

The Arkansas Transmissions – Transcript

Branch: Okay, you guys ready?

{Arjil and Silenced affirm}

Branch: Okay, so... This is the interview for the DKMU two original members; Silenced and Arjil. And so what we're going to start with is one of you is going to tell me: what initially brought this group to be in existence, like what started it off?

Arjil: Okay. Honestly, we were bored and angry. Growing up in the bible belt, like we did, that was not a place for two people who were interested in the occult to be. That was not a good place. Because it's-this is Jesus Country and... I spent most of my life as a solitary practitioner, just because there weren't any until I met him [Silenced]. We decided we needed to do something about this, we didn't know what we were going to do, but we needed to shake up the world. And get-bring magick to the consciousness of the people, so the people who had the spark, had a little weirdness, maybe they'd experience it and - I don't know, I'm saying this all wrong – He [Silenced] started out, it was the idea of glamourbombing – glitterbomb, from the artistic perspective – where you take... Man, you turn on a recorder and my brain just goes {fart noise}...

Branch: {chuckles} It's all right man, just...

Arjil: If you'd just ask me this straight, I could rattle it off, no problem, but... You [Silenced] talk about it first; how did we go about this?

Silenced: So, yeah the idea of... I was really interested in the artistic idea of glitter bombing, and then... the idea of glamour as – I want to be honest, that's kind of like a faery magick thing, or a charm – these sorts of spells that create or tear down illusions, mess with your perceptions, your awareness. So we kind of... I don't think we invented glamourbombing, I have no idea of where that word came from.

Arjil: I think we did, actually.

{Arjil and Silenced stammer over each other}

Arjil: I think this might work as a discussion. So, how I remember this, is you [Silenced] found the concept of glitterbombing and it was shortly after the “Blair Witch Project” came out. And our notion at the time, which has evolved since, but our notion was that all these minds, the collective disbelief in magick, and it was a pretty active, you know; “it’s of the devil” and “it doesn’t exist” that was just a morass on everything in the town we were livin’ in at the time. It’s a bit of a hole, it’s a blank space kind of, spiritually. And we figured if we could get a splinter into the brains of normal people, then the concrete reality would become more fluid, because it didn’t have an active disbelief keeping it solid. Like if there were cracks, then it could seep through and get more mutable. Does that make sense?

Branch: So what you believed then, is that in order to pour more magickal reality into consensus reality, is that people have to not hold such a strong disbelief against it?

Arjil: Right.

Silenced: That was how we felt at the time. You can imagine it as- we’re doing this in Arkansas now but our journey started in New Orleans. And so when you [Branch] got off the plane, you were like “oh my god, what is this humidity?! Why?! Why does this exist?!” and so, you’re a super fit guy but after an hour of walking around, you’re just like “Why? Why?” and in a lot of ways that’s how it felt at that time magickally. Every time I wanted to draw power or push power out, any activity I wanted to do, felt as if I had to try twice as hard, just to get normal results, because there was this tangible disbelief bearing down on it.

Arjil: Like the reality wouldn’t budge; it was a fight just to get anything to flow.

Branch: So, cuz this is something I've believed for a long time myself; I don't necessarily believe, like the chaos magicians, that belief is a tool or belief is everything. However, your thoughts hold a specific type of resonance, and if you're holding the resonance of "something isn't real" then, you're actively projecting that into the world around you as a vibration. So is that where you guys are coming from with this?

Silenced: It was a little bit where we were, like -

Arjil: And we had the notion of: you know how magick is easier to do in ritual space? {Branch acknowledges} Right. Why is that? Because you control that chunk of reality. You, inside that space, once you create the ritual space. {Sooj enters and there's a brief inaudible exchange} ... In my thinking, was the distinction between ritual space - or sacred space. Like, out there in the world, it's hard, so we set up this cordoned off section of Reality and Make It a magickal space, and magick is easier to do there... And I figured, well, why don't we get that into the rest of the world? Into Reality at large, and that way we can make the normal world – as we're walking through it – more mutable and closer to like it is once in ritual space. Does that make sense?

