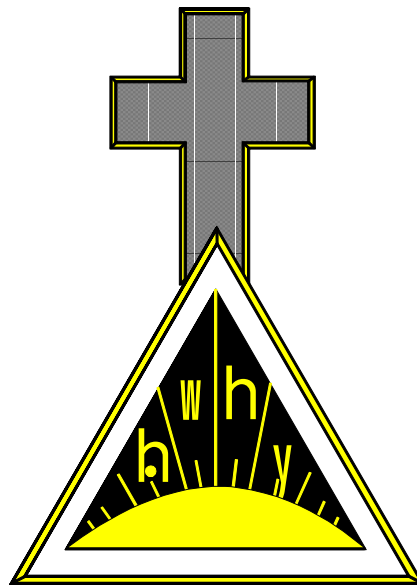


The Hermetic Order Of The
GOLDEN DAWN^{Intl.}

GEOMANCY

PART ONE



THEORICUS 2=9

Geomancy is probably the oldest form of divination known to man. Some historians believe that geomancy began in ancient China, or some place in the Far East. Others seem to think that it may have originated in Africa or in some areas of the Middle East. It really doesn't matter where geomancy began. The fact of the matter is, however, that it is an extremely accurate way for divining any particular answer.

One of the problems that we often run into is the fact that those who are studying the esoteric traditions and Mysteries often skip over or underestimate the use of geomancy. This is a tragedy simply because geomancy is such a precise form of divination. Overall, geomancy, as far as a divinatory process, far outweighs most other methods.

In the Theoricus grade, we will introduce you to geomancy with this lesson. However, the method of its use will be omitted until the next grade. It is very important that the houses and their meanings be memorized for effective use of the operation. Such a procedure calls for thorough knowledge of what each house signifies. Doing this will establish a clearer view of geomancy and its method, simply because geomancy and the houses are closely related. Furthermore, in this grade you'll need to memorize the rulers of the planets. These rulers will be used in accordance with the actual method of divination. So, all in all, the necessary materials to be familiar with include the memorization of the geomantic figures, their meanings, their attributed zodiacal sign, the element of the figure, and the ruler of the planet. These are the main correspondences that must be committed to memory for an effective geomantic divination.

Geomancy is basically the various groupings of odd and even points that come together in four lines. Of these there can only be obtained sixteen possible combinations. Therefore, we take these combinations of odd and even points and arrange them on four lines, which then relate to the sixteen figures of geomancy. As for the memorization requirements of this grade, you will use the knowledge of the points already stated above.

Two figures are attributed to each of the seven ancient planets. The remaining figures are attributed to Cauda and Caput Draconis, the tail and head of the Dragon respectively. These are otherwise known as the North and South Nodes of the Moon. In addition to each particular planet and sign, certain ruling genii are also attributed. We can equate the genii to each particular sign and planet.

In this lesson we are going to give you the particular geomantic figure as it pertains to falling in a particular house. In the Practicus grade you will learn how to determine which house or sign a geomantic figure would fall under. It is not necessary to memorize all of the explanations that fall under each of the houses, however, it is important that you familiarize yourself with some of the main headings. In any case, the elaborate information is here for any future reference.

Here is the table of the geomantic figures as they pertain to the twelve houses. Under the heading of each figure is stated the general effect of the figure regardless of the house.

ACQUISITO

Generally good for profit or gain.

1. Happiness and success in all things.
2. Very prosperous.
3. Favor and riches.
4. Good fortune and success.
5. Good success.
6. Good, especially if agreeing with the Fifth house.
7. Reasonably good.
8. Rather good, but not very. The sick shall die.
9. Good in all.
10. Good in suits, very prosperous.
11. Good in all.
12. Evil, pain and loss.

AMISSIO

Good for loss of substance and sometimes for love, but very bad for gain.

1. Ill in all but for prisoners.
2. Very ill for money, good for love.
3. Ill end, excepting quarrels.
4. Ill in all.
5. Evil except for agriculture.
6. Rather evil for love.
7. Very good for love, otherwise evil.
8. Excellent in all questions.
9. Evil in all.
10. Evil except for women's favors.
11. Good for love, otherwise bad.
12. Evil in all.

FORTUNA MAJOR

Good for gain in things where a person has hopes to win.

1. Good, save for secrecy.
2. Good, save for sad things.
3. Good.
4. Good in all, but melancholy.
5. Very good in all.
6. Very good, except for debauchery.
7. Good in all.
8. Moderately good.
9. Very good.
10. Exceedingly good, contact superiors.
11. Very good.
12. Good in all.

