


ROCKPOOL

OCCULT TAROT

TRAVIS MCHENRY

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An Insightful Guide



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TRAVIS McHENRY



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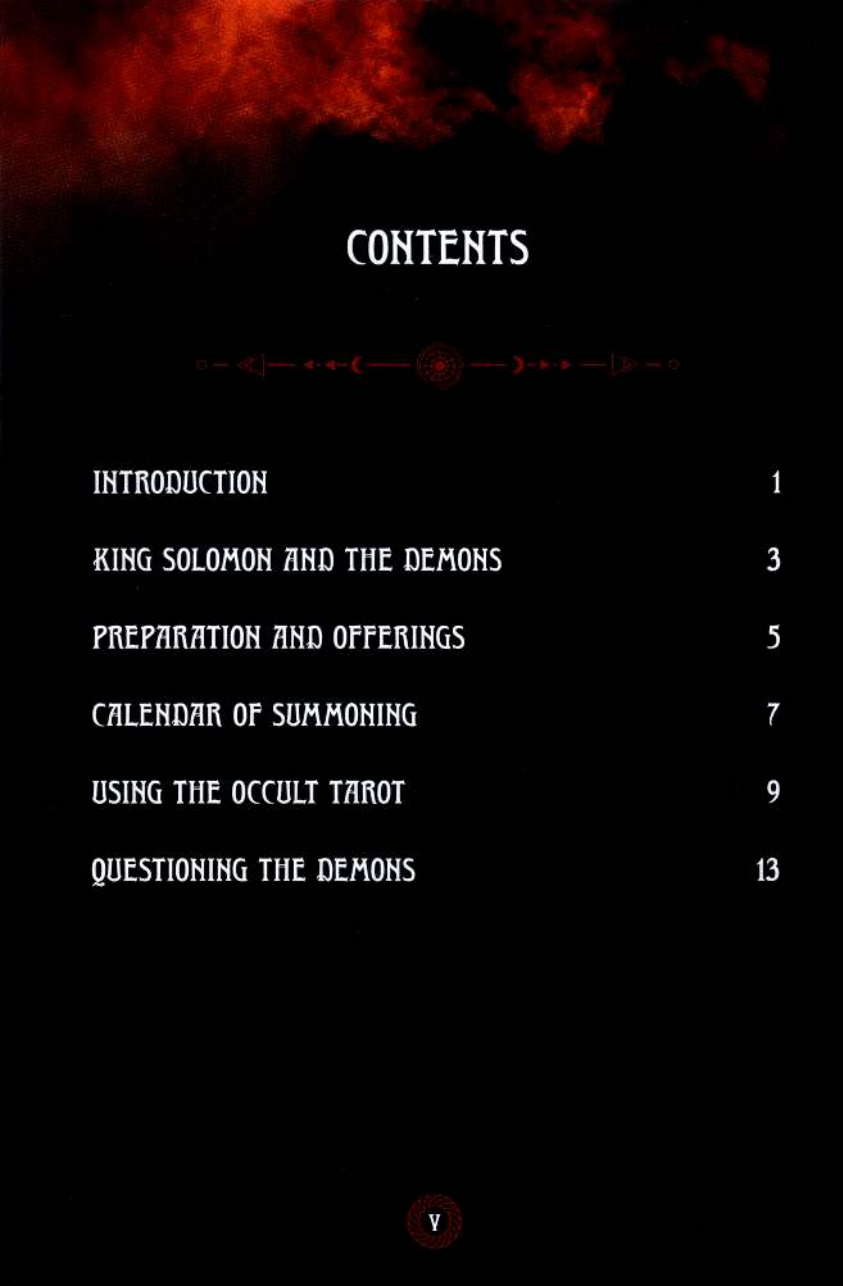
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INTRODUCTION

Demons are spirits that straddle the border between the physical earth and the lower spiritual realms. *The Occult Tarot* harnesses the power of these entities to help you uncover the hidden mysteries of your own life.

For centuries mystics and magicians have attempted to converse with dark spirits of the other worlds, and dozens of books have been written explaining how to conjure spirits, demons and angels. Separated by time and geography, different magical traditions have arisen that each have similar but distinct instructions for drawing summoning circles and for creating talismans of protection and invocations.

The Occult Tarot primarily relies on Solomonic magical traditions, sigils and incantations to perform the rites of summoning and restraint. These are the original rites performed by the legendary King Solomon, a leader and mystic of the ancient world who was reportedly the first and most successful conjurer to call forth and control these entities.

The cards of *The Occult Tarot* are filled with Solomonic magical symbols, seals and invocations intended to simultaneously summon and restrain the spirits of the lower

realms. The invocations are activated by the simple act of turning or otherwise moving the cards, similar to the way Tibetan prayer wheels and flags send prayers rippling through the world.

Demons are opposed by angels, who straddle the border between our physical world and the heavens; each demon has a specific angel ruling over it. You will find the names of these angels written on the card in Hebrew under the demon's name. *As above, so below.*

Demons and other lower spirits are intensely jealous of human beings because we are capable of enjoying a physical existence, something they will never be able to do. This jealousy will cause them to sometimes seek to harm us or make our lives more difficult, but we have power over them.

The conjurer's most potent weapon against a demon is *knowing its name*. If you know the demon's name then you have proven that you know something that is true. If you know one truth you may know all truths, and therefore the demons will fear you and obey your commands.

It is from this power that you can wield the cards of the occult tarot and get their spiritual energy to work for you rather than against you. But **beware**: these cards have been carefully constructed to harness and contain the demon energy, so if you find that using them is too overwhelming or you wish to banish them from your life it is strongly suggested you leave the deck intact and burn it completely. Ripping or damaging one or all of the cards risks breaking the protective seals and releasing the demons into the world unchecked.

KING SOLOMON AND THE DEMONS



The story of King Solomon conjuring and capturing demons is an ancient tale dating back to the first century. The legend goes that Solomon summoned 72 demons using a specific invocation, then questioned them and put them to his service according to their abilities and powers. Some variants of the legend say the demons were used as beasts of burden to help build Solomon's temple.

When he was finished with the demons Solomon trapped them in a large brass bottle-like vessel, then sealed the vessel with a secret sigil that would prevent the demons from escaping.

Solomon threw the vessel into a deep lake in Babylon, where it remained until some local treasure-seekers found it and broke it open. Of course, this act released the demons into the world, where they were free to torment mankind.

According to legend, only the demon Belial chose not to escape into the world, instead entering a graven idol in Babylon. The local people gave him sacrifices and worshipped him as a god; in return, he answered their questions about the past, present and future.



PREPARATION AND OFFERINGS



Before the conjurer begins using the cards they should make some offering to the demon they wish to summon. Without a proper offering, the demons may not answer your call and your workings might not be productive.

The conjurer should select some simple item that shows respect to the demon and will attract it to your presence. The offering should be something that is both valuable to the conjurer and desirable to the demon.

Good offerings include:

Incense, alcohol, seeds, food, money or flowers.

If you know the qualities of the demon you wish to summon you should strive to find an appropriate offering that suits that demon's particular taste. For example, demons appearing in the shape of a bird will surely enjoy an offering of seeds, whereas to offer roast chicken would be a grave insult.

If the conjurer wishes to make an offering of their body it is best to give a few drops of blood, as the most ancient and powerful demons value blood above all else.

The most important thing is that the offering, however

humble, must be made with a pure and generous heart and it must be something that the conjurer would rather keep for themselves but is instead giving away.

When the conjurer has finished with their task the offering should be disposed of. This is generally done by burning the offering; however, if the demon conjured is of the sea, disposing of the offering into a body of running water is the preferred method of dispersal. Returning the offering to the earth by simply throwing it into the ground is also a direct way of ensuring the demon knows the offering was for it.

If you break your promise to give the offering to the demon, or if you make your offering with an impure heart, the conjurer can be sure of future troubles when they attempt to summon any spirits. The demons will mark your name in the Great Book of Lies, written in blood by the hand of Lucifer, and they shall be pained by the lower soldiers of hell unless they seek forgiveness with a great sacrifice at the next Walpurgis Night or Samhain.

CALENDAR OF SUMMONING



Summoning or divination of the demons may be performed on any day at any time. However, to surely invoke the demons and achieve the highest possible benefit from their power, operations should be performed in observance with the cycles of the moon and the special days of the year when the border between the spirit world and the material world is thinnest.

King Solomon advised:

‘First, thou shalt know and observe the Moon’s Age for thy working. The best days be when the Moon Luna is 2, 4, 6, 8, 10, 12, or 14 days old, and no other days be profitable.’

Other practitioners have recommended dates aligning with pagan and magickal festivals:

- 2 February: Imbolc
- 20 March: spring equinox
- 30 April: Walpurgis Night
- 20/21 June: summer solstice
- 1 August: Lammastide
- 22/23 September: autumn equinox
- 31 October: Samhain
- 21/22 December: winter solstice

The conjurer should not perform more than one ritual of summoning or divination per day. Ideally, only perform one divination per month.

MEANING OF SYMBOLS AND WORDS ON EACH CARD



USING THE OCCULT TAROT



To conjure any demon you wish to ask for favours or gain divination of the future you must use cards of *The Occult Tarot*, which bear the images and sigils of the 72 demons that great Solomon summoned, as well as their six rulers, the grand princes of hell, totaling 78 infernal spirits from the darkest realms.

You must then create an infernal circle (see Figure 1) in which the demons shall be contained by aligning five red candles in a rising crescent formation, with the centre candle, that closest to the west, being taller than the rest.

From the flame of the candles, light some sticks of incense and draw with the smoke, a circle around the conjurer and the infernal circle. Place the incense in holders on the south and north sides of the circle.

Select the card bearing the image and sigil of the demon you wish to summon (this is called the *significator*) and place it in the centre of the circle. Say the words:

I call upon you, unholy hosts of hell, to come before me as I summon you to my presence. The seventh gate has been opened and within this infernal circle you are safe to appear and do the work of your office.

Place your offering in a metal dish, reserved for the special purpose of doing commerce with the demon, into the infernal circle at the north-west point and say the words:

I here present the choicest offering I could find for you and any demons that might come with you. Accept it as a sign of respect and adoration of you and your king.

While gazing upon the image of the demon, shuffle your cards, letting your mind drift over the image and pondering the nature of the demon.

Divide the deck into three piles and shuffle together again, gazing upon the centre candle and letting your mind go blank while shuffling.

Again divide the deck into three piles and shuffle together, this time pondering upon that which you intend to ask.

Divide the deck into three piles a third time then stack the piles. You are now adequately prepared to question the demons.



QUESTIONING THE DEMONS



To begin your questioning you will be laying your cards in a version of the traditional Celtic cross tarot spread (see Figure 2).

Lay the first card over the significator demon in the circle; this shows the demon that shall be your **guide** during the reading.

Lay the second card across the first; this shows the demon that shall **challenge** you in the future.

Lay the third card above the first; this reveals the **outcome** of future events.

Lay the fourth card below the first; this reveals the **abilities** you shall need to achieve your goal.

Lay the fifth card to the right of the first; this reveals the forces that have **passed from influence**.

Lay the sixth card to the left of the first; this reveals the forces that are working at your bidding and the **result** they shall attain.

Lay the seventh card by itself to the right of the cross of cards you have formed; this is the **conjurer**, showing your heart and spirit.

Lay the eighth card above the seventh; this is the force surrounding the conjurer in your home and elsewhere.

Lay the ninth card above the eighth; this reveals either the worst or the best that might happen. It is not a sign of what shall be or of what shall come, but of what is possible at the highest or lowest levels.

Lay the tenth and final card above the ninth; this reveals the demon to which you shall pay the price of receiving your desires. This demon shall trouble you with all the skills of its office until your debt to the demons has been paid in full.

NOTE: If the tenth card bears a demon that can predict the future, the conjurer may ask of it a question. The answer shall be found in the following three cards turned over from your deck in the order of past, present and future.

When the questioning of the demons has finished the conjurer should sit in silent meditation, remaining within the circle. When all the smoke from the incense has ceased, say the words:

I thank you, unholy hosts of hell, for granting my desire, and payments due shall be made. I give you leave to return to your domain, far from the eyes of mortals, and do the work of your office in peace. When these lights have vanished the seventh gate shall be closed, and you must depart in peace and without harm. The laws of hell and the power of Christ commands you.

Replace the cards into their pile, leaving the demon you summoned on the top. Slowly extinguish the flames from the candles from south to north, leaving the centre candle as the last to be puffed out with your breath.

The demons have departed, and you are free to enjoy the fruits of your labour. You may expect the demons that surfaced in card positions 3, 6 and 10 to influence your life in the future. They can also be at the bidding of the demon you summoned, so if you wish you control them command them through your signicator demon. Remember: you have power over the demons, and although they can influence events they do not have power over you.

Do not misuse that which you have achieved.

