

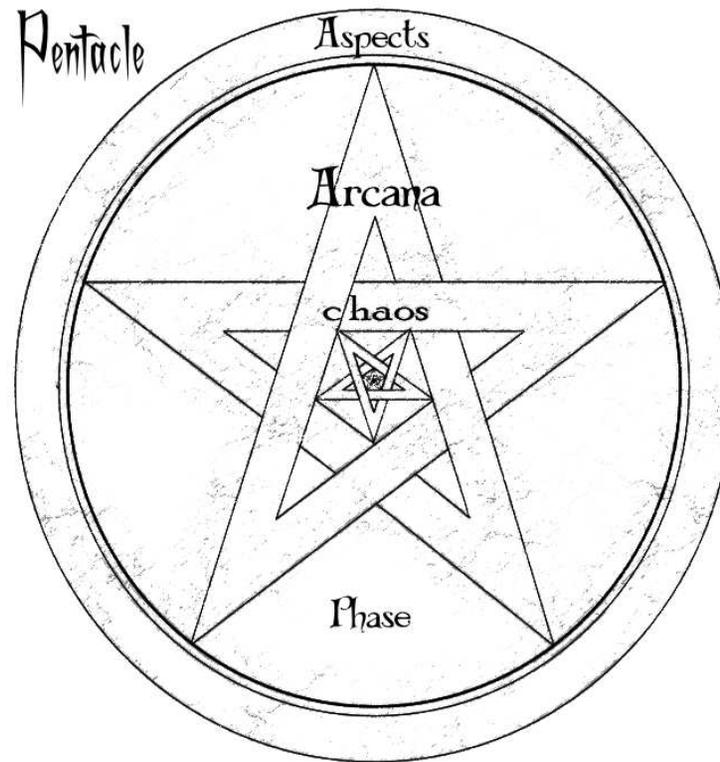
# Path of Chaos

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## Diagram of a Pentacle

- Each sphere is called a **Pentacle**.
- There are Six Pentacles.
- The Pentacles are, in order of relativity: Life, Elements, Spirit, Mind, Fate and Arcane (also called The Mysteries).
- Each Point on a pentacle is called an **Arcana**.
- Including the Arcana Major, their are six Arcana.
- Each stage within the Pentacle Ring is called an **Aspect**.
- There are 3 Aspects between each Arcana, and 15 Aspects in each Pentacle.
- Each Radiant between the points and ring is called a **Phase**.
- There are 2 Phases between each Arcana and 10 Phases in each Pentacle.
- At the center of all Pentacles is the **Arcana Major**, the Axis of Chaos from which all Pentacles, Arcana, Aspects, and Phases stem.



# Introduction to the Path of Chaos

## Statistical Improvements

- 1) For every completed lesson gain +1 HP.
- 2) For every completed Class, gain +1 willpower, +2 HP, +1 Intelligence, +1 HB in Path of Chaos. Also gain +1 Rank.
- 3) Priests also gain +1 spell from any spell book, +1 stamina per lesson completed.
- 4) For every completed Arcana in Class 5, gain +1 level, and +1 spell related to current arcana and a chosen command path, and +1 stamina. Choose spells from any spell book or path, or improvise spells, just make certain they are related to Pentacle Aspect learned. Spells must be approved by acting Priest (played by GM). Learn only +1 spell per day, and once spell is approved, roll for spell to determine whether or not it succeeds. If spell fails, it is not learned, wait at least one day to roll again. Add spell to tome when roll of an Approved Spell is successful.
- 5) For every completed Pentacle in Class 5, gain +1 Stamina, +1 magic skill, check of choice, and +1 Intelligence.
- 6) When all classes and pentacles have been mastered, gain Aspected Path of Chaos. Purchase +1 spell per level, number of powers unlimited unless entire path is learned.
- 7) Priests take Aspected Path of Chaos as innate path and gain each spell at half cost. 
- 8) There are 31 Lessons and 5 classes.