FORTUNA MINOR

Good in any matter in which a person wishes to proceed quickly.

1. Speed in victory and in love, but choleric.
2. Very good.
3. Good, but wrathful.
4. Haste, rather evil except for peace.
5. Good in all things.
6. Medium in all.
7. Evil, except for war or love.
8. Evil generally.
9. Good, but choleric.
10. Good, except for peace.
11. Good, especially for love.
12. Good, except for alteration, or for suing another.

LAETITIA

Good for joy in the present or yet to come.

1. Good, except in war.
2. Sickly.
3. Ill.
4. Mostly good.
5. Excellently good.

6. Evil generally.
7. Indifferent.
8. Evil.
9. Very good.
10. Good rather in war than in peace.
11. Good in all things.
12. Evil in general.

RUBEUS

Evil in all that is good and good in all that is evil.

1. Destroy the figure if it falls here.
2. Evil in all demands.
3. Evil, except to let blood.
4. Evil, except in war and fire.
5. Evil save for love, and sowing seed.
6. Evil, except for blood letting.
7. Evil, except for war and fire.
8. Evil.
9. Very evil.
10. Dissolute. Love, fire.
11. Evil, except to let blood.
12. Evil in all things.

TRISTITIA

Evil in almost all things.

1. Medium, but good for treasures and fortifying.
2. Medium, but good to fortify.
3. Evil in all.
4. Evil in all.
5. Very evil.
6. Evil, except for debauchery.
7. Good except for inheritance and magic.
8. Evil, but in secrecy good.
9. Evil, except for magic.
10. Evil, except for fortifications.
11. Evil in all.

12. Evil, except for magic and treasure.

PUELLA

Good in all demands, especially relating to women.

1. Good, except in war.
2. Very good.
3. Good.
4. Indifferent.
5. Very good, but notice the aspects.
6. Good, but especially so for debauchery.
7. Good, except for war.
8. Good.
9. Good for music, otherwise medium.
10. Good for peace.
11. Good, and love of ladies.
12. Good for all.

PUER

Evil in most demands, except those relating to war and love.

1. Indifferent. Best in war.
2. Good, but with trouble.
3. Good fortune.
4. Evil, except in war and love.
5. Medium good.
6. Medium.
7. Evil, but in war.
8. Good, but in love.
9. Evil, except for war.
10. Evil, except for love and war. Most other things medium.
11. Medium, good favor.
12. Very good in all.

ALBUS

Good for profit and entering into a place, or undertaking.

1. Good for marriage. Mercurial. Peace.
2. Good in all.
3. Very good.
4. Very good, except in war.
5. Good.
6. Good in all.
7. Good, except for war.
8. Good.
9. A messenger brings letters.
10. Excellent in all.
11. Very good.
12. Excellent, wonderful, good.

CONJUNCTIO

Good with good and evil with evil. Recovery of things lost.

1. Good with good, evil with evil.
2. Commonly good.
3. Good fortune.
4. Good, save for health. See the 8th.
5. Medium.
6. Good for immorality only.
7. Rather good.
8. Evil, death.
9. Medium good.
10. For love, good. For sickness, evil.
11. Good in all.
12. Medium. Bad for prisoners.

CARCER

Generally evil. Delay, binding, bar, restriction.

1. Evil, except to fortify a place.
2. Good in Saturnine questions, else evil.
3. Evil.
4. Good only for melancholy.
5. Receive a letter within three days. Evil.
6. Very evil.
7. Evil.
8. Very evil.
9. Evil in all.
10. Evil, save for hidden treasure.
11. Much anxiety.
12. Rather good.



Injurious to the goodness of other figures generally, but good for journeys and voyages.

1. Evil, except for prison.
2. Indifferent.
3. Very good in all.
4. Good in all, save love.
5. Voyages good.
6. Evil.
7. Rather good, especially for voyages.
8. Evil.
9. Indifferent. Good for journeys.
10. Good.
11. Very good.
12. Excellent.



Good with evil and evil in good. Good for loss and for passing out of an affair.

1. Destroy the figure, makes judgement worthless.
2. Very evil.
3. Evil in all.
4. Good, especially for conclusion of the matter.
5. Very evil.
6. Rather good.

7. Evil, war, and fire.
8. No good, except for magic.
9. Good for science only. Bad for journeys. Robbery.
10. Evil, save for works in fire.
11. Evil, save for favors.
12. Rather good.