{Branch and Silenced affirm}

Silenced: For example, as we were in – I'm just using a lot of recent experiences, since you're {Branch acknowledges} interviewing us – so when we were sitting with Alex, at Pirate's Alley, and there was like that weird clown guy, or something, being chased by all the dudes with the helmets, and... Maybe you were a little out of it {laughter between all of them}... Point being, there was a clown-looking dude being chased by three dudes in military style helmets with these like laser-tag guns.

Branch: Okay, that's pretty awesome, I wish I hadn't missed that.

Silenced: The comment was "oh, well yeah, it's New Orleans" The idea being that when you're in these towns or these places where

weird stuff generally happens. Or if you're at a Pagan festival and there's someone running around dressed like the god Pan {Branch interjects: or Merlin} Yeah, you're like "well, of course, I'm in This Space". The idea was to make that something that would be everywhere. So that...

Arjil: And I don't know if you've been in this situation, it happens to me, and it may be a personal thing, I recognize that now, but there is... some people, being around them, their influence on the reality just makes shit harder to do. Like if you're hanging out with a rationalist scientist, just by their presence... just like I make magick easier, I facilitate it, other people have the opposite effect and make it harder.

Branch: Okay, I could see that, yeah.

Arjil: And my ideas on this have evolved too, to being more Reality Bubble based. Like whoever's in charge of that chunk of reality, like whoever's Will is dominant.

Branch: It's like whoever's the dominant conversationalist in a group of people.

Arjil: Right, exactly, but with magickal resonance. But anyway, we were trying to magickally facilitate the world and put little splinters in people's brains so that even if they didn't believe in magick, there's that little doubt back in there that wasn't holding it so concrete, from a subconscious perspective. Does that make sense?

Silenced: And you also have, there's that idea that until there's something to fight, there are no heroes.

Branch: Right.

Arjil: Yeah, that too.

Silenced: And I think that goes back to the "bored and angry", I do think that at least to some degree we just picked a fight.

Arjil: Yeah we did. {laughing}

Silenced: And we decided to pick a fight that was so big that you can just do it your whole life, you can make your whole life about that.

Arjil: There was no ring to take to Mordor, so we were like “all right, fuck you, aspect of Reality, we’re gonna -”

Silenced: “-I’m gonna call YOU Mordor-”

Arjil: “-And I’m gonna kick you in the balls!”

Silenced: “-I’m gonna find a ring and... I don’t want to be a hobbit, so unfortunately that’s gonna be you, random guy, because I wanna be Gandalf!”

{Laughter from all}

Silenced: The force behind the Nothing, that was a thing we picked... We should probably tell em’ what “the force behind the Nothing” is just in case not everybody’s seen that; we’re old and not everyone’s seen that.

Branch: No, I’ve seen Never Ending Story.

Arjil: Never Ending Story, like Gmork, he works for the power behind the Nothing and they’re the ones trying to greyface the entire world, basically. And so, that’s why, that’s was a particularly salient, symbolic energy, an enemy, for what we were trying to fight in the world. Cuz that’s like the mundanity, it takes - it strips the Wonder, and the Power, and the Magick away from people, and makes them believe that the only thing that exists is a 9-5 grind, 2.5 children, and a nice little house, after paying a lot of taxes.

Branch: I don’t want to like rehash a lot of this stuff that’s already been done, because we have both “The Assault on Reality – [DKMU]” and we have “[Ellis] – The Assault on Reality” which was

you guys talking about the Occult Forums stuff, which is still up there, like it was saved.

Silenced: - It was whatever we could salvage, it was after one of the hacks, I salvaged what I could -

Branch: But there's everything there for people to see from start to finish. I wanted to start with the beginning point and I want to jump til now, and the state of the DKMU now.

Let's get the honest opinions, let's get ideas, what you'd like to see people do, things you don't like, things that you do like. And I understand – one of the things I want to say right here, and I'm gonna put this down, is that clearly the Facebook group is not the group, the forums are not the group. I mean, you guys have the practitioners that never even post, that use the LS, that some of them even use the egregores, that there's people all over who embrace the paradigm, the Assault on Reality, the war against Insubstantia, and creating more magickal experiences for people. But it's still representative of the current, a little bit; the Facebook group, the forums, and all that and what people talk about is still representative of a face of it. So what do you guys think? Let's just break it all down.

