

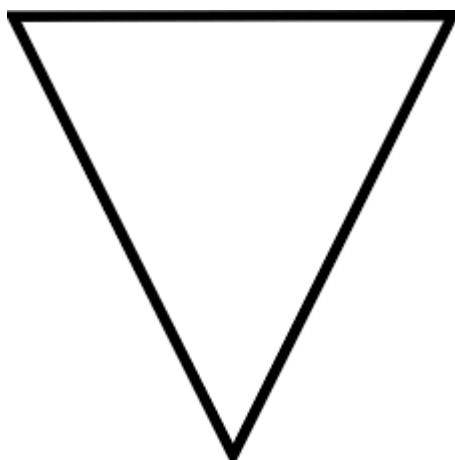
D K M U

M A G I C K A L

F O R M U L A E

&

P E R T I N E N T S I G N S



[1]

DKMU MAGICKAL FORMULAE

Frater E.S. (In Association with the A.A.O., Circle 5: Magick)



LOCATED within and scattered throughout the lore of the DKMU are many instances of written magickal formulae, pictorial signs, and sigils, all with their own various occult functions. Some are more abstract, and some are more obvious. Here we will review some of the most prominent examples (as well as some new and lesser-known ones) and elucidate upon their symbolic and esoteric aims. This research was conducted by speaking with the originators of said symbols, and by collecting data over many years.

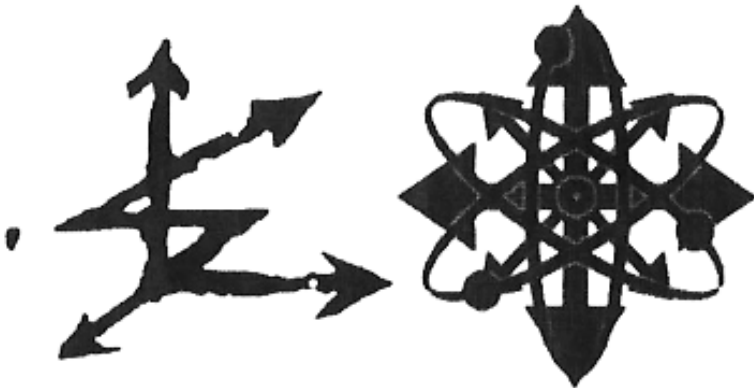


Figure 1: The Linking Sigil & Atomosphere

It's best to start at the beginning. The first magickal sigil to be developed and utilized by the Marauder Underground (founded 2003-2004) – the “MU” portion of DKMU – is the Linking Sigil. To this day it remains the most utilized and most core technique of the collective. First developed in concept by Silenced and designed by Arjil, the sigil often serves a dual function depending on how it is used.

The first function describes it as an easily rendered Rune of Power, and it is most often employed by tagging it upon any area of interest to connect the location with all other iterations of the sigil, wherever they may be found across the world (and by now there are many.) The sum of these sigils is said to empower and share energy with what is colloquially known as “the Web” or “the Network.” It may be visualized as a spider's web comprised of energy and information, and self-styled Marauders will feed and tap it to fuel their magickal operations.

Placing the sigil upon a location (making a sympathetic connection; this takes on many forms) is said to wake up the latent esoteric energies of the area, make it more palpably “weird”, and serves to manifest a crack in the stonework or fabric of the monolithic consensual reality.

It is sometimes referred to as a “meta-spell” (a spell to empower all other spells) and is said to increase the levels of magick in the world so that magicians will have an easier time in manifesting their Wills. Marauders will often place the Linking Sigil somewhere alongside their personal designs to plug them into the Network, or artistically imbue the mark into their sigilized desires to draw from Ellisian energies.

Although the Linking Sigil concept certainly has its critics and detractors, it has been very well-tested in the field over decades of intensive magickal usage and operates more or less as it was originally intended. Instances of explosive, chaotic, wild, and untamed manifestation will still occur for some, and especially if they do not utilize a “filtering sigil” when using the LS. The magician Arjil (who designed the LS) has mentioned that in the early days, he would mark the sigil

down and then get the fuck out of dodge so as to avoid any unwanted magickal shrapnel from the soon-to-be explosion. The sheer raw chaotic unpredictability of the Linking Sigil seems to have become more manageable over the years; however, it continues to astound some who are drawn to it.