## How to Complete a Class

- 1) First: choose whether your character is to become a chaosmancer, or priest.
- 2) Priests must become part of an order/shrine and are given responsibilities by their order that they must fulfill.
- 3) Chaosmancers must study under a retinue in a shrine as students of that order. Choose an area and GM with assign a Shrine. Visit shrine for each lesson.
- 4) Make a "[Character name], PoC Classes" Topic under Character Sheets section of forum.
- 5) Start topic with {Class [1], Lesson [1] Theorem} post. Place all subsequent theorem answers under this topic as either replies, or edit post to add current theorems.
- 6) Read each lesson and follow its instructions. Where a Theorem tells you to 'think or imagine', write down your theories as your solution.
- 7) Post your Theorem to the board as stated above, stating which class and lesson is being answered.
- 8) GM, playing a Priest of Chaos above your character's rank, will post results as inaccurate, or accurate.
- 9) If inaccurate, Priest (played by GM) will explain why, and character must try again.
- 10) When each lesson or class is complete, rewards are posted. Move onto next class until all classes are completed.

Priest Ranks	Chaosmancer Ranks
01-10 *Novice	*Novice
11-20 *Priest/Priestess	*Apprentice
21-30 *Venerable Father/Mother	*Adept
31-40 *Patriarch/Matriarch	*Master
41-50 *Hierophant	*Hierophant

# Path of Chaos

## Class 1 - The rudiments of Chaos

[1] Mechanics of Chaos: Chaos is predictably unpredictable. Its unpredictability results in predictability. This is achieved by the fact that any random action if repeated enough times, shall eventually repeat itself in a similar manner, and if it repeats itself perpetually, it shall eventually repeat itself in exactly the same manner.

Examples: In time, crystals, flowers, or even trees shall form duplicates. Duplicates in nature are rare but they do occur in living creatures of the same species and in elements of the same kind.

- Theorem: Think of five ways that the mechanics of chaos can be put to practical use.

[2] Influence of Chaos: This is a matter of cause and effect. The examples of the influence of chaos are limitless. We shall use rain as an example. A rain storm results in creatures finding shelter, in the silt in streams being carried away in floods, in plants and water resources being renewed, in the overall health of creatures and plants, and many other subtle but crucial responses in nature. A lack of rain results in chemical changes in plants and creatures and behavioral changes which aid them in surviving droughts. Long term droughts or floods can result in the restructuring of land mass, in death, and in climactic changes that are sometimes subtle, and at other times dramatic. Death itself is an important part of the cycle and the destructive forces of chaos weed out the weak so that stronger generations will reproduce, and death controls populations. Death and destruction is chaos at its apogee as is the presence of balance and perfection. These two points are the divergent acmes of chaos.

- Theorem: Think of six other examples of the influence that can be seen everyday in chaos.



[3] The Great Cycle of Chaos: Because chaos has occurred since the beginning of time, and is the force which initiated the genesis of the Universe itself, it has achieved a state of stability which has resulted in the Great Cycle. The great cycle is seen within everything either as a cycle or as an influence. The greatest example is seen in the structure of a galaxy which supports life. The sun or suns at the center create light, heat, and a gravitational barrier which the planets in the galaxy orbit and each planet revolves on its orbit. The heat, light and cooling effects on a planet affect the environment of all planets, and the lives of each biological form on the planet or planets sustaining life. Add to this the presence of water and atmosphere, and the sun impacts the weather and climate changes on that planet. The result is each creature evolving and responding uniquely to the climactic cycles. Cyclic patterns occur in the life of each biological form. Climate and environment decide the pattern of the availability of food, a cycle which all life hinges on and follows. Nocturnal life rises at dusk, is active at night, and sleeps during the day. Diurnal life rises at dawn, is active during the day, and sleeps during the night. There are also creatures which are active only during the twilight hours of dawn and dusk. If it is too hot or too cold, creatures seek shelter or migrate. Females have reproductive cycles, whether plants or animals. Chaos is the progenitor of all life and evolution and as such, all things have evolved to adapt to the cycles within chaos. For these reasons it is wise to embrace chaos as the true creator, for it is simply that. It is the creator of all, the driving force, the destroyer, and the culmination of all things in the universe. It is truth and cannot deceive.

- Theorem: Think of five ways in which the cycle of chaos controls your everyday life and its advantages and disadvantages to you. See if you can find advantages even within those disadvantages.