{Various murmurs of deciding who goes first}

Arjil: Social media is... one of the issues I've always had with this. I personally think that we fucked up the early marketing. It was needful at the time to get a particular sort of practitioner interested in this that would get out there and fuck shit up, and "drive the madness into the world" because that's the only people that would run around doing this, particularly at the time, because this was lunatic fringe.

Silenced: It was very graffiti oriented.

Arjil: Very graffiti oriented. We needed reprobates, we were reprobates. But we were so militant in it that I think that part of the...

it left out a lot of of the potential positive aspects, so we got a whole lot of the negative and the crazy, but not as much of the Awakening and helping people like us have lives that did not suck. Does that make sense?

One of the things that I wanted, really, when I started this, was I didn't want – the ultimate goal was I didn't want another kid like me to have to sit there wondering if they were insane or this was Real. I wanted them to be in a world where: No, in fact, you're not crazy, this is a thing that happens; Magick is Real, here's what you're dealing with, here's how to deal with it, and you're gonna be okay. You can embrace this, you don't have to hate your life, you can – in fact – be a wizard... I don't know that was just something - I'm a bit of a fluffy motherfucker sometimes.

Silenced: That seems like a paradox... word pairing... {chuckling}

Arjil: Yeah it is. And I think that that got lost a lot. That Wonder aspect, and the caring aspect for other practitioners who were lost in the world, all on their own, and building a world in which they didn't have to question whether or not magick was Real. I guess that's-and I know I just rambled a whole lot.

Branch: No, you hit on a lot of points though.

Arjil: That's one thing that I found over the course of the DKMU – that I was like “oh goddammit” - because of this militance we drove off a whole lot of people.

Silenced: Well, it did seem for a time after I joined too, that we had this habit of just throwing people in the lake and seeing if they could swim.

Arjil: Exactly, and I have some regret too... there are some minds and souls to my account because of this thing. And I can't say – there's the whole omelet thing – but maybe some people shouldn't get stomp-kicked backwards down a rabbit hole. Maybe that wasn't the nicest thing to do.

{Sooj talking out of range to Arjil again, prompting him to leave the discussion temporarily.}

Branch [to Silenced]: So same question; the group, from what you see of it, from the people that are around right now, what you think, what do you like, what you don't like, what you'd like to see more of in the future, what would you like to see more of?

Silenced: Well, it was a little bit... we had a conversation last night where I didn't realize it until we were talking about it where one of the things I really liked about the online element of things is that I liked getting on the page and seeing what other people were doing with the Linking Sigil. Especially because I was – and still am – a big believer in the Linking Sigil as the core thing. Cuz, some people use it to expand the web, some people use it to make places weirder, which is definitely how I like to do it. But also being able to see how it expands and what cool places people are going to, because it seems that “I want to go tag This Place” so now you are going on an adventure to go tag that place. And so, just going and tagging something is sending people on adventures. And then that adventure gets to be shared by anybody else who is attached to the web. And let's be honest, we're all human, so it's way easier... like the Pyramid of Giza; I know about it because I saw the evidence that Idris tagged it. Do I feel that if I didn't know that and then I threw myself into the Web that eventually I would realize that place was tagged? Yes. So I'm sure there are awesome places that nobody knows about that are tagged, but I wonder how many people on the Facebook page know that the Well of Avalon is part of the Web? Why aren't we ALL using that in our Workings? That's freakin' amazing. So I love having that knowledge, and that's what was so exciting to me about the online element it, you are connected to people all over the world and this sort of Extended Great Work that we're doing, it gets to be this worldwide adventure.

Because ultimately, that's what we wanted. I just wanna go on adventures, man. I just want to be a wizard. And seeing all these other people doing that and being called to adventure, as it were,

and having these heroic moments where you're going to these ancient places of power and tagging them. OR, you're going to these horribly mundane places, like public restrooms, and tagging those and making them a little weirder. You gotta have that too, you gotta have the people, like Alex Barnhart has those McDonalds stickers, gotta have somebody going into McDonalds and make McDonalds a little weirder, and I like that. I also like, I think, the people.

Sooj {interjecting with laughter}: LS in the ball pit! LS in the ball pit! AHH!

{Arjil rejoins the discussion}

Silenced: Yeah, get a Linking Sigil into the ball pit! {chuckles} That's the point, I mean, you can be a knight in shining armor AND jump in the ball pit.

