desires -

to provide pleasure and sustenance

Defensive Actions -

to create sexual tension

Tributes -

none

Deals -

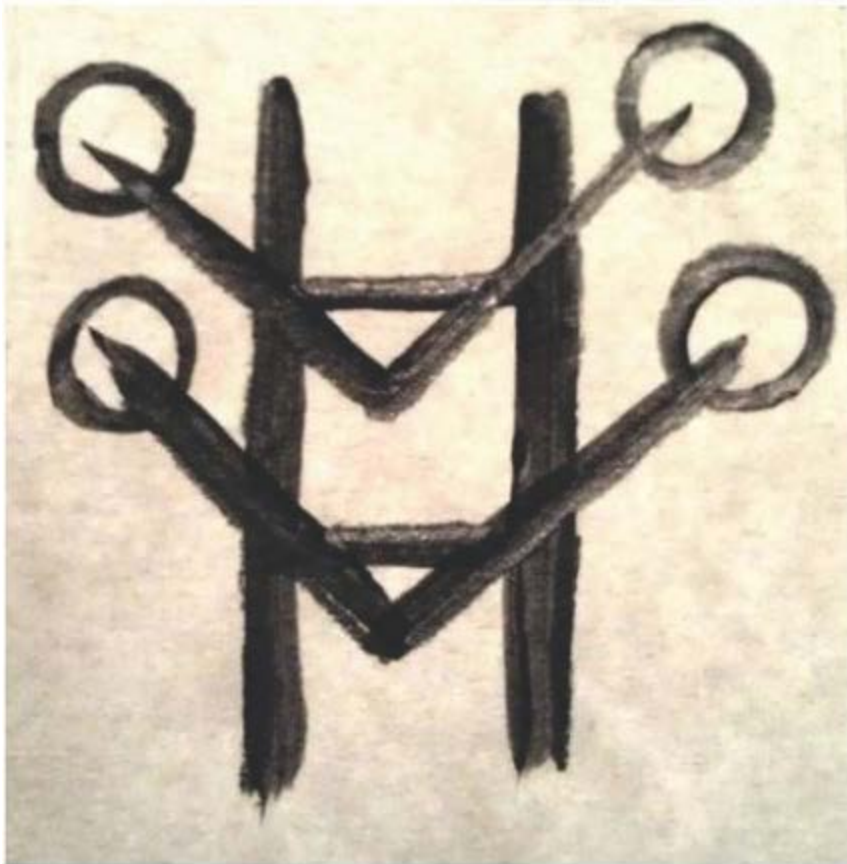
give food or pleasure to someone who is in need, create some level of comfort to those who have very little

To Summon -

Summon exactly as one would Daemon number 17, 908ST.

TWENTY

HIHH- double or extreme
peripheral vision, increased
Sorcery abilities



How to Identify -

you will begin to experience dizziness and notice a metallic scent

Elements/Materials of Preference -

steel, aluminum and leaded glass

Desires -

fame, to be seen, and to raise the summoner's abilities in the areas of Sorcery and Necromancy. Hihh wants to be a visually present Daemon and seeks usage to increase his power and presence.

Defensive Actions -

to create confusion or distortion and to make another's Sorcery turn back upon them.

Tributes -

wearing and surrounding yourself with leaded glass objects especially when summoning him

Deals -

very private and individual

To Summon -

make a small incision from the center part of your scalp. With the middle finger of either hand drag the blood down through your forehead, down the center of your nose, through your lips and chin, and continue to the base of your neck, dividing your face in two with this line. With the tip of your finger draw his sigil large scale (the sigil will be invisible as you will not actually be drawing it with the fluid) and lay face down in it. Turn your face from side to side in intervals of twenty counts, repeating his name and demanding his service. At one point you will feel a sudden urge to flip over on your back. When you do you will see some form of a ladder or web that appears to be made of chain. Inside of your mind, climb in. The rest is between you and Hihh.