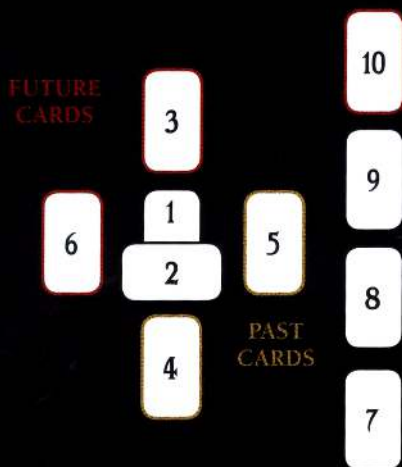


Figure 2. Questioning of the demons layout
(the signicator card is under card 1)





OCCULT TAROT MEANINGS

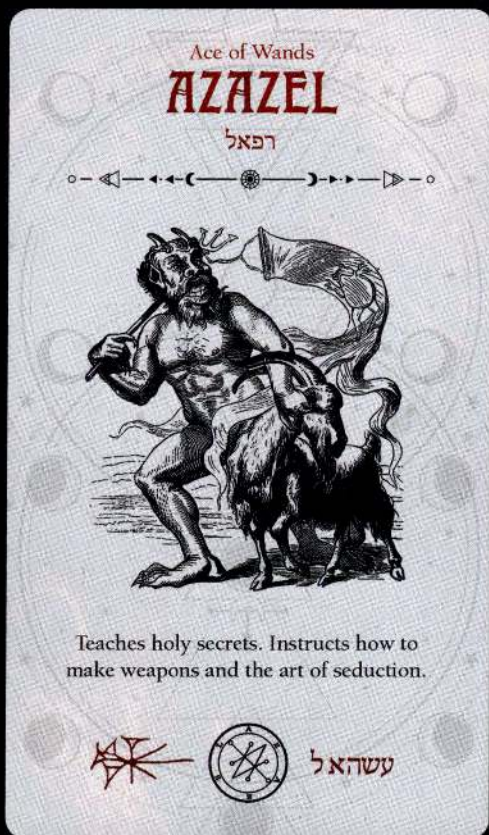




THE SIX RULERS

AZAZEL

- Teaches astrology, logic, rhetoric, philosophy, palm reading and divination by fire.
- Resonates with the Ace of Wands in the traditional tarot.



BAPHOMET

- Health and financial prosperity. Connects with the divine.
- Resonates with The Magician in the traditional tarot.

The Magician
BAPHOMET

בפומת



Gives health and financial prosperity.
Connects one safely with divine.

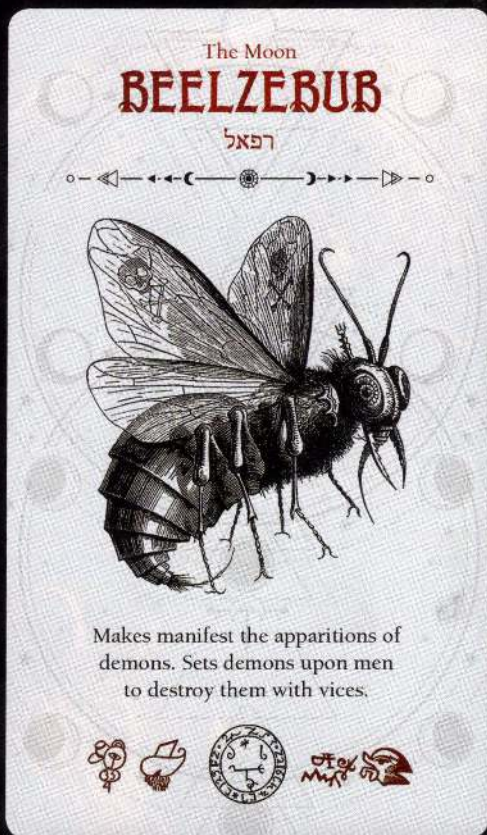
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VALLA

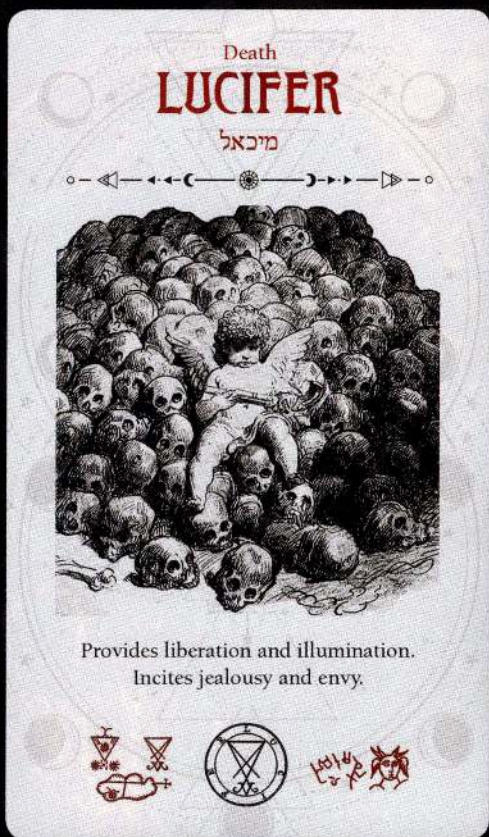
BEELZEBUB

- Manifests demons. Destroys men with vices.
- Resonates with The Moon in the traditional tarot.



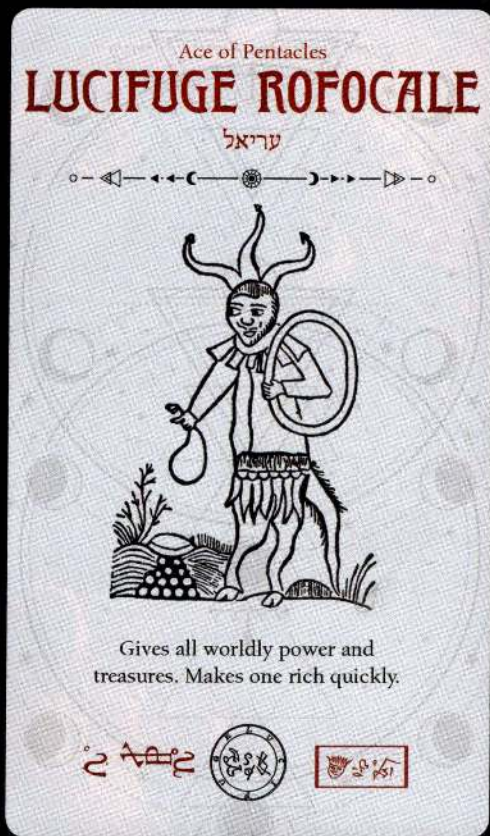
LUCIFER

- Provides liberations and illuminations. Incites envy and jealousy.
- Resonates with Death in the traditional tarot.



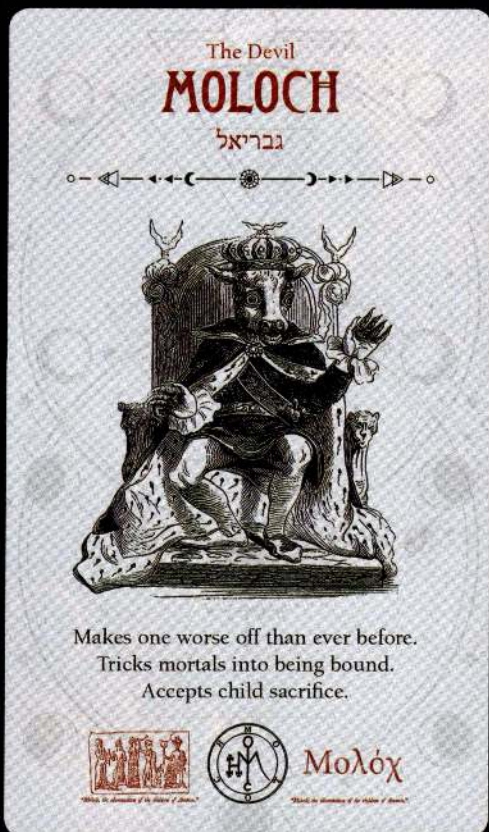
LUCIFUGE ROFOCALE

- Gives worldly powers and treasure. Makes one rich quickly.
Resonates with The Ace of Pentacles in the traditional tarot.*



MOLOCH

- Tricks men into being bound. Makes one worse off than before.
- Resonates with The Devil in the traditional tarot.

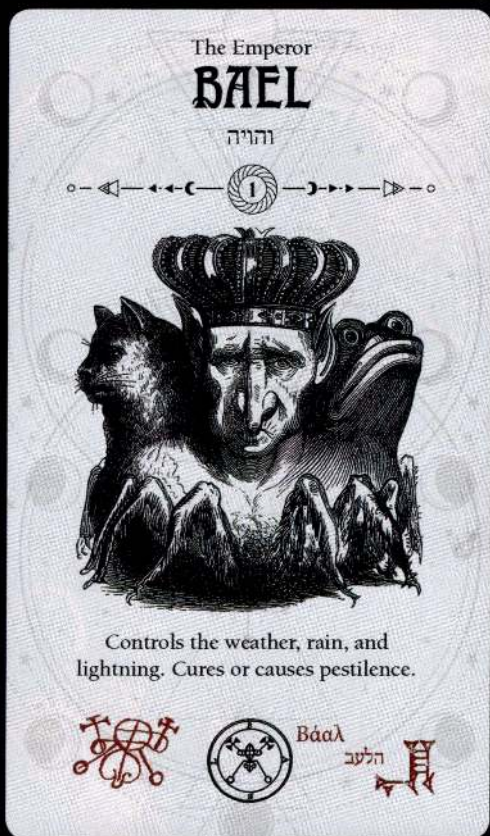




THE 72 DEMONS

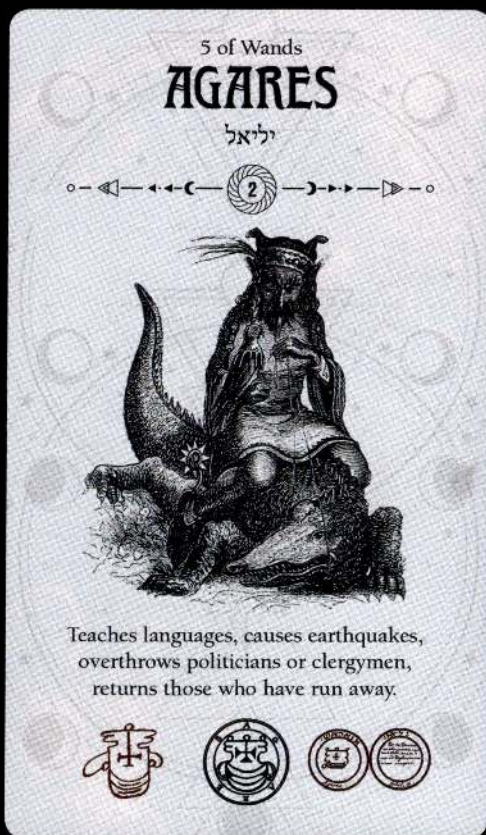
BAEL (BAY-EL)

- Controls weather, rain and lightning. Causes and cures disease.
- Resonates with The Emperor in the traditional tarot.



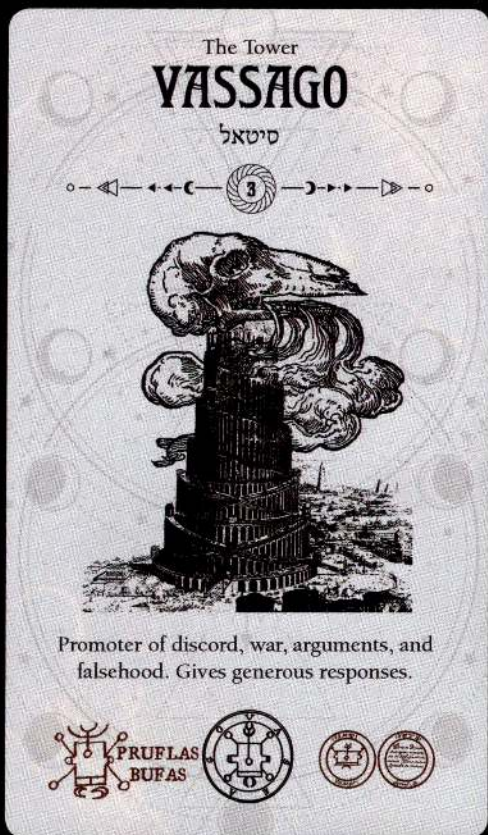
2 AGARES (AG-AIR-EES)

- Causes earthquakes. Teaches languages and overthrows politicians. Returns runaways.
- Resonates with The Five of Wands in the traditional tarot.



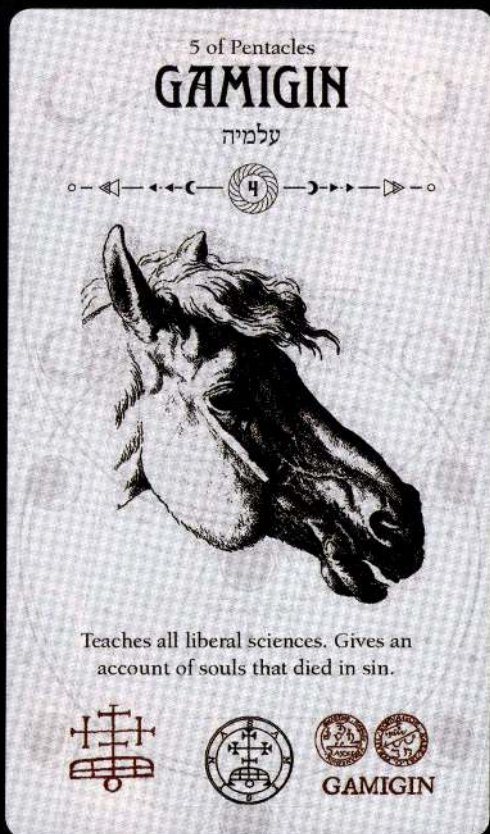
3 YASSAGO (YASS-OG-OH)

- Promoter of war, destruction and lies.
- Resonates with The Tower in the traditional tarot.