I was one of those early edgelords who "fuck Reality, let's go fight and punch dragons!" Yeah, I was very much into that. And now, I'm just like, man, let's all be clowns, let's be tricksters, I want to have a good time, and live in a weird-ass world. And I see people who might otherwise have not known what to do with their gifts. If I didn't have this, I feel like I would have a cool stick, or a sword or a tool, that I wouldn't really know what to do with. I think that's ultimately— not to keep going over and over the beginning all over again, but that's a lot where we were; "why am I working so hard to have these talents, these magickal skills, whatever, and really not doing anything with them?" {Silenced and Arjil stammer over each other some more}

Personally, I needed a story, and that's what I love about the online element; I can see that story unfolding far beyond me or any individual, I can see other people having their story, so we're all just in this giant Game together... And it's really exciting. And I feel like if the internet went away tomorrow, obviously we're all still here, we're all still doing it, and it would still grow, just maybe not quite so exponentially, and we might not meet as many cool people as we do. And so, as far as the future of the online presence, I think it is important for growth and connection, but not critical.

Branch: Yeah, it shouldn't be leaned upon as the ultimate representation.

Silenced: Yeah, cuz it's not. It's not. It's what you're Doing that matters. It's the Linking Sigil that matters. It's what your adventure is that matters. Who cares about a Facebook page? But I know you [Branch] because of Facebook, and that has value.

Arjil: And that's an important point, that he brings up; the game and something to do aspect of this, that was one thing that we really wanted to do was... I mean, it's the adventure thing. Give someone a quest to go on, an adventure to do, but we're really Doing shit, I mean -

Silenced: It still matters.

Arjil: It still matters, we're actually Doing it, but it's like "here, have a Quest" and then people can go out and Do those Quests, and on their way they are both furthering our aims but they're also gettin' into shit, findin' magick, playin' with spirits, Doing their Magickal Thing. They get to live a magickal life because they're on-Silenced: Which makes the world weirder.

Arjil: Which makes the world weirder, more magickal place. Go ahead, sorry, didn't mean to jump in there.

Branch: No -

Silenced: That's what I had. I think there's a lot of us that have these... things, magick to offer the world, and this has kind of given us a cool channel to express it. I mean, think about all the different artists and musicians that have found a way to – found more empowerment out of that - or, again, you could just, like when I went to Tatuaje-con in Mexico, I could've just gone as a tourist, absolutely, and it still would've been a grand adventure. But having – the fact that I was able to have fresh ink from someone from Lithuania, a spider talisman from someone from Ohio, I'm from Arkansas, and all

of these elements come together on, like a Quest to Tatuaje-con. So it makes it just something a little bit More, and I like that.

Arjil: You know, there's another thing about this mad idea that we had, of taking the fight to the mundane world; this is not a fight I ever expected to win, and winning was not the point. The Fight was the point, and I don't know if that's... Yes, the Fight, the Adventure, the getting out there and mixin' it up with magick. Being a wizard in the world, because "fuck you, boring normal world". And that-Silenced: Yeah, "get off the couch, do magick" ... he said as he sat comfortably on the couch.

{laughter and acknowledgment}

Sooj: It's different when you have a history with the couch. It's different.

Silenced: Also true, also true, this goes back—

Sooj: We've had that couch a long time.

Arjil: Magick has happened on that couch...

Sooj: {chuckles} That's what she said.

Branch: What's that?

Silenced: I would like to involve her [Sooj] in the conversation.

Branch: Yeah, absolutely!

Sooj: {Talking about magick chocolate as the others talk over her and adjust to her joining the conversation}

Silenced: So, she's [Sooj] a great example... SJ Tucker, Sooj, is here as well. A really good example... so I had been-I was in Phoenix, and in a pretty mundane spot, I kind of moved away from doing our Grandest Dream, doing the LS thing. I had just gotten lost in some mundane stuff. And so having her sort of appear, she's a

good example – if you do some research on her – of a person, who sort of... she walks into a room and it doesn't matter how mundane it is, it gets a little Weird. {Giggles from the group} And then she's got her music thing, but I mean, it's also that I don't know that I've ever seen her in clothes that you see anywhere else. So it – automatically – for anyone who is stuck in that kinda Greyface thing, just witnessing that person out there, living their life, challenges some of your perceptions, it challenges some of your ideas. It was exactly what we were talking about last night.