[4] It is reasonable to say Chaos is the true creator. Within chaos are the forces of creation, destruction, rebirth and balance. It is impossible to deny that Chaos is inherent and evident in all things. Everything from rocks to animals is engendered, exists, achieves their own Apogee of balance within that life span and dies or degenerates. Rocks become sand and dirt and so do we. We spring from the earth, and return to the earth with the rocks and the trees. That is the cycle. Chaos is violent, it is beneficial, is cruel, kind and benevolent. It gives, and it takes away.

- Theorem: Attempt to argue why chaos cannot be the true creator, and if unable to disprove it, explain why.

[5] Balance in the Cycle: The cycle of chaos is evident everywhere and its pattern is the achievement of balance. It is because of this balance that Planets rotate in their orbit, weather follows the rotation of the earth, sun and moon, and so do we. We wake with the sun, eat when we are hungry, sleep when we are tired. Balance is sometimes disturbed through chaos, and we starve, or we become nocturnal and through those disturbances come change, evolution and balance. Some creatures wake with the setting of the sun and sleep during daylight, people included, although they are the exception and not the rule. Exceptions can be a breakdown, as well as a part of change. Everything that happens, good or bad, is part of our learning experience, adaptation and even evolution. This cycle connects all things to one another. This cycle controls the orbits of plants, which controls the climate, which controls our habits, which controls our food and reproduction. Everything moves in some kind of cycle.

- Theorem: Think of five ways that balance can be achieved through error, imperfection, and decline. How might a creature evolve through trial and error?



[6] Perfection: Perfection is the result of the achievement of absolute Balance. Perfection is rarely achieved in the creation of anything, and the achievement of perfection is the result of complex circumstances. Indeed one might say the presence of perfection is the culmination of a higher order of balance and chaos. For something to be perfect, it must exceed opinion and simply be perfect. In order to strive for perfection, one must achieve absolute balance within themselves

and a higher order of understanding in order to achieve that balance.

Perfection as it just happens is rarely an accident; it is the result of chaos reaching a perfect plane of balance and often comes about by the presence of frequent and or lasting recurrence or the flawless combination of elements, chemicals and even concepts.

➤ Theorem: Think of five ways that you might achieve balance and perfection in yourself. Think of five examples of balance and perfection in nature.

[7] Perfection in Form: Is it no accident that some creatures are born more beautiful than others, when a species strives to be beautiful or when other creatures resent the presence of ugliness, owed to societies embracing what is pleasant to the eye far more readily than what is not becoming to the vision. Baby animals are cute to protect them. Many animals are beautiful. Physical beauty is hardly perfection however if the conscious mind is not well developed and balanced or if the body is not healthy. A handsome being has far more advantages than one of modest or uncomely appearance, and yet if a creature cannot rely on their appearance, then they are likely to develop other advantages. Creatures that are less beautiful must strive harder to be more charismatic, improve their constitution, become stronger, and to develop their minds and wits in order to achieve a goal, thus does a lack of beauty invite seeking a higher consciousness and or physical strengths. In time, beauty combines with mental development, health, and a higher consciousness, wherefore an even more perfect being results. Beauty is also a matter of opinion. In time; perfection will be achieved in the creation of a person, animal, flower, leaf or crystal through the trials, errors and triumphs of creation. Whether that person, flower, leaf, or crystal is recognized or not depends on chance and the relevant circumstances within chaos including the choices a creature makes.

➤ Theorem: Think of five ways that you might achieve balance and perfection in yourself. Think of five examples of balance and perfection in nature.

