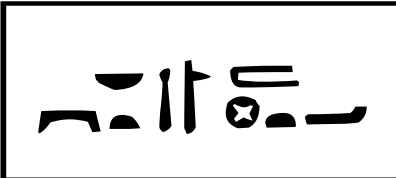
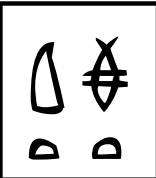
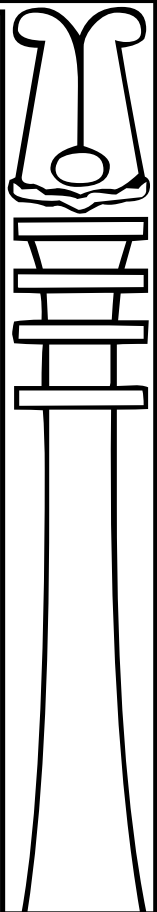


LIBER GAIAS

SVB FIGVRÂ

XCVI

A HANDBOOK
OF GEOMANCY





A.:A.:
Publication in Class B

“Direct not thy mind to the vast surfaces of the earth; for the Plant of Truth grows not upon the ground. Nor measure the motions of the Sun, collecting rules, for he is carried by the Eternal Will of the Father, and not for your sake alone. Dismiss from your mind the impetuous course of the Moon, for she moveth always by the power of Necessity. The pro-gression of the Stars was not generated for your sake. The wide aerial flight of birds gives no true knowledge, nor the dissection of the entrails of victims; these are all mere toys, the basis of mercenary fraud: flee from these if you would enter the sacred paradise of piety where Virtue, Wisdom, and Equity are assembled.”

ZOROASTER.

| | | | | | | |
|---|---|---|---|---|---|---|
| M | A | C | A | N | E | H |
| A | R | O | L | U | S | E |
| D | I | R | U | C | U | N |
| A | L | U | H | U | L | A |
| S | E | R | U | R | O | C |
| U | N | E | L | I | R | A |
| L | U | S | A | D | A | M |



Aos

CHAPTER I

ATTRIBUTIONS OF GEOMANTIC FIGURES TO PLANETS, ZODIAC, AND RULING GENII

| — | SIGN | EL. | GEOM. FIG. | SEX | NAME AND MEANING | GENIUS | RULER | PLANET |
|----|------|-----|---------------|-----|--|------------------------|------------------------|--------|
| 1 | ♈ | △ | ☉ | M. | Puer Boy, yellow, beardless | Malchidael | Bartzabel | ♂ |
| 2 | ♉ | ▽ | ☉ | F. | Amissio Loss, comprehended without | Asmodel | Kedemel | ♀ |
| 3 | ♊ | △ | ☉ | M. | Albus White, fair | Ambriel | Taphthartharath | ♀ |
| 4 | ♋ | ▽ | ☉ | F. | Populus People, congregation | Muriel | Chasmodai | ♃ |
| 5 | ♌ | △ | ☉ | M. | Fortuna Major Greater fortune, greater aid, safeguard entering | Verchiel | Sorath | ♄ |
| 6 | ♍ | ▽ | ☉ | F. | Conjunctio Conjunction, assembling | Hamaliel | Taphthartharath | ♀ |
| 7 | ♎ | △ | ☉ | M. | Puella A girl, beautiful | Zuriel | Kedemel | ♀ |
| 8 | ♏ | ▽ | ☉ | F. | Rubeus Red, reddish | Barchiel | Bartzabel | ♂ |
| 9 | ♐ | △ | ☉ | M. | Acquisitio Obtaining, comprehending without | Advachiel | Hismael | ♁ |
| 10 | ♑ | ▽ | ☉ | F. | Carcer A prison, bound | Hanael | Zazel | ♃ |
| 11 | ♒ | △ | ☉ | M. | Tristitia Sadness, damned, cross | Cambiel | Zazel | ♃ |
| 12 | ♓ | ▽ | ☉ | F. | Lætitia Joy, laughing, healthy, bearded | Amnixiel | Hismael | ♁ |
| 13 | ♈ | △ | ☉ | F. | Cauda Draconis The threshold lower, or going out | Zazel and Bartzabel | Zazel and Bartzabel | ♃ ♂ |
| 14 | ♉ | ▽ | ☉ | M. | Caput Draconis The Head, the threshold entering, the upper threshold | Hismael and Kedmel | Hismael and Kedmel | ♁ ♀ |
| 15 | ♊ | △ | ☉ | M. | Fortuna Minor Lesser Fortune, lesser aid, safe- guard going out. | Verchiel | Sorath | ♄ |
| 16 | ♋ | ▽ | ☉ | F. | Via Way, journey | Muriel | Chasmodai | ♃ |

CHAPTER II

THE MODE OF DIVINING—MOTHERS—DAUGHTERS— NEPHEWS—
WITNESSES—JUDGE—RECONCILER—PART OF FORTUNE

THINK fixedly of the demand; with a pencil mark 16 lines of points or dashes. Find whether number of points in each line is odd or even. For odd ●; for even ●●. Lines 1-4 give the first mother; lines 5-8 the second; and so on.

EXAMPLE

| | | | |
|---|--|---|---|
| <p style="margin: 0;">4</p> <p style="margin: 0;">● ● 10</p> <p style="margin: 0;">● 11</p> <p style="margin: 0;">● ● 10</p> <p style="margin: 0;">● ● 10</p> | <p style="margin: 0;">3</p> <p style="margin: 0;">● ● 12</p> <p style="margin: 0;">● ● 6</p> <p style="margin: 0;">● 9</p> <p style="margin: 0;">● 7</p> | <p style="margin: 0;">2</p> <p style="margin: 0;">● 15</p> <p style="margin: 0;">● ● 16</p> <p style="margin: 0;">● 15</p> <p style="margin: 0;">● ● 14</p> | <p style="margin: 0;">1</p> <p style="margin: 0;">● 15</p> <p style="margin: 0;">● 15</p> <p style="margin: 0;">● ● 16</p> <p style="margin: 0;">● ● 14</p> |
|---|--|---|---|

[The small Arabic numbers refer to the chance number of dashes.]

Use clean (virgin) paper; place appropriate Pentagram (either with or without a circumscribed circle) invoking. If a circle, draw this first. Sigil of Ruler to which nature of question most refers should be placed in the Pentagram thus:

- ‡ Agriculture, sorrow, death.
- ℥ Good fortune, feasting, church preferment.
- ♂ War, victory, fighting.
- ⊙ Power, magistracy.
- ♀ Love, music, pleasure.
- ☿ Science, learning, knavery.
-) Travelling, fishing, &c.