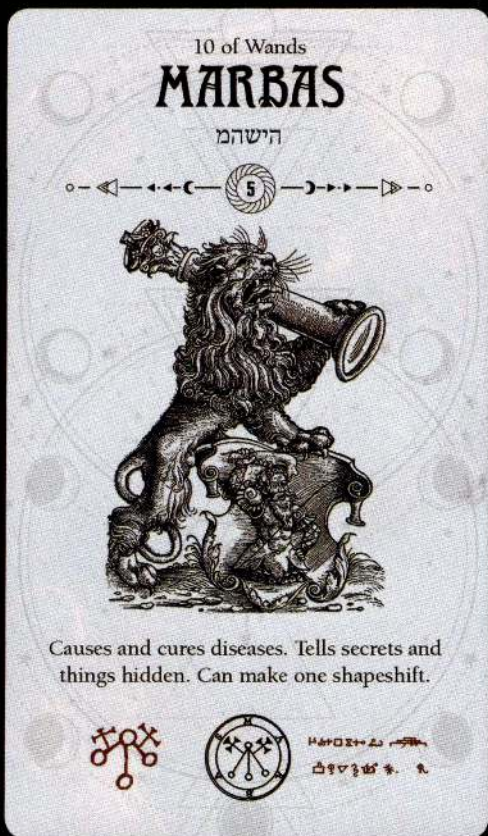
4 **GAMIGIN (GAM-UH-GIN)**

- Teaches liberal sciences. Gives an account of souls that died in sin.
- Resonates with The Five of Pentacles in the traditional tarot.



5 MARBAS (MAR-BASS)

- Causes and cures diseases. Tells of secret and hidden things. Makes one shapeshift.
- Resonates with The Ten of Wands in the traditional tarot.



6 VALEFOR (VAL-EH-FORE)

- *Tempts thieves to steal. Serves as a familiar.*
- *Resonates with The Four of Pentacles in the traditional tarot.*



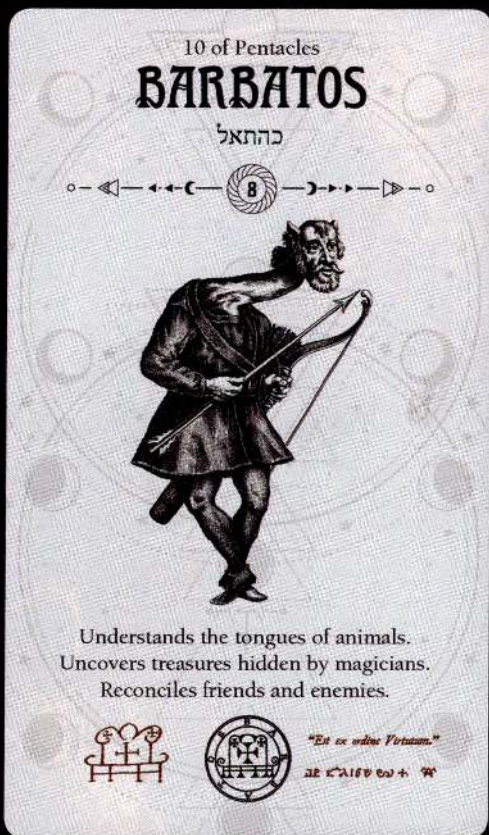
7 AMON (A-MON)

- Reveals the past and the future. Reconciles friends and enemies.
- Resonates with The Two of Pentacles in the traditional tarot.



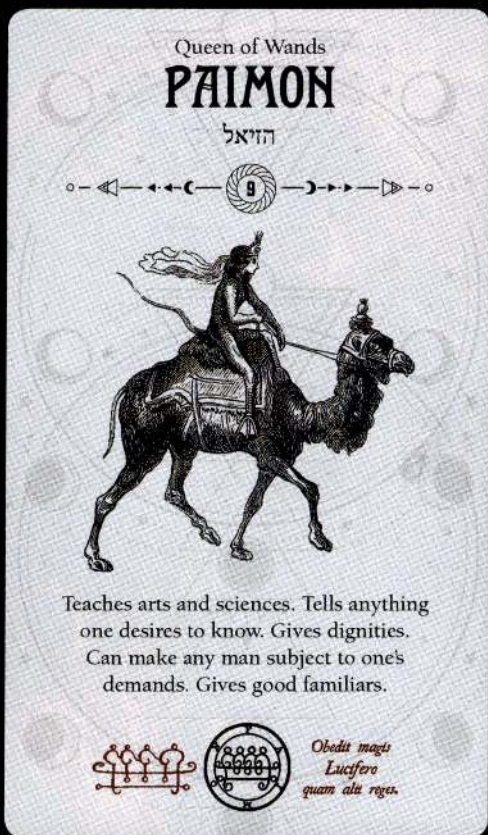
8 BARBATOS (BAR-BUH-TOSS)

- Understands animals. Recovers hidden treasure. Reconciles friends and enemies.
- Resonates with The Ten of Pentacles in the traditional tarot.



9 PAIMON (PIE-MON)

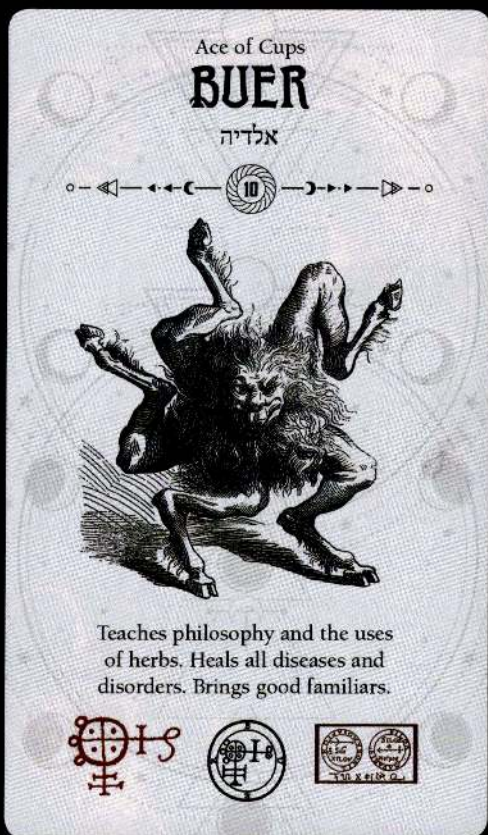
- Gives dignities. Tells anything. Makes a man subject to one's demands.
- Resonates with The Queen of Wands in the traditional tarot.



10 BUER (BU-HER)

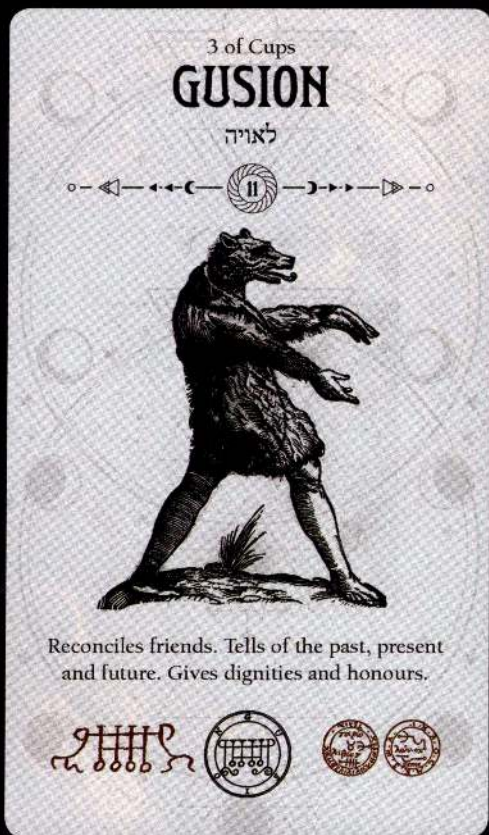
Teaches philosophy and uses of herbs. Heals diseases and disorders.

Resonates with The Ace of Cups in the traditional tarot.



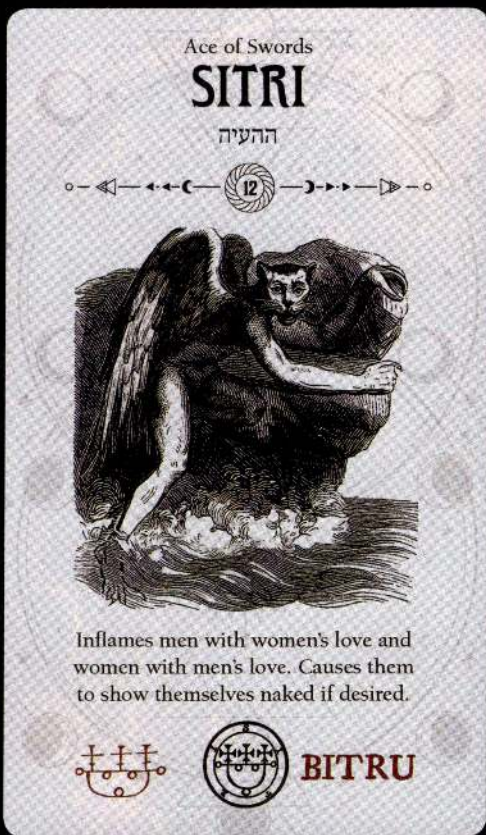
II GUSION (GUY-SEE-ON)

- Reconciles friends. Gives dignities. Tells past, present and future.
- Resonates with The Three of Cups in the traditional tarot.



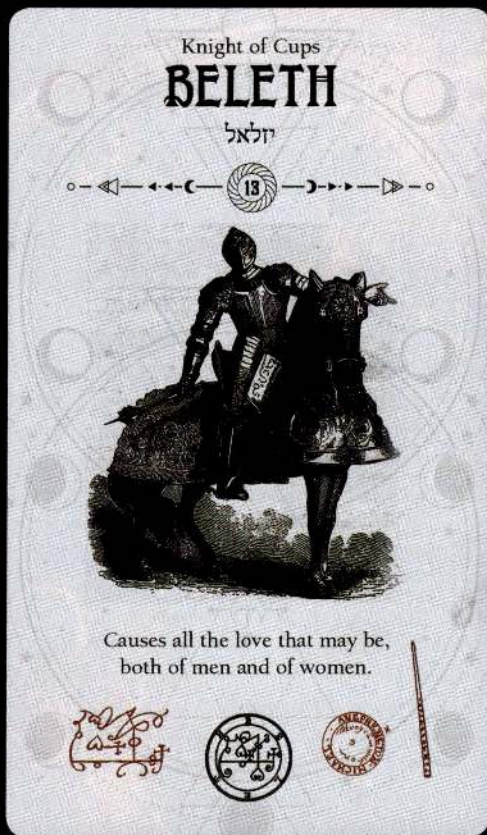
12 SITRI (SIT-TREE)

- » Inflames love between men and women. Can make people go naked.
- » Resonates with The Ace of Swords in the traditional tarot.



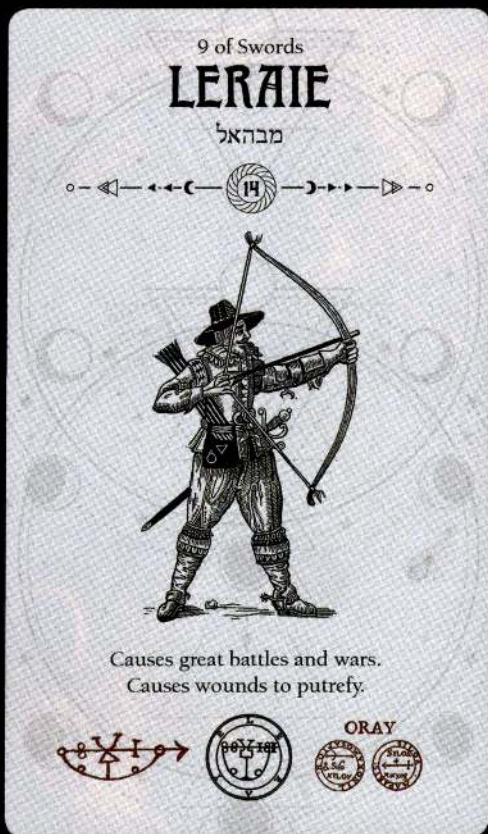
13 BELETH (BELL-ETH)

- Causes all love that may be.
- Resonates with The Knight of Cups in the traditional tarot.