[8] Beauty can also have its disadvantages: The more beautiful an animal, resource, or mineral is, the more it is sought by creatures which seek out beauty. This can result in greed, the exploitation of creatures and resources, the destruction of environment, the extinction of animals, and even to climate changes which can restructure an entire planet. Creatures that develop true perfection have a higher consciousness and are beyond the influences of beauty, even if they themselves are beautiful. Beauty simply is, and is present in all things. Insects that many find repulsive are beautiful, as are reptiles, worms, and all else, for the creation of life itself is a miracle of chaos, and an amazing thing to behold. Where true ugliness occurs is in the wanton rivalry of what chaos creates. Imagine three worlds. On one world, natural creation has never been rivaled. All things live in absolute harmony with nature. Now imagine another world where intelligent life rivals nature to create things which destroy nature. They invent and build without considering the end results. They see only their invention, what it can do, and not the consequences to the world around them. It will appear like a trash heap in comparison to the first or third world. Now imagine the third world where intelligent life creates things which harmonize with nature. They take care to think their inventions through and prove they will not harm or rival the natural world. A world of high technology could develop in such a manner which compliments rather than clashing with the natural environments.

➤ Theorem: Think of five ways that beauty poses an advantage, and five disadvantages to beauty. Contemplate what your idea of absolute perfection of form is; in your own species, in a plant, in an animal, and in mineral. What is the difference between perfection of form and true perfection?

\*Gain Rank of Novice upon Successful Completion.

## Class 2 - The Six Pentacles of Chaos

[1] The Life Pentacle of Chaos: The Life Pentacle represents all the driving forces of the universe; its Arcana are creation, evolution, adaptation, balance, decline, and finality, and is the main pentacle which all other pentacles stem from. The order of each Arcana, Aspect and Phase of chaos represents the cycle which these aspects tend to revolve in, although unpredictability may cause disruptions in the usual cycle. The Arcana of the Life pentacle are creation, progress, Apogee, decline, and cessation, which is the natural order of the cycle of life and the elements which make up all things. The two Phases which follow the aspects join the Arcana before and after each phase; while the Aspects on the outside ring are results of the Arcana leading to and from those Aspects. Each aspect and phase is relative to its predecessor and its forerunner and leading to the next Arcana defines the cycle. These arcana and their aspects often cross to become part of the axis, whereby a new cycle of evolution and adaptation occurs to effect necessary change. The Major Arcana is the perpetual cycle of chaos and all of its crossroads intersecting.

- Theorem: drawing from life experiences, give a detailed example of how the life pentacle's Arcana, aspects, and phases interact to form a complete and obvious cycle from beginning to end.

Each Pentacle after the life pentacle is relative to the Life Pentacle and defines the cycle of its premise as it happens in cause and effect. The Life Pentacle however is the true pentacle and represents all things.

1st Pentacle of Life:

- Axis: Perpetual Change - The Great Cycle (culmination of all driving forces) Chaos
- 1st Point: Creation: Beginnings, Imperfection, Birth, Growth - Adaptation
- 2nd Point: Progression: Predictability, Order, Symbiosis, Recurrence - Dominance
- 3rd Point: Apogee: Balance, Perfection, Achievement, Perpetuation - Natural Selection
- 4th Point: Decline: Unpredictability, Imbalance, Conflict, Stagnation - Decay
- 5th Point: Cessation: Inexorability, Finality, Destruction, Death - Renewal

## Life Pentacle



[2] The Pentacle of Elements: As all things interact in the universe, the pentacle of Elements illustrate how everything on its most basic level interacts. Out of darkness comes fire, and out of fire comes earth, and out of earth comes air, and out of air comes water, and out of water comes darkness, and so the cycle on this most rudimentary level reflects all which came before it and all which comes after. Some believe that the Elemental Pentacle should come first, but because the Life Pentacle represents creation itself from beginning to end, it both precludes and includes the elements. The pentacle of elements is all which results from creation.

- Theorem: Think of one way which each elemental Arcana has affected your day to day life, and one way which you could utilize each elemental arcana to improve your life, or the life of others. Lastly, name one way which each elemental arcana could be used to harm you or another.

The Pentacle of the Elements stems from the Axis of the Life Pentacle.