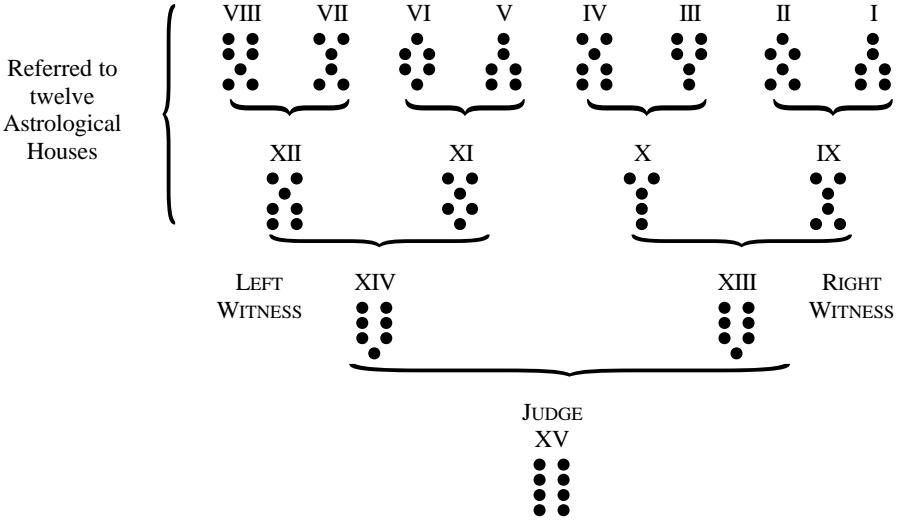
In diagram, p. 6, the Sigil of Hismael should be used.

In marking points fix attention on Sigil and on the question proposed; the hand should not be moved from the paper till complete. It is convenient to rule lines, to guide the eye.

A HANDBOOK OF GEOMANCY

The daughters are derived by reading the mothers horizontally.

The four nephews, Figures IX-XII, are thus formed: IX = I + II read vertically, added and taken as odd or even. So also XIII = IX + X, and XV = XIII + XIV.



These last three are merely aids to general judgement. If the judge be good the figure is good, and *vice-versâ*.

The Reconciler = I + XV.

To find the Part of Fortune \oplus (ready money or cash belonging to the Querent), add points of the figures I-XII, divide by 12, and remainder shows figure. Here $I + II + \dots + XII = 74$ points = $6 \times 12 + 2$. $\therefore \oplus$ falls with $\ddot{\circ}$ (II).

CHAPTER III

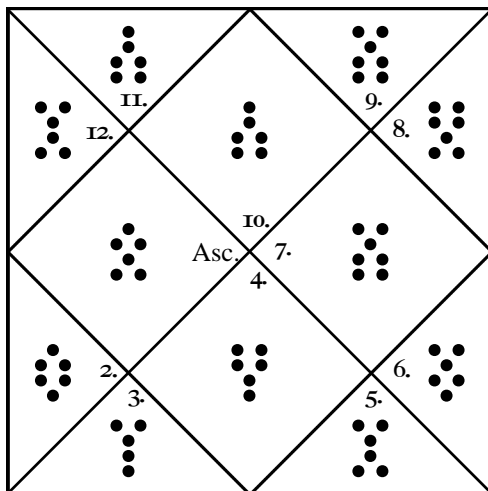
OF THE FIGURE OF THE TWELVE HOUSES OF HEAVEN

THE meaning of the twelve Houses is to be found, primarily, in any text-book of Astrology. Knowledge is to be enlarged and corrected by constant study and practice.

Place the figures thus:

| | | | |
|---------|--------------------|----------|---------|
| I 10th | IV 7 th | VII 5th | X 3rd |
| II Asc. | V 11 th | VIII 8th | XI 6th |
| III 4th | VI 2 nd | IX 12th | XII 9th |

EXAMPLE




















CHAPTER IV

TABLES OF WITNESSES AND JUDGE

The tables are classed by the Left Witness.

The judgement concerning a wife (*e.g.*) will hold good for all demands of the 7th House.

So of the others.

| | | L.W. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|--------------|----|--|---|---|---|---|---|---|---|--|
| | |  POPULUS |   |   |   |   |   |   |   |   |
| Life, &c. | 1 | Mod. | Good | Good | Mod. | Mod. | Evil | Good | Mod. | |
| Money, &c. | 2 | Mod. | Good | Good | Bad | Mod. | Evil | Mod. | Good | |
| Rank, &c. | 3 | Mod. | Good | Good | Mod. | Good | Mod. | Mod. | Bad | |
| Property | 4 | Mod. | Good | Good | Bad | Good | Bad | Mod. | Good | |
| Wife, &c, | 5 | Good | Good | Bad | Good | Good | Bad | Good | Bad | |
| Sex of Child | 6 | 5* | Evil | Dau. | Son | Dau. | Dau. | 5 | Dau. | |
| Sickness | 7 | Asc. | Health | Soon health | Health | Perilous | Health | Health | Asc. | |
| Prison | 8 | Come out | Out | Soon out | Out for nothing | Long | Out | Die there | Die there | |
| Journey | 9 | Good by water | Slow | Medium | Good by water | Evil | Medium | Medium | Evil | |
| Thing Lost | 10 | Found | Found | Part found | Not found | Found | Lost | Found | Part found | |









* Arabic numbers mean that the judgement is determined by the figure in that House of Heaven.









LIBER GAIAS

| L.W. ●●● LÆ TITIA | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|-------------------------|----|---------------|----------|------------|------------|------------|--------------|----------------------|---------------|
| | | ●● ● | ●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | |
| Life, &c. | 1 | Good and long | Med. | Med. | Evil | Med. | Med. | Med. | Good |
| Money, &c. | 2 | Increase | Evil | Med. | Med. | Good | Evil | Med. | Med. |
| Rank, &c. | 3 | Good dignity | Med. | Med. | Good | Good | Evil | Med. | Med. |
| Property | 4 | Good | Med. | Med. | Good | Good | Evil | Med. | Evil |
| Wife, &c, | 5 | Good | Med. | Med. | Evil | Good | Evil | Med. | Good |
| Sex of Child | 6 | Son | Dau. | Dau. | 5 | Son | 5 | Son | 5 |
| Sickness | 7 | Health | II | Asc | Dangerous | Health | Health | Health | 5 |
| Prison | 8 | Late out | Come out | Come out | Come out | Soon out | Run away | Escape and recapture | Come out |
| Journey | 9 | Good in end | Hurtful | Evil | Evil | Good | Evil | Return | Good by water |
| Thing Lost | 10 | Found | Found | Part found | Part found | Part found | Part yielded | Part found | Part found |










