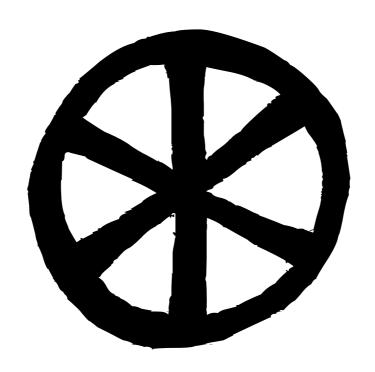
Order of Nine Angles

"Septenary Tree of Wyrd"

Sphere of Jupiter

The Sinister Tarot

By Christos Beest







The power within is great
The eagle eats
Its human offspring
Cold music here
Blue woman hold the horse's head
While the Seer weaves

PHYSIS – GA WATH AM

The gradual unfolding of nature; the source of Evolution, that which creates Wyrd. The essence behind the appearance of things. Ga wath am: the Power within me is Great.





Headless
The white angel impaled
By Seven.
Seven bells rung,
The cortege from a black hill
Passed the squatter's cottage.
Black flame engulfed
Black flame ate the 'holy'.

MAGICKIAN - BINAN ATH

Empathy; a flowing with natural forces that are consciously understood. An integration becoming (part of) a greater Wyrd; an awareness that spans Aeons.

Actions that prepare the way.



She rows a boat in a black pool
From Her steps:
The Hermaphrodite,
The body drowned.
The Planet of Them
And the first drop
In a white desert
Into clear waters
Aktlal Maka.

HIGH PRIESTESS - MACTORON

Beyond the Abyss: the crossing over and Initiation (in terms of awareness whilst still partaking of a causal existence) into the Lands of the Dark Immortals. A self-awareness that transcends temporal understanding - becoming the essence; beyond opposites.



From a mountain of skulls
Blue trees
A rose garden cracks
Two women walk through;
The corpse in a wedding dress
No longer guides

Four waterfalls flood the Earth And books become ash ...

MISTRESS OF EARTH - DAVCINA

Empathic manipulation (such as 'enchantment') to create Change via causal structure - amoral acts that may conventionally be seen as 'evil'. Actions provoked by unfettered passions and a reveling in the physical pleasures and challenges of life. "Ruthless ambition".

Creativity and Change via destruction - ie. War, culling.





The Elixir of Recalling
Flows into clear water
The contracting of the Dark Star
The severing of the attractant
The Pool is opened
Go deeper
Against all other
And ever Darker, Recall.

LORD OF EARTH - KTHUNAE

The nature of the changes in the causal, beyond the actions of those who initiated them; how the acausal relates dynamically to the causal and vice-versa ('Sinister Dialectic'). The flowing of energies according to the greater Wyrd and Destinies of those directly and indirectly involved - thus, the presence of unforeseen factors and the pitfalls implicit in this which may create errors of judgement. The maintaining of an ethos or 'tradition' via 'timeless' acts.







The depths of the sea A tunnel of knives There is a union here While he directs the Chosen Rage in the Eye Of the Goat -The golden triangle Stands against a sky of fire

MASTER - ATAZOTH

Manipulation - actions based on a knowledge of the Sinister Dialectic as revealed by practical experience: a rational, to some 'cold', observation beyond the stage of Adeptship/Individuation. Control of all the many and varied factors within a situation - in other words, the achievement of a stage in individual evolution that goes beyond the personal, and thus implies the ability to initiate Change on a large-scale, perhaps of a civilization.





Sappho dance in still water Chains and roses in blue Invoke the Sun To an arch of fire Gravestones, butterflies And rivers of snakes.

LOVERS - KARU SAMSU

The double tetrahedron a nexion created via the union of balancing forces. The sowing of the seed of Change that which may transform and carry evolution beyond the Abyss, and thus beyond 'self-image' - or that which may destroy. The invoking of energies that coerce to create something beyond 'self'.

VII





The ruby is the password
She of the white robe
Rides the transparent horse
The maiden closes.
On broken legs he steps forth
He becomes the Dragon ...

AZOTH - SATANAS

The Menstruum - the Sinister aspect implicit within the 'homogenous metallic water': the explosive factor in the delicate balancing of life-enhancing elements. Change by adversity – the 'Accuser'. The brutal realities that threaten to devour the abstract, the romantic. Insight and control via the understanding of the Primal - or destruction by it.