2<sup>nd</sup> Pentacle of the Elements:

- Axis: Perpetual Change - The Great Cycle (culmination of all driving forces) Elemental and Biological Chaos
- 1st Point: Darkness: Shadow, Absence, Vacuity, Dimension - Dormancy
- 2nd Point: Fire: Light, Electrical, Inertia, Destruction, - Matter
- 3rd Point: Earth: Plant, Animal, Mineral, Chemical - Particle
- 4th Point: Air: Spirit, Spectral, Time, Astral - Vibration
- 5th Point: Water: Storm, Ice, Harmony, Disruption - Metamorphosis







[5] Pentacle of Fate: This is perhaps the most theoretical of all pentacles, but must be regarded as a sphere of exponentially predictable outcomes to a set of predetermined conditions. It is simply based on the principle of predictability. If we are outside when it rains, we will get wet. If someone enters a burning building with no protection, it is safe to assume they will get injured. Every choice we make can determine our fate. There are always variables, but barring the rare events which can actually alter an outcome, accurate prediction based on a set of constants is not unlikely. A journey is likely to lead to chance, chance is likely to lead to consequence, consequence is likely to lead to a crossroads, every crossroads we meet leads to either stagnation (the cycle stalls) or discovery, and every discovery is a new journey. Judging by these basic principles, more intricate predeterminations will occur according to each set of circumstances whether simple or complex. "We are what we are." The most important principle to remember concerning this pentacle is its 'duel spectrum'. For every aspect there is an equal and opposite prospect. Wealth can mean the lack of it, or the attainment of it. It can also mean the destruction of someone or something if in accordance with iniquity and lawfulness. These three signs could point towards a crime which results in wealth which results in punishment.

- Theorem: drawing from the Arcana and aspects of the Fate Pentacle; give three examples of how one's actions and choices could predetermine their fate and have little chance of being undermined by capricious variables.



The Pentacle of Fate stems from the Axis of the Mental Pentacle, and the Pentacle of Arcane Mysteries stems from the Axis of the Fate Pentacle.

5<sup>th</sup> Pentacle of Fate:

- Axis: Perpetual Change - The Great Cycle (culmination of all driving forces) Causality Chaos
- 1st Point: Journey: inspiration, wealth, beauty, virtue - Climate
- 2nd Point: Chance: arrogance, dominance, health, acquisition - Sentiment
- 3rd Point: Consequence: judgment, misfortune, lawfulness, order - Environment
- 4th Point: Crossroads: knowledge, benefaction, danger, stagnation - Motivation
- 5th Point: Discovery: subjugation, dependency, understanding, friendship - Intellect

5<sup>th</sup> Pentacle of Fate: counterpoints

- Axis: Perpetual Change - The Great Cycle (culmination of all driving forces) Causality Chaos
- 1st Point: Journey: (tedium), (poverty), (repulsiveness), (vice) - (desolation)
- 2nd Point: Chance: (modesty), (passivity), (harm), (loss) - (callousness)
- 3rd Point: Consequence: (assumption), (fortune), (crime), (disorder) - (self)
- 4th Point: Crossroads: (ignorance), (horror), (safety), (ambition) - (arrest)
- 5th Point: Discovery: (freedom), (self-reliance), (misapprehension), (enmity) - (instinct)