| L.W. ●●● VIA | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|--------------------|----|-----------------|---------------|--------------|---------|---------|------------|--------------|-----------|
| | | ●●● ● | ●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | ●●● ●● | |
| Life, &c. | 1 | Med. | Evil | Med. | Med. | Med. | Evil | Med. | Med. |
| Money, &c. | 2 | Evil | Evil | Med. | Med. | Med. | Med. | Med. | Med. |
| Rank, &c. | 3 | Med. | Good | Med. | Med. | Evil | Evil | Med. | Med. |
| Property | 4 | Evil | Good | Med. | Med. | Med. | Good | Med. | Med. |
| Wife, &c, | 5 | Good | Good | Med. | Evil | Evil | Evil | Med. | Med. |
| Sex of Child | 6 | Son | Dau. | 5 | 5 | 5 | 5 | Son | 5 |
| Sickness | 7 | Health | Dangerous | Health | Death | Death | Death | Health | Health |
| Prison | 8 | Out for nothing | Evil | Come out | Not out | Not out | Not out | Come out | Soon out |
| Journey | 9 | Good by water | Good by water | Slack | Return | Return | Late | Late | Good |
| Thing Lost | 10 | Not found | Not found | Part yielded | Found | Found | Part found | Little found | Not found |










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| L.W.  | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|---|----|---|---|---|---|---|---|---|-----------|
| FORTUNA MAJOR | |  |  |  |  |  |  |  | |
| Life, &c. | 1 | Good | Evil | Good | Med. | Med. | Med. | Good | Med. |
| Money, &c. | 2 | Good | Evil | Good | Med. | Med. | Med. | Good | Med. |
| Rank, &c. | 3 | Possibility good | Evil | Good | Good | Good | Med. | Good | Good |
| Property | 4 | Good | Evil | Good | Med. | Med. | Med. | Good | Evil |
| Wife, &c, | 5 | Good | Evil | Good | Good | Good | Evil | Good | Evil |
| Sex of Child | 6 | 5 | Son | Son | 5 | Son | Dau. | 5 | 5 |
| Sickness | 7 | Health | Health | Good | Asc. | Health | Perilous | Health | Health |
| Prison | 8 | Come out | Late | Come out | Die there | Come out | With harm | Come out | Soon out |
| Journey | 9 | Good with speed | Evil | Difficult | Med. | Soon return | Late | Good | Very good |
| Thing Lost | 10 | Found | Not found | Found | Found | Part found | Not found | Found | Not found |











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|---|----|---|---|---|---|---|---|---|------------------|
| ALBUS | |  |  |  |  |  |  |  | |
| Life, &c. | 1 | Evil | Good | Evil | Suffic'nt | Evil | Good | Evil | Med. |
| Money, &c. | 2 | Evil | Good | Med. | Good | Med. | Good | Evil | Med. |
| Rank, &c. | 3 | Evil | Good | Evil | Good | Evil | Good | Evil | Med. |
| Property | 4 | Evil | Good | Evil | Good | Med. | Good | Evil | Med. |
| Wife, &c, | 5 | Evil | Evil | Med. | Good | Evil | Good | Evil | Med. |
| Sex of Child | 6 | Dau. die | 5 | Dau. | 5 | Dau. | 5 | Dau. | Dau. |
| Sickness | 7 | Death | Health | Death | Health | Death | Health | Health | Asc. |
| Prison | 8 | Perilous | Late | Not out | Come out | Die there | Run away | Come out | Come out |
| Journey | 9 | Med. | Good | Evil | Good | Difficult | Slow | Med. | V. good by water |
| Thing Lost | 10 | Not found | Not found | Not found | Part found | Part found | Found | Not found | Part found |











LIBER GAIAS

| L.W.  RUBEUS | | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  |
|---|----|--|--|--|--|--|--|--|--|
| Life, &c. | 1 | Good | Med. | Med. | Good | Evil | Med. | Evil | Very evil |
| Money, &c. | 2 | Good | Med. | Med. | Good | Evil | Good | Evil | Very evil |
| Rank, &c. | 3 | Good | Med. | Med. | Med. | Evil | Good | Evil | Very evil |
| Property | 4 | Good | Med. | Med. | Good | Evil | Med. | Evil | Very evil |
| Wife, &c, | 5 | Very good | Evil | Good | Med. | Evil | Good | Evil | Immoral |
| Sex of Child | 6 | Son | Dau. | Dau. | Son. | Dau. | 5 | 5 | 5 |
| Sickness | 7 | Health | Health | Death | Health | Health | Long sick | In danger | Perilous |
| Prison | 8 | Come out | Difficult | Evil | Evil | Come out | Soon out | Doubtful | Death |
| Journey | 9 | Difficult | Evil | Evil | Evil | Evil | Slow | Evil | Robbed |
| Thing Lost | 10 | Part found | Part yielded | Not found | Found | Not found | Found | Not found | Not found |










| L.W.  TRISTITIA | | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  | R.W. J.  |
|--|----|--|--|--|--|--|--|--|--|
| Life, &c. | 1 | Evil | Suffic'nt | Evil | Med. | Evil | Med. | Good | Evil |
| Money, &c. | 2 | Med. | Suffic'nt | Evil | Med. | Evil | Med. | Good | Very evil |
| Rank, &c. | 3 | Evil | Suffic'nt | Evil | Evil | Evil | Good | Good | Evil |
| Property | 4 | Good | Suffic'nt | Evil | Evil | Evil | Evil | Good | Very evil |
| Wife, &c, | 5 | Evil | Suffic'nt | Evil | Evil | Evil | Evil | Good | Evil |
| Sex of Child | 6 | 5 | Dau. | Son | Dau. | 5 | 5 | Dau. | 5 |
| Sickness | 7 | Death | Death | Evil | Evil | Evil | Health | Health | Perilous |
| Prison | 8 | Death | Death | Evil | Evil | Evil | Come out | Long | Hard |
| Journey | 9 | Evil | Evil | Evil | Evil | Evil | Very late | Late | Med. |
| Thing Lost | 10 | Not found | Found | Not found | Not found | Not found | Not found | Found | Not found |