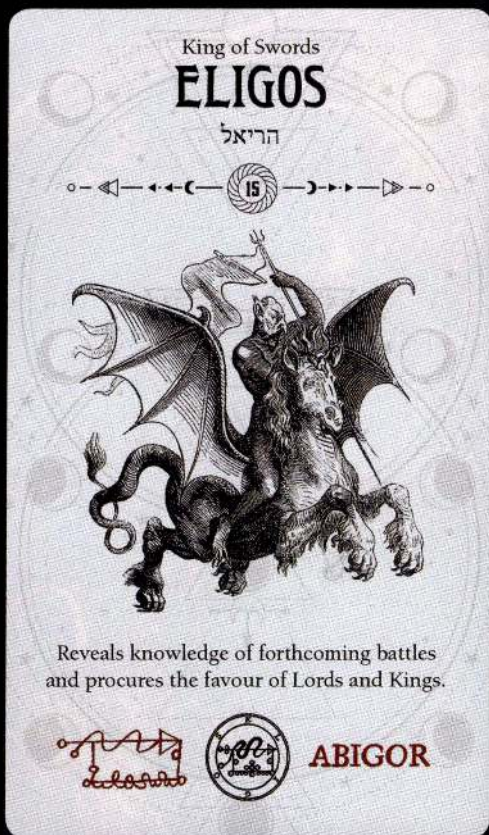
14 LERAIE (LER-EH-ZAH)

- Causes great battles and wars. Causes wounds to putrefy.
- Resonates with The Nine of Swords in the traditional tarot.



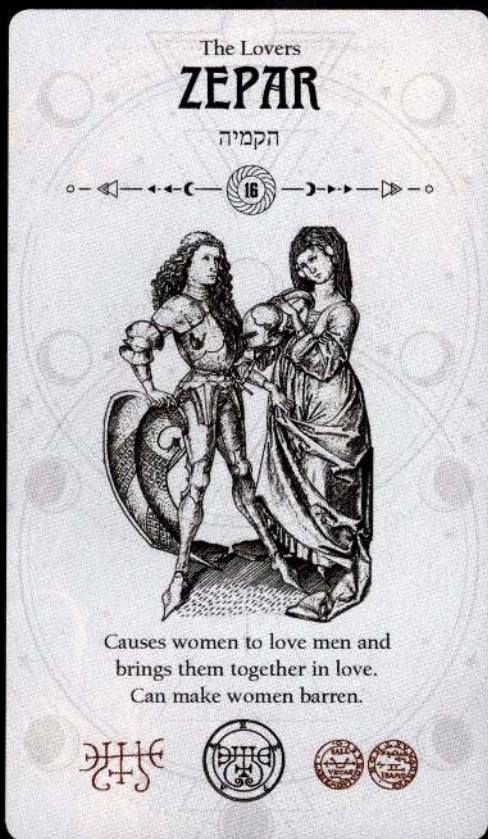
15 ELIGOS (EL-A-GORE)

- Reveals hidden knowledge of battles. Procures the favour of dignitaries.
- Resonates with The King of Swords in the traditional tarot.



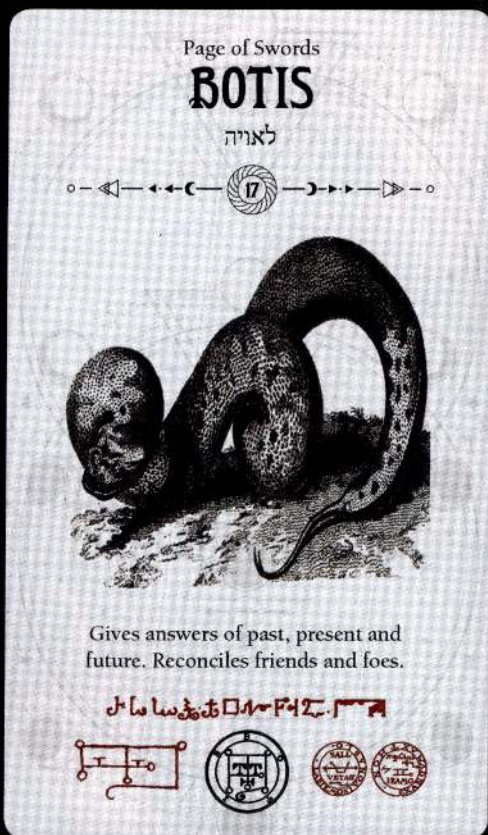
16 ZEPAR (ZEE-PAR)

- Causes women to love men. Can make women barren.
- Resonates with The Lovers in the traditional tarot.



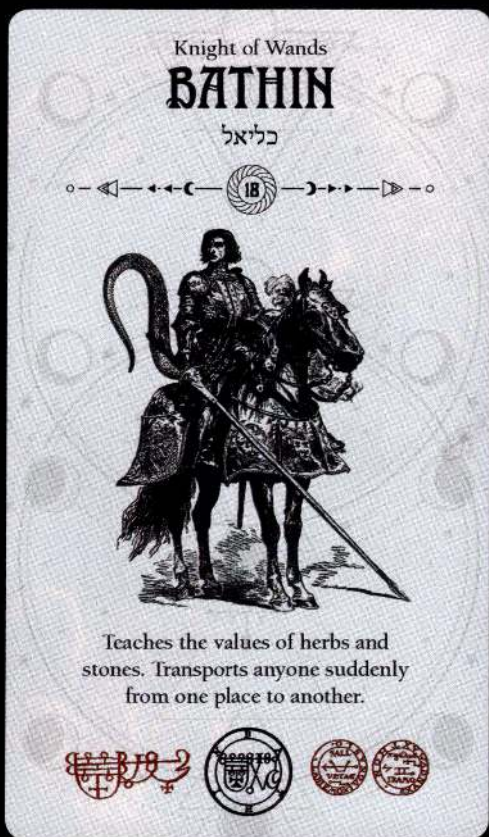
17 BOTIS (BOH-TIS)

- Gives answers on present and future. Reconciles friends and enemies.
- Resonates with *The Page of Swords* in the traditional tarot.



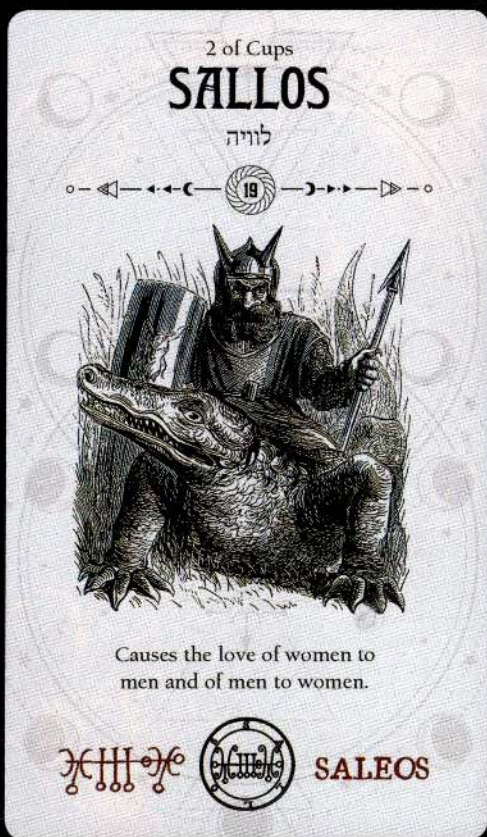
18 BATHIN (BATH-IN)

- Teaches the values of herbs and stones. Suddenly transports anyone anywhere.
- Resonates with The Knight of Wands in the traditional tarot.



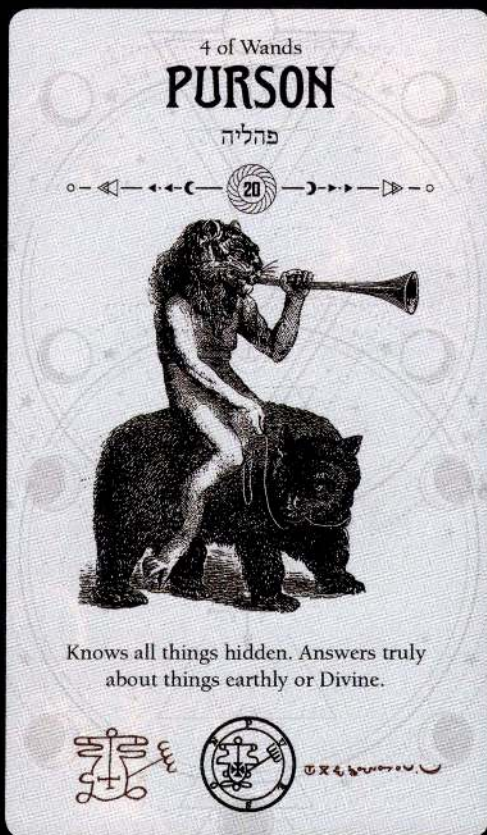
19 SALLOS (SAL-EE-OS)

- Inspires the love of women and men.
- Resonates with The Two of Cups in the traditional tarot.



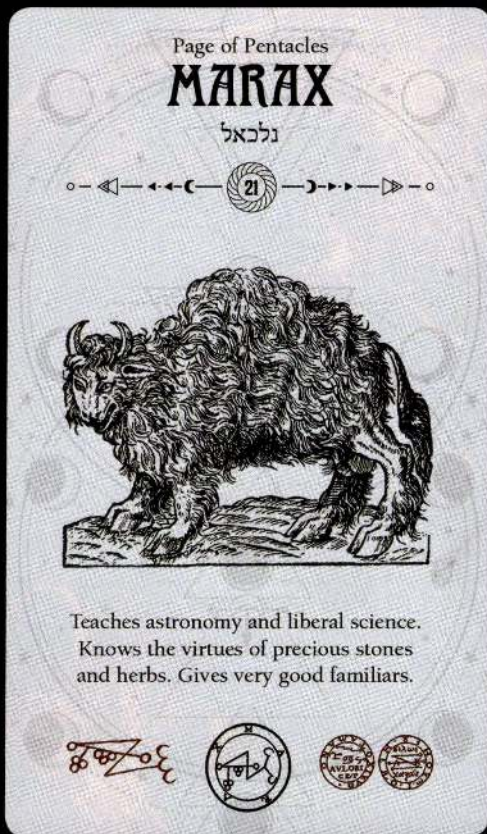
20 PURSON (PURR-SON)

- Knows all things hidden. Answers truly about things earthly or divine.
- Resonates with The Four of Wands in the traditional tarot.



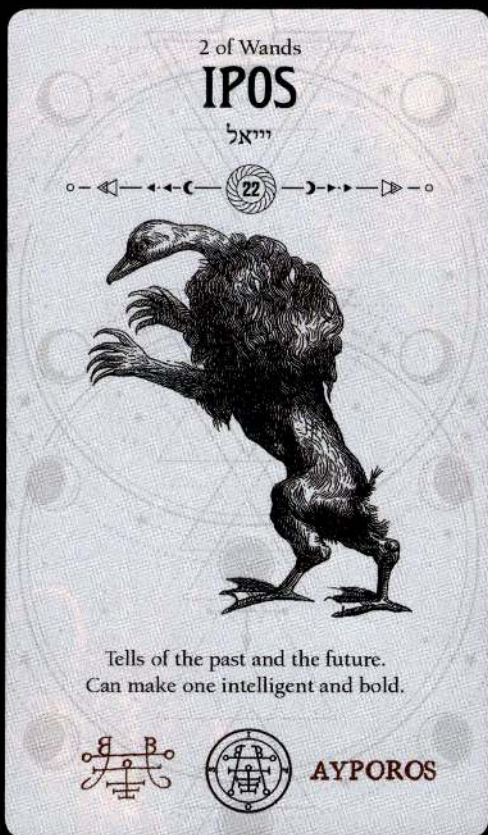
21 MARAX (MORE-AX)

- Teaches astronomy. Knows the value of herbs and stones.
Gives good familiars.
- Resonates with The Page of Pentacles in the traditional tarot.



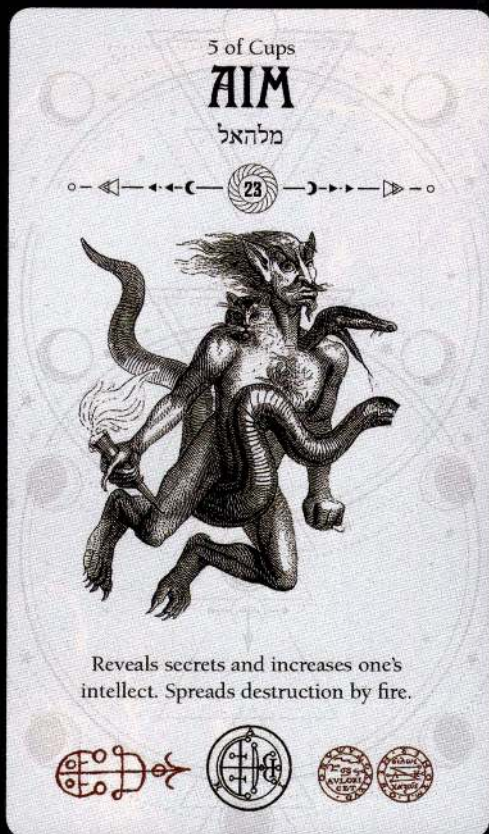
22 IPOPOS (EYE-POH-S)

- Tells of past and future. Can make one intelligent and bold.
- Resonates with The Two of Wands in the traditional tarot.



23 AIM (EH-MUH)

- Reveals secrets and increases intellect. Spreads destruction by fire.
- Resonates with The Five of Cups in the traditional tarot.



24 NABERIUS (NAB-EAR-US)

- Teaches arts and sciences. Restores lost honour. Takes honour from others.
- Resonates with The Seven of Pentacles in the traditional tarot.