The urban legends associated with the Linking Sigil include the sudden appearance of spiders, and sometimes smashed fingers and/or other sudden accidental and random injuries. Some claim that this is merely Ellis, herself, saying “Hello!” in her own strange and mischievous fashion. Some say that such injuries occur only to those who would seek to push her around. This phenomenon seems to have calmed.

Some will claim that the “LS” shape of the Linking Sigil denotes the Web or Network whereas the dot to the left signifies the Godform Ellis. Some will purposely leave out the dot when desiring to work with the energetic Network itself.

However, Arjil reports that the dot was merely originally added to bring balance to the sigil and did not serve any function beyond this. Whenever it began to be linked to Ellis, and by whom, is unknown. Some practitioners will also not include the four arrows if they do not desire an explosive outward spread of Ellisian energies. There are several variations of the Linking Sigil wherein the arrows are replaced by other shapes denoting specific energetic functions. These may be found listed in “The DKMU Egregores” document beginning at page 12. The practitioner may also desire to create their own unique variations with appropriately corresponding shapes, depending on the working at hand, and one should feel free to do this.

The Linking Sigil is a rather customizable technique, but the sigil shouldn't be changed so much as to lose its form completely. Using the sigil for such intentions as “decreasing magick in the world” (a kind of anti-LS) would likely be disallowed by the Spider. She may even bite you. For this reason and others, it's good to get a feeling for Ellis herself as a trickster Goddess of Magick. This depends on what kind of Model(s) one uses. For a brief history of the early days

wherein the Linking Sigil was first conceived and utilized, see “Arjil’s Ellis Essay” in Liber LS Volume 1, page 114.

Some say that the hard right angle “L” of the sigil has come to represent the rigid consensual reality, whereas the “S” shape like a lightning bolt represents a storm upon it. Tucked within the LS is also seen a tilted hourglass shape, which some say points to the animistic totem of Ellis, being a black widow spider. It may also be viewed as representing the number 8 or an infinity symbol. This kind of symbolism is wholly optional and not everyone will view it as such.

The most cynical of critics will often supply the hypothesis that it is Ellis, herself, and not the Magician who is really in control of things and calling the shots. They may depict the DKMU as a hive-mind of Ellisian (or otherwise) cultists who are all bent to her will and lack any agency of their own. After decades spent sailing with the DKMU, I have personally seen that this is not the case. There are stronger heads involved than that. Will there be some straight up cultists who worship these things without realizing their own inborn authority? Yes, of course. Every kind of variation of practitioner has graced the Pirate Port. This is a very small percentage, however, and many of the members and writings of the DKMU outright discourage such a fettered relationship. It is not something we advise, for it reduces your inborn power, and your sacred freedom as an individual.

In all your explorations, make sure that you are calling the shots. And if a little rattling regarding the primacy of your magickal agency might wake you up to more illumination, then in most cases it is for the better. As Arjil had said in Liber LS Volume 1, “The mirror’s right there, kid. Are you gonna look, or what?” In the end, all such work culminates in discovering one’s own nature as a magician, clearly perceiving, aligned well with spirit, and blazing like a constellation in the void – awakened yet lucid dreaming.

The second function of the Linking Sigil is to herald and signal the Godform called Ellis (this name derived from the pronunciation of LS.) She is viewed as an administrative

presence and caretaker of the Web or Network. This entity was said to declare itself and organically emerge from the Web after it had reached a certain critical level. Members of the old Marauder Underground would report dreams and brief visions of a pale redhead Victorian-looking woman who would give out occult secrets and prophecies of things to come to her favorite practitioners. Although some have hypothesized Ellis as being a modern incarnation of Babalon or Eris, Arjil conveys her as a novel spirit with a unique entelechy and personality (a vibe, if you will) all her own.