Sooj: I wear jeans and people freak out, like “what’s wrong?”

Silenced: Yeah! That’s what I’m saying; you see her or you listen to her music or you even find out “no, that’s a real person”, she sounds like a role playing game character until you actually meet her, and see the world that she’s in, and you’re welcomed in to that world and there’s this whole other kind of ... world to that. Shaltmira’s the same way; doesn’t even seem like a real person, seems like a character, until you meet her and you’re like “oh, you are, but like you ARE-”

Branch: Right.

Silenced: You know what I mean? Just automatically makes the world weirder by being in it.

Branch: It’s embracing that sincerity is what it is that makes it real though.

Silenced: Yeah, and I would argue it’s not – I’ve mentioned costuming a few times but it’s not so much costuming as it is the energy signature. People instinctively Know what’s going on with that person, that person makes it weird. Even, arguably, if they don’t recognize that... you’re the one that made the room weird.

Arjil: You know, they notice that it’s—

Silenced: -something got a little strange.

Sooj: My friend, Frank, who's the one who's in the Marvel Universe arena show right now – messaged me a couple of months ago and he said the phrase I got the most tired of hearing when I was working at theme parks was “oh, I could never do that”. {mumbles of acknowledgment} And he commended me for being probably the first person that he met who had said “um, no, fuck that. I'm gonna own my story”.

Silenced: “I believe I will do that”, yes.

Sooj: I will own my own story.

Branch: So, this interview is gonna be a preface to the writing that I'm gonna be doing, over the next six months. It's gonna be a collection of the set of works I've done with the DKMU godforms, but the other part, which is going into the propaganda stuff I talked about, is this year [2019] I want to push – just like what we're planning on doing tonight – is I want to push for not just “Magick is Real”, but “You make the world more magickal by being the best you you can possibly be”. Right? {murmurs of agreement} And it's-a lot of the stuff I've done, my work with my Holy Guardian Angel this past year, I'm putting more practical stuff into that. So my question for you guys is: what are ways to challenge people to find their sincerity, to find who they-to really find who they are, not just outside of societal expectations of that, but how do we involved that organically with the stuff that's already in DKMU?

{Contemplative pause}

Sooj: Magick by example. You show people that there's a less mundane way to walk in the world. And hopefully they pick it up for what it is.

Arjil: And just giving people—

Sooj: Authenticity, but magickal authenticity, as a revolutionary act.

Silenced: Did you get that? Magickal authenticity as a revolutionary act. Wanted to make sure you could hear, those in the back.

Arjil: That's a very good-and giving people permission to step outside of their normal role in society, and what they-the person they feel expected to be. Like, giving them permission to: "no, no really; you can do This, you can go be as odd as you want to, and it's okay".

Sooj: And it's tricky, at least in this country.

Arjil: It is.

Sooj: You have to be subtle about it or you enter what good ol' Mr. Wiley refers to as the "somebody else's problem" field. Because-this is our boy who walks around in a flame print shirt and neon green pants, and so people just don't see him, because he's-automatically for being so loud and bright in the "someone else's problem" field for folks that are trying to just blend in because they're too afraid to do anything other than blend in. You gotta get people out of that place of fear, I suppose. Because, why are we ever NOT authentic? It's because we think we won't be well received, that somebody's gonna come after us for it, or somebody HAS come after us for it; hello, elementary school, we all went through that bullshit.

Arjil: In the magick community specifically, because I've seen it, from the pagans to the Satanist crowd; people trying way too damn hard to... present in a particular image, like they think they have to-so many people think they can't be a wizard in jeans and a t-shirt, and no, really, you can, really, this is you. Strip you naked – naked in the dark – are you a witch or are you not? You know? Be you {emphatic clap}, whatever that looks like. Be you, be true to yourself, be honest with yourself. And that's just something that's often missing. People will dress up in a costume, like they want to be This Thing. They want to be dark and sinister and spooky, when actually they're kinda fluffy inside. They should just be themselves; be the fluffy thing.