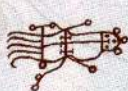
7 of Pentacles

NABERIUS

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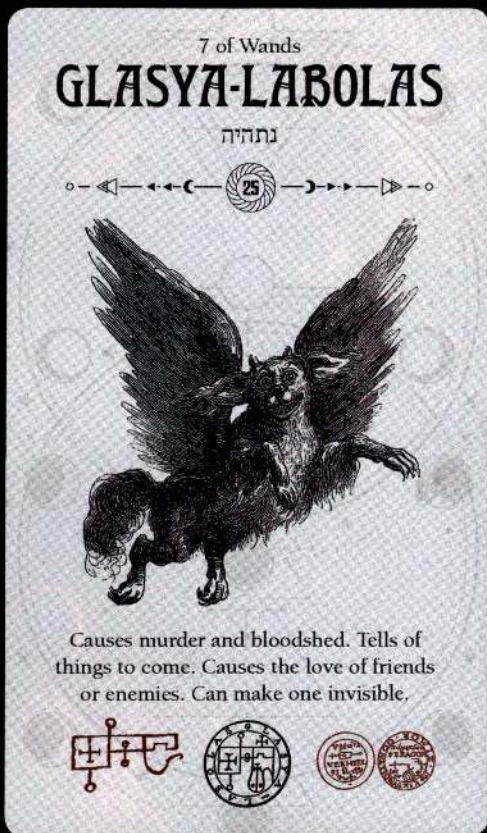


Teaches arts, sciences, and rhetoric.
Restores lost honours and dignities.
Takes honour and dignity from others.



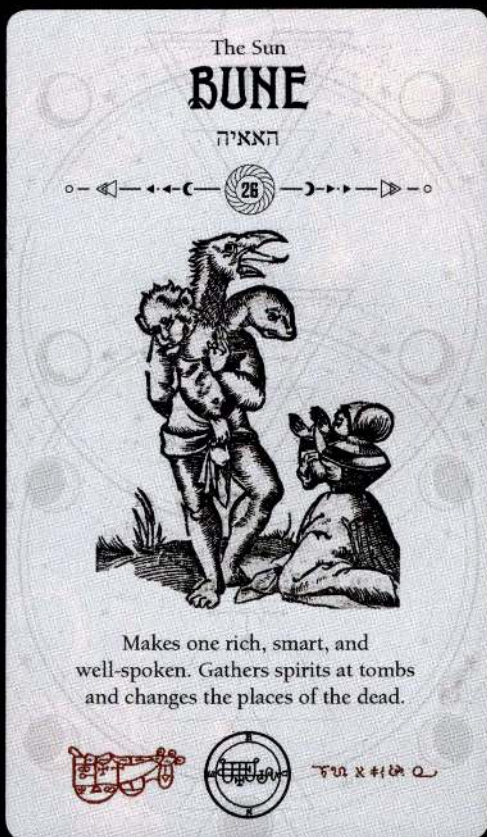
25 GLASYA-LABOLAS (GLASS-UH LA-BOWL-US)

- Causes murder and bloodshed. Causes love of friends or enemies.
- Resonates with The Seven of Wands in the traditional tarot.



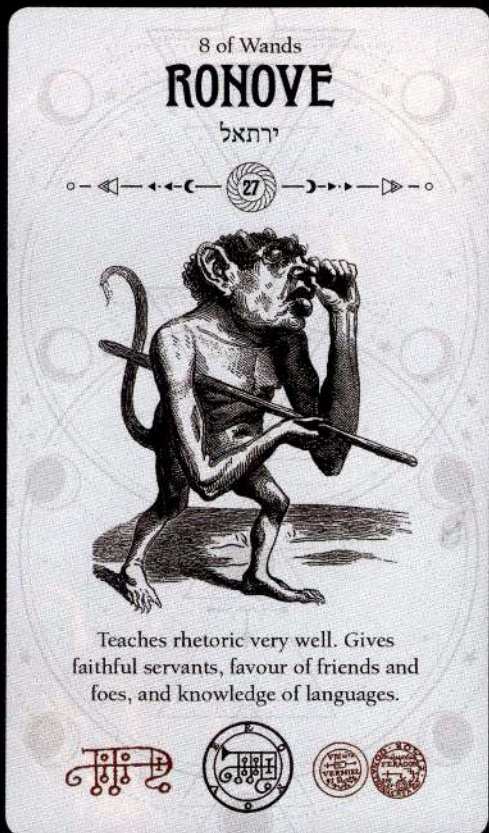
26 BUNE (B-YOU-NE)

- Makes one rich, smart and well spoken. Changes places of the dead.
- Resonates with The Sun in the traditional tarot.



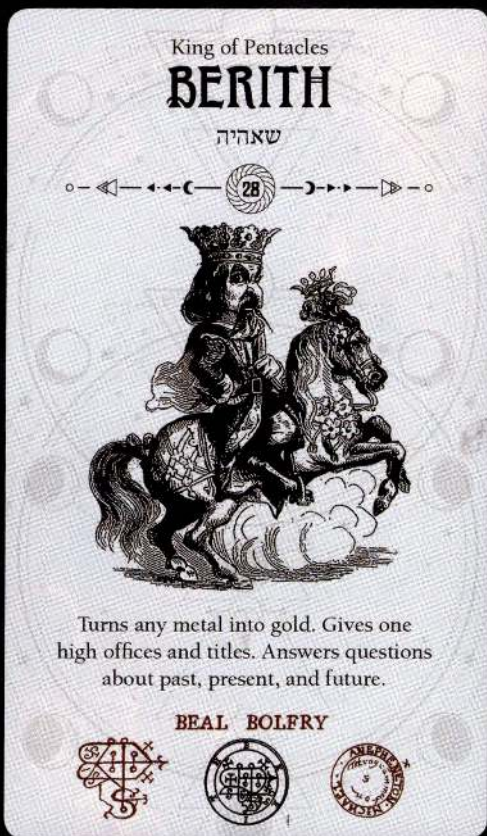
27 RONOVE (ROW-NO-YE)

- Gives favour of friends, foes and servants, and knowledge of languages.
- Resonates with The Eight of Wands in the traditional tarot.



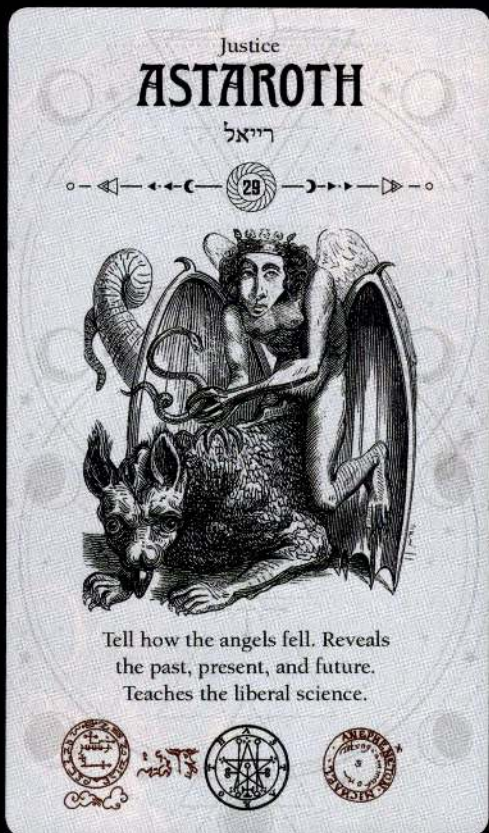
28 BERITH (BEAR-ITH)

- Turns any metal into gold. Gives titles and high offices. Answers questions.
- Resonates with *The King of Pentacles* in the traditional tarot.



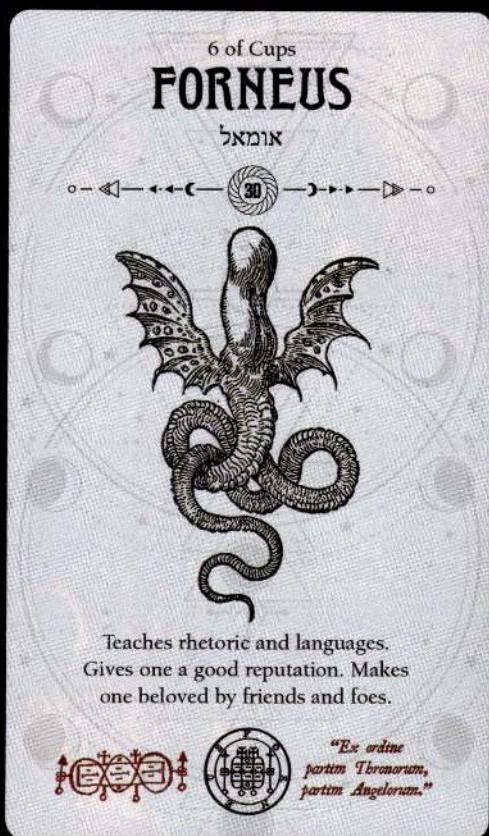
29 ASTAROTH (ASS-TUH-ROTH)

- Tells how the angels fell. Reveals past, present and future. Teaches liberal science.
- Resonates with Justice in the traditional tarot.



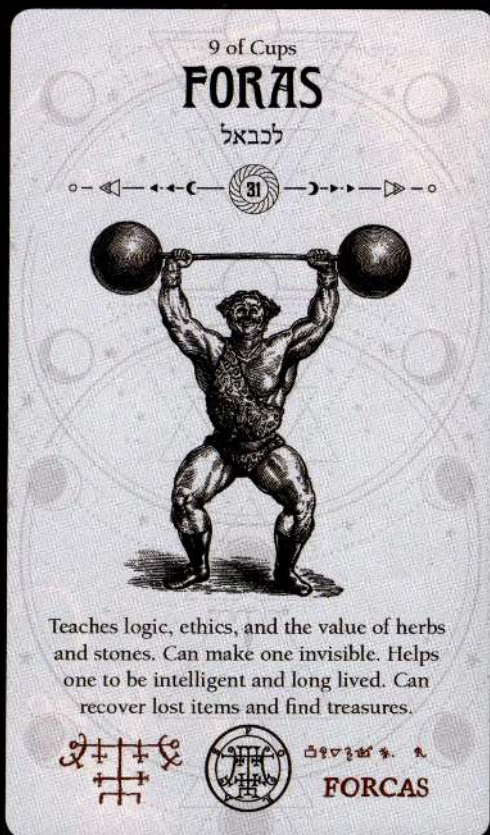
30 FORNEUS (FORE-KNEE-US)

- Teaches rhetoric. Gives one a good reputation. Makes one beloved by friend and foe.
- Resonates with The Six of Cups in the traditional tarot.



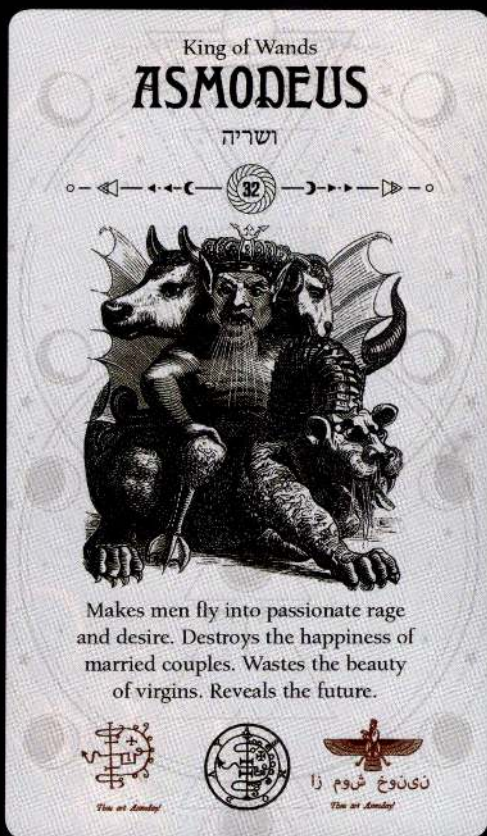
31 FORAS (FORE-ASS)

- Recover lost items and treasure. Makes one intelligent and long lived. Teaches logic and ethics.
- Resonates with The Nine of Cups in the traditional tarot.



32 ASMODEUS (AS-MO-DEE-IS)

- Causes passionate rage and desire. Wastes beauty of virgin women. Causes strife in marriage.
- Resonates with The King of Wands in the traditional tarot.



33 GAAP (GAA-P)

Causes love or hate. Can make one ignorant. Can move one from place to place.

Resonates with The Star in the traditional tarot.



34 FURFUR (FUR-FUR)

- Inspires love between man and woman. Causes great storms. Answers divine secrets.
- Resonates with The Ten of Cups in the traditional tarot.



35 MARCHOSIAS (MAR-SHOW-SIGH-US)

- Strong and faithful fighter. Answers all questions.
- Resonates with The Nine of Wands in the traditional tarot.



36 STOLAS (STOLE-AS)

- Teaches astronomy and the values of herbs and precious stones.
- Resonates with The Page of Cups in the traditional tarot.