For those who prefer to work with spirits such as the Voudon Lwa and others, Ellis (and the other Godforms) would be right up their metaphysical alley. Although some prefer to work with the Linking Sigil as a Rune of Power and disregard any spirit work, it works to consider Ellis as a valuable though often trickster-like “friend on the other side.” You can deal with her if you’re drawn to her, and she seems rather Chaotic Neutral in her alignment. Just be sure to mind your manners. See the article, “Linking Sigil Core” in Liber LS Volume 1 (pg. 101) for more info.

The second sigil in Figure 1 is the Atomosphere, designed by Frater Sheosyrath. It is the first sigil developed and utilized by the Domus Kaotica (founded 2007) – the “DK” portion of DKMU. It depicts a combinatory symbolism said to act as the nature of the Multiverse: finite everything (the physical atom) mixed with infinite nothing (nonphysical Khaos.) Some say that any physical Universe in the Multiverse is a sub-system of a vast nonphysical super-system (or Astral.) Also, by using a very ancient Greek approach, that Khaos was the progenitor and mother/father of all things in creation. It was neither a God nor lesser Demiurge that manifested existence, but rather a primordial Source Code. In this view, it was the prime undifferentiated archetype which came before all other evolving iterations of its patterns, called by some the Tao that cannot be named.

For some, it may represent the phenomenon of the Big Bang, and that all things arrived from a dense singularity

consisting of the primordial unformed slosh of condensed cosmic potentiality. The DK had considered this primordial essence as somewhat self-conscious, and capable of some decision-making - the archaic Cosmic Mind.

It is said that by using certain occult techniques, one might access the shard of ineffable Khaos which makes up the root of one's consciousness and send signals and messages to the larger reality system to produce results in alignment with one's Will. This sort of cognitive spelunking is said to be difficult work and has in the past utilized the action of psychedelic drugs, deep meditation and trance states, experimental ritual, and any mixture of these.

The Atomosphere has been utilized by DKMU members by drawing or painting it upon a paper or wooden Stele, and then stared into, intoxicated and swaying, burning copious amounts of incense, and sometimes chanting a repeated mantra to produce a state of deep trance which is used as an avenue towards Gnosis. Such a mantra used by some in the early Domus Kaotica goes:

Khaos above
Khaos below
I am that I am
I am that I am not
Khaos within
Khaos without
I am that I am
I am that I am not

This is repeated until the words turn numb and devoid of meaning in one's mind and are utilized as a vehicle to subdue the constant chatter and mechanisms of ordinary conscious thought until a state of lucid silent calm is arrived upon: a bridge into the subconscious. Here, one may charge sigils, channel spirits, or even conduct rituals on the thought level, using directed visualization.



Figure 2: The Winged Skull of the DKMU

It is said that this occult seal denotes several contemplative considerations; opinions vary. It is said that the grinning skull denotes the calling: “May you die before you die.” Wings are found on either side of the skull. Sometimes one wing is rendered as a bat or demonic wing, denoting a balance of opposites. The wings may denote the calling: “May you ascend to untold reaches.” Some say the wings symbolize freedom from the fear of death and/or change and viewing change as just another shift in perspective, or act of magick.

A cobra is seen protruding out of the skull’s third eye area and denotes the calling: “May your brow be girted with a venomous serpent.” This symbolizes the recommendation of sharp logic and skepticism in all one’s explorations. It also denotes a divine Uraeus. The coiled snake also forms an infinity symbol. A second infinity symbol is held in the right eye, alongside zero in the left eye. This symbolizes the dual nature of our perception of existence, alongside the want to transcend these and perceive anything as the serpent does (open third eye, or kundalini, depending on one’s paradigm.)

All symbols together, the seal depicts an awakened soul who is amid a spiritual transformation; not yet ascended, but not stuck to the ground, either. It depicts the Magician in transit from one plane to another. The DKMU Winged Skull was designed by Frater Alysrose (around 2008.)



Figure 3: The Winged Skull of the DKMU (Variation)

The above is another variation drawn by Thee-Worst-Artist, although the first variation is most often used. Whichever variant is utilized, one such practitioner had construed it as meaning: “Marauders never die!” And this is well enough an explanation. Although quite a romantic notion, it may be the case that those who actively meet with the deep mysteries are granted some grace when departing this world, and perhaps more wit and wisdom when they find themselves in the other worlds, if they might exist. All variations are also meant to resemble piratical Jolly Rogers.