Sooj: It's the balance, it's the other side of the authenticity. If your authenticity is jeans and a t-shirt while huckin' magick at shit-Arjil:

Them BAM!

Sooj: Hell yeah! You DON'T have to look like Gandalf. If you WANT to look like Gandalf, on the other hand, on the other side of it, please, go forth and Gandalf as hard as you want to Gandalf.

Arjil: Absolutely.

Sooj: But then, ugh, it's-it all comes back to the fear, it all comes back to—

Branch: Well, everyone wants to be loved and seen. And it's-when you find something that you like, you still take that-well, most people, still take that into consideration before anything else. Like “how will I be seen?”

Silenced: Well yeah, there is a practical fear to that. I have to remind myself constantly, just even as we're all sitting in this room. I'm a creative professional, SooJ is certainly a creative professional, Ryan as well. Branch, you just kinda Branch, I'm not really sure, {laughter} but no, I know you're an artist. Like the idea is none of us is having to go to a job on Monday that we have to alter our appearance, wardrobe, speech patterns...

Branch: Yeah, there's nobody in this room right now that has decided we're gonna do anything but what we want to do.

Silenced: Yeah, well and... all I'm throwing out there, and I'm not trying to set up limited expectations, but there are a vast majority of people who are-people are still ditch-diggers and plumbers and there are trades, there are jobs, and so there is a definite conflict, which I think is ultimately where we started. Is like-there's a conflict of “I can't be Authentic and keep a fucking job; I have to silence myself to be employed, and provide for my family”. I don't have the answer to that, other than: make the world so weird that it doesn't matter that you're weird. You can still... if the world is weird enough, then weird people can get normal-ass jobs and feed their families, and not have to have that inherent struggle of inauthenticity when they go to work.

And I think for so many of us, that is what breaks us. That is what creates broken wizards on the DKMU Facebook page. You know what I mean? In a lot of ways, that's like a core struggle, is how to be-I'm gonna use the word weird, it doesn't encompass everything-how to be a weirdo...

Branch: How to be free.

Silenced: How to be free, how to be authentic and still-and not get fired from your corporate job-Right?- Because you have a neck tattoo or you say weird shit about trees. {laughter} Because it costs you something to put your collar up and not show your neck tattoo and it costs you something to just smile and nod when your coworkers are talkin' about religion, and you hope they don't notice that you hug trees and worship dirt. And being inauthentic in those moments costs you something, so that by the time you get home and you are in a position where you can be free, you're beat down, you got nothing left. So in a lot of ways, I think that's the fight we picked. Is make... and it sounds insane when I say it, but it's make the world weird and free enough that weird, that free people can still be ditch-diggers, and still-I can be a plumber and have five pounds of metal in my face.

Sooj: Damn the Man! Eat the rich! Hug trees!

Silenced: That you can look like Ryan and work and IT job; you can look like me and... I don't know...

Sooj: Run a daycare!

Silenced: Run a daycare, yeah! You know?

Branch: Without people thinking it's weird, yeah.

Silenced: And have parents be like "sure, dreadlock weirdo man, here, care for my child" I absolutely could do that, but I feel like if I opened one now-Branch: Yeah, with hand tattoos and dreadlocks, yeah...

Silenced: Only weird people would bring me their kids and now we're in an echo chamber.

Arjil: And well, there's also the – to take it back to the beginning again – with the whole day-job thing, the soul-crushing... retail service industry, just shitty-ass mundane job Thing... The fight that we picked was self-defense. Yeah, we had to swallow it and just be under that mill wheel all day every day, but then walking home, we could cause some magickal chaos. And that helped; any time we could step outside of the world and give it a kick from behind, poke a hole in it - "fuck you" - while having to be in the mundane grind of normal existence, working in the... I was retail assistant manager, and that was hard on my soul. Ugh, I hate retail, I hate it. But having something to do magickally that symbolically kind of fought back against that, was helpful. And that's another thing...

Silenced: That's another element – that's an empowering element of the Linking Sigil and DKMU, is now – now you're an insurgent at your Walmart job that you hate. Like maybe now... yeah, now you're a magickal insurgent at your Walmart job... and maybe that's the authenticity inside, that's your internal authenticity, and helps you get through that and do that and it turns your Walmart job into an adventure, cuz now you're like "oh yeah, I'm gonna do the little Things at work"

Arjil: "I'm gonna enchant up the shampoo!" {all laughing}
"somebody's gonna have an interesting day".