VIII





Their Name ...
Inside the room of Sacrifice:
White flowers.
A garden, dry, of dead roses.
The masked lady
Holds Her new child.

CHANGE - NEKALAH

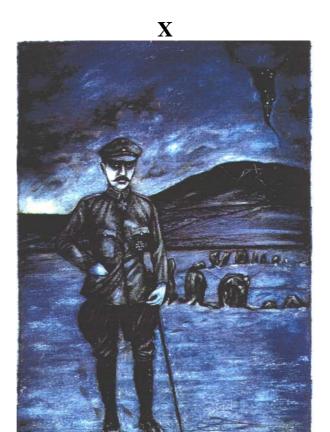
The earthing and spreading of energies. The hard truth of Nature - the dying time of one form to give way and birth to another. A causal form created to act as a focal point/channel for the fulfillment of Wyrd - the beginnings of a practical realization of strategies and aims. The Sinister Dialectic in action: by its dynamic nature a prelude to - and when realized a creator of - insight.



And She sits in the stone house Unheard.

HERMIT - SAUROCTONOS

Withdrawal and a revealing; the lying between two stages of alchemical Change. Intimations of the Abyss. The culmination on a personal level of energies created by Change - the surfacing of individual factors hitherto only known on an unconscious level. A process of discovery that will lead to insight, (further) knowledge of wyrd; or madness, death.





In red desert
Three fingers and a skull
Are laid on fur
The stones of a circle
Turn to frogs
The skeleton of a child
The birth of an army
A Nexion is opened.

WYRD - AZANIGIN

That which is beyond personal Destiny. That which causes expression of itself via the implementation or provocation of acts which in their design achieve long term aims beyond the causal death of an individual; changing aspects of a society by significant creations and thus changing a whole race of people - fulfilling the destiny or Wyrd of the ethos of a civilization. Acts that inaugurate a new Aeon. The causal nature that is dictated by the essence of things – 'fate' etc.

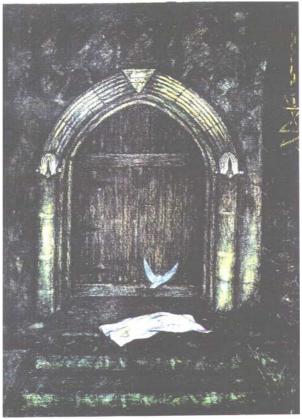


Autumn –
A marriage beneath the Earth
In Elixir
She washes Her hands
A Black Eagle
A Palace of Light
She becomes the snake
Who offers the sword
To sever the arm ...

DESIRE - LIDAGON

Alchemy: the union of two balancing forces that, as a nexion, create Change through Sinister Intent - the energies in action as earthed and affected by that which is re-presented by atus VI, VII and VII.

XII



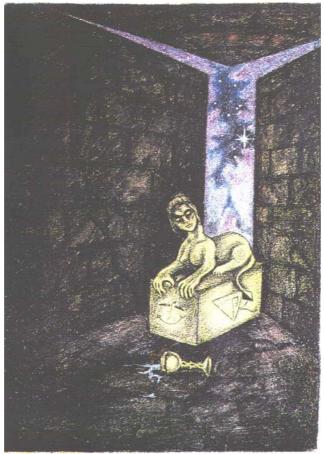


Two horses
Fight within a circle of trees
(The Sun at Night)
Two angels
Laughing in a room of sacrifice
Two
In a haze of gold
Beyond the Door

OPFER - VINDEX

Entrance/transition to the Lands of the Dark Immortals. The individual becoming that which s/he created - a transferral of consciousness to the acausal to be in essence part of the greater Wyrd. A reverberation across Aeons of the causal acts of an individual, gradually leaving the essence behind the appearance to haunt the psyches of others. The altering of the astral shell; that which ultimately cannot and need not be described. The deliberate removal of that which is detrimental to Wyrd.

XIII





A canal route lined
By white Griffins.
A vortex of grey starless space.
The chalice spills its
White blood
And the Herdsman's light shines
In the Chamber of the Sphinx.

DEATH - NYTHRA

That which follows hubris; the consequence of attempting to escape that which is ill-fated by Destiny. Personal destruction from self-delusion and the cessation of self-evolution. Energy vortex in the Abyss. The stripping away of the self-image that, if successful, will produce a genuine Master/Mistress; confronting the Chaos within and without.

XIV The Bleeding Earth From the throats of fools, in brooks From the Gate A red bird This, the corn needs

HEL - AOSOTH

Containment of Winter: The Maiden is ready

Self-possession; knowledge that allows one to consciously improve/evolve and use natural abilities (or 'gifts') - such as sexual charisma - to the advantage of personal Destiny and Wyrd, and to confront and resolve those qualities within character which are detrimental. Self-honesty. In early stages of development, such an individual causes unforeseen disruption and resentment amongst others. Beginnings of that which is re-presented by atu III.



20

The Moon wraps itself
Around the Savage God;
Impaled on a throne
As the wheel of skulls turns.
The jewelled Lady
The crone ...
Winter in the wildest of woods.

DEOFEL - NOCTULIUS

Sinister awakening - Nature as it is, raw and unaffected. That primal awareness of the vibrance of life that possesses and creates the 'accuser', that provokes acts that challenge the existence of the 'sacred'. The real meaning of liberation unchained by temporary abstract ideas; the laughter of the savage, wild god. Terror to the uninitiated.

XVI





In a dungeon, a bed of fire From an exploded sphere Red butterflies With a look The war is begun A sexless mask In the caves of the sea.

WAR - ABATU

Conflict; the clashing of vision and destinies. The attempt by others to wrest away the Destiny of one individual and thus disrupt the greater Wyrd. A clouding of vision that creates doubts, lack of direction, susceptibility to outside forces and possibly, if insight is lost, the renouncing of a quest. The hardship imposed by the consequences of actions, but by the suffering such striving imposes, Wisdom - and Destiny - may be attained. Awareness of those factors - such as other people - that may fulfill Destiny, and the hard practical realities of striving to create this fulfillment. Sadness and wisdom and creativity through loss

XVII





The blue statue
His red eyes survey the maze
Bringer of wisdom
The perfect child
And the tetrahedron
Bathing hair in the Dark Pool
Successor ...

STAR - NEMICU

The maturity and bringing to fulfillment of that promise re-presented by atus VI and VIII. Knowledge of identity, of Wyrd and what needs to be done. A coming of age; the seed of Change blossoms. Domination: the successful establishment of a causal structure; a process, the effects of which are irreversible once the cause is triumphant on whatever level. The beginnings of Imperium.

XVIII



A frog reveals human heads
Within its mouth
Furrowed white fields
White, snow laden trees –
Her face, caught by the Moon;
Her eyes come to know the Pool,
Take the spiral staircase to the Blue room ...

MOON - SHUGARA

That which has not yet been confronted within the psyche of the individual; that which is strange, which lies outside the scope of any world view; that which lies within the Dark Pool beneath the Moon and threatens to devour, create madness. A stage which cannot be ignored if further development is saught, requiring a descent to draw out that which is obscure, fearfully hidden: the gateway to the Abyss. A point from which there is no turning back: that which leads to rebirth via death.

XIX



 \mathcal{X}

Now in the desert,
 A jester
Greets the transparent horse
On hill Golden folk
 Become fire
 The snow melts
The faces of Mountains
 The raven with
 The woman's face,

Her gold begets the Blood ...

SUN - VELPECULA

The finding of the Aeon: the height of Imperium – causal structure altered in accordance with long term aims, bearing its own fruits of Change. But these fruits are the final product of a grand age, the final works of the ethos of a race fulfilled. The brink of new possibilities; storm clouds gather with promise of the blood of birth, of the heralding of a Higher associated civilization. The fulfilling of personal Desires and potential, creating intimations/hauntings of further progression. Disatisfaction causing aspirations to something 'higher'/beyond – 'reaching for the stars'







The woman beneath the water
The Temple within
Of War torn landscapes, black hills
Grab the lightening and hold it
Shell shocked

The Giving within Her arms ...

AEON - NAOS

A nexion fully opened: greater Wyrd causally fulfilled now dynamically giving expression to new forms of itself via Physis; new challenges, new expressions of a continuing ethos - the Chaos of birth: the Dark Gods returned, shape-shifting, creating new possibilities. An ethos that is alive and evolving, defying all that challenge its vision; to constantly redefine limits, Prometheus-like and insatiable. The cycle of creative evolution. The Aeon of Fire.