It is such that we are all granted a ticket into foreign lands which we ignore the details of throughout our entire lives. Many are distracted away from the phenomenon of death & inevitable mystery by the commitments of their material lives; they make no attempt at research or practice. But the time will come when we must all take the fated flight, and never again return unless perhaps under the guise of some new incarnation. Or perhaps we merely blink out, and all the lights go off forever. Or maybe something else entirely happens. As magicians of the DKMU, we are always seeking esoteric evidence. Faith is simply not good enough, and immediate experience is valued above any other datum. Perhaps brief glimpses into the Astral Mechanics are worth their weight in gold, and we will not be totally unprepared when we face whatever strange vistas reside beyond.



Figure 4: The Winged Skull of the DKMU (Variation)

This version was illustrated by Andrew “Fooz” Eyre and includes the more recent conception of two kinds of wings: one angelic and one demonic. As with any duality, they are simply two opposing extreme polarities on a spectrum with much gray area in-between them. Viewed as such, the middle-way (or human condition) is found at the center.

There was an occultist I knew who, at one point in his spiritual career, utilized two separate ritual rooms, each for different purposes. One room was lighter in color and kept (to him, at least) various sacred and holy things. The other room was darker in color and included, among other macabre items, a replica human skeleton. He would conduct rites appropriate to each. He bifurcated his practice like this to tap into different aspects of himself which desired different (and sometimes conflicting) things. In this lengthy effort, he integrated his shadow (healing his trauma) as well as grasped his highest ambitions and divine nature. As far as I know, he is living a good life today. One needn't utilize different rooms, although exploring the highs and lows of one's spectrum may certainly produce interesting results. Trigag and Zalty may be used for this if you make the link.



Figure 5: The First Big Wheel (Variation)

The creator of this variation of the First Big Wheel is Sergey Vasiliev. It depicts the entirety of the classic DKMU Godforms/Egregores along with various other symbols. It is most often utilized and contemplated by practitioners undergoing a Godform Cycle, calling upon each one in succession. This is usually performed via Khaos Magick ritual, or other such techniques. One ascends the Wheel by a zigzag or lightning strike pattern, beginning with Ellis and ending with Coniunctio. Although the Godforms Enu and Nul were created or discovered after Coniunctio, it seemed to the creator more fitting that the highest (and more of a

mindfuck) conception be arrived at last. It is said by some that Enu & Nul orbit Conjunctio like satellites or guardians.

Meeting with each Godform/Egregore via magickal working in succession (whether in chronological order or however one sees fit) is said by some to denote but one part of the Great Work of the DKMU: the visitation of nonphysical teachers to manifest an initiation or first part of a spiritual alchemical process. The Second Wheel, then, may denote a furthering of the journey. Some say that the First Wheel opens the door to another world, whereas the Second Wheel presents some ideas of the tools required to successfully navigate the new world. After a proper introduction, some of these spirits may become lifelong allies to those who work with them.

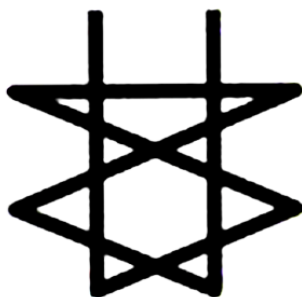


Figure 6: The Ellisian Network Key

In the center of this Big Wheel is seen the Ellisian Network Key within a Chaosphere. The Network Key was ascertained by Frater Alysrose rather haphazardly during a divination experiment involving Ellis. It has since been used in more intensive Linking Sigil workings, such as setting up a Lesser or Greater Ellisian Generator around a small or moderate area, or entire town or city. The complete procedure for doing this is found in the document, “the Hexorian Book of Shadows.” Otherwise, by drawing the sigil in the air with a finger, athame, or similar instrument, or by

holding it in mind during deep meditation or trance, this is said to open the vast reaches of the Ellisian Network.