CAPUT DRACONIS

Good with good; evil with evil. Gives a good issue for gain.

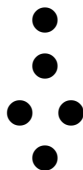


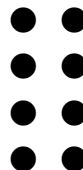

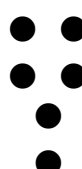
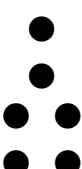
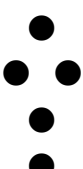
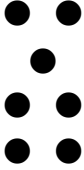
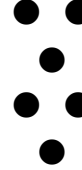
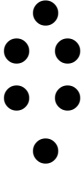
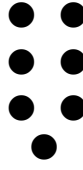
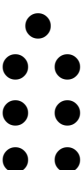
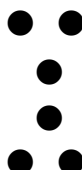
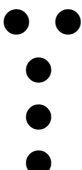
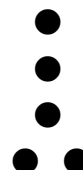
1. Good in all things.
2. Good.
3. Very good.
4. Good, save in war.
5. Very good.
6. Good for immorality only.
7. Good, especially for peace.
8. Good.
9. Very good.
10. Good in all.
11. Good for the church and ecclesiastical gain.
12. Not very good.

POPULUS

Sometimes good and sometimes bad; good with good, and evil with evil.

1. Good for marriage.
2. Medium good.
3. Rather good than bad.
4. Good in all but love.
5. Good in most things.
6. Good.
7. In war good, else medium.
8. Evil.
9. Look for letters.
10. Good.
11. Good in all.
12. Very evil.

This concludes the basic outline of the geomantic figures as they pertain to the houses. It is essential that you memorize your house attributes, as highlighted in the astrological houses Theoricus lesson. Also, you will notice at the end of this lesson diagrams and all the necessary information that is vital for the knowledge used in the Practicus grade.

<p>PUER</p> 	<p>AMISSIO</p> 	<p>ALBUS</p> 	<p>POPULUS</p> 
<p>VIA</p> 	<p>FORT. MAJ.</p> 	<p>FORT. MIN.</p> 	<p>PUELLA</p> 
<p>RUBEUS</p> 	<p>ACQUISITO</p> 	<p>CARCER</p> 	<p>TRIST.</p> 
<p>LAETITIA</p> 	<p>CONJUNCTIO</p> 	<p>CAPUT DRAC.</p> 	<p>CAUDA DRAC.</p> 

Geomantic Figures

Name	Meaning	Sign	Element	Ruler	Planet
Puer	Boy, Yellow, beardless, rash & inconsiderate is rather good than bad.	♈	△	Bartzabel	F
Amissio	Loss, comprehended without, that which is taken away, a bad figure.	♉	▽	Kedemel	C
Albus	White, fair, wisdom, sagacity, clear thought, is a good figure.	♊	△	Taphthar-tharath	B
Populus	People, congregation, an indifferent figure.	♋	▽	Chashmodai	Y
Fortuna Major	Greater fortune, greater aid, safeguard entering, success, interior aid and protection, a very good sign.	♌	△	Sorath	A
Conjunctio	Conjunction, assembling, union or coming together, rather good than bad.	♍	▽	Taphthar-tharath	B
Puella	A girl, beautiful, pretty face, pleasant, but not very fortunate.	♎	△	Kedemel	C
Rubeus	Red, reddish, redhead, passion, vice, fiery temper, a bad figure.	♏	▽	Bartzabel	F
Acquisitio	Obtaining, comprehending without success, absorbing, receiving, a good sign.	♐	△	Hismael	K
Carcer	A prison, bound, is good or bad according to the nature of the question.	♑	▽	Zazel	L
Tristitia	Sadness, damned, cross, sorrow, grief, perversion, condemnation, is a bad figure.	♒	△	Zazel	L
Laetitia	Joy, laughing, healthy, bearded, is a good figure.	♓	▽	Hismael	K
Cauda Draconis	The threshold lower, or going out, dragon's tail, exit, lower kingdom, is a bad figure.	Q	△	Zazel & Bartzabel	L F
Caput Draconis	The head, the threshold entering, the upper threshold, dragon's head, entrance, upper kingdom, is a good figure.	P	▽	Hismael & Kedemel	K C
Fortuna Minor	Lesser fortune, lesser aid, safeguard going out, external aid and protection, is not a very good figure.	♈	△	Sorath	A
Via	Way, street, journey, neither good nor bad sign.	♉	▽	Chashmodai	Y