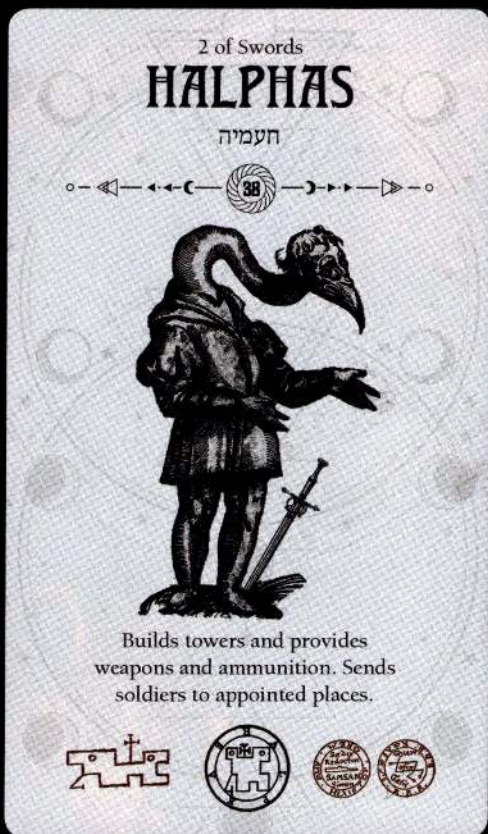
37 PHENEX (FEE-NIX)

- Teaches all sciences. Performs poetry. Follows requests with excellence.
- Resonates with The Queen of Cups in the traditional tarot.



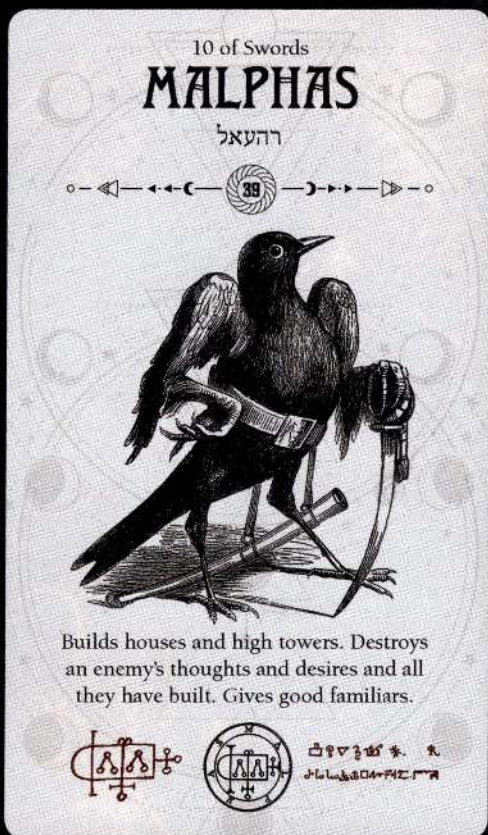
38 HALPHAS (HAL-FASS)

- Builds towers and provides weapons. Sends soldiers to appointed places.
- Resonates with *The Two of Swords* in the traditional tarot.



39 MALPHAS (MAL-FASS)

- Builds towers. Destroys enemy thoughts and desires and all they have built.
- Resonates with The Ten of Swords in the traditional tarot.



40 RAUM (ROM)

- Steals treasures from kings. Destroys cities. Causes love between friends and foes.
- Resonates with The Three of Swords in the traditional tarot.

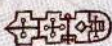
3 of Swords

RAUM

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Steals treasures from kings. Destroys cities and the dignities of men. Tells of things past, present and future. Causes love between friends and foes.



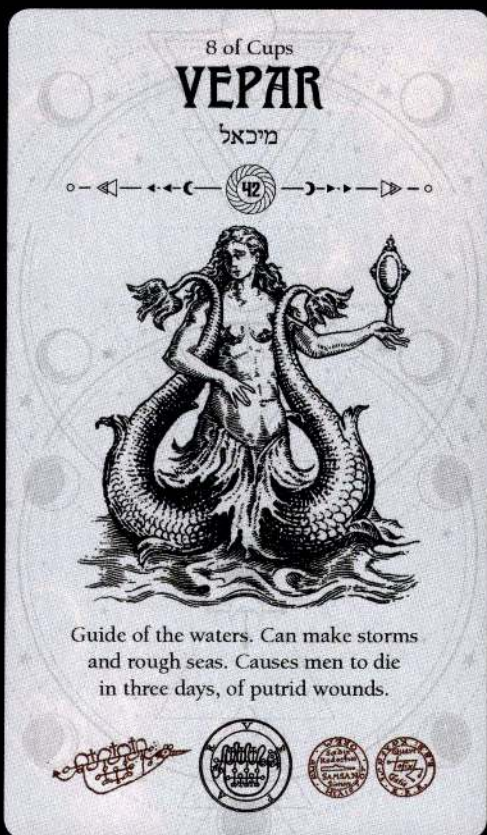
41 FOCALOR (FOE-KA-LORE)

- Kills by drowning and can sink ships. Will spare any life by request.
- Resonates with The Eight of Swords in the traditional tarot.



42 VEPAR (VEH-PAR)

- Guide of the waters. Can make storms. Causes men to die within three days of wounding.
- Resonates with The Eight of Cups in the traditional tarot.



43 SABNOCK (SAB-KNOCK)

Builds high towers, castles and cities. Afflicts men with wounds of maggots.

Resonates with The Five of Swords in the traditional tarot.



44 SHAX (SHACKS)

Steals anything required. Reveals secret things.

Resonates with The Four of Cups in the traditional tarot.

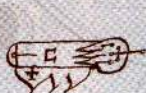
4 of Cups

SHAX

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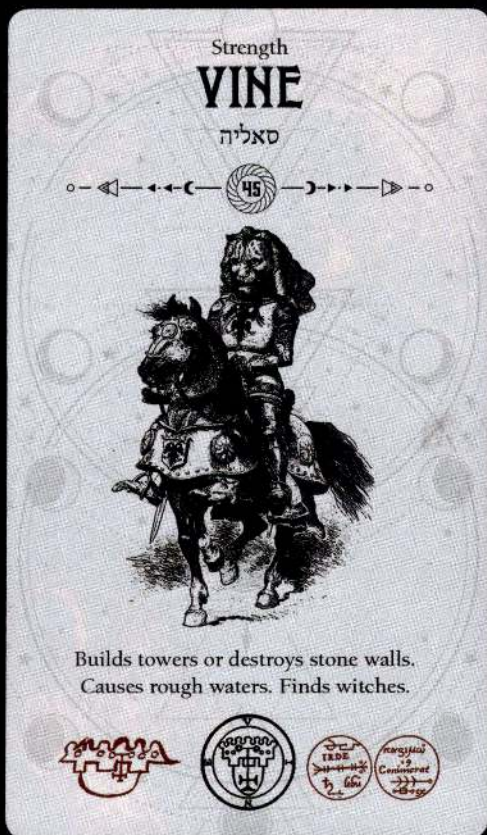
Steals or fetches anything requested,
including money and horses. Reveals secret
things. Brings questionable familiars.



SCOX

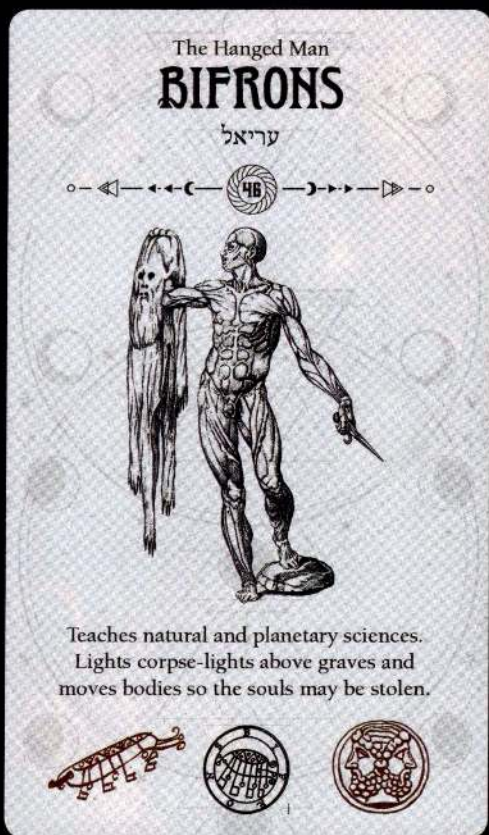
45 VINE (VINE)

- Builds towers or destroys walls. Causes rough waters. Finds witches.
- Resonates with Strength in the traditional tarot.



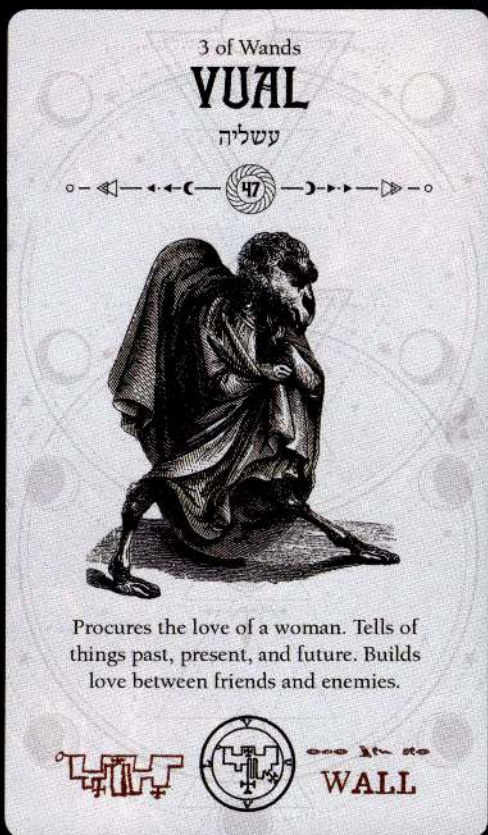
46 BIFRONS (BEH-FRAH-ONS)

- Teaches natural and planetary sciences. Moves bodies from graves and steals souls.
- Resonates with The Hanged Man in the traditional tarot.



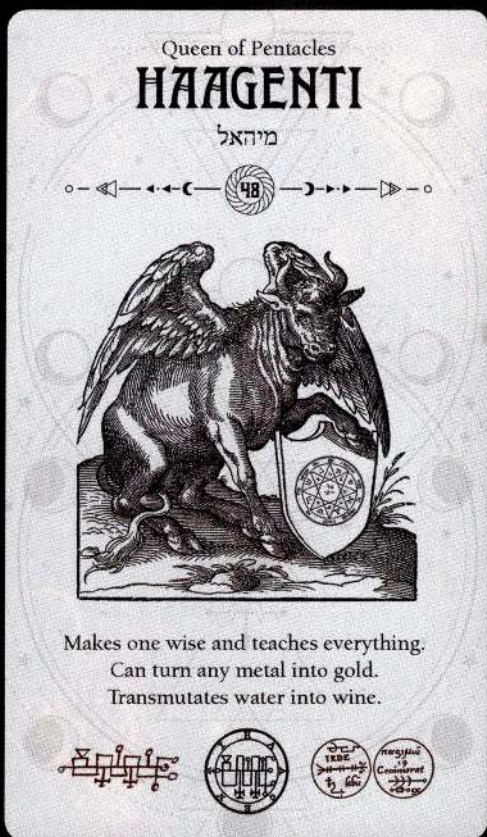
47 YUAL (YOOL)

- Procures the love of a woman. Builds love between friends and enemies.
- Resonates with The Three of Wands in the traditional tarot.



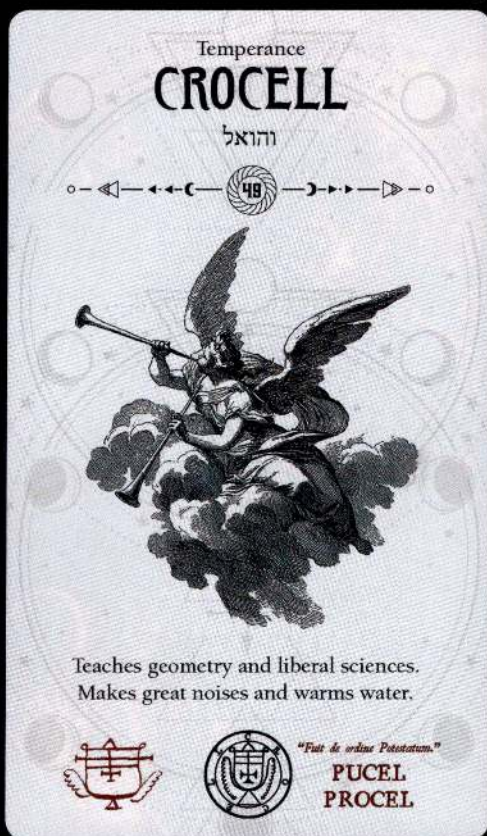
48 HAAGENTI (HA-GENTI)

- *Makes one wise and teaches anything. Turns metal into gold. Turns water into wine.*
- *Resonates with The Queen of Pentacles in the traditional tarot.*



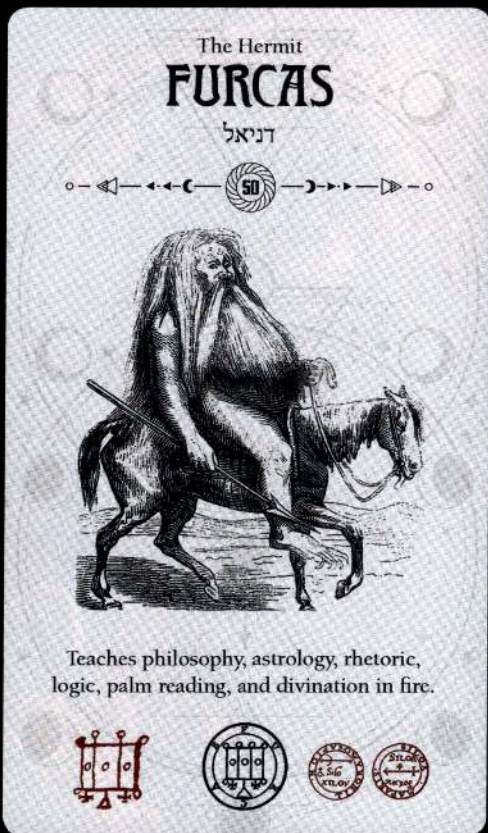
49 CROCELL (CROW-CELL)

- Teaches geometry and liberal science. Can warm waters and make great noises.
- Resonates with Temperance in the traditional tarot.