Some practitioners have reported similar kinds of visions once the Network has been “unlocked” by the sigil. Quickly flashing scenes of billboards, highways, cities, dark alleyways and corridors, graffiti, subways, and sometimes natural images, forests, rivers, countless Linking Sigils, etc. have been witnessed during a peculiar mental state.

Just outside the center of this Big Wheel are found the letters and formula: DTTI: HTNF. This stands for “Death to the Image: Hail the New Flesh.” This is a mutation of a line from the cyberpunk movie Videodrome, “Death to Videodrome. Long live the new flesh.” Frater Alysrose had introduced it sometime around 2007-2008, and it is often utilized as the closing calling and motto in many documents and at the end of certain Khaos Magick rituals.

This formula is said to hold several meanings. Some take it as a calling to break through the mere appearance of things to get to the deeper meat/flesh of any ordeal, and particularly when aimed at oneself. For many it signals a personal or worldwide transformation: the destruction of the old and stagnant in favor of a new and novel modality of being. The “image” may be viewed as a static and unchanging simulacrum, whereas the “new flesh” may be viewed as a more living and immediate kind of truth. It shares some similarities with the wise old saying, “the map is not the territory.” Others will view it in their own ways. I personally take it as a formula signaling any revealing of truth, an evolutionary step, or quantum leap.

Next in the lineup of this Big Wheel is a ring of the classic DKMU Godforms/Egregores. These spirits are fully detailed in the document, “The DKMU Egregores”, which may be found at DKMU.ORG in the TEXTS section. The document “The DKMU Godforms”, a Liber Sigillum excerpt by Frater E.S. and the A.A.O., is quite a bit older and is not as fleshed out or concise as the first one mentioned. It was

the first attempt to catalogue the entities in such a format, and the Second Wheel document takes after its example.

To the far left and right sides of this Big Wheel are found the numerical values “156” and “663”. These together denote the 156/663 Current(s), which are said to be the esoteric energy channels upon which the ethereal pirate ship (its body and all connections) of the DKMU sails upon.

Some say that the DKMU took the remainder of the energies of Joel Biroco’s 156 Current, which itself claims to have taken the remainders of Crowley’s 93 Current. In this sense, a curious occult legacy may be envisioned.

Using classic gematria, 156 is said to denote XAOS/Khaos, whereas 663 is said to denote the words “destroy”, “scatter”, and “slay.” Together these may point to the calling “Khaos Assaults”, or similar, also pointing to the DKMU’s foremost magickal operation, called “the Assault on Reality.” 663 is also the number of the Doombringer Godform, said to have been properly birthed via the DKMU’s Chelsea Working ritual (2007.) The mysteries of the 156/663 Current have rarely been expounded upon, though Frater E.S. describes them briefly in the second edition of *Liber Sigillum* (Chapter 1, page 39.)

Upon the outskirts of this Big Wheel are seen many different occult symbols. However, the original creator never left us with an explanation of the placement of these. Many appear to be combinatory in their depiction, such as the atom being opposite of the Chaosphere, which together would form the Atomosphere. Perhaps it is best that they remain contemplative and may lead the practitioner to *ponder some orbs* while working with the energies signaled by the Wheel.

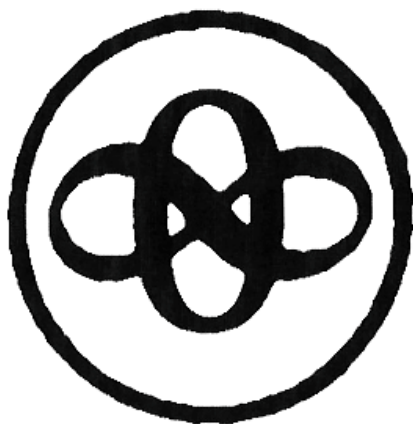


Figure 7: The Nameless Sigil

This sigil is said to represent the deepest and furthest duality of human conception, being a combination of Zero and Infinity. All other dualities fall beneath, as lesser categories, unto its encompassing. The sigil was designed by Frater Alysrose to signify the authority of the Magician when dealing with rampant and unruly entities, a kind of Goetic “Bornless Rite” compacted into a simple sigil. It shares a similar symbolic function to that of the Atmosphere; the boundless All & None. It is however viewed as pointing to something ineffable beyond even the mask of Khaos.