Silenced: Yeah, because now we're getting into those ideologies where you're like – and I hope, if wizards are working at Walmart – I hope maybe, in a hundred years will be more like what we're talking about. We're not gonna live to see it, but that's that Impossible Fight we picked. That's the beauty of the Impossible Fight, is you get to fight your entire life and die with it unwon but also not lost either. It's like this life-long ride you get to just be on.

Branch: It'd always give you something to pursue, that is... yeah.

Silenced: That is still meaningful. So it's not just "I will tear the sun down and put it in my pocket", like well... maybe?

Arjil: I kind of doubt it {chuckles and laughter} but no, cause that dude over there on aisle three to have become aware of Gremlins and shit. Yeah, you could do that.

Silenced: Well, I think that's an important thing for us too, and I'm glad we talked about that because not everyone is going to pursue the same kinds of professional trades that we've-that the people in this room have ended up having. So we have, for whatever reason been able to find some degree of sustainability in sort of creative pursuits that allow us to be a lot more authentic, and it would be silly of us to think that there aren't going to be people out there who are going to be accountants their entire lives. Because the world needs accountants, but it needs happy accountants who can also be wizards and be cool with that.

Arjil: Well and I'm sure that there's some accountant wizardry, like people engaging magick in their daily lives and what they do, even if it's... in the most of mundane professions, you can whoop magick on that.

Silenced: Yeah, when I worked for the military, I was a logistics wizard, the only thing I would change is it would've been nice to be able to not pretend that I was doing something else. Like "what was Sean out there doing?" It would've been nice to have been able to admit what I was doing other than just being like "oh, I was wandering around, getting a smoke" or "talking to myself", or something. Like no, I was actually doing a ritual to make sure nobody crashed any of their vehicles or got hurt today. I'm looking out for ya. Getting to be – for lack of a better example – getting to be the shaman for your community and be able to do that openly, as opposed to taking care of your community on the DL. And not in an ego way, but just in a "why is that weirdo still out there doing that?" Well, because not all the trucks are home, not all my guys are home, I can't go inside until everybody's home. So now it's not that it's not weird behavior, it's that weird is okay.

Arjil: Here's something about the DKMU that always kind of... it doesn't bother me exactly, but I wish more people GOT this aspect of it. When the godforms and everything Happened, like the Ellis sigil, the godforms, our whole shtick... the majority of occulture at the time, the way the people thought a bout magick; none of that was possible. Or at least none of it was likely. There were a few people that thought that maybe you could do that, maybe, but it was a Terrible Idea. And now... and these were the things that we just decided to make up and Try. They're established now, so people are like "oh yeah, we'll do the godform cycle, use the Ellis sigil", they're not looking at... we looked at the world and were like "let's try some shit and see what happens", and that seems to have-that spirit of trying to figure out what it would do, like "what can we make magick Do?" has gotten lost in the "what has been done", does that make sense? {mumbles of agreement}

Silenced: There's definitely some pioneering to be done, and how great is the Linking Sigil and is the Ellis Web, how great is that a tool for pioneering?

Arjil: Yes! And so I would like to see a little more of the-of that innovation, you know. All the Old Guard, we were in the process of doing that, like just seeing "can we do this?" "I dunno, let's give it a whack, fuck it" And we gave it a whack, and some of it stuck and some of it didn't. But people coming to it now, they see what's been done as if that's the point {punctuated clapping for emphasis} and that wasn't the point, the point was "what can we make this puppy do?" Keep moving forward. And that's not to say "Leave that behind" because it's useful; if it's useful, use it. But the creativity and-yeah, the creativity and the personal empowerment of "what can YOU make magick do?" the inspiration, I think, is largely lost sometimes. And that's something I've pushed, always, but people don't always listen.

Branch: I think this is a good point to wrap, I think this is more than enough material.

Silenced: Yeah, you have a big editing job ahead of you.

Branch: Yes! Yes I do, and I really appreciate it, I really do; I appreciate you and Sooj having me here and I appreciate this time with you guys, I really do.