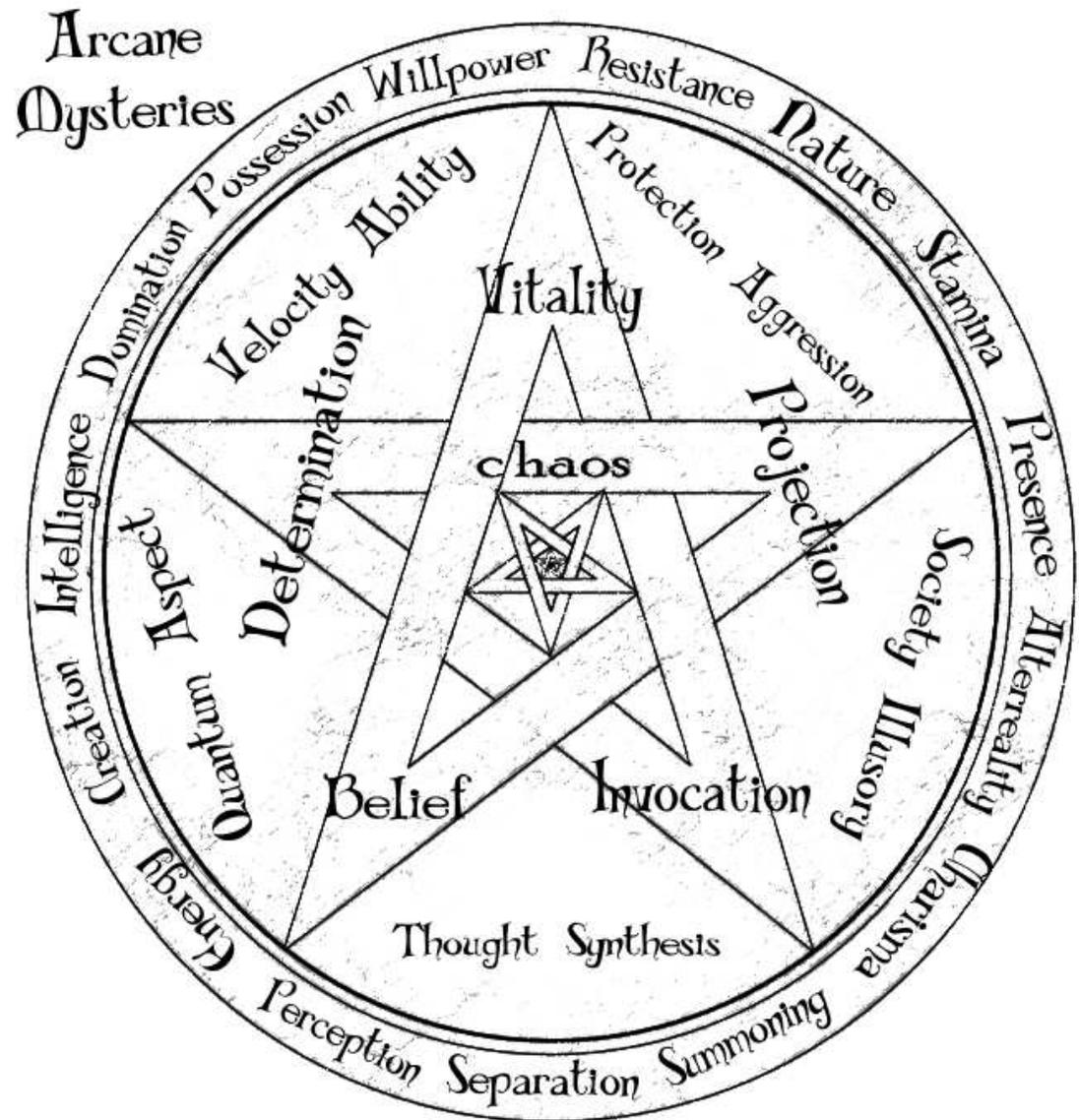
[6] Pentacle of Arcane Mysteries: This pentacle is the hardest for many to grasp, and therefore requires the most intensive study. Its mechanics are often so subtle or so completely familiar, that its Aspects and Phases can be difficult to grasp or even recognize the importance of. All of its phases and aspects are steeped in the mystery of what usually remains unknown to most life forms, while the obvious sides are often just taken utterly for granted.

- Theorem: Study the arcana and their aspects and apply them to the world and events around you. See how many of the arcana in each pentacle impact you and your world and which ones have not been experienced or observed yet.

The Pentacle of Fate stems from the axis of the Arcane Pentacle, and the Arcane stems from the Axis of the Pentacle of Life, creating a perpetual cycle.

6<sup>th</sup> Pentacle of the Arcane:

- Axis: Perpetual Change - The Great Cycle (culmination of all driving forces) Path of Chaos
- 1<sup>st</sup> Point: Belief: Quantum, Aspect, Energy, Creation - Intelligence
- 2<sup>nd</sup> Point: Determination: Velocity, Ability, Domination, Possession - Willpower
- 3<sup>rd</sup> Point: Vitality: Protection, Aggression, Resistance, Nature - Stamina
- 4<sup>th</sup> Point: Projection: Society, Illusory, Presence, Alter-reality - Charisma
- 5<sup>th</sup> Point: Invocation: Thought, Synthesis, Summoning, Separation - Perception



[7] Arcane Applications in Chaos: Many of the paths we choose to follow parallel the Arcane Mysteries in principle and in practice. Tapping various aspects of the Arcane Pentacle, we can manipulate forces we may have never even imagined possible.

