European Daemonology within the Grimorium Verum (Work in Progress)

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| I.N.R.I "it is just to kill impious kings". |

This blog post will go through a series of frequent updates until it is completely finished. I receive a high number of questions concerning the nature of the daemons in the Grimorium Verum; their dominions, hierarchy and specialty lore .  
  
First I will lay the foundation of occult knowledge respective and common to the daemons of the Grimorium Verum.  
  
Next I will fill in details about certain daemons and talk openly about lesser known arcane of select daemons.  
  
Finally I will finish with as of yet unpublished incantations and evocations unique to my linage.  
  
I hope this serves as a "cleaner" codex for daemons of the Grimorium Verum so in the near future, workings and rituals which will be of immediate benefit can be introduced.  
  
  
Within many of the following individual daemonological descriptions there will be "added" notes. These notes come from my tradition, a linage of magicians who through daring, and starling occult intelligence made astounding discoveries (through communication via mediumship, possession, and other direct methods of interaction) in respects to the daemons of the ***Grimorium Verum*** (but not limited to).  
  
I know what is "known" and what is not. As of this posting, the information contained in these additional notes are NOT known outside the most dedicated of occultists and certainly not ready knowledge among internet studied neo-magicians.  
  
I share this knowledge to add true depth to a magician's knowledge, to widen and give greater breadth to possible applications in daemonological workings. NOT to provide fertile ground for the dabblers who make the collective mulling internet hoard of forum dwellers to sow the seeds of their asinine ideas, and silly misappropriations in.  
  
That being said...  
  
The magician would be well informed to bare ever in mind; the following daemonological descriptions, detailing the individual daemon's talents and dominions, are *no*t to be assumed as just "metaphor".   
  
For Example, the daemon **Surgat**  *can* open ANY lock. The magician is only left to concern himself or herself with how will they entice the daemon Surgat to open any lock, and to be cautious not to constrain or limit what a "lock" is.   
  
My godfather was very clear about this point, and was able to provide demonstrated proof, that the level of work a daemon will preform for a magician is in direct proportion to his or her relationship with that daemon.   
  
The daemon Mersilde and the daemon's power of transportation will differ wildly in it's application from the rank neophyte (the classification I place heaviest on the majority of even the modern occult "experts") and a dedicated adept of twenty years who has developed a distinctive bond with the daemon Mersilde.  
  
What that daemon's power of "transportation" at an adept's level might look like is not for me to describe here, as somethings are just not for the uninitiated, and its for those who have actually put in the work to "know" as it is the labors which produce the fruit to enjoy.    
  
The magician is well advised to listen careful to the occult interpretations of others.   
  
Using the example of the daemon Hiepatch (who will bring thee a distant person in an instant), it has been a common conclusion that this daemon brings "visions" or "dreams" of a distant person, and not literally the person to you at a speed comparable to thought.   
  
This common "conclusion" is extremely telling of an individual's occultic experience, and ultimately their present success.   
  
A magician would be wise to take such an individual's ideas with the proverbial grain of salt.    
  
Can Heipatch bring you "dreams" and "visions" of a distant person? Yes, however over the due course of time, and work (deeper understanding of the mysteries of the daemon Heipatch) eventually will make literal "who will bring thee a distant person in an instant".   
  
**Daemonological Dictionary**   
  
Hierarchy List  
  
**Superior Daemons**  
  
*Lucifer*  
*Astaroth*  
*Beelezubub*  
  
**Inferior Daemons under Lucifer**  
  
*Satanachia*  
*\*Satanika*  
*Agalierept*  
*Duke Syrach*  
  
**Inferior Daemons under Astaroth**  
  
*Sargatanas*  
*Nebiros*  
  
**Inferior Daemons under Beelzebub**  
  
*Tarchimache*  
*Fleurety*  
**Chief Daemons under Satanachia \*and Satanika**  
  
*Sergutthy*  
*Heramael*  
*Trimasael*  
*Sustugriel*  
**Subordinate Daemons under Satanachia**  
*Pruslas*  
*Amon*  
*Barbatos*  
  
**Subordinate Daemons under Agalierept**  
  
*Elegolap*  
**Subordinate Daemons under Sargatanas**  
*Zoray*  
*Valefar*  
*Faraii*  
**Subordinate Daemons under Nebiros**  
  