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| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|---|----|---|---|---|---|---|---|---|---|---|--|---------|--|---------|--|
|  PUELLA | |  |  |  |  |  |  |  |  |  | | | | | |
| Life, &c. | 1 | Med. | Med. | Good | Good | Evil | Med. | Good | Evil | | | | | | |
| Money, &c. | 2 | Med. | Good | Good | Good | Med. | Med. | Good | Evil | | | | | | |
| Rank, &c. | 3 | Evil | Good | V. good | Good | Evil | Good | Good | Evil | | | | | | |
| Property | 4 | Evil | Good | Med | Good | Med. | Med. | Good | Evil | | | | | | |
| Wife, &c, | 5 | Med. | Good | Good | Good | Evil | Med. | Good | Med. | | | | | | |
| Sex of Child | 6 | Dau. | Son | 5 | 5 | 5 | 5 | Dau. | 5 | | | | | | |
| Sickness | 7 | Asc. | Health | Dangerous | Asc. | Health | Health | Long | Health | | | | | | |
| Prison | 8 | Out by ill means | Come out | Come out | Good end | Come out | Come out | Long | Come out | | | | | | |
| Journey | 9 | Perilous | Good | Good by ▽ | Good | Perilous | Slow | Good | Med. | | | | | | |
| Thing Lost | 10 | Part found | Found | Part found | Found | Not found | Not found | Found | Part found | | | | | | |

| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|---|----|---|---|---|---|---|---|---|---|---|--|---------|--|---------|--|
|  PUER | |  |  |  |  |  |  |  |  |  | | | | | |
| Life, &c. | 1 | Good | Evil | Evil | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Money, &c. | 2 | Good | Some-what good | Evil | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Rank, &c. | 3 | Good | Med. | Evil | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Property | 4 | Med. | Med. | Evil | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Wife, &c, | 5 | Good | Med. | Evil | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Sex of Child | 6 | Son | Dau. | 5 | Dau. | Son | Dau. | Son. | Dau. | | | | | | |
| Sickness | 7 | Health | Soon die | Asc. | Death | Health | Perilous | Health | Evil | | | | | | |
| Prison | 8 | Well out | Soon out | Dangerous | Die there | Come out | Perilous | Come out | Evil | | | | | | |
| Journey | 9 | Return | Med. | Spoiled | Evil | Med. | Evil | Med. | Evil | | | | | | |
| Thing Lost | 10 | Found | Part found | Not found | Not found | Found | Not found | Found | Not found | | | | | | |

LIBER GAIAS

| L.W.  | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|---|----|---|---|---|---|---|---|---|----------|
| CAPUT DRACONIS  | |  |  |  |  |  |  |  | |
| Life, &c. | 1 | Evil | Good | V. good | Evil | Evil | Good | Evil | Good |
| Money, &c. | 2 | Evil | Good | V. good | Suffic'nt | Med. | V. good | Evil | V. good |
| Rank, &c. | 3 | Evil | Good | V. good | Evil | Good | Good | Evil | Good |
| Property | 4 | Evil | Good | V. good | Med. | Suffic'nt | Good | Evil | Good |
| Wife, &c, | 5 | Evil | Med. | Good | Evil | Med. | Med. | Evil | Good |
| Sex of Child | 6 | Dau. | 5 | 5 | Dau. | Son | Son | Dau. | Son |
| Sickness | 7 | Asc. | Health | Asc. | Health | Good end | Health | Health | Health |
| Prison | 8 | Long | Perilous | Come out | Hard | 6 | Soon out | Come out | Out late |
| Journey | 9 | Evil | Med. | Good by ▽ | Evil | Evil | Good | Evil | V. good |
| Thing Lost | 10 | Not found | Found | Found | Found | Part found | Found | Not found | Found |










| L.W.  | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | |
|---|----|---|---|---|---|---|---|---|-----------|
| CAUDA DRACONIS  | |  |  |  |  |  |  |  | |
| Life, &c. | 1 | Med. | Evil | Very evil | Tolerable | Evil | Med. | Good | Evil |
| Money, &c. | 2 | Good | Evil | Very evil | Good | Med. | Suffic'nt | Good | Evil |
| Rank, &c. | 3 | Med. | Evil | Very evil | Med. | Evil | Suffic'nt | Good | Evil |
| Property | 4 | Good | Evil | Very evil | Med. | Evil | Suffic'nt | Good | Med. |
| Wife, &c, | 5 | Med. | Evil | Very evil | Med. | Evil | Evil | Med. | Very evil |
| Sex of Child | 6 | Son | 5 | 5 | 5 | 5 | 5 | Son and live | 5 |
| Sickness | 7 | Health | Perilous | Death | Death | Death | Perilous | Health | Asc. |
| Prison | 8 | Good end | Out with pain | Death | Come out | Come out punished | Come out | Soon out | Dangerous |
| Journey | 9 | Evil | Evil | Very evil | Med. | Evil | Evil | Good | Very evil |
| Thing Lost | 10 | Found | Not found | Not found | Found | Not found | Part found | Found | Not found |










A HANDBOOK OF GEOMANCY

| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|--------------|----|---------|-----------|----------|-----------|-------------|----------|----------|-------|----------|--------|---------|-------|-----------|-------|---------|-------|
| ACQUISITIO | | ☰ ☱ | ☰ ☱ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ |
| Life, &c. | 1 | Good | Evil | V. good | Med. | Good | Med. | Med. | Med. | Good | | | | | | | Good |
| Money, &c. | 2 | Med. | Evil | V. good | Evil | Good | Med. | Med. | Med. | Good | | | | | | | Good |
| Rank, &c. | 3 | Med. | Med. | V. good | Evil | Good | Med. | Med. | Med. | Good | | | | | | | Good |
| Property | 4 | Med. | Evil | V. good | Evil | Good | Med. | Med. | Med. | Good | | | | | | | Good |
| Wife, &c, | 5 | Good | Evil | Good | Evil | Good | Med. | Med. | Med. | Good | | | | | | | Good |
| Sex of Child | 6 | 5 | Son | 5 | 5 | Son | Dau. | 5 | 5 | Son | Dau. | 5 | 5 | Son | Dau. | 5 | Son |
| Sickness | 7 | Health | Health | Health | Health | Health | Health | Health | Asc. | Health | Health | Asc. | Asc. | In danger | | | |
| Prison | 8 | Death | Come out | Come out | Come out | Long | Come out | Late out | | Come out | | | | Slow | | | |
| Journey | 9 | Med. | Good | Good | Med. | Soon return | Med. | Evil | | Med. | | | | Slow | | | |
| Thing Lost | 10 | Found | Not found | Found | Not found | Found | Found | Found | | Found | | | | Found | | | |










| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|--------------|----|----------------|----------|-----------|-----------|-----------|-----------|----------------|-------|-----------|-------|---------|-------|-----------|-------|---------|-------|
| AMISSIO | | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ | ☱ ☰ ☰ |
| Life, &c. | 1 | Good | Med. | Evil | Med. | Med. | Med. | Med. | Med. | Med. | Med. | Med. | Med. | Evil | Evil | | |
| Money, &c. | 2 | Good | Med. | Evil | Med. | Med. | Med. | Evil | Evil | Med. | | | | Med. | | | |
| Rank, &c. | 3 | Med. | Med. | Evil | Good | Med. | Med. | Evil | Evil | Med. | | | | Evil | Evil | | |
| Property | 4 | Med. | Med. | Evil | Med. | Med. | Evil | Evil | Evil | Med. | | | | Med. | | | |
| Wife, &c, | 5 | Med. | Med. | Evil | Med. | Med. | Evil | Evil | Evil | Med. | | | | Evil | Evil | | |
| Sex of Child | 6 | 5 | Son | 5 | 5 | Dau. | Son | 5 | 5 | Dau. | Son | 5 | 5 | 5 | 5 | | |
| Sickness | 7 | The end health | Health | Perilous | Health | Health | Health | Health | Death | Health | | | | Health | | | |
| Prison | 8 | Long | Good end | Hard | Soon out | Come out | Come out | Out in the end | | Come out | | | | Die there | | | |
| Journey | 9 | Good | Med. | Evil | Good | Med. | Med. | Evil | | Med. | | | | Not begun | | | |
| Thing Lost | 10 | Not found | Found | Not found | Not found | Not found | Not found | Part found | | Not found | | | | Not found | | | |

LIBER GAIAS

| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|---|----|---|---------------|---|---------|---|----------|---|-------|---|--|---|--|---|--|---|--|
|  CONJUNCTIO | |  | |  | |  | |  | |  | |  | |  | |  | |
| Life, &c. | 1 | Good | Med. | Med. | Good | Evil | Good | Med. | Med. | | | | | | | | |
| Money, &c. | 2 | Good | Med. | Med. | Good | Evil | Good | Med. | Med. | | | | | | | | |
| Rank, &c. | 3 | Good | Med. | Med. | V. good | Evil | Good | Med. | Hard | | | | | | | | |
| Property | 4 | Good | Med. | Med. | V. good | Evil | Good | Med. | Med. | | | | | | | | |
| Wife, &c, | 5 | Good | Evil | Med. | V. good | Evil | Good | Good | Med. | | | | | | | | |
| Sex of Child | 6 | Son | 5 | 5 | Dau. | 5 | Son | Dau. | Dau. | | | | | | | | |
| Sickness | 7 | Long & pining | Death | Death | Asc. | Asc. | Health | Perilous | Hard | | | | | | | | |
| Prison | 8 | Long time | Out with fear | Perilous | Long | Good | Come out | Come out | Long | | | | | | | | |
| Journey | 9 | Slow | Med. | Good by ▽ | Good | Med. | Evil | Slow | Hard | | | | | | | | |
| Thing Lost | 10 | Found | Found | Not found | Found | Not found | Found | Not found | Found | | | | | | | | |

| L.W. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | | R.W. J. | |
|---|----|---|--------------|---|------------|---|-----------|---|-----------|---|--|---|--|---|--|---|--|
|  CARCER | |  | |  | |  | |  | |  | |  | |  | |  | |
| Life, &c. | 1 | Good | Med. | Good | Good | Med. | Suffic'nt | Evil | Med. | | | | | | | | |
| Money, &c. | 2 | Good | Evil | Good | Med. | Med. | Suffic'nt | Evil | Med. | | | | | | | | |
| Rank, &c. | 3 | Evil | Med. | Good | Good | Med. | Med. | Evil | Med. | | | | | | | | |
| Property | 4 | Med. | Evil | Good | Good | Med. | Suffic'nt | Med. | Good | | | | | | | | |
| Wife, &c, | 5 | Evil | Med. | Good | Good | Med. | Suffic'nt | Evil | Good | | | | | | | | |
| Sex of Child | 6 | Dau. | 5 | Son | Dau. | 5 | 5 | 5 | Dau. | | | | | | | | |
| Sickness | 7 | Health | Health | Health | Health | Health | Health | Perilous | Dangerous | | | | | | | | |
| Prison | 8 | Good end | Soon out | Late out | Come out | Come out | Come out | Evil | Late out | | | | | | | | |
| Journey | 9 | Slow | Good | Slow | Slow | Slow | Slow | Difficult | Evil | | | | | | | | |
| Thing Lost | 10 | Found | Little found | Part found | Part found | Part found | Not found | Not found | Be found | | | | | | | | |

A HANDBOOK OF GEOMANCY

| L.W.  FORTUNA MINOR | | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. | R.W. J. |
|--|----|---|---|---|---|---|---|---|---|
| | |  |  |  |  |  |  |  |  |
| Life, &c. | 1 | Good | Med. | Med. | Good | Evil | Med. | Good | Med. |
| Money, &c. | 2 | Good | Med. | Med. | Good | Evil | Evil | Good | Med. |
| Rank, &c. | 3 | Good | Med. | Med. | Good | Evil | Med. | Good | Evil |
| Property | 4 | Good | Med. | Med. | Good | Evil | Med. | Evil | Med. |
| Wife, &c, | 5 | Good | Med. | Med. | Good | Evil | Med. | Evil | Med. |
| Sex of Child | 6 | 5 | 5 | 5 | Son | Dau. | Son | Dau. | Dau. |
| Sickness | 7 | Health | Death | Health | Health | Asc. | Health | Health quickly | Perilous |
| Prison | 8 | Come out | Come out | Hard prison | Long in prison | Come out | Sorrow | Come out | Die |
| Journey | 9 | Good | Med. | Good | Late good | Good | Med. | Med. | Evil |
| Thing Lost | 10 | Found | Found | Part found | Found | Not found | Not found | Not found | Found |

CHAPTER V

THE GENERAL MEANING OF THE SIXTEEN FIGURES IN THE TWELVE HOUSES

HEREIN follows a set of general tables of the sixteen figures in the twelve Houses, for the better convenience of forming a general judgement of the scheme. Under the head of each figure separately is given its general effect in whatever House it may happen to fall.

Thus, by taking the House signifying the thing demanded, and also that signifying the end of the matter (fourth House), and noticing what figures fall therein, you may find by these tables their general effect in that position.

LIBER GAIAS

| ACQUISITIO | | FORTUNA MINOR | | | |
|--|----|--|--|----|--|
| Generally good for profit or gain. | I | Happy success in all things | Good in any matter where a person wishes to proceed quickly. | I | Speed in victory or love; but choleric |
| | 2 | Very prosperous | | 2 | Very good |
| | 3 | Favour and riches | | 3 | Good but wrathful |
| | 4 | Good fortune and success | | 4 | Haste; rather evil, exc. for peace |
| | 5 | Good success | | 5 | Good in all |
| | 6 | Good, esp. agreeing with 5 th | | 6 | Medium in all |
| | 7 | Reasonably good | | 7 | Evil, exc. for war or love |
| | 8 | Rather good, not very, the sick die | | 8 | Evil generally |
| | 9 | Good in all | | 9 | Good, but choleric |
| | 10 | Good in suits, very prosperous | | 10 | Good, exc. for peace |
| | 11 | Good in all | | 11 | Good, esp. for love |
| | 12 | Evil, pain, and loss | | 12 | Good, exc. for alteration or serving another |
| AMISSIO | | LETITIA | | | |
| Gd. for loss of substance, and some-times for love, but v. bad for gain. | I | Ill in all but for prisoners | Good for joy, present or to come. | I | Good, exc. in war |
| | 2 | V. evil for money, good for love | | 2 | Sickly |
| | 3 | Ill end, exc. in quarrels | | 3 | Ill |
| | 4 | Ill in all | | 4 | Meanly good |
| | 5 | Evil, exc. for agriculture | | 5 | Excellently good |
| | 6 | Rather evil, exc. for love | | 6 | Evil generally |
| | 7 | V. good for love, otherwise evil | | 7 | Indifferent |
| | 8 | Excellent in all questions | | 8 | Evil generally |
| | 9 | Evil in all | | 9 | Very good |
| | 10 | Evil, exc. for women's favour | | 10 | Good rather in war than in peace |
| | 11 | Good for love, otherwise bad | | 11 | Good in all |
| | 12 | Evil in all | | 12 | Evil generally |
| FORTUNA MAJOR | | TRISTITIA | | | |
| Good for gain in things where a person has hopes to win. | I | Good, save in secrecy | Evil in almost all things. | I | Med., but good for treasure and fortifying |
| | 2 | Good, save in sad things | | 2 | Med., but good to fortify |
| | 3 | Good in all | | 3 | Evil in all |
| | 4 | Good in all but melancholy | | 4 | Evil in all |
| | 5 | Very good in all | | 5 | Very evil |
| | 6 | Very good, exc. for debauchery | | 6 | Evil, exc. for debauchery |
| | 7 | Good in all | | 7 | Evil, but in secrecy good |
| | 8 | Moderately good | | 8 | Gd. for inheritance and magic only |
| | 9 | Very good | | 9 | Evil, exc. for magic |
| | 10 | Exceeding good, to go to superiors | | 10 | Evil, exc. for fortification |
| | 11 | Very good | | 11 | Evil in all |
| | 12 | Good in all | | 12 | Evil, but good for magic and treasure |

A HANDBOOK OF GEOMANCY

| PUELLA | | ALBUS | | | |
|--|----|--|---|----|--|
| Good in all demands, especially those relating to women. | 1 | Good, exc. in war | Good for profit and for entering into a place or undertaking. | 1 | Good for marriage; mercurial; peace |
| | 2 | Very good | | 2 | Good in all |
| | 3 | Good | | 3 | Very good |
| | 4 | But indifferent | | 4 | Good, exc. in war |
| | 5 | V. good, but notice the aspects | | 5 | Good |
| | 6 | Good, but esp. so for debauchery | | 6 | Good in all |
| | 7 | Good, exc. for war | | 7 | Good, exc. for war |
| | 8 | Good | | 8 | Good |
| | 9 | Good for music, otherwise medium | | 9 | A messenger brings letters |
| | 10 | Good for place | | 10 | Excellent in all |
| | 11 | Good, and love of ladies | | 11 | Very good |
| | 12 | Good in all | | 12 | Marvellously good |
| PUER | | CONJUNCTIO | | | |
| Evil in most demands, except those relating to war and love. | 1 | Indifferent; best in war | Good with good, and evil with evil. Recovery of things lost. | 1 | Good with good, evil with evil |
| | 2 | Good, but with trouble | | 2 | Commonly good |
| | 3 | Good fortune | | 3 | Good fortune |
| | 4 | Evil, exc. in war and love | | 4 | Good, save for health. Cf 8th House's figure |
| | 5 | Medium good | | 5 | Medium |
| | 6 | Medium | | 6 | Good for immorality only |
| | 7 | Evil, save in war | | 7 | Rather good |
| | 8 | Evil, exc. in love | | 8 | Evil, death |
| | 9 | Evil, exc. for war | | 9 | Medium good |
| | 10 | Evil rather; good for love and war; else medium. | | 10 | For love good, for sickness evil |
| | 11 | Medium; good favour | | 11 | Good in all |
| | 12 | Very good in all | | 12 | Medium bad for prisoners |
| RUBEUS | | CARCER | | | |
| Evil in all that is good, and good in all that is evil. | 1 | Destroy the figure | General evil, delay, binding, stay, bar, restriction. | 1 | Evil except to fortify a place |
| | 2 | Evil in all | | 2 | Good in Saturnian questions, otherwise evil |
| | 3 | Evil, exc. to let blood | | 3 | Evil |
| | 4 | Evil, exc. in war and fire | | 4 | Good, only for melancholy |
| | 5 | Evil, exc. for sowing seed | | 5 | Receive a letter in three days; evil |
| | 6 | Evil, exc. for blood-letting | | 6 | Very evil |
| | 7 | Evil, exc. for war and fire | | 7 | Evil |
| | 8 | Evil | | 8 | Very evil |
| | 9 | Very evil | | 9 | Evil in all |
| | 10 | Dissolute, love, fire | | 10 | Evil, save for hid treasure |
| | 11 | Evil, exc. blood-letting | | 11 | Much anxiety |
| | 12 | Evil in all | | 12 | Rather good |

LIBER GAIAS

| CAPUT DRACONIS | | VIA | |
|--|----|--|--------------------------------|
| Good with good, evil with evil; gives a good issue for gain. | I | Good in all | Evil, exc. for prison |
| | 2 | Good | Indifferent |
| | 3 | Very good | Very good in all |
| | 4 | Good, save in war | Good in all, save love |
| | 5 | Very good | Voyages good |
| | 6 | Good for immorality only | Evil |
| | 7 | Good, esp. for peace | Rather good, esp. for voyages |
| | 8 | Good | Evil |
| | 9 | Very good | Indifferent; good for journeys |
| | 10 | Good in all | Good |
| | 11 | Good for the Church and ecclesiastical gain. | Very good |
| | 12 | Not very good | Excellent |
| CAUDA DRACONIS | | POPULUS | |
| Good with evil, and evil with good; good for loss, and for passing out of an affair. | I | Destroy the figure | Good for marriage |
| | 2 | Very evil | Medium good |
| | 3 | Evil in all | Rather good than bad |
| | 4 | Good, esp. for conclusion of the matter | Good in all but love |
| | 5 | Very evil | Good in most |
| | 6 | Rather good | Good |
| | 7 | Evil, war, and fire | In war good, else medium |
| | 8 | No good, exc. for magic | Evil |
| | 9 | Good for science only; bad for journeys; robbery | Look for letters |
| | 10 | Evil, save in works of fire | Good |
| | 11 | Evil, save for favours | Good in all |
| | 12 | Rather good | Very evil |

CHAPTER VI

OF THE ESSENTIAL DIGNITIES OF THE FIGURES IN THE HOUSES; OF THE ASPECTS OF THE HOUSES; AND OF THE FRIENDSHIP AND ENMITY OF THE RULERS IN ASPECTS, ETC.