- Theorem: Studying the Arcane paths to the right, see if you can match each path to its Aspect or Phase within the Arcane Pentacle. While some may be obvious, others may not be so apparent. Some paths may fall under more than one aspect or phase, but all can fall under a single aspect or phase.

## Arcane Mysteries



\*Gain Rank of Priest or Apprentice upon Successful Completion.

The grid displays 48 circular icons representing various arcane paths, organized into categories:

- INBORN**: Presence, Telekinesis
- ARCANES**: Enchantment, Necromancy, abyss, Divine, Sorcery, Wizardry, Illusory, Invocation, Lore
- Oriented**: Dark Realms, Dead Realms, Inner Sanctum, Bard, Kahiran, Genomancy, Cauldron, Chaos, Sycophancy, Nature, Mind Walker
- Elemental**: Purity, Electricity, Storm, Verdure, Morph, Ice, Air, Shadow, Light, Earth, Astral, Lunar, Water, Time, Acid, Fire, Spirit
- Limited**: Phantasm, Beast Master, Conjuraction
- Other**: Witchcraft, Shaman, Tower OTM, Quantum, Dementia

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### Class 3 - Relationships in Chaos

[1] Relativity: As all things interact in the universe, the pentacles illustrate how many aspects relate to one another. The cycle as illustrated in the pentacle can move clockwise, or counter-clockwise, depending on the universe the cycle is inherent in. There are those who believe the Arcane Pentacle of Mysteries does not exist, and in some universes it may be too subtle to recognize, but in places where quantum mechanics are as natural to its environment and creatures as technology is to others, it is sure to exist.

- Theorem: Think of six ways each arcana in the life pentacle interacts with adjacent pentacles and how it crosses over to interact with other arcanas. Also study how the aspects interact.

[2] Aspects of Chaos: There are infinite variations and aspects to chaos. Those chosen for the pentacles are the most common and recognizable to most species. An elephant headed deity represents chaos for adherents to the Path of Chaos. Mankind and Elephants clash, and are both destructive animals, but while man rivals nature and the elephant with it, the elephant lives in harmony with nature, despite its destructive habits. Here the elephant also represents all animals aside of people. Erisetki as an icon tries to teach us that we need not relent our true natures to coexist in harmony with nature and other creatures, but learn to give back to the world as much as we take in order to establish a symbiotic relationship with our world and the other species in it. Each aspect of the Life, Spirit, Mind, and Fate Pentacle shows us the paths to assume a well-balanced coexistence. We all have a choice as to what arcanas to follow in life. Though escaping death is not a possibility, each being can choose how to live before death becomes them.

- Theorem: Think of which arcanas in each pentacle you would aspire to live by and what the potential results may be. Throw in some aspects of unpredictability by speculating which arcanas and aspects might cross over into your chosen arcana and imagine the potential outcomes.



[3] Tapping Chaos: Chaos can be influenced to affect ourselves, others, and our environment adversely, neutrally, or beneficially according to what aspects of chaos we elect to trigger. Speech can result in resolving important issues, in simple enjoyment, or provoking someone. Hostile actions can settle disputes large and small or end in tragic loss of lives with no reward. Fires can be ignited that ward off the cold, act as signals, or which burn down shelters, incinerate life, and destroy possessions or resources. How chaos is applied determines the outcome. By recognizing the chaos in ourselves and how we balance it or permit it to run away with us, we can also harness the diverse aspects of chaos and control it, but we must also beware losing control of it by disregarding caution. Whether the aspects of chaos we harness and channel are harmless, beneficial, or injurious, is decided by how we apply chaos to our directive. Focus comes first. An objective must be clear to the mind. Secondly full attention must be given to the aspect intended to influence the goal and how it shall unfold. The entire scenario must be well thought out for the objective to succeed.

- Theorem: Think of a simple goal and choose a pentacle, an arcana, and an aspect from that arcana and visualize clearly how that aspect shall achieve the chosen objective. Practice this exercise until your goal has been achieved. Gain +1 skill or power upon success.

