

This glossary is a part of the second edition of *Draconian Ritual Book*. If you own the first edition, feel free to download it to add it to the already existing book material.



Draconian Glossary

Abyss – In the Qabalah, the Abyss is the dark side of the hidden Sephira Daath. It is the gulf that exists in between the Tree of Qliphoth and the Tree of Sephiroth – bridging the world of manifestation with the non-manifest. It is ruled by Beast 666 in its double aspect: Choronzon (The Demon of Dispersion) and Shugal (The Howler in the Desert).

Apsū – Personification of fresh waters in the Babylonian Creation epic, the *Enūma Eliš*. Lover and spouse to another primal deity, the dragon goddess Tiamat, personification of salty waters. In Sumerian and Akkadian mythology, Apsū is the primeval sea existing below the earth, the void space, and the source of all life.

Adversary – The title attributed to a number of mythological characters who play the role of the “enemy” or “opponent” to the supreme deity. The concept is connected to Satan, whose “name” comes from Hebrew and translates to “accuser” or “adversary,” showing him as the primary force standing in opposition to God. In various sources the “adversaries” include Lucifer, Lilith, Belial, Beelzebub, and many other literary and mythological figures.

Antinomian - The term “antinomianism” is derived from the Greek words ἀντί (*anti* - “against”) and νόμος (*nomos* - “law”), and it originally referred to views opposing Christianity and obligation to follow the law of faith. It was first used in the 16th century, while the concept of spiritual liberation through rejection of the moral, social and religious norms was already used in early Gnostic sects in the first centuries AD. Sometimes this is erroneously interpreted as performing illegal actions to break the law. In fact, antinomianism is a practice aimed at spiritual transcendence, assuming that liberation and salvation

can only be attained if we free ourselves from the limitations of man-made laws and values.

Apep – In ancient Egypt, Apep was the demon of darkness and chaos, enemy of light and the order of Ma'at. He was regarded as the greatest and the most dangerous opponent of Ra, personifying chaos, darkness and disorder. His depictions presented him as a serpent, crocodile, or dragon. His most known titles were: “Serpent from the Nile,” and “Evil Lizard.”

Arachne – In ancient Greek mythology, Arachne was a mortal woman, who angered the goddess Athena by challenging her to a weaving contest and was cursed by the goddess to weave for all time. Since that moment her name has become ascribed to spiders (*Arachnida*), and all spider-like creatures are believed to be her children. In the Draconian/Typhonian tradition, Arachne is the name of the Spider Goddess of the Qliphoth, the Queen of Space and the Weaver of the Web in the Void. The Web of Arachne extends across the Void, having an intricate symmetry that links all existing planes and dimensions with infinitely tenuous threads of light, manifesting to a Nightside traveler as a network of tunnels and vortices. It bridges the gulf between the Dayside and the Nightside, waking and dreaming, the conscious and the unconscious.

Ascending Flame – The concept representing the fully risen and sublimated energy of the Fire Snake/Serpent Force/Kundalini. In the Temple of Ascending Flame, it is symbolic of golden energy that is formed from the awakened and united forces of Ida and Pingala, the divine feminine and the divine masculine, flowing through the central channel (nadi). In Tantra, these two forces are represented by Shakti and Shiva. In the Temple of Ascending Flame, they are Lilith and Lucifer. Their combined currents ignite the spark of divinity, which successively, with each lesser and greater initiation, becomes “the Ascending Flame” and the pillar of ascent on the path of self-deification.

Asmodeus – Asmodeus is mentioned in the Talmud and a number of Jewish legends as a demon of carnal desire and promiscuity, breaking marital vows and inciting debauchery. He is also one of the demons that worked on the construction of the Temple of Solomon. His name is derived from Avestan language and he is associated with the Middle-Eastern demon of wrath called Aēšma-Daēva. Other variations of his name include Ashmedai, Asmodai, Asmodee, Hasmedai, Shamdon, and Sinodai. Asmodeus appears in many sources and is a recognizable character of demonology and old magical grimoires. In the *Dictionnaire Infernal* by Collin de Plancy, he is depicted with the breast of a man, a

cock's leg, a serpent's tail, three heads, riding a lion with dragon's wings and neck. He is also a part of Goetia, where he is described as a powerful king. He has three heads: the first of a bull, the second of a man, and the third of a ram, the tail of a serpent, and feet webbed like those of a goose. From his mouth issue flames of fire and he sits upon an infernal dragon, bearing a lance with a banner in his hand. He teaches the arts of arithmetic, astronomy, geometry, and all handicrafts. He also makes the magician invincible, bestows the Ring of Virtues and reveals hidden treasures.

Behemoth – A beast described in the biblical *Book of Job* as a primordial monster created by God at the beginning of Creation. He is often mentioned together with Leviathan, the Serpent of Chaos. While Leviathan is believed to be female and represents the element of water, Behemoth (plural of “behamah” = “beast”) is male and connected with the element of earth. In Jewish lore, they were created on the fifth day and separated because the waters could not hold them together. And so Behemoth went to dwell in the mountains and in the deserts, while for Leviathan God assigned the seventh part of the earth – the one filled with waters. Behemoth became the lord of the dry land, Leviathan – the ruler of waters and all watery creatures.

Belial - As an evil spirit, Belial appears in a number of sources, from the Bible and Jewish apocryphal literature to modern Satanism and the writings of Anton LaVey. He is also mentioned in such texts as the Dead Sea Scrolls, where he appears as the Angel of Darkness and the antagonist of God. In old sources, his name is used as a synonym for Satan, and he is one of the most commonly recognized personifications of evil. It is even thought that the name “Belial” (or Beliar) does not refer to any specific spirit, but it is simply a title signifying wickedness. Other meanings of the name include, “destruction,” “ruin,” “death,” “the abyss,” “lawlessness,” or “without a master.” The most common interpretation is derived from the Talmud and explains the name “Belial” as composed of two words: “beli” and “ol,” or “yo'il,” which means “without a yoke” or “without advantage,” i.e., “worthless.” In Goetia, Belial is listed among 72 spirits in the rank of a king. He appears in the form of two beautiful angels sitting in a chariot of fire, speaks with a comely voice, and his powers include distributing offices and titles and causing the favor of friends and foes. In the Bible and the apocrypha, “Belial” is a synonym for the prince of darkness, the Antichrist, the Devil, the father of idolatry, the demon of impurity, the angel of lawlessness, and the ruler of the world, identified with Samael.