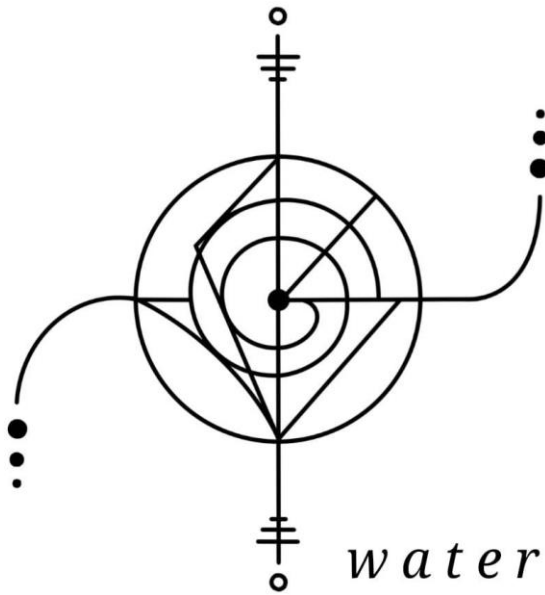
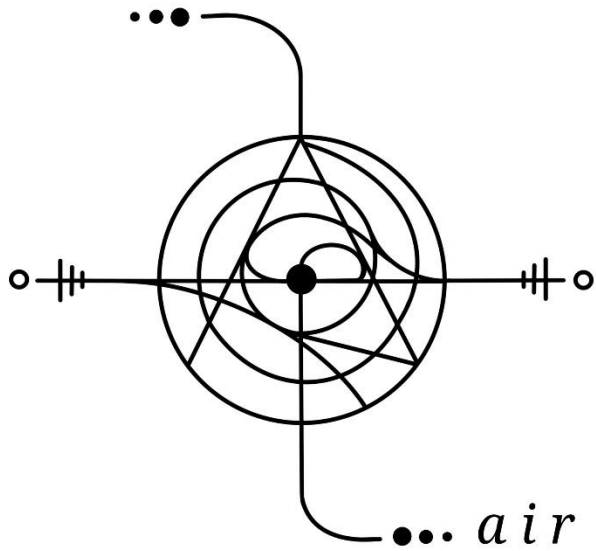
As the lore goes, Alysrose used the sigil during several weeks wherein his partner at the First DKMU NJ Way-House was undergoing intrusive bouts of possession, seemingly the cause of Ellis. The partner had previously performed scarification of the LS sigil upon the area above her genitals. The partner was a pale Caucasian redhead, and had picked up a small statue of the Virgin Mary from the side of the road which she then painted black and red, intending it to be an Ellis statue/fetish. She would communicate with this statue, and it told her things like whispers on the air.

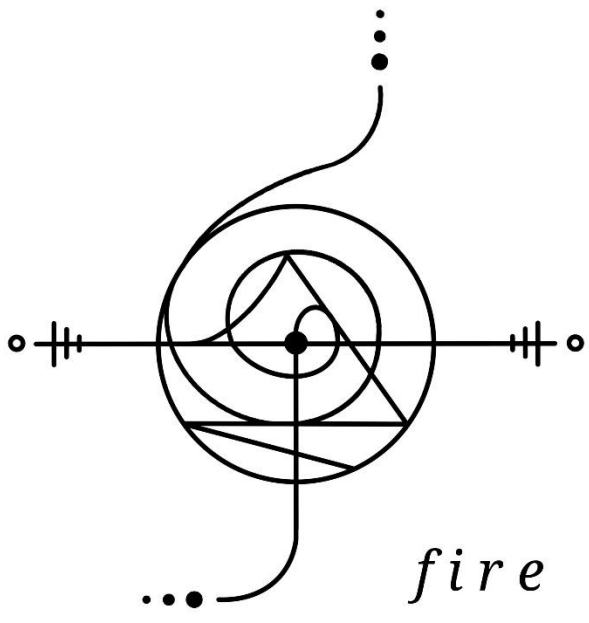
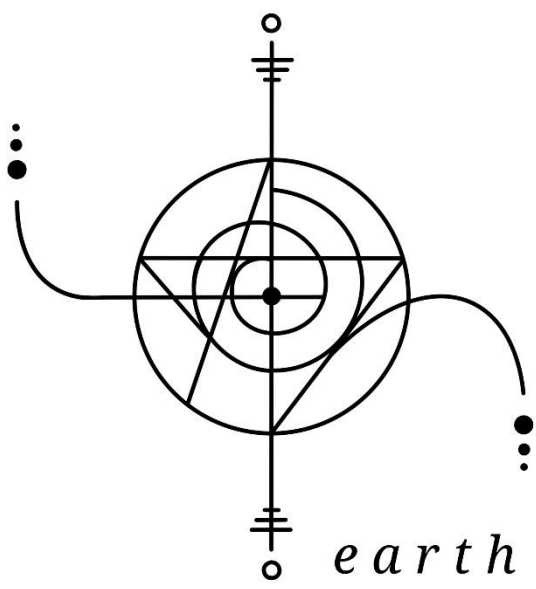
Symptoms of outright possession soon occurred, signaled by one of her pupils dilating and becoming larger