[4] Combining Aspects: Some objectives can only be achieved by combining aspects to conquer a goal if it is complicated. Making a sculpture seems simple until you consider what it takes. It requires talent, a medium, proper tools to carve the medium with, and practice. Raising a fortress requires the same basic conditions as making a sculpture with the addition of a lot of manpower. If a goal relies on an aspect that is not mentioned in the pentacles, then draw on the pentacle and arcana the aspect would fall under and the aspect itself. The pentacles and their arcanas help us to see where an aspect falls, what opposes it, and the most immediate influences surrounding it. Promise for example is not mentioned, and yet it would fall under the Pentacle of Spirit and the Arcana of Optimism, and the aspect of hope. If an aspect has no place in any of the pentacles, it most likely falls under the axis of chaos in the pentacle of life or the arcane pentacle.

- Theorem: Think of a complex goal and choose the pentacles, arcanas, and aspects that can accomplish that goal, and visualize clearly how those aspects shall achieve the chosen objective. Practice this exercise until your goal has been achieved. Gain +1 skill or power upon success.

[5] The Elements: In nature there are many elements which are constantly interacting to trigger effects. A fire ravages a forest, it rains and the water washes the ash into the soil, seeds are germinated by the heat and ash, underbrush and diseased trees are burned away to allow trees which survived ample growth with better sunlight, fertile ground, and space. Valuable minerals are formed by combinations of pressure, chemicals, and heat. There are many examples of the elements interacting in nature to achieve a goal. Farmers interact with elements everyday. When we light a candle we are using paraffin from petroleum or bees wax, plant fibers (in the wick) and wood and fire from a match.

- Theorem: Think of a goal that can be accomplished by the use of elements and choose the arcanas and aspects from the elemental pentacle that can accomplish that goal. Visualize clearly how those aspects shall achieve the chosen objective. Practice this exercise until your goal has been achieved. Gain +1 skill or power upon success.

\*Gain Rank of Venerable Mother/Father or Adept upon Successful Completion.

Air Symbol



#### Class 4 - The Spheres of Chaos

[1] The Nine Spheres of Chaos: The nine spheres of chaos and their attributes might be called the key mechanisms of the universe. It is impossible to name all of the attributes inherent in the universe. The nine spheres are the main forces which all other universal forces fall under. When creating powers, chaosmancers and chaos weavers combine the spheres, their attributes and the command paths to weave their powers.

- Astral - Life, Space, Planets, Stars, Astral Phenomena, Genesis, Creation, and Destruction.
- Chronological - Time, Aging, Continuums, Temporal Dimensions.
- Dimensional - Dimensional Layers, Planes, Spatial Bends and Layers, Distance, Gateways, Planes, Wormholes.
- Elemental - Acid, Air, Astral, Earth, Electrical, Fire, Light, Plants, Shadow, Water.
- Supernatural - Projection, Reception, Augmentation, Disembodiment, Transference
- Negative Energies - Death, Decay, Cessation, Corruption, Reanimation, Recreation, Decline, Dead Realms, Vacuums and Voids
- Metaphysics - The Body, Mind, Spirit, and Life Force.
- Quantum - Balance, Perfection, Pure Energy, Pure Thought, Matter, Atoms, Fusion, Fission, Metamorphoses of Physical Matter
- Spectral - Souls, Phantoms, Spirits, Wraiths, Reflections, Impressions, Memories, Dreams, Ether, Echoes
- Chaos - Circle of Nine Powers-Culmination of *all* Spheres and Aspects of Power.
  - Study the Nine Spheres of Chaos and their attributes and imagine ways that their attributes affect the universe, a world, and determine how many of these attributes have been recognized through personal experiences. Discover how each attribute and sphere relates to chaos and which pentacle it relates to.

[2] The Command Paths; are the triggers which influence the nine spheres and their attributes. Each command path can be applied to each sphere and or attribute, or aspects in the Pentacles in some way.

Command Paths: Manipulation, Change, Cycles (Loops, Connectivity), Probability (Math, Logic), Corruption, Metamorphosis, Evolution, Genesis, Creation, Renewal, Destruction, Influence, Knowledge, Neutrality, Impression, Reflection, Projection, Dormancy, Absