

ARJOTH PSYKER

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a SCROLL ON PSYKING

NUMBER 101.4

'ACOLYTES OF THE SACRED NAME'

PREPARED BY GEMMON

1. You will need Light to understand this Arioth. Light are thought-forms that are the foundation of Metaphysical Thought.

Performing the Mantle of Light Ritual, Rote or Meditation will aid the Psyker in acquiring Light. Although the Mantle of Light has extensive effects, one of them is the Alignment of the Incarnate Mind with the Avatar. Thereafter, the Avatar will supplant the Incarnate Mind with Light in as fast a manner as possible.

2. Will is the Primal Element of the Psyker.

The Primal Element is the Primal Power; the Power of Prime. That which Directs, Accords, Governs, Associates All, in and throughout the Metaverse. It is a Reflection of Prime as a Shard in all Sentient Beings.

3. Psyking is Direct, or Indirect, Manipulation of Reality with the power of Will.

Psykers can and often do utilize instruments of Magick and Science. However, the classic Psyker merely uses his Will sometimes with the aid of a Focus (something that guides the process of a Will Working).

4. Any and all Magick Systems can be used to accomplish a Psyking. This is the Power of the One for the Righteous Psyker only.

Indeed, wicked Psykers do exist. However, the wicked Psyker cannot tap into the energies of all Magickal systems. This rule is encoded in the Bind of the Metaverse; Kether.

5. Psykers wield Elements.

To the Psyker, the Metaverse is composed of more than Five Magick Elements. There is, for example, the Element Stasis, the Element Dynamism and the Element Entropy.

6. Everything and Everyone is an Element.

This important Key will help one in finding the Elements and creating one's own.

7. Elements are Concepts.

Indeed, Everything is a Constituent of Infinity. The Sphere Infinity clasped around Prime and through which all things spring. The Elemental Arcanas detail the suite of Elements beyond the Classic Five.

8. When an Element is Employed, it is said to be **“Expressed”**.

The Element Luck, also an Entropic Path, Force and Gate, when employed to win the lottery is Expressed by the Psyker. This means it is called into play from the first and last of Infinite Spheres: Prime.

9. When an Element is functioning as a Phenomenon, it is said to be **“Existent”** or **“Defined”**.

The Element Luck, after being Expressed, becomes a Phenomenon and is now hereafter Existent in Reality or Defined as a Phenomenon.

10. When an Element is not functioning as a **Phenomemon**, it is said to be “**Undefined**” or “**Inexistent**”.

When an Element is Undefined or Inexistent, it Exists as a Thing of Potential or Archetype within the First and Last of Infinite Spheres: Prime.

11. The Five Magickal Elements of Fire, Earth, Air, Water and Quintessence. These are Elements as any and everything is an Element but there are more than those Five.

Truly, there are Infinite Elements. To limit the Metaverse to Five Magickal Elements is to deny the true Nature of Infinity. Everything being a Constituent of Infinity, can you see that which cannot be seen?

12. Elements number beyond Infinity. Indeed, Infinity is merely one Emanation.

There is never an End to Prime, as it is Infinite and Endless.

13. Infinity is an Element, of a Class. Life is an Element, of a Class. Consciousness is an Element, of a Class. Kether is an Element, of a Class.

14. Hate is an Element, of a Class; the Class being Emotions. Think of this as a clue to access the other Class constituents.

Indeed, Class or Matrixes of Elements that are similar are useful in plumbing the mysteries of Prime, the All, which is the Abode of all The Elements in Potential.

15. The Sephers and Paths of the Qabalistic Tree of Life are Elements as are their Constituents.

Indeed, they are also Sephiroth and Paths. However, that is merely one perspective. Remember, Perspective is a Thing of Mind and one perspective is merely a limited thing as all things are truly Infinite in their arrangement.

16. An Element that is Existent is known as a Phenom or Expression.

Consider Fire in Prime. This is Fire in all its possible Emanations. Here, it is Inexistent. Consider Fire in Mordim. Here it is Existent as an Expression: Candle Flame or Torch Flame is one of many examples. Here, it is a Phenomenon.

17. Death of Enemy after first Victory of Enemy: a Powerful Element.

18. There is an endless Infinity of Elements. Some can be created by you. Some are already here in the Sphere, Mordim. All can be found in Potential, in the Sphere, Prime. Find them, and Create them. Combine them and Create the Meta-Elements.

19. Fire is here, as a peculiar Phenomenon. But not the Phenomenon: when Humans **look** at Fire, they Burn.

Indeed, a Psyker can alter the Phenomenon of Fire with relative ease. All that is needed is the unbinding of the Bind in Kether.

20. A Deadly Game: A Man Sleeps and Dies. Why? Because A Psyker has altered the Phenomenon of Sleep and Changed what it does. This Psyker has undefined the Element that plays as a Phenomenon. (Sleep, Rest, Rejuvenate and Wakeup) and defined a new Element that plays as a Phenomenon (Sleep and Die). But how? The means are in your Will.

21. A Supreme Power in the Element Control. This is God.

However, God, or your Concept of God, is merely an Emanation from the Absolute.

22. Will = Control.

Although Will and Control are separate Elements. In one Emanation of the Absolute, they equal each other in their seeming employable Nature.

23. Now, your Will is Bound in a Multitude of “Puppet Strings”. One being the Ability to move your Arm. The Ability to alter a Phenomenon, remember, Everything is a Phenomenon (Element in Expression). The other being the Ability to Think, or the Ability to Interface and Change the Environment you Exist in with your Hands.

24. All is Will.

25. The Nature of the Metaverse is Will. Your Ability or Inability to Create Matter with Will is an Expression of this Metaversal Will.

You must Shatter the Bind upon your Will by Power of Will. This will take an amount of Time that is unique to each Psyker.

26. Only the Righteous shall have Glory.