Black Flame – The concept associated with Set in the modern context and Setian magic. It can refer to a number of things, such as intellect, isolated consciousness, inner potential of an individual, self-knowledge, etc. In the ritual system of the Temple of Ascending Flame, it is a symbol of consciousness on the path of self-deification.

Caduceus – A staff with two snakes entwined around it, with wings on top of them. The caduceus is an ancient symbol, associated with Mercury, the messenger of gods in Roman mythology. In the Draconian Tradition, it represents the ascent of the Kundalini serpent, where the snakes are symbolic of Ida and Pingala (the left and the right nadi) and the staff stands for the central channel, Shushumna. The wings represent the Kundalini force raised and sublimated into a higher principle.

Cave of Lilith – In Qabalah, the Cave of Lilith is the lowest of the Qliphoth, the equivalent of Malkuth. In the Temple of Ascending Flame, this is the point of entrance to the entire Dark Tree – the starting place for any travels into the Qliphoth. It is the vulva of the Dark Mother and the threshold between the Dayside and the Nightside. In Jewish folklore, the Cave of Lilith is the dwelling place of the goddess after she left the Garden of Eden and settled on the shore of the Red Sea.

Centering – A practice that places the magician in the center of the ritual space, allowing to maintain balance during the working. It also focuses the practitioner's personal energy in the inner "center," which can be one of the chakras, e.g., the solar plexus, the heart, or another point within the subtle body that functions as a point of balance and inner power.

Cerberus - In Greek mythology, Cerberus is the guardian of the gate to the underworld. He is called the "hound of Hades" and usually depicted as a monstrous dog with three heads, a serpent for a tail, and multiple snakes protruding from parts of his body. His function is to prevent the dead from leaving as well as to ensure that no mortals will attempt to pass through the gate. In Draconian magic, Cerberus is viewed as one of primal Draconian entities that can be worked with to gain access to the reservoir of the Serpent Force, the vehicle of the whole Draconian/Ophidian current.

Chakras - The chakras are inner energy vortices, which activated by the Serpent Force stimulate and expand psychic faculties. In Sanskrit, the word "chakra" means "disk" or "wheel." In the ritual system of the Temple of Ascending Flame, there are seven main chakras to work with,

but this paradigm differs depending on the spiritual tradition. Each chakra is believed to be connected with particular parts of the body, emotions and spiritual concepts. If the chakra is balanced, its influence manifests as a state of well-being. A malfunctioning chakra can be responsible for diseases, emotional imbalance and mental disorders. The seven main chakras in the Draconian Tradition are: Muladhara (root), Svadisthana (sexual center), Manipura (solar plexus), Anahata (heart), Vishuddi (throat), Ajna (brow/forehead), and Sahasrara (crown).

Chanting – A rhythmical repetition of a word or phrase during a ritual. It can be done silently or aloud. Chanting is a trance technique that deepens concentration, calms the mind, improves awareness, and induces an altered state of mind. It also stimulates the chakras, providing either a calming or energizing effect.

Draconian – In the Draconian/Typhonian Tradition, “Draconian” is the epithet denoting connection to dragons. Draconian Tradition is a magical path, existing in various forms since the first civilizations, inspired by symbolism derived from mythological dragons and serpents. It is an old worldwide tradition, in which dragon-like gods, spirits, monsters, and beasts represent the concept of darkness, chaos, or the unknown. Draconian magic is based on working with the “Serpent/Dragon Force,” i.e., Kundalini.

Daimon – The concept derived from Greek *daimôn*, meaning “godlike power,” “fate,” or “god.” The *daimôn* was a messenger of the gods and an intermediary between the divine and mortal realms. The contemporary magic included a number of methods and techniques to absorb and unite with the personal *daimôn*, because through this unity a magician could become “a son of a god” and exert one’s Will over the whole universe. In Draconian magic, a “daimon” or “daemon” is a concept denoting the higher essence, or “Higher Self,” of an individual.

Demon – Today, a term usually attributed to an evil or malevolent spirit. The word itself, however, is derived from the Greek *daimôn*, which was a kind of a demigod or quasi-divinity that could be attached to an individual by means of magical techniques. A *daimôn* could be either good and helpful (the *agathodaimôn*) or vicious and evil (the *kakodaimôn*).

Dark Feminine – The force also referred to as the Dark Goddess or Dark Mother. In the Qabalah, the Dark Feminine is connected with Sitra Ahra and the entire Nightside, although this current is specifically focused in, or flowing from, Satariel (Binah) on the Tree of Qliphoth. It is the

shadow side of the Divine Feminine, the female force permeating the whole universe – the devouring principle of all destruction and all creation. The example is Tiamat from the Babylonian Creation epic *Enūma Eliš*, who creates all gods in the universe as well as all monsters and creatures of chaos, giving birth to both light and darkness. It is the primeval womb from which all forms of consciousness emerge and which can devour them at any time, thus reabsorbing them into the primordial waters of non-being. This force is limitless and amorphous, although it can be worked with through female deities such as, for example, Lilith.

Dragon – The infinite and timeless current of energy that permeates the earth and human consciousness and may be accessed and used as an evolutionary vehicle by a practitioner working with the “Dragon Force,” i.e., Kundalini. The Dragon exists internally and externally - as the Inner Dragon and the Outer Dragon. The Inner Dragon is the internal force that brings forth illumination and liberation from limitations of the human nature. The Outer Dragon is the force contained in nature, responsible for such phenomena as thunderstorms, tsunamis, earthquakes, volcano eruptions, etc. Draconian magic works to access and transform this force, both inner and outer, into a vehicle of spiritual evolution.