BY Essential Dignity is meant the strength of a figure when found in a particular House. A figure is therefore strongest in what is called its House; very strong in its Exaltation; strong in its Triplicity; very weak in its Fall; weakest of all in its Detriment. A figure is in its Fall when in a House opposite to that of its Exaltation; in its Detriment when opposite to its own House. The following list shows the Essential Dignities; that is to say, they follow the Dignities of their Ruling Planets, considering the twelve Houses of the scheme as answering to the twelve signs, thus: Asc. to ♈, 2 to ♉, 3 to ♊, &c., . . . 12 to ♏. Therefore ♀ figures will be strong in Asc. and weak in 7th and so on. See chapter I. for attribution of figures to planets.

♁ is strong in Dignities of ♃ and ♀.

♂ is strong in Dignities of ♄ and ♂.

TABLE OF ESSENTIAL DIGNITIES

| — | HOUSE | EXALTATION | TRIPPLICITY | FALL | DETRIMENT |
|------|-------|------------|-------------|------|-----------|
| ASC. | ♁♂♁ | ♁♂ | ♁♂♁♂♁♂ | ♁♂ | ♁♂♂ |
| 2 | ♁♂♂ | ♂♂ | ♂♂♂♁♂♂ | — | ♂♂♁ |
| 3 | ♁♂♁ | ♂ | ♁♂♂♂♁♂ | ♂ | ♂♂♂ |
| 4 | ♂♂♂ | ♁♂ | ♂♂♂ | ♁♂ | ♁♂♂ |
| 5 | ♁♂♂ | — | ♁♂♂♂♁♂ | — | ♁♂♂ |
| 6 | ♂♂♂ | ♂♂♂ | ♂♂♂♁♂♂ | ♁♂ | ♂♂♂ |
| 7 | ♁♂♂ | ♁♂ | ♁♂♂♂♁♂ | ♁♂ | ♂♂♂ |

LIBER GAIAS

| — | HOUSE | EXALTATION | TRIPPLICITY | FALL | DETRIMENT |
|----|-------|------------|-------------|-------|-----------|
| 8 | ♁ ♁ ♁ | — | ♁ ♁ ♁ | ☿ ☿ ☿ | ♁ ☿ ☿ |
| 9 | ♁ ♁ ☿ | ♁ | ♁ ♁ ♁ ♁ ☿ | ☿ | ♁ ♁ ♁ |
| 10 | ♁ ♁ ♁ | ♁ ♁ | ☿ ☿ ☿ ☿ ☿ | ♁ ♁ | ☿ ☿ ☿ |
| 11 | ♁ ♁ ♁ | — | ♁ ♁ ♁ ♁ ♁ | — | ♁ ☿ |
| 12 | ♁ ♁ ☿ | ♁ ☿ | ♁ ♁ ♁ | ♁ ♁ | ♁ ♁ |

THE ASPECTS OF THE HOUSES

The Asc. is aspected by 11, 10, 9 (as ♁☐ and Δ Dexter and by 3, 4, 5 . . . Sinister, and has 7 in opposition.

The Dexter aspect is that which is *contrary* to the natural order of the Houses; it is stronger than the Sinister. So for other Houses. Figures have Friends and Enemies:—
 ♁ : ♁ ☿ ♁ ☿ ♁ Friends; ☿ ♁ Enemies. ♁ : ♁ ☿ ♁ ☿ ♁; and ☿. ☿ : ♁ ; and ♁ ♁ ☿ ☿. ☿ : ♁ ☿ ♁ ☿ ♁; and ♁. ♁ : ♁ ☿ ☿ ☿ ; and ♁. ☿ : ♁ ♁ ☿ ♁ ; and ☿. ♁ : ♁ ☿ ♁ ☿ ; and ♁ and ☿.

Also figures of Δ are sympathetic with those of Δ, friendly with Δ and ∇; hostile to ∇.

So ∇ symp. ∇, friendly Δ and ∇, and host. Δ : Δ symp Δ, friendly Δ and ∇, and host. ∇. ∇ symp. ∇, friendly ∇ and Δ, and host. Δ. Again, sign figures are friends to those ♁ or Δ, and hostile to those ☐ or in ♂.

CHAPTER VII

OF THE GENERAL METHOD OF JUDGING A FIGURE

REMEMBER always that if ☿ or ♃ fall in the Ascendant, the figure is not fit for judgement. Destroy it instantly, and erect a new figure not less than two hours afterwards.

Your figure being thoroughly arranged as on p. 6, note first to what House the demand belongs. Then look for Witnesses and Judge in their special table, and see what is said under the head of the demand. Put this down. Note next what figure falls into the House required (if it spring into other Houses, these too should be considered); *e.g.* in a question of money stolen, if the figure in 2nd be also in 6th it might show the thief to be a servant in the house. Look next in the Table of Figures in the Houses, and see what the figure signifies in the especial House under consideration. Put this down also. Then by the Table of Aspects (p. 20) note down the figures ✕ □ Δ and ♂, putting good on one side, evil on the other; noting also the strength or weakness, friendliness or hostility to the figure of the House required, of these figures. Then add the meaning of the figure in the 4th, to signify the end of the matter. It may also assist you to form a Reconciler from the figure in the House required and the Judge, noting what figure results and whether it harmonises with one or both by nature (p. 20). Now consider all you have written, and according to the balance of Good and Evil, form your final judgement. Consider also always in money questions where the Part of Fortune falls.

Take, *e.g.*, the figure on p. 6, and form a judgement for loss of money in business therefrom.

Table of Witnesses and Judge say: Moderate.

In 2nd is ☿. Evil, showing obstacle, delay.

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Part of Fortune \oplus is in Asc. with $\ddot{\text{z}}$, showing loss through Querent's own blunders.

$\ddot{\text{z}}$ springs into no other Houses; \therefore this does not affect the question.

The figures \times and Δ of 2nd are $\ddot{\text{z}}$, $\ddot{\text{z}}$, $\ddot{\text{z}}$, and $\ddot{\text{z}}$, all good figures and friendly in nature = Well-intentioned help of friends.

The figures \square and ρ are $\ddot{\text{z}}$, $\ddot{\text{z}}$, $\ddot{\text{z}}$, which are not hostile to $\ddot{\text{z}}$; therefore shows opposition not great.

The figure in the 4th is $\ddot{\text{z}}$, which shows a good end, but with anxiety.

Forming a Reconciler we get $\ddot{\text{z}}$ again, a sympathetic figure but denoting delay = Delay, but helping Querent's wishes.

Adding all together—

1. Medium.
2. Evil and obstacles, delay;
3. Loss through Querent's self;
4. Strength for evil, medium only;
5. Well-intentioned aid of friends;
6. Not much opposition from enemies.
7. Ending good, but with anxiety;
8. Delay, but helping Querent's wishes—

we formulate this judgement:

That the Querent's loss in business has been principally owing to his own mismanagement; that he will have a long and hard struggle, but will meet with help from friends; that his obstacles will gradually give way; and that after much anxiety he will eventually recoup himself for his previous losses.

*** ***** ***



Transcriber's notes.

This text was first published in *Equinox* I (2) in 1909. That publication was prefixed by a note reading:

This MS is now first printed from the private copies of certain adepts, after careful examination and collation. It is printed for the information of scholars and the instruction of seekers. By the order of the A.:A.: certain formulæ have been introduced into it, and omissions made, to baffle any one who seeks to prostitute it to idle curiosity or to fraud. Its practical use and the method of avoiding these pitfalls will be shown to approved students by special authority from V.V.V.V.V. or his delegates.

This work derives in the first instance from a lecture on Geomancy which circulated in the Golden Dawn. Another version was published by F.I. Regardie in the two versions of the G.D. papers he edited; both of these however omitted the tables of Witnesses and Judge, though they included material omitted by Crowley. The method is in most respects similar to that taught in the *Geomantica disciplina lectura* by Heinrich Cornelius Agrippa which appeared in vol. I of the Lyon edition of Agrippa's *Opera* and was one of the six texts on magic and divination from that volume translated into English by Robert Turner (*Henry Cornelius Agrippa's Fourth Book of Occult Philosophy and of Geomancy &c. &c. &c.*, London, 1655) although elements appear to have been drawn from other late-mediæval and Renaissance works on the subject (the sigils of the planetary spirits and the tables of witness and judge, for instance, are not in Agrippa or the other short work on Geomancy, attributed to Gerald of Cremona, which was bound up in Agrippa's *Opera*; the attributions of the figures to the signs of the Zodiac differ in a couple of cases).

Geomantic divination is possibly of African or Middle Eastern origin: systems of divination employing the same set of figures have been recorded in West Africa and Malagasy, though these lack the elaboration of Agrippa's method. Traditionally the figures would be obtained by making the marks in sand or dry earth with a stick rather than on paper.

The quotation at the beginning attributed to "Zoroaster" is from the *Chaldaean Oracles* and forms fragment 144 in the Westcott edition (fragment 64 in the Kroll collection); it was quoted in the works of Michael Psellos, the Byzantine Platonist.

A HANDBOOK OF GEOMANCY

The MACANEH square is from *The Book of the Sacred Magic of Abramelin the Mage*, Book III, cap. X, its is said to “hinder Sorcerers from operating.”

The drawings which appear at the start and end are by Austin Spare, who at the time was a probationer of A.:A.: (Spare contributed two other illustrations to that issue of the *Equinox*, namely renditions of the Golden Dawn Eden diagrams).

The sigils of the planetary spirits as used in Geomancy differ from the forms obtained by plotting their names on the planetary “magic squares,” and were deliberately omitted by Crowley when editing the lecture. Regardie gives them as follows (I have not so far managed to find an earlier source):

| | | |
|---------|-----------------|---|
| Saturn | Zazel |  |
| Jupiter | Hismael |  |
| Mars | Bartzabel |  |
| Sol | Sorath |  |
| Venus | Kedemel |  |
| Mercury | Taphtaratharath |  |
| Luna | Chasmodai |  |

The “appropriate Pentagram” (p. 4) is an invoking Earth pentagram, traced with the first stroke from top to bottom left.

To clarify the rules for obtaining the remaining figures from the three Mothers (p. 5): the first Daughter is composed of the first row of each of the four Mothers in turn, the second from the second row of each, *etc.* (that is: row x of Daughter y is taken from row y of Mother x). Then figures are combined in pairs as stated by modulo 2 addition: *i.e.* take each row in turn: if the total number of dots in that row in the two figures is odd, one dot is marked in the corresponding row of the new figure. If the total number is even, mark two dots in the new figure.

Note that owing to the method used to generate it, the Judge will always have an even number of points; if the total number of marks made when generating the original four figures was even, both Witnesses will have an even number of points, otherwise they will both have an odd number of points.

In the table of Essential Dignities on pp. 19-20, the geomantic figures were originally represented by binary numbers (IIII for Via, III2 for Cauda Draconis, *etc.*). To explain the how this table was constructed: for each

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house take the Zodiac sign corresponding (Aries for the ascendant, Taurus for the second house, *etc.*). In the column “House” place those figures that fall under the planet ruling the sign in question. Caput Draconis is placed with signs ruled by either Venus or Jupiter; Cauda Draconis with signs ruled by either Mars or Saturn. In the column “Exaltation” place the figures corresponding to the planet exalted in the sign in question; since the nodes of the moon are included in the scheme of exaltations, they are placed there and not with Saturn, Jupiter, Mars or Venus. In “Triplexity”, rather than following the Elements in the first table, place figures under Sol and Jupiter (including Caput Draconis) with Fire signs, figures under Luna and Venus (including Caput Draconis) with Water signs, figures under Saturn and Mercury (including Cauda Draconis) with Air signs, and figures under Mars (including Cauda Draconis) with Water signs. The remaining two columns are straightforward if one bears in mind that a planet is in its fall in a sign opposite one where it is exalted, and in its detriment in a sign opposite one it rules.

The system taught in Gerald of Cremona’s *Astronomical Geomancy* differs radically from the Agrippa / G.D. approach. In this, a single Geomancy figure is obtained in the usual way, and the Zodiac sign corresponding placed in the Ascendant: the remaining 11 signs are then placed around the figure in their usual order (Gerard has a somewhat different set of Zodiacal attributions to Agrippa; but in any case the fact that there are 16 figures and 12 Signs mean some signs are more likely to occur than others); then for each of the Planets (in order ☉ ☽ ♀ ☿ ☿ ♃ ♄ ♀), and Caput Draconis, make four rows of points but instead of using these to obtain another figure, count up the total number of points and divide by twelve; take the remainder (or 12, if the number is exactly divisible by 12) and place that planet in the house corresponding. Cauda Draconis, obviously, is placed opposite Caput Draconis. This gives you an artificial astrological figure which can then be judged according to the rules for aspects, planets in signs and houses, *etc.*

The Latin title and number (96 being the total number of points in the 16 figures of Geomancy) are as given in the *Syllabus of the Official Instructions of A.:A.:* in *Equinox* I (10).