*Hael*  
*Sergulath*  
  
**Subordinate Daemons under Hael and Sergulath**  
  
*Proculo*  
*Haristum*  
*Brulefer*  
*Pentagony*  
*Aglasis*  
*Sidragosam*  
*Minoson*  
*Bucon*  
  
**Daemons under the power of Duke Syrach**  
  
*Clauneck*  
*Musisin*  
*Bechard*  
*Frimost*  
*Klepoth*  
*Khil*  
*Mersilde*  
*Clisthret*  
*Sirchade*  
*Segal*  
*Hiepacth*  
*Humots*  
*Frucissiere*  
*Guland*  
*Surgat*  
*Morail*  
*Frutimiere*  
*Huictiigara*  
  
Individual Daemon Accounts and Briefings

1. **Lucifer**- A superior daemon with power over all the intermediate spirits of Europe and Asia. **Lucifer's** inferiors are *Satanachia, Agalierept* and *Duke Syrach*.   
  
2.**Astaroth**- A superior daemon with power over all the intermediate spirits of the Americas and island nations. **Astaroth’s** inferiors are *Sargatanas* and *Nebiros.*

3.**Beelzebuth**- A superior daemon with power over all the intermediate spirits of Africa. Beelzebuth’s inferiors are *Tarchimache* and *Fleurety.*

4. **Satanachia**- Inferior daemon under *Lucifer*. Under **Satanachia** there are four chiefs. They are *Sergutthy, Heramael, Trimasael* and *Sustugriel.* **Satanachia** has subordinates who are *Pruslas, Amon,* and *Barbatos*. **Satanachia** has the power of subjecting all wives and maidens to his wishes, and of doing with them as he wills. **Often Satanachia is teamed up with another daemon named *Satanika*.**   
  
**Pruslas**- A subordinate daemon under *Satanachia.* **Pruslas** collaborates with *Satanachia* in the seducing of women.   
 **Amon**-A subordinate daemon under *Satanachia.* **Amon** has the power to see and tell past and future, but will only do so for the magician who will make a pact with *Satanachia*. **Amon** can reconcile friendships and will find love for those who request this of him.  
  
**Barbatos**- A subordinate daemon under *Satanachia.* **Barbatos** can mend friendships, or procure new ones for the magician. **Barbatos** can teach the magician how to speak with animals as well as lead the magician to hidden treasures.  
  
\* **Satanika**- Inferior daemon under *Lucifer*. Under **Satanika** there are four chiefs. They are *Segutthy, Heramael, Trimasael,* and *Sustugriel*. **Satanika** has great knowledge of astrology, astronomy, and planetary alignments. He teaches the magician the secrets of the stars, constellations, and comets. **Satanika** knows terrible secrets about space and instructs the magician on making pacts with cosmic entities.

5. **Agalierept**- Inferior daemon under *Lucifer*. **Agalierept** rules over *Elelogap*. **Agalierept** commands a legion of daemons, and his subordinates are *Buer, Gusoyn,* and *Botis*. **Agaliarept** has the faculty of discovering arcane secrets in all the courts and council-chambers of the world; he also unveils the most sublime mysteries.

6. **Tarchimache**- Inferior daemon under *Beelzebuth*. Has power over the wind and sea. He kills men, drowns them, and overthrows warships. **Tarcimache** is also known as *Lucifuge Rofocale*.

7. **Fleurety**-Inferior daemon under *Beelzebuth*. Has power over all things that happen under the cover of night.

8. **Sargatanas**- **Sargatanas** is directly under *Astaroth*. He commands several legions of daemons. **Sargatanas** has *Zoray, Valefar* and *Faraii* as his inferiors. **Sargatanas** has the power to make any person invisible, to transport them anywhere, to open all locks, to reveal whatsoever is taking place in private houses, to teach all the arts of the shepherds.  
  
**Zoray** or **Loray**- A subordinate daemon under *Sargatanas*. **Zoray** can cause wounds to putrefy and make mobs run away or disperse.   
  
**Valefar**- A subordinate daemon under *Sargatanas*. **Valefar** acts as a good familiar daemon for the magician, but has a perchance for influencing the magician into acts of theft.   
  
**Faraii**- A subordinate daemon under *Sargatanas*. **Faraii** is a tutelary daemon who provides the magician with excellent instruction in liberal sciences, astronomy, astrology and the magic of stones and herbs.