Dragon Lines – Also known as “ley lines” – mystical veins of energy connecting power spots on the earth. It is believed that they are aligned with various buildings and landmarks, such as ancient temples and cult places, connecting them with a stream of force constituting the network of energy encompassing the entire globe. This is an analogy to the energy flow within the human body, which occurs through channels (nadis) and chakras. According to this belief, the earth also has channels and chakras, which function as energy vortices for the entire planet. In the Babylonian myth of creation, the body of the slain dragon goddess Tiamat is used to create Earth. Therefore, the “Dragon Lines” can be associated with the mystical veins of the primordial dragon, focusing the flow of the Dragon Force through the channels and chakras of the planet.

Evocation – The practice of summoning spirits into a vessel of manifestation and interacting with them externally. In this method, communication occurs through a medium, while the summoner asks questions or commands a spirit to perform a specific task. The “medium” can be a person acting as the magician’s assistant, having the ability to gaze into the spirit realm and convey the messages to the summoner. It can also be an inanimate object, such as a crystal, special

vessel, or magic mirror, which serves as a gateway to the Other Side. The spirit is “evoked,” i.e., summoned into the vessel of manifestation, and sent back through the same gateway after the ritual is finished.

Eye of Lucifer – The center of awareness and illumination, allowing for access to higher planes and forms of consciousness. In Luciferian magic, this concept refers to the Third Eye and the activation of the higher senses (the upper chakras). In Qliphothic Qabalah, the Eye of Lucifer is a concept connected with Satariel and the mysteries of Lucifuge Rofocale, the Evening Star. *In the Draconian Tradition, it is also associated with the Star Chakra (Sunya/Sunyata), which is the Dark Eye that pierces all veils and illusions and the Eye of the Dragon that exists in the Void.*

Fiat – The formula derived from the Latin word meaning “let there be.” In rituals, this formula is used either in the phrases “Fiat Nox” (let there be night), or “Fiat Lux” (let there be light).

Gate of Sunset – The concept denoting the gate to the Current of the Dragon. It refers to the sun setting in the West, which was believed to be the gate to the underworld, the land of the dead, and the nether regions in general. The disappearance of the sun behind the horizon marks the transition between the day and night and heralds the victory of darkness over light and the time when the forces from the Other Side enter the physical plane. In Draconian magic, the altar in rituals is usually placed in the West.

Gnosticism – The name attributed to religious and philosophical movement that flourished among Jewish and early Christian sects in the first and second centuries CE. Derived from the Greek *gnosis*, meaning “knowledge” or “insight,” it involved a variety of teachings and beliefs based on the idea that the world of man was created by a malevolent divinity (Demiurge), while humanity are souls imprisoned in mortal bodies. In consequence, the material world is flawed and evil, and the physical existence is a constant struggle for liberation and return to the divine source.

Goetia – Part of *The Lesser Key of Solomon*, also known as *Lemegeton*. The five books of the grimoire are the *Ars Goetia*, *Ars Theurgia-Goetia*, *Ars Paulina*, *Ars Almadel*, and *Ars Notoria*. It was compiled in the 17th century from older materials, such as Johann Weyer's *Pseudomonarchia Daemonum* and a 15th-century manuscript titled *Livre des Esperitz*. Goetia is both the title of the text and a magical system based on working with the 72 spirits described in it. The list of spirits contains

their descriptions, seals, titles, ranks in the infernal hierarchy, and the number of inferior entities given in legions.

Grimoire – A grimoire is a textbook or book of spells for a magician, containing formulas, seals and instructions on how to summon spirits, create talismans and amulets, perform divination, or cause a change in the physical world.

Grounding – Technique of connecting to the earth's energies for the purpose of regaining balance. It is also called earthing, and in its literal sense, it is the practice of connecting the body with the earth and using its natural energy to stabilize the practitioner's energy field. Grounding is a soothing practice, which removes excess energy, reduces stress and anxiety, and brings the mind from an altered state to the here-and-now reality.

Hecate – Known from ancient Greek mythology, Hecate is the patroness of the crossroads, liminality, night, entrance-ways and gates, magic, witchcraft, the moon and lunar mysteries, herbs and poisonous plants, necromancy, and sorcery. Often depicted with a torch or pair of torches, a key, snakes and owls, also accompanied by dogs. Her common depiction is a woman with three heads or three women standing together. Although referred to as “goddess,” Hecate, in fact, belongs to Titans, and her parents are believed to be Perses and Asteria. She is associated with many aspects and many powers. Her ancient cults referred to the concept of life and death. She was benevolent and generous to nature and to humans, as well as ruthless and responsible for all nocturnal atrocities and destructive witchcraft. She ruled the earth, the sky and the sea, and she also decided about human fates. Her worshippers prayed to her for happiness, wealth and prosperity. She could endow man with wealth, power and fame, protected soldiers in battles and sailors at sea. She watched over the justice in courts and granted victory in competitions, and she was also worshipped as the patroness of agriculture. In the Draconian Tradition, Hecate is the teacher of witchcraft, the guide to our personal “underworld” (symbol for the unconscious), and the guardian of the mystical Crossroads.

Higher Self – The concept referring to divine consciousness, which is intelligent, omnipotent and transcending the flaws and limitations of the human nature, yet is at the same time part of each human being. It is the extension of the worldly Self to a godlike state.

Ho Drakon Ho Megas – Derived from ancient Greek, a formula used in Draconian magic as a “password” to the Current of the Dragon. It

literally means “the Great Dragon,” and its source is the biblical phrase “Ho drakôn ho megas, Ho ophis ho archaios , Ho kaloumenos diabolos, Kai ho satanas” (Revelation 12:9, “The great dragon, that ancient serpent, called the devil and adversary”).

Individuation – In Jungian psychology, individuation is the process of successive development of the Self as an indivisible unity, unique and distinct from other individuals and collective consciousness. It is based on the idea that to be a well-functioning whole, an individual has to integrate all elements of personality, transcend group attachments, and bring the unconscious material to the light of consciousness.

In Nomine... – A phrase derived from Latin, meaning “in the name of...” As a magical formula, it is often used in combination of names or forces from which the power is drawn during a magical operation. For example, “In Nomine Draconis” – “In the Name of the Dragon.”

Invocation – Summoning the consciousness of a spirit or god-form to be experienced internally. In rites of invocation, the mundane consciousness and the human senses of a practitioner are overridden by the summoned force, and what remains is the consciousness of the deity whose knowledge and powers are sought. This connection occurs on the subconscious level and is translated by the mind of the magician to conscious messages, insights, observations, etc., which can be utilized for the purpose of growth, initiation and self-awareness. It is a form of “possession,” in which the individual retains a certain degree of normal awareness in order to learn about the nature and powers of the summoned entity and is able to control this force through Willpower.

Jormungandr – In Norse mythology, Jörmungandr is a huge serpent dwelling in the world sea, encircling the earth and biting his own tail, like Ouroboros. He is called the Midgard Serpent or the World Serpent. It is believed that when he releases his tail, Ragnarök will begin. He is therefore a bringer of chaos and destruction, corresponding to Leviathan in the Draconian Tradition.

Kalas – Essences, principle, or elements. This concept is used extensively throughout Kenneth Grant’s *Typhonian Trilogies*, referring to magical properties such as fragrances, flowers, perfumes, metals, colors, medicines, as well as female vibrations or vaginal secretions in sex magic. The word itself (sing. kala) is derived from Sanskrit, and originally it referred to divisions of time.

Kundalini – Divine energy located at the base of the spine. The name is derived from Sanskrit, and means “coiled snake,” which is the reason why it is also called the Serpent Force, Dragon Force, or Fire Snake. It is the primal reservoir of energy that is worked with in Draconian magic. Kundalini is believed to be feminine (Shakti) and associated with such deities in the Hindu religion as Parvati or Bhairavi, as well as with Lilith in the ritual system of the Temple of Ascending Flame. Awakened and activated, Kundalini energy rises through the channels (nadis) in the subtle system of the practitioner, cleansing and refining the chakras and leading to spiritual illumination and transcendence. It can be awakened by meditation, breathing techniques, the practice of asana, and the chanting of mantras. In the Draconian Tradition, it is the primary vehicle of evolution, spiritual liberation and expansion of consciousness.

Left Hand Path & Right Hand Path – Both terms are derived from Hindu Tantrism, where *vamachara* or *vamamarga* (“left hand path”) is a definition of a magical path based on breaking taboos and acting against conventions and set morality, while *dakshinachara* (“right hand path”) follows ethics and social rules. In Western esotericism, the term “Left Hand Path” refers to a specific approach to magic, in which the emphasis is placed on individual practice, isolation of consciousness from a “supreme deity,” and spiritual and mental deprogramming. While the goal of the Right Hand Path is union with God or another outer force, viewed as supreme and existing separately, the Left Hand Path strives for “self-deification” and working with the inner potential to develop god-like consciousness independent of outer sources.

Leviathan - The Serpent of Chaos. In Hebrew, “Leviathan” means “that which gathers itself into folds” or “that which is drawn out,” referring to a mythical serpent, dragon, crocodile, whale, or another sea beast. In Gnostic texts, Leviathan is the *Anima Mundi*, the soul of the world, the eternal beginning and end, the element of chaos within. The Old Testament depicts Leviathan as a female sea serpent. Her body is 300 miles long, and when she is hungry, the heat from her mouth causes all waters to boil. In the Draconian Tradition, Leviathan is the intermediary between Lilith and Samael/Lucifer, corresponding to the Qabalistic serpent Tanin’iver. It is both the Inner and the Outer Dragon - the primal force of creation and destruction and the inner evolutionary potential of man. In the macrocosmic sense, Leviathan is the very beginning, the original cosmic force that gave rise to the universe. On the microcosmic level, s/he represents the inner source of continuous transformation and timeless existence, the principle that activates and binds all processes of the Self.

Lilith – The Queen of Sitra Ahra (The Other Side). Possibly, she originated in Mesopotamian mythology, but became known through Jewish folklore and Qabalistic literature. Her role is described extensively in multiple books, and her role is explored in detail in *Rites of Lilith: Grimoire of the Queen of the Night*. In Jewish legends, she is the first wife of Adam, banished from the Garden of Eden for not obeying her husband. She is mentioned in the Book of Isaiah, Jewish mythology, Mandaean texts, and many other sources, including the Gnostic grimoire *Liber Lilith*. In the Temple of Ascending Flame, she is the primary initiatrix into the mysteries of the Tree of Qliphoth. She seduces the Initiates and guides them through the path of Qliphothic alchemy and mysteries of eroto-mysticism in order to help them release the Fire Snake. Like the Kundalini force that awakens consciousness and liberates it from bonds of ignorance, Lilith liberates the soul from illusions of the flesh and awakens spiritual desire. She and Samael/Lucifer can be compared to two snakes that constitute the Tantric concept of the Kundalini: Ida - the lunar feminine force, and Pingala - the solar masculine current. The image of their union and the encircling force is Leviathan, the principle of continuity and ageless existence.

Liminal – Referring to the condition of “in-between” – between day and night, waking and sleeping, conscious and unconscious, etc. Liminality is the quality of disorientation that occurs during a trance state or an altered state of mind. It is also called a “threshold” condition, as the mind is at this moment neither in one state nor the other, but experiencing a transition between them. Liminal deities, like Hecate, are those that walk between worlds and dimensions, belonging to neither, and preside over the threshold moments and conditions.

Lotan – A dragon in Hebrew myths, corresponding to Leviathan. His name means “coiled,” and he is also called “the fugitive serpent,” “the wriggling serpent,” and “the mighty one with seven heads.” In the myths, he is slain by the storm god Hadad, an aspect of Ba’al.

Lucifer – The Adversary and the Devil of the Christian tradition. Originally, a being associated with Venus, the Morning Star, and known as Phosphoros. Lucifer is known under many names and appears in many forms. In the Qabalah, he is associated with the hidden Sephira Daath, which descended to the level of man, awakening the forbidden power of creation, which is represented by the fruits of knowledge offered to man by the Serpent in the Garden of Eden. In old grimoires and books of magic, Lucifer is the King of Hell, Infernal Emperor presiding over the entire infernal hierarchy. In traditional demonology, he rules the element of air and the direction of East, while three other

infernal kings preside over the remaining elements and directions: Leviathan (water, West), Belial (earth, North), and Satan (fire, South). In the Draconian Tradition, especially in the ritual system of the Temple of Ascending Flame, he is the Emperor of the Nightside, which is his primal form that predates Christian legends. He and Lilith can be compared to two serpents that constitute the Kundalini concept in Tantra: the lunar and the solar currents of Pingala and Ida uniting in the Third Eye, the center of awakened consciousness, where the Fire Snake spreads its wings and becomes the Dragon. In a similar way, Lilith and Lucifer are thought to be two parts of the same force, personifications of the feminine and masculine currents of the Dragon, the lunar and solar forces existing at the foundations of the universe.

Luciferian – A term describing the attitude associated with the qualities represented by Lucifer: enlightenment, pursuit of knowledge, self-discovery, and spiritual deprogramming, as well as destruction of illusions and liberation from limitations of the human nature. Luciferian magic involves a number of techniques and practices that aim for self-deification of an individual, as opposed to magic striving for a unity with a supreme or outer force. The motto here is “Non serviam” – “I shall not serve.”

Lunar Goddess - A general term referring to the astral feminine current manifested through such goddesses as Hecate, Naamah, Selene, the lower form of Lilith, etc. The Lunar Goddess is associated with the magic of the moon, menstrual blood and the female fertility cycle, and such qualities as intuition, creativity, flow of energy, emotions, and sensuality.

Macrocosm and Microcosm – Terms describing the universal world in which we exist (macrocosm) and the inner world that is our own (microcosm). These are ancient terms, which reflect the belief in the structural similarity between the human being and the universe as a whole. It is connected with the analogy “As above, so below,” referring to the idea that by studying the human nature we can learn the nature of the cosmos, and vice versa.

Mantra – A word, phrase, or sometimes even a syllable that is repeated continuously during meditation. A mantra can be associated with a specific language, powers or qualities, or simply express the intent of the practitioner. It can be spoken, chanted, whispered, sung, or repeated mentally. Its purpose is to shift the attention from the internal dialogue to the core of the meditation, inducing a trance state and altering consciousness for the sake of self-exploration or further practice.

Medusa - In Greek mythology, Medusa is a daughter of primordial sea deities, Phorcys and Ceto. Sometimes she is depicted together with her two sisters, Euryale and Stheno, known as the Gorgons, the name derived from the ancient Greek word *gorgós*, which means "grim" or "dreadful." Most often, however, she is presented alone, as one of the most terrifying monsters of all time. Whoever looks into her eyes, gets turned to stone, while her hair is made of living serpents which drip venom and bring death with a single bite. One of manifestations of the Dark Feminine, connected with fear in its multiple forms: personal issues and nightmares, phobias and anxiety, as well as male sexual dysfunctions and the fear of strong and powerful women.

Mephistopheles – A spirit known from the legend of Faust and grimoires such as *The Black Raven*. His name is believed to be either derived from the Hebrew words *mephitz* - "distributor" and *tophel* - "slanderer" or from Greek *me* as a negation, *phos* - "light," and *philis* - "loving," meaning "not loving light" or "fleeing from light." According to medieval accounts, Mephistopheles was a cruel devil, mischievous and cunning, who fed on people's suffering, ridiculed virtues and spread lies. In Western occultism, he is known as Faust's attendant and Lucifer's assistant. In the philosophy of the Left Hand Path, he is a personification of the Adversary, the spirit of eternal progress and movement, acting against cosmic order and inspiring the desire of transcendence in the heart of man.

Mudra – A mudra is a gesture used in ritual magic or meditation to stimulate the flow of energy. It is usually performed with the hands and fingers, although there are mudras that involve the entire body. A mudra is believed to have a symbolic meaning, referring to certain spiritual concepts. It is often used together with breathing techniques, mantras, or asanas (body postures) to harness the energy involved in the practice and to connect to the concept it represents.

Mummu – A Mesopotamian deity, personification of the mist hovering above primordial waters. In the Babylonian Creation myth, the *Enūma Eliš*, he is the vizier of Apsū and Tiamat. While Tiamat and Apsū personify the cosmic abyss filled with primeval energies which preceded Creation, Mummu, is thought to be the archetypal watery form, and his name is sometimes translated as "mold," or "matrix."

Naamah – In *Genesis*, Naamah is the daughter of Lamech and Zillah and belongs to the line of Cain's descendants. In the Qabalah, she is viewed as an angel of prostitution, a succubus, and one of Samael's consorts, mentioned alongside Eisheth Zenunim, Agrat Bat Mahlat, and Lilith. As

the ruling force of the lowest of the Qliphoth, she holds dominion over all things material. In the Draconian Tradition, Naamah is Lilith's sister (or daughter), and they often come together as the first guides on the path of the Nightside. Her name is translated as "Pleasant" or "Groaning." Naamah is believed to be the mother of divination and the sister of Tubal Cain, the Maker of Sharp Weapons. According to the apocrypha, Naamah and Lilith visited Adam when he and Eve separated for one hundred and thirty years after Cain's murder of Abel. Demonic children born from this union are called the Plagues of Mankind and are believed to lead humans away from God. Also, according to the Zohar, it was Naamah who first seduced the angels that descended from heaven to fornicate with the daughters of man while she herself became the mother of an unknown number of demons and evil spirits.

Nahar – The name of a dragon similar to Yam, the deity representing the sea and other waters in the Ugaritic texts. Sometimes these two are identified with each other and "Nahar" is thought to be the secondary name of Yam. The name itself translates to "River."

Nidhogg – In Norse mythology, Nidhogg (Níðhöggr) is a dragon gnawing at the roots of the world tree Yggdrasil. It is sometimes believed that he is trapped by the roots and is continuously trying to break them and set himself free.

Nightside & Dayside – Terms describing the Tree of Qliphoth and the Tree of Sephiroth. Dayside is the known reality, that which we perceive with our mundane senses. Nightside is everything else – that which is hidden from our perception. Dayside is all that is conscious, familiar, recognizable, safe, etc. Nightside is the unconscious, irrational, unpredictable, threatening, and chaotic.

Ouroboros – A symbol showing a serpent or dragon biting its own tail. Ouroboros is known from ancient Egypt, Gnosticism, Hermeticism, and appears in the Greek magical tradition and in alchemy. The term itself derives from ancient Greek "oura" (tail) and "boros" (eating). Its most common interpretation is that it stands for the cycles of the universe – birth, life, death, and rebirth – representing eternal renewal. In other interpretations, it is a fertility symbol, and in the Draconian Tradition it is also symbolic of chaos surrounding the orderly world.

Ophidian – A term referring to snakes, deriving from the Greek word "ophis." In the Draconian Tradition, the word "Ophidian" is used in reference to serpent deities or spirits, denoting their primordial nature. The phrase "Ho Ophis Ho Archaïos," known from Draconian rituals, is

derived from the Bible and means “the ancient serpent,” referring to the Serpent in the Garden of Eden, which is viewed as the Adversary of Abrahamic faith and the Initiator of the Left Hand Path.

Osiris – Ancient Egyptian god of fertility, vegetation, agriculture, and the afterlife. He and his brother Set represent two opposing cosmic powers: creation and destruction. While Osiris embodies the nourishing and the life-giving force in the universe, Set is the scorching sun of the desert, the lord of storm and heat which makes the soil dry and barren. The myth of Osiris being killed and dismembered by Set is a symbolic defeat of stasis and the overturning of the stagnant structures for the sake of change and growth.

Pathworking – A word describing a guided meditation or visualization, which includes symbols associated with particular states of consciousness. A pathworking is a journey into an “inner world,” step by step taking the awareness of the practitioner to a desired state, like, e.g., connecting with a spirit of deity, possession, exploration of a particular astral realm or concept, or enhancement of the psychic senses in general.

Qliphoth – A term derived from Hebrew, the plural form of “Qlipha,” meaning “shell” or “husk.” The Qliphoth form a dark side of the Sephiroth, where each Sephira on the Tree of Life has a corresponding Qlipha, which represents averse qualities. They are usually described as the shadow or the roots of the Tree of Life. The Qliphoth form the Tree of Death, or the Tree of Night, which includes the following realms: Lilith, Gamaliel, Samael, A'arab Zaraq, Thagirion, Golachab, Gha'agsheblah, Satariel, Ghagiel, Thaumiel, and Daath, which exists on both trees simultaneously. In the Draconian Tradition, the Tree of Qliphoth is believed to consist of emanations of the Dragon and the particular realms constitute the body of the Dragon, where the seven lower Qliphoth, from Lilith to Gha'agsheblah, are viewed as seven heads of the Dragon, while the eighth, mystical head, exists within Daath/the Abyss, thus forming the entrance to the Void, the Womb of the Dragon.

Rahab – A dragon or sea beast, similar to Leviathan, described as having multiple heads. Rahab appears in the Bible in reference to a primeval, chaotic sea-dragon. In Jewish folklore, Rahab is a demonic angel of the sea, representing primordial waters. He is also believed to be related to the Hebrew word “rachav,” referring to the Abyss.

Sabbat – Mythical gathering of witches held at midnight in the woods, on peaks of mountains and in other desolate places. The main

components of the Sabbat include a journey to the place of assembly (usually a flight), homage to the Devil (a ceremony of worship including a mockery of Christian rites and prayers), feast or banquet, festivities (dancing, singing, etc.), licentious orgy. The Witches' Sabbat was usually presided by the Horned Initiator, often Lucifer himself, and his consort (Lilith, Diana, Frau Holda, etc.) In the Draconian Tradition, the Sabbat is viewed as an astral experience, involving liminal trances, altered states of mind, lucid dreaming and out of body travels. It is a tool of transgression that helps the practitioner break personal taboos, step outside the comfort zone, and transform weaknesses and limitations into tools of power.

Samael - In Jewish folklore, Samael is the angel of death who slays people with a drop of poison and collects souls of the deceased. His name is translated as "the Venom of God" and he is believed to poison the world with his venom of doubt and heresy. It is believed that he was the Serpent in the Garden of Eden that caused the Fall of Man. He is identified with Satan, the Adversary, the Accuser, and the Destroyer. He is also associated with the Syrian god Shemal, the shadow spirit of earth, darkness and matter. He has twelve wings, which are sometimes identified with twelve months of the year. In Gnosticism, he is the evil demiurge (identified with Yaldabaoth), who created the earth and imprisoned the souls in flesh and matter, preventing their ascent to salvation. In the Qabalah, he is the spouse of Lilith and the ruler of the Qliphoth, drawing his power from the lowest world on the Tree of Night, Malkuth - the realm of matter, in which he acts as the Spirit of Evil. In Qabalistic sources, Samael and Lilith are sometimes described as two aspects of a single being. When they unite in sexual act using their serpent forms, a third serpent is born, the mysterious "blind dragon," known as Tanin'iver or Leviathan - the intermediary through which emanations of Lilith and Samael are exchanged and conjoined in union. This allegory depicts the concept of the Fire Snake, which arises from the base of the spine in the form of sexual energy, ascending to the Third Eye and the crown of the head, transforming consciousness and empowering man's psychic faculties.