50 FURCAS (FUR-CUSS)

- Teaches astrology, logic, rhetoric, philosophy, palm reading and divination by fire.
- Resonates with The Hermit in the traditional tarot.



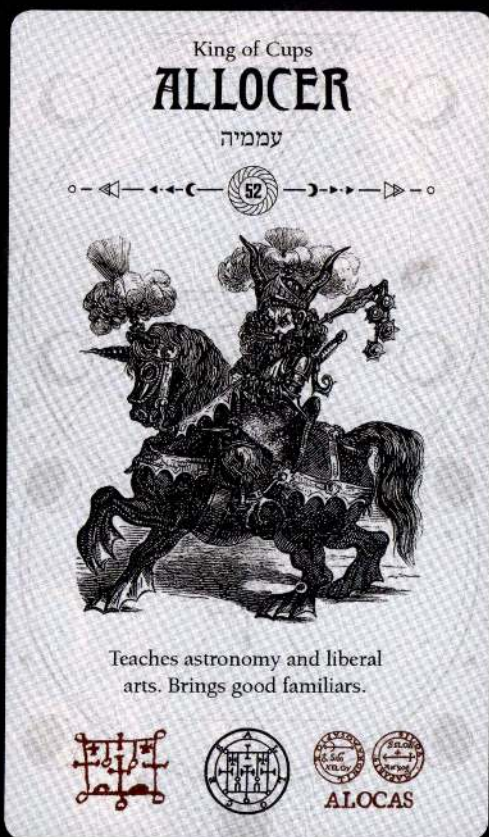
51 BALAM (BAL-AM)

- Gives answers concerning past, present and future. Can make one invisible.
- Resonates with The Page of Wands in the traditional tarot.



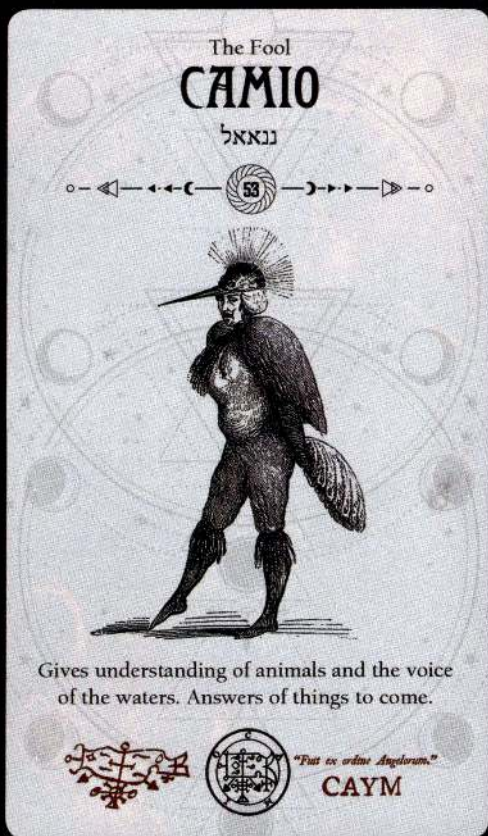
52 ALLOCER (AL-OH-SIR)

- Teaches astronomy and liberal arts. Brings good familiars.
- Resonates with The King of Cups in the traditional tarot.



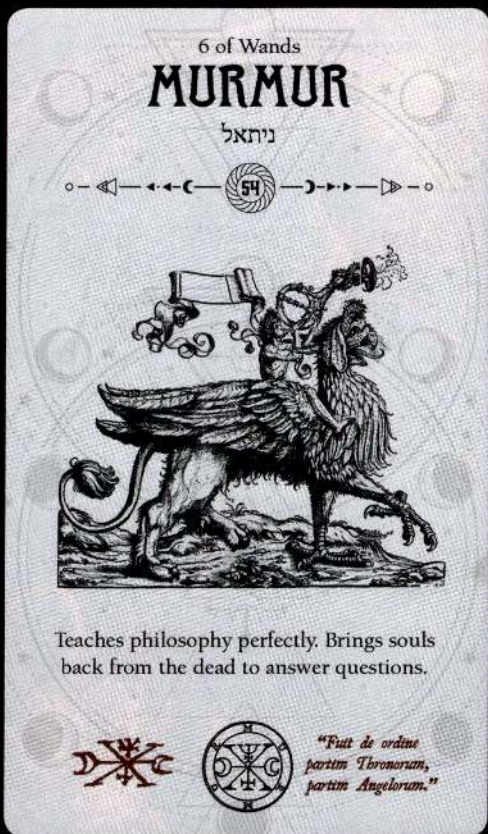
53 CAMIO (CAMEO)

- Gives understanding of voices of animals and of the waters. Answers about the future.
- Resonates with The Fool in the traditional tarot.



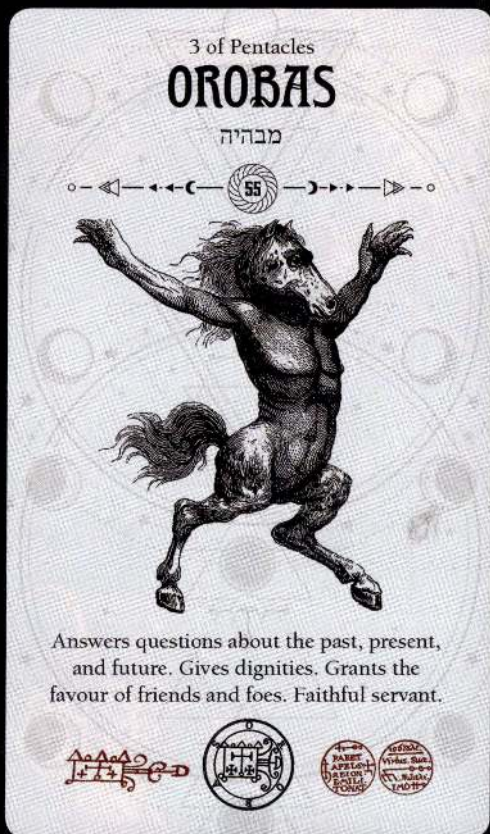
54 MURMUR (MUR-MUR)

- Teaches philosophy. Brings souls back from the dead to answer questions.
- Resonates with The Six of Wands in the traditional tarot.



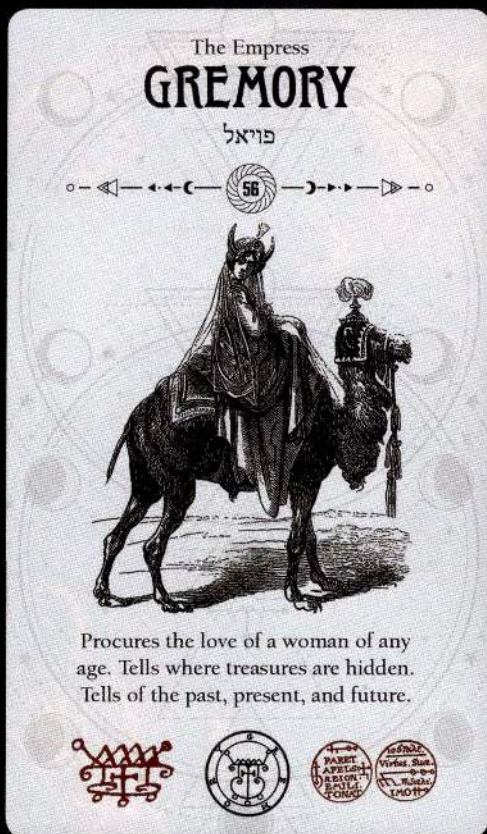
55 OROBAS (OR-OH-BUS)

- Answers questions about past, present or future. Gives dignities. Grants favour of friend and foe.
- Resonates with The Three of Pentacles in the traditional tarot.



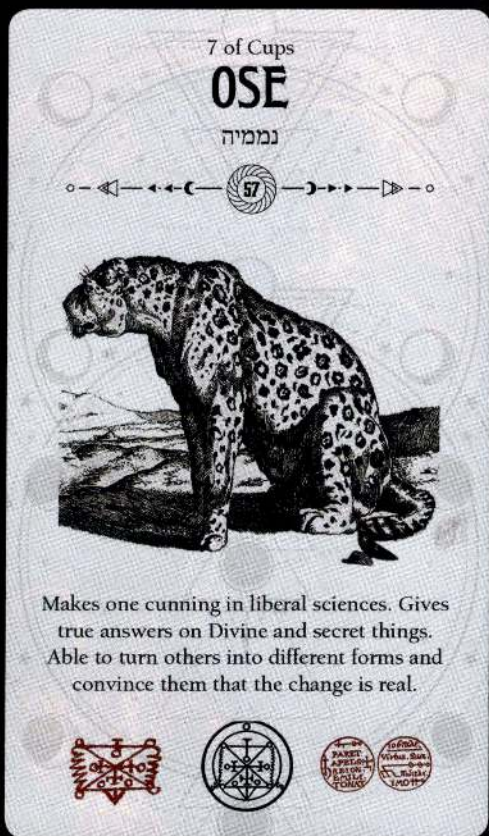
56 GREMORY (GREM-OR-REE)

- Procures love of a woman. Tells where treasures are hidden. Tells of past, present and future.
- Resonates with The Empress in the traditional tarot.



57 OSE (OZE)

- Makes one cunning in liberal sciences. Gives answers on divine things. Makes one shapeshift.
- Resonates with The Seven of Cups in the traditional tarot.



58 AMY (A-MEE)

- Teaches astrology and liberal sciences. Reveals hidden treasure and brings familiars.
- Resonates with *The Six of Pentacles* in the traditional tarot.



59 ORIAS (OH-RYE-US)

- Transforms men with dignities. Teaches astrology. Finds favour with friends and foes.
- Resonates with The Hierophant in the traditional tarot.



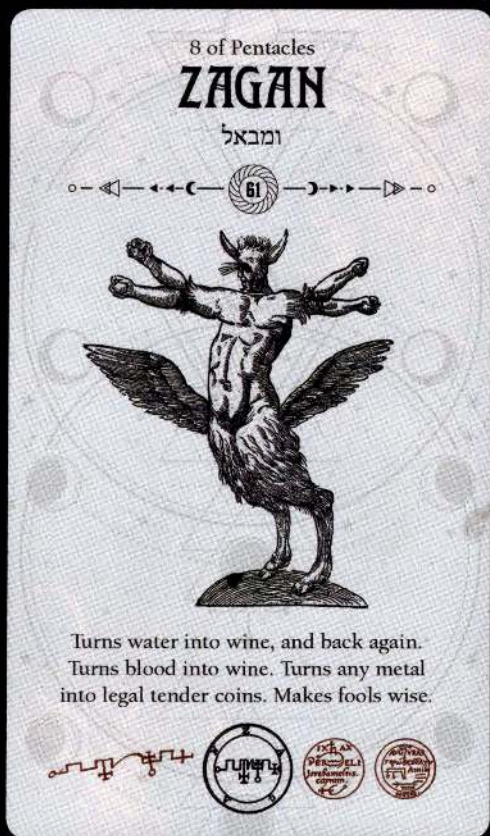
60 VAPULA (VAH-POOL-UH)

- Makes one skilled with labour and crafts. Increases knowledge of philosophy and science.
- Resonates with The World in the traditional tarot.



61 ZAGAN (ZAY-GAN)

- Turns water into wine. Makes fools wise. Turns any metal into legal coins.
- Resonates with The Eight of Pentacles in the traditional tarot.



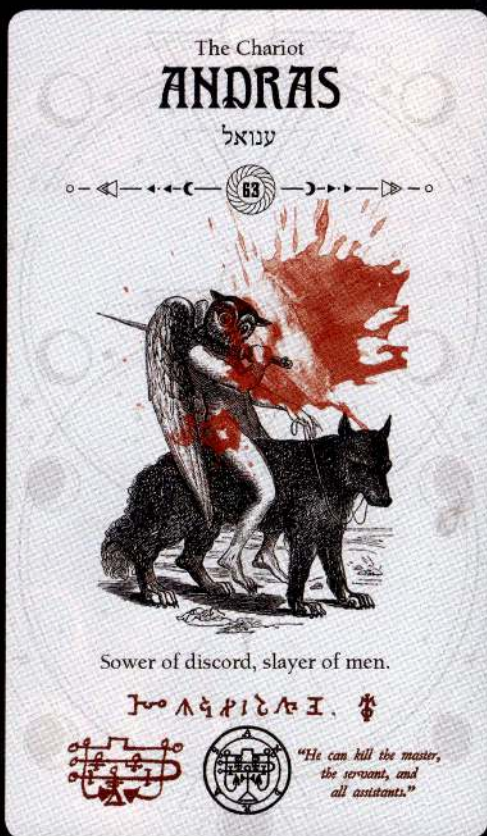
62 VALAC (VAL-ACK)

- Reveals hidden dangers. Tells where treasures are hidden.
- Resonates with The Wheel of Fortune in the traditional tarot.



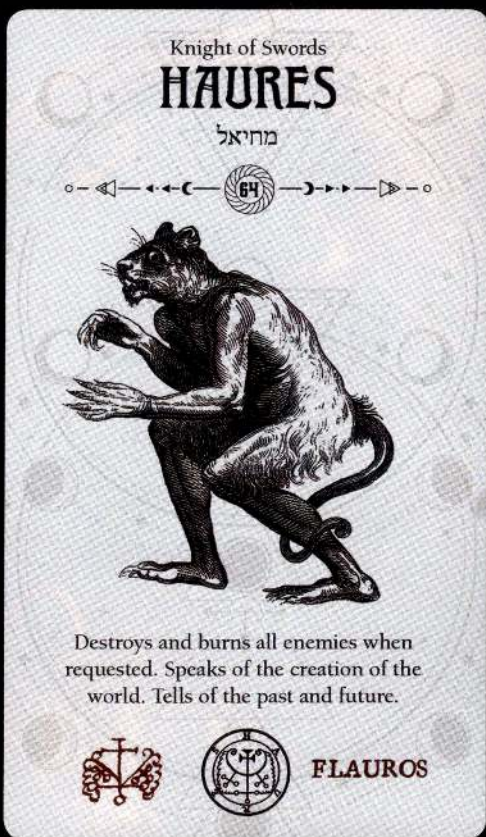
63 ANDRAS (AN-DRASS)

- Sower of discord, slayer of men.
- Resonates with The Chariot in the traditional tarot.



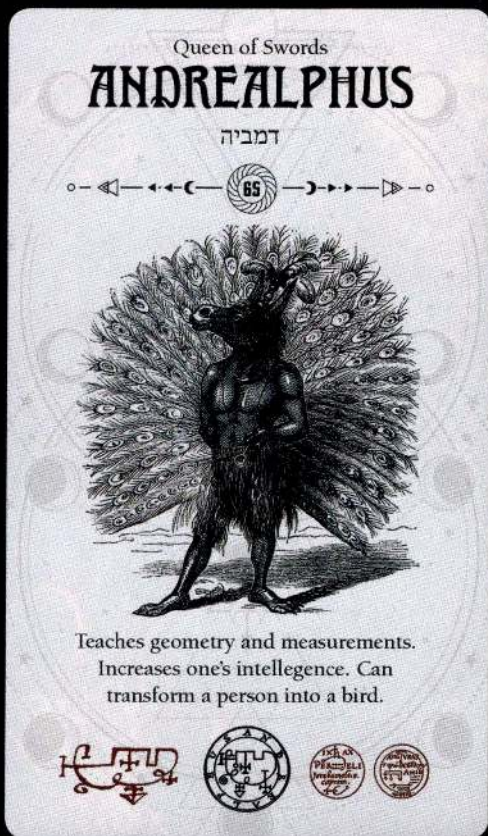
64 HAURES (FLA-U-ROSS)

- Destroys all enemies when requested. Speaks of creation of the world. Tells the past.
- Resonates with The Knight of Swords in the traditional tarot.



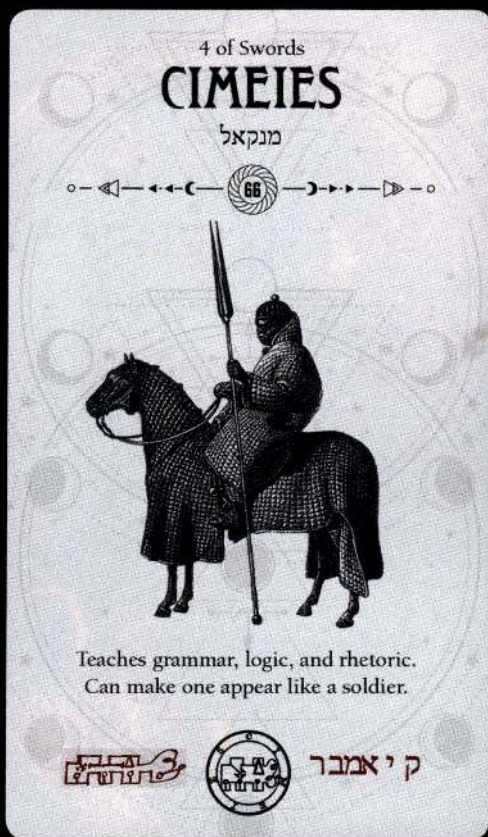
65 ANDREALPHUS (AN-DREL-UH-FUSS)

- Teaches geometry. Increases one's intelligence. Can turn one into a bird.
- Resonates with The Queen of Swords in the traditional tarot.



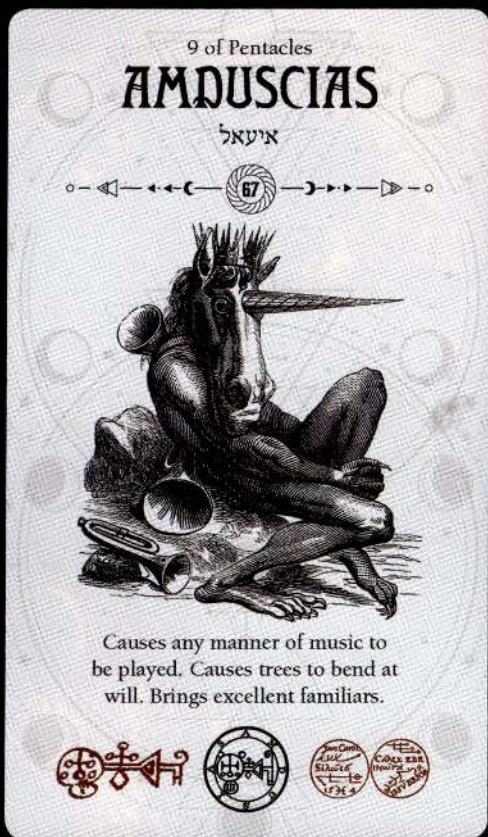
66 CIMEIES (SI-MERE-EES)

- Teaches grammar, logic and rhetoric. Can turn one into a soldier.
- Resonates with *The Four of Swords* in the traditional tarot.



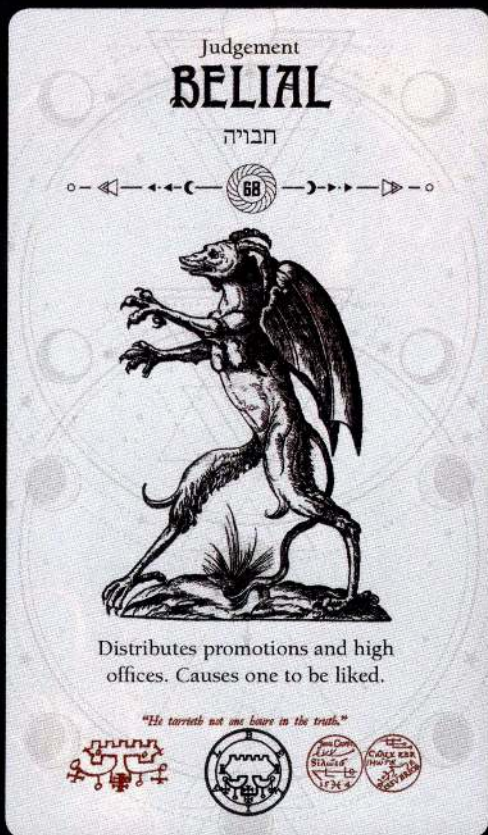
67 AMDUSCIAS (AM-DUS-KEE-US)

- Causes any manner of music to be played. Causes trees to bend. Brings familiars.
- Resonates with The Nine of Pentacles in the traditional tarot.



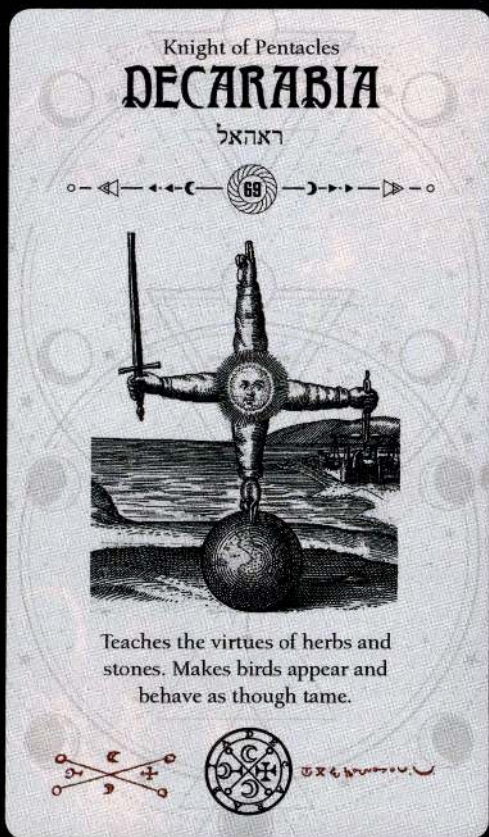
68 BELIAL (BEE-LIAL)

- › Distributes high offices and promotions. Causes one to be liked.
- › Resonates with Judgment in the traditional tarot.



69 DECARABIA (DECK-UH-RABE-EE-UH)

- » Teaches virtue of herbs and stones. Makes birds appear as though tame.
- » Resonates with The Knight of Pentacles in the traditional tarot.



70 SEERE (SEA-ER)

- Travels the world in an instant and brings anything. Shows hidden treasures. Brings familiars.
- Resonates with The Six of Swords in the traditional tarot.

6 of Swords

SEERE

יבמיה

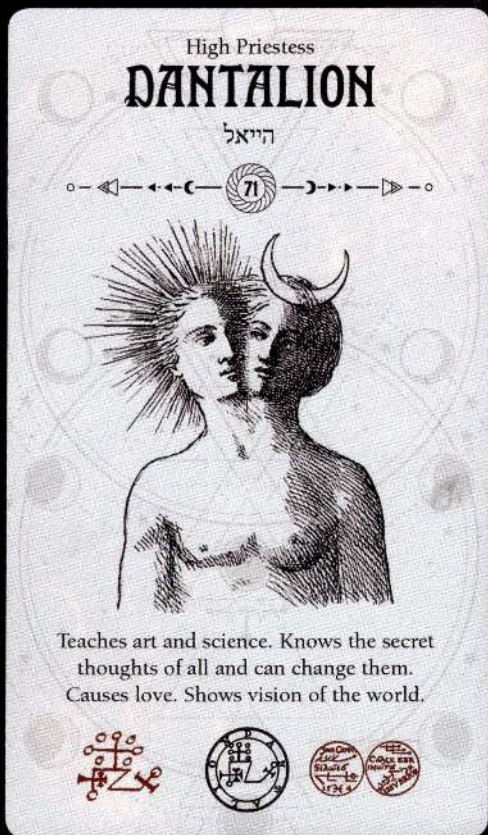


Travels the world over in an instant and brings anything anywhere. Gives the truth about thefts and hidden treasures. Willing to do anything one commands.



71 DANTALION (DAN-TUH-LEE-ON)

- Teaches arts and science. Knows and changes the thoughts of men. Causes love. Shows visions of the world.
- Resonates with The High Priestess in the traditional tarot.



72 ANDROMALIUS (AN-DROM-UH-LEE-US)

- ✧ Returns stolen items and punishes thieves. Reveals hidden treasures.
- ✧ Resonates with The Seven of Swords in the traditional tarot.





ABOUT THE AUTHOR



Travis McHenry is widely known as being one of the foremost occultists of the modern era. He has written books on the history of the tarot and a memoir about his 10-year research into paranormal phenomena. A native of rural Pennsylvania, Travis grew up surrounded by the folklore of the Appalachian Mountains, which shaped his desire to uncover and share the historical truths hidden behind mythological stories.

He began studying the dark arts in the late 1990s, when he stumbled upon a secretive coven of witches who subsequently befriended him and allowed him to publish the first written history of their magical tradition. Travis has been a student of many religions including Buddhism, Jainism, Hinduism and the Greek Pantheon, and was even an ordained deacon in the Baptist Church. This diverse spiritual background has given him a unique insight into harnessing the divine energies found in cultural groups around the world. His formal education in anthropology helps balance his spiritual training with a scientific mindset.

From 2001 to 2008 Travis served as an intelligence specialist in the United States navy, where he used his powers of analysis and research to track terrorist groups and determine the military capabilities of foreign countries. After leaving the military, Travis entered the corporate world as a recruiter for the largest telephone psychic company in the world. As the most successful psychic recruiter in the industry, he pioneered a concrete process for discovering and authenticating individuals with intuitive powers that is still used to this day.

Travis resides in Los Angeles, California.

For more information on author Travis McHenry, the Solomonic tradition, the history of the 72 demons or *The Angel-evoking Tarot* please visit www.travismchenry.com.