9. **Nebiros**- **Nebiros** is under *Astaroth* but rules over *Hael* and *Sergulath*. His immediate subordinates are *Ayperos, Naberrs* and *Glassyalabolas*. **Nebiros** has the power to inflict evil on whomsoever he will. He discovered the Hand of Glory and reveals every virtue of metals, minerals, vegetables, as also of all animals, both pure and impure. He possesses the art of predicting things to come, being one of the greatest Necromancers in all the Infernal Hierarchies; he goes to and fro everywhere and inspects the hordes of perdition.

10. **Sergutthy**-Under *Satanachia*. Has power over maidens and wives, when things are favorable.

11. **Heramael**- Under *Satanachia*. Teaches the art of healing, including the complete knowledge of any illness and its cure, He also makes known the virtues of plants, where they are to be found, when to pluck them, and their making into a complete cure.

12. **Trimasael**- Under *Satanchia*.Teaches chemistry and all means of conjuring of the nature of deceit or sleight-of-hand. He also teaches the secret of making the Powder of Projection, by means of which the base metals may be turned into gold or silver.

13. **Sustugriel**- Under *Satanchia*. Teaches the art of magic. He gives familiar spirits that can be used for all purposes, and he also gives mandragores (European Mandrake).

14. **Elelogap**-He is ruled over by *Agalierept* and *Tarihimal*. **Elelogap** governs matters connected with water.

15. **Hael**- A subordinate of *Nebiros*. **Hael** enables anyone to speak in any language he will, and also teaches the means whereby any type of letter may be written. He is also able to teach those things which are most secret and completely hidden.

16. **Sergulath**- A subordinate of *Nebiros*. **Sergulath** gives every means of speculation. In addition, he instructs as to the methods of breaking the ranks and strategy of opponents.

17. **Proculo**- A subordinate of *Hael* and *Sergulath*. **Proculo** can cause a person to sleep for forty-eight hours, with the knowledge of the spheres of sleep.

18. **Haristum**- A subordinate of *Hael* and *Sergulath*. **Haristrum** can cause anyone to pass through fire without being touched by it.

19. **Brulefer**- A subordinate of *Hael* and *Sergulath*. **Brulefer** can cause someone to be beloved by women.

20. **Pentagony**- A subordinate of *Hael* and *Sergulath*. **Pentagony** gives the two benefits of attaining invisibility and the love of great lords.

21. **Aglasis**- A subordinate of *Hael* and *Sergulath*. **Aglasis** can carry anyone or anything anywhere in the world.

22. **Sidragosam**- A subordinate of *Hael* and *Sergulath*. **Sidragosam** can cause any girl to dance in the nude.

23. **Minoson**- A subordinate of *Hael* and *Sergulath*. **Minoson** is able to make anyone win at any game.

24. **Bucon**- A subordinate of *Hael* and *Sergulath*. **Bucon** can cause hate and spiteful jealousy between members of the opposite sexes.

25. **Clauneck (1)** has power over goods and riches; he can discover hidden treasures to him who makes pact with him; he can bestow great wealth, for he is well loved by *Lucifer*. He brings money from a distance. Obey him, and he will obey thee.

26. **Musisin (2)** has power over great lords; he instructs them in all that passes in the Republics and the realms of the allies.

27. **Bechard (3)** has power over winds and tempests, over lightning, hail and rain, by means of a charm with toads and other things of this nature.

28. **Frimost (4)** has power over wives and maids, and will help thee to enjoy them.

29. **Klepoth (5)** has power to tempt and corrupt men. Give all manner of dreams and visions.

30. **Khil (6)** can cause great earthquakes.

31. **Mersilde (7)** can transport thee instantaneously wheresoever may be desired

32. **Clistheret (8)** can change day to night, or night to day.

33. **Sirchade (9)** has power and influence over all animals.

34. **Segal (10)** causes all manner of prodigies, both natural and supernatural, to come to you.

35. **Hiepacth (11)** will bring thee a distant person in an instant.

36. **Humots (12)** can bring you any book you desire.

37. **Frucissiere (13)** brings life back to the dead.

38. **Guland (14)** can cause any disease and also cure them.

39. **Surgat (15)** can open any lock.

40. **Morial (16)** can render anything invisible.

41. **Frutimiere (17)** brings feasts and causes celebrations.

42. **Huictiigara (18)** affects all aspects of sleep (sleep, dreams, nightmares, sleep walking, sleep paralysis, and insomnia).

43. **Syrach**- Has power over the daemons 1-18.

44. **Scirlin**- An intersessional daemon who connects the magician with the daemons.

-Papa Crocodile