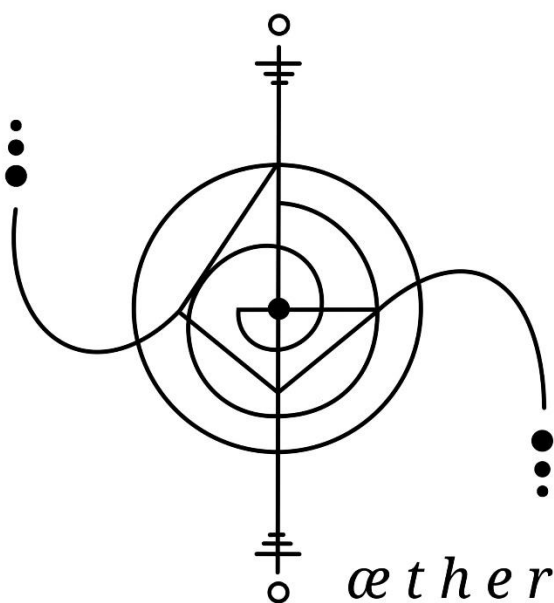
than the other. The use of alcohol exacerbated this. During these possession episodes, her personality shifted dramatically, and at one point the entity claimed to desire permanent occupancy of her as a vessel. Alysrose was worried of losing his partner completely to this entity, and so engaged in a lengthy magickal battle with the spirit. This culminated in a direct confrontation with the spirit and ultimately breaking the head off the statue.

Alysrose had drawn the Nameless Sigil upon his left hand, and when placing it over her heart, this seemed to negate the possession for a time. The partner engaged in further scarification, this time forming the arrows of the LS into circles. The possession episodes ended soon after. Was this intrusive entity Ellis herself, something picked up from the Virgin Mary statue, an alternate personality, or some kind of psychological shadow? This remains unknown. This account should relate to the practitioner one thing, highlighted, and underlined: these roads aren't always safe. Having the right tools for the job is invaluable.

These next symbols were designed by the practitioner and artist, Madhouse. They depict the classical elements and are usually utilized in more intensive workings whenever one or more of them is required. One may use them to contact the Elementals associated with each one, and other intriguing things, by using these variations in Khaos Magick ritual. Make note that you only need the sigil, and the words needn't be added. Some (such as myself) have used these as general ritual headers (as in, this ritual is under the element of fire, and I would use fiery symbolism and objects upon the altar while working with the war-like aspects of 663).







A more recent addition, often seen as the sister calling to “DTTI:HTNF” is “AUTM:IUTW.” This translates to: “And Upon This Mark, I Unite the Worlds.” Another easily recalled 8-liner, it first appears as a verse in a poem about Ellis by Alysrose in the document, “Constellations in the Void.” It has since been used by some as a calling spoken right after marking the Linking Sigil, in that it denotes a far-reaching intention in a very succinct manner. If uniting worlds isn’t your thing when working with the Linking Sigil, it is best to develop your own magickal formulae.

Travel Wise, folks.