TWENTY ONE

SCREW 779 - manipulation of
sanity, gravity and aging



History/Story -

This Daemon is the result of the fear during an airplane crash in 2005. She is the combined energy of fear and not knowing she has died. She is still a bit confused and can be unpredictable.

How to Identify -

She appears as a thin woman in clothes torn up from the crash. She is carrying a paper bag with the bottom ripped out labeled SCREW779. Occasionally she is carrying a broken cup or phone. I have seen both.

Elements/Materials of Preference -

gold, diamonds, watches

Desires -

seeking clarity

Defensive Actions -

Summon her to create insanity, confusion, or to change the age of yourself or others. Her energy is also helpful in issues where manipulating gravity is helpful. Once the Sorcery Event is in motion you must take charge, as SCREW779 is not very capable in the areas of continuity or completion.

She will push back and create confusion if not monitored.

Tributes -

I suggest keeping one of her elements available for her to use or have at her disposal so she can focus on it, but I have never seen her pick one up.

Deals -

she has never asked for a deal

To Summon -

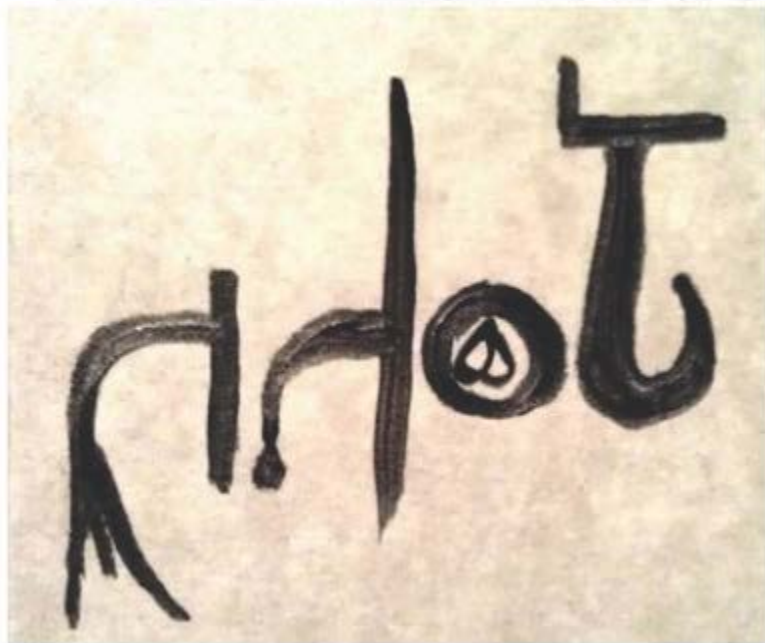
Wrap a broken doll in a small blanket and sing to it as if you are in mourning. As you do this, write her number, 779 frantically on some kind of dated material such as a newspaper; this is how I discovered her. The number came to me and I was writing it repeatedly on the NY Times. I didn't know why but I felt it was important. The broken doll was on its way to be fixed. She attached to it and I had to bury it. Once she is in the room, tell your desires to her as if engaging her in a story. Ask her to repeat sections for clarity. She is like a lightning bolt, an amazing jump start. Her energy hits the circumstance and gets it moving. She is not capable of long term interaction.

TWENTY TWO

PITCHER JOHN - He is a

dangerous boy who sharpens or
distorts memories, removing the
ability to remember anything. He
controls bees, wasps and hornets, and
leaves when he is ready to go.

CAUTION HE CAN POSSESS YOU OR YOUR BONE



History/Story -

He has not been clear about his origin, as his deception and need for illusion seems to be a vital part of his personality. He is dangerous to work with and one should not summon him for Sorcery unless one has established a relationship with him. He can turn on the Sorcerer if not handled. I have a sense that he is from the 1920's Scotland

How to Identify -

He is a small knotty strong boy carrying a clock and a knife. The clock looks like a large pocket watch and the knife is quite primitive. He is often followed by flying insects with stingers.

Elements/Materials of Preference -

iron, magnets, clockwork pieces, glass lenses, agitated bees or wasps

Desires -

to control our memories and our ability to decipher them

Defensive Actions -

use to control or change another's memories and to cause bees, hornets and wasps to swarm or leave

Tributes -

All I know here is that he enjoys the sound of train whistles.

Deals -

he will make a deal with you and I suggest you keep to it.

To Summon -

invite him to visit with you often by creating a black box filled with his elements. Paint his name backwards on the box, just as in his sigil. Leave it for him and say Hello John every time you pass by the box, After a period of time you will notice him hanging around the box, eventually playing with its contents. You may hear the buzzing of stinging insects but they cannot harm you, He can however call upon living stinging insects to attack if provoked. Speak to him calmly as one would speak to a lunatic with a gun. As you eventually gain his trust you can ask him for a favor in his area of expertise of memory distortion and the swarming of stinging insects. If you get to know him well enough he will use his swarming skills in other ways. Be creative in that area. That is how to deal with this Pitcher John.

TWENTY THREE

FLYD GLUTD - controls
freedom, escape or fleeing, use to
parole or imprison



History/Story -

Developed through the combination of tortured prisoners and those fleeing from natural disasters. This is a strongly masculine Daemon. It is useful to get prisoners out, shorten the sentence, enhance the possibility of parole, and resolve kidnappings. Also useful for getting a speedy divorce or helping to vacate a position you desire.

How to Identify -

He is a tall thin man of neat attire

Elements/Materials of Preference -

iron, keys, sound of machines grinding metal

Desires -

to live off the energy of those who are fleeing, or those who are captured and planning escape

Defensive Actions -

Call upon his abilities to rid yourself of or detain an individual.

Tributes -

none

Deals -

for that which you keep you must also set free

To Summon -

Paint his sigil in black on an iron or rusty surface. Place hot coals on the same surface and sprinkle bits of iron filings and cooking herbs onto the hot coals. Shake keys and ask for his help. It is that simple. If he attends he will stand still before you, make direct eye contact and wait for you to speak your desires. Communicate directly with him. As he does not desire to be kept, he will leave when done.

TWENTY FOUR

188 - remove or cause stress and tension on individual or group



History/Story -

I call this Daemon 188 because it told me that 188 is how much stress weighs. It did not use any other measurement so I do not know if that is a physical measurement such as ounces, or another meaning of the term weight. 188 may be genderless as it is not clear. It sounds masculine both in tone and demeanor but leaves no additional clues.

How to Identify -

188 is a red light which pools at the bottom like the shape of a goblet.

Elements/Materials of Preference -

frayed wire, coarse rocks, black sand, lava rocks, broken locks that will not open

Desires -

to control the tensions and stresses between humans

Defensive Actions -

Use to cause chaos, stress or tensions for an individual or amongst a group of humans. This Daemon does not work on animals.

Tributes -

you must work silently when summoning him

Deals -

He has never asked for one yet there is always the chance that he may.

To Summon -

This may seem overly simplified, but it is just this. Paint his sigil with red paint or ink upon any of his elements. He presented the sigil in the red light so it comes directly from him. Sit quietly and wait to feel interrupted by a nervous or chaotic feeling disturbing the quiet. You will see the red light. Ask him for that which you desire. When you are done, remain still until you are once again calm. Keep the sigil for your altar/workspace to use again when summoning him.

TWENTY FIVE

Serp-Hant Ave' A delicious

Daemon of Epicureanism, intentional selfishness, self-appreciation and a well-developed sense of vanity, drawn by those who have put their own needs before the needs of others.



History/Story -

This androgynous Daemon is the de Sade of the group, enjoying both genders. Serp-Hant Ave' is the envy of all.

How to Identify -

Serp-Hant Ave' appears as one may think of Mozart, slight, strong, gender bending, moody, giddy, brilliant, perplexing and mystical all at once.

Elements/Materials of Preference -

silk, beautiful stones, beads, amber, garnets, brightly colored lizards, ivory, figs, fur

Desires -

to make decadence, beauty and joy prevail

Defensive Actions -

can make these temptations drive a person to madness

Tributes -

shiny beetle's wing in a beautiful glass container

Deals -

none

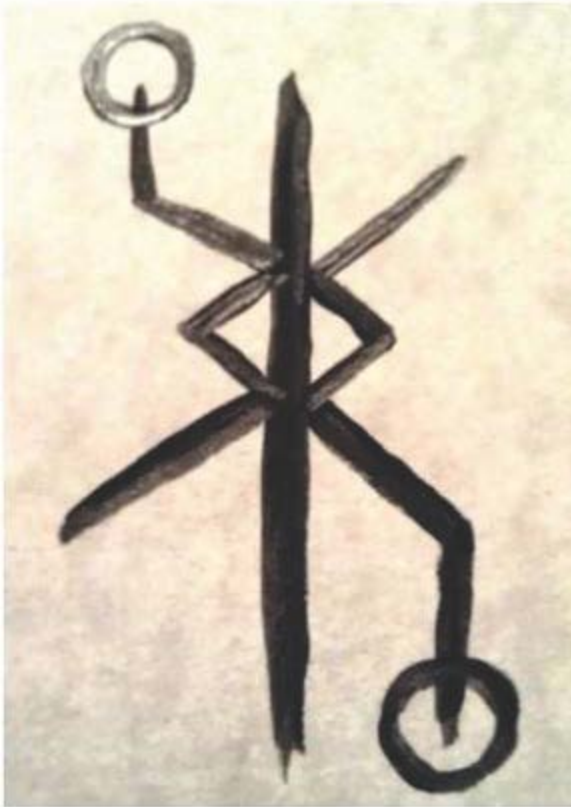
To Summon -

This is Actuality Sorcery

(which will be the subject of the next little book, **Book B**, Actuality Sorcery). Dress brilliantly, drink your finest spirits, engage in your favorite company, eat the best food you can find etc..... When you are completely in the moment of this sort of enjoyment, paint the sigil of Serp Hant Ave' with white paint on silk with a sable or other high quality brush. While doing so discuss your requirements as if chatting with aristocracy in high dress at the opera. Your hand will paint other symbols or letters with the white paint moved by Serp Hant Ave'himself. Your answer will be clear. Serp Hant Ave' will not linger. The deed will be done and you will see results quite soon. Caution – each time you summon this Daemon you must raise the bar of decadence.

TWENTY SIX

CHAGATATHY - manipulates
armies, war, ego, controls other
Daemons and the minds of soldiers,
and followers



History/Story -

An 'associate' of NOHG, who has chosen to go on to a more controlling and cerebral approach

How to Identify -

he appears as a swirl of ash first then a large bear-like animal.

Elements/Materials of Preference -

none noticed

Desires -

to be consulted when other Daemons have gone rogue

Defensive Actions -

grabs holds of other Daemons when they are acting in a manner dangerous to the doer

Tributes -

none that has been noticed

Deals -

His deals are also made with other Daemons if they have gone rogue. His deal with you will come on the third night you sleep with the sigil on your chest.

To Summon -

Summon him exactly as you would summon Daemon 15 NOHG, with one exception. Paint his sigil only once upon parchment and wear it under your clothes over your heart for three days with the sigil facing your skin. After three days and nights, remove it and burn it to ash. The deed and his work will be done. He will not possess you but he may turn the work on you if you do not keep the agreement.

26 Daemons, Book A in the Topic Book Series. The next book in the Topic Book Series will be Book B. Actuality Sarcery. the use of Blood Sarcery in Actuality Sarcery Events

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26

Daemons