Satan - The Hebrew word "satan" means "accuser" or "adversary." In Christianity, Satan is the primary "adversary" and enemy of God. In LaVey's *The Satanic Bible*, he is both the symbol of individual power of man and the lord of fire presiding over the direction of South. The term "satan" is also related to Arabic "shaitan," meaning "distant" or "astray," which personifies the concept of the Devil in Islamic theology - Iblis, or the fallen angel who refused to prostrate himself before man. In Abrahamic religions, the name "Satan" refers to any spirit that embodies

evil, tempts and deceives man, and leads humanity astray. It is simply a title attributed to an entity or force acting as an accuser and adversary to the laws of God and the divine order. In *Revelation*, the words "Devil" and "Satan" refer to "the Dragon" or "Ancient Serpent," signifying a primal force of darkness which is equivalent to the Dragon of the Void of the Draconian Tradition. In the Qabalah, Satan is one of the demon-kings of Thaumiel, alongside Moloch.

Scrying – The practice of looking into a particular medium in order to obtain messages or visions, or to communicate with spirits. The most common scrying media are crystals, mirrors, stones, glass, water, fire, or smoke.

Sekhmet – In ancient Egypt, Sekhmet was a warrior goddess and a goddess of healing. Depicted as a lioness, she was a fierce hunter who led the pharaohs to battle and protected them from harm. Her name is derived from the Egyptian word *sekhem*, meaning "power" or "might," and one of her titles was "the one who is powerful." Other titles included: "One Before Whom Evil Trembles," "Mistress of Dread," "Lady of Slaughter," "Destroyer of Rebellion," "Mighty One of Enchantments," etc. She appeared on battlefields, dressed in red, the color of blood, with human body and the head of the lioness. She was the protector of the Divine Order of Ma'at and the Avenger of Wrongs. At a later time, she came to be identified with Bast, but while Sekhmet was connected with lions, Bast was associated with domestic cats.

Self-deification – An idea that a human being can become a god by following a path of isolation and being independent of outer forces. It is expressed in the Bible by the words of the Serpent in the Garden of Eden: "When you eat of it (fruit from the Tree of Knowledge) your eyes will be opened, and you will be like God, knowing good and evil." Self-deification is a complex idea, embracing such concepts as self-creation, transcendence of the limitations of human nature, expansion of consciousness, self-elevation and self-empowerment, etc.

Sephiroth – In the Qabalah, the Sephiroth (sing. Sephira) are ten emanations of the Infinite (Ein Soph), constituting ten cosmic power zones on the Tree of Life. The source of the idea is believed to be *Sefer Yetzirah*, "The Book of Formation," which is an ancient text, attributed to Abraham. The ten Sephiroth are as follows: Kether, Chokhmah, Binah, Chesed, Geburah, Tiphereth, Netzach, Hod, Yesod, Malkuth.

Servitor – A servitor is a servant spirit, or thought-form, created by a practitioner for a specific purpose. It is created on the astral plane in

order to perform a certain task for the practitioner, such as protection, money flow, health improvement, etc.

Set – In ancient Egyptian mythology, Set is the god of the desert, the scorching rays of the sun, and the patron of outlanders. His other names are Setesh, Sutekh, Setekh, Seti, Suti, Set-Hen, and Smai. In Egyptian myths of the underworld, Set is the defender of Ra during the journey through the realm of the dead, slaying the enemies of the sun god every day while traveling with him in the Barque of Millions of Years. He is also known for killing and dismembering Osiris and for his conflict with Horus. In depictions, he is most often portrayed as an unknown animal or a Typhonic beast with a curved snout, square ears, forked tail, and canine body, which bears no resemblance to any known animal. In the Draconian Tradition, Set is an archetype of the Adversary, the God of Storm and Change, the principle of dynamic transformation. As he is not born in a natural way but rips himself violently out of his mother's womb, he represents an archetype of a self-created being. As the slayer of Osiris, which is symbolic of the defeat of stasis and shattering the old thought patterns – he represents triumph over death itself. He is the giver of the Black Flame and the destroyer of obstacles on the path to self-deification.

Sex magic – A term embracing a number of techniques and methods of working with sexual energy for the purpose of self-initiation, manifesting an intent, expansion of consciousness, etc. It can include sexual activity, solitary or with a ritual partner, but it can also be focused solely on energy work, without any physical components or stimulation. In the Draconian Tradition, sex magic involves working with Kundalini as a sexual force for the sake of illumination and transcendence.

Sitra Ahra – The Qliphoth, the world of “shells.” In Hebrew, the term “Sitra Ahra” means “the Other Side.” In the Qabalah, it refers to the polar opposites of the Sephiroth.

Shadow – In C.G. Jung's psychology, the Shadow is the unconscious part of personality that does not align with the “ego ideal,” i.e., the ideal version of ourselves. The Shadow as a concept includes all that the conscious personality views as negative. It is the “dark,” repressed aspect of the Self, our negative, “evil” side. In the most direct way, Jung described the Shadow as “the thing a person has no wish to be.”

Shielding – A practice aiming for establishing a protective “shield” or sphere around the practitioner. The shield protects from magical attacks, psychic negativity, unwanted entities, and ill-wishing in general.

The basic technique of shielding is surrounding ourselves with a protective layer of energy that is impenetrable from outside to those who wish us harm.

Sigil – A graphic symbol believed to have a magical power. A sigil can be a visual signature of a spirit or deity, a seal used to bind their power, or a symbolic representation of the practitioner's intent. It can be composed of letters, lines, or various geometric shapes. It can be simple or complex, inscribed or painted, colorful or plain.

Sunya – Known also as Sunyata or the Star Chakra. Sunya, meaning “emptiness” or “vacuity” is a transpersonal center existing outside the body, above the crown chakra. It is the “void center,” or black hole, related to such concepts as “*transcendental void*” of the mysticism of the East, the numerical *zero*, the infinite energy of the vacuum, the theory of *non-locality*, or the “*collective unconscious*” of *Jungian psychology*. In the *Draconian Tradition*, it is the Eye of the Dragon and the center of awareness after the Dragon Force is released through the crown chakra and consciousness is no longer bound to the physical body.

Tanin'iver – A mysterious “blind dragon” mentioned in the Qabalistic text *The Treatise on the Left Emanation*. The treatise describes Lilith and Samael as one androgynous being with two faces, remaining in a continuous sexual union through an intermediary – the dragon entity called Tanin'iver. It is through this union that they bring all evil and pestilence to the world. This “mystical marriage” of Lilith and Samael is believed to produce a being known as “the Beast,” “Angel Satan,” or “the Other God.” In the *Draconian Tradition*, Tanin'iver corresponds to the Kundalini Serpent, and the union of Lilith and Samael is viewed as a metaphor for the energy flow.

Tannin – A sea monster in Canaanite and Hebrew mythology, usually described as a serpent with a double tail. Like Leviathan or Rahab, Tannin is a symbol of chaos and destruction. It is believed that he was defeated by Baal or bound by his sister Anat.

Third Eye – A mystical psychic center believed to be located in the forehead area. Usually, it is identified with the Ajna chakra (between the brows), but sometimes it is believed that the third eye is a different chakra, existing at the center of the forehead. The Third Eye allows to see beyond the sensory perception and is often associated with such psychic abilities as clairvoyance, precognition, distant seeing, and inner

sight. In the Draconian Tradition, the Third Eye is the power zone where the Fire Snake is transformed into the Dragon.

Tiamat - In Babylonian mythology, especially in the Creation epic, the *Enūma Eliš*, Tiamat is the primal mother goddess who gave birth to the first gods. She is the personification of salty waters and the consort of Apsū, who embodies fresh waters. Tiamat was often portrayed in a monstrous form and imagined as a sea serpent or dragon. Etymologically, her name corresponds to such terms as the Greek word *thalassa*, "sea," Semitic *tehom*, "abyss," Akkadian *tī'amtum* and *tāmtu*, "sea," or Sumerian *ti* and *ama*, meaning "life" and "mother." The *Enūma Eliš* describes a war between her, representing chaos and primordial energies, and Marduk, who represents the younger generation of gods and a new world order. In the final battle, Tiamat was slain by Marduk, who fashioned the earth and the sky from her severed body and created mankind from the blood of the demon-god Kingu. In the Draconian Tradition, this story is a metaphor for the divine origin and evolutionary potential of man. Tiamat is the Inner Dragon, which awakens and opens consciousness for the flow of the Draconian Current, as well as the Outer Dragon, representing the fearsome forces of nature.

Trance – A half-conscious state in which a person is detached from the physical surroundings, sometimes including the body of the practitioner. It is a liminal condition, a state of altered awareness, in which the body remains in a mode resembling sleep, but the mind is focused and capable of receiving transmissions from other planes of existence.

Typhon – In Greek mythology, Typhon is a monster with reptilian features, sometimes portrayed a dragon. He is the son of Gaia and Tartarus, and a mate of Echidna, another serpentine creature, with whom he fathered many other monsters. In a Greek myth, Typhon fights with Zeus in an attempt to take over the world and is eventually defeated. In the Draconian Tradition, Typhon is identified with the Egyptian god Set, and sometimes their names are used interchangeably. In the writings of Gerald Massey, which were highly influential in the development of the modern view of the Draconian Tradition, "Typhon" is another name of "Ta-Urt," the primordial mother goddess, or for Tiamat, the Babylonian dragon goddess from the *Enūma Eliš*. The name "Typhon" is also the source of the term "Typhonian Tradition," which is the same as Draconian Tradition. Kenneth Grant describes Typhon as the mother of Set and the supreme symbol of Draconian cults which are based on the worship of the primal goddess (Shakti).

Uraeus – An ancient Egyptian symbol connected with the goddess Wadjet, a serpent deity portrayed as a cobra. The Uraeus is in the shape of a cobra, too. In ancient Egypt, it was a headdress, used as a symbol of royalty, sovereignty and divine authority.

Vamachara – A Tantric term denoting “the Left Hand Path,” as opposed to Dakshinachara, “the Right Hand Path.” A synonym for the Sanskrit word “Vamamarga.” It is believed that the root “vama” means “woman,” which is the source of the cult of the Divine Feminine as Shakti (power). One of the most known practices of Vamachara is the panchamakara, known as the “Five Ms:” madya (wine), mamsa (meat), matsya (fish), mudra (grain) and maithuna (sexual intercourse).

Vibrating – The term describing a deep intonation of a mantra or power word. A successful intonation makes the particular body part, a chakra, or the entire body vibrate in the frequency of the word of power.

Void – A concept denoting a vacuum, emptiness, a space devoid of matter and manifestation. The word itself is derived from Latin “vacuus” meaning “vacant” or “void” and is widely used in physics. In Draconian magic, “the Void” is a state of mind describing a mental vacuum, which contains the potential for all creation and manifestation. The magic of the Void includes a number of techniques to create such a vacuum in the mind of the practitioner for the purpose of self-illumination and self-initiation. In the philosophy of the Draconian Tradition, the term “the Void” also refers to the primordial state of non-being or non-manifestation preceding any forms of creation. It is identified with such concepts as “tohu wa-bohu,” zero point, Śūnyatā, or the Womb of the Dragon.

Vovin – Derived from Enochian, “Vovin” means “dragon.” In the ritual system of the Temple of Ascending Flame, the word “Vovin” functions as a key/password to the Draconian current, an energy raising mantra, and a vehicle of manifestation for the practitioner’s intent.

Yamm – A sea serpent known from the Ugaritic texts. Yamm, or Yam, was a personification of the sea and other sources of water. In Ugaritic mythology, he is described as an enemy of the storm god Baal. His defeat resembles other similar myths, such as the defeat of Tiamat by Marduk, representing a cosmogonic battle for the new world order.

Zazas Zazas Nasatanada Zazas - Words spoken by Choronzon, the demon of the Abyss, and recorded by Aleister Crowley in his *The Vision*

and the Voice. They appear in the Cry of the 10th Aethyr (ZAX) and their meaning is not disclosed in the text, while their function is to open the gateways to the Abyss. In the ritual system of the Temple of Ascending Flame, these words are used in rituals to open access to Sitra Ahra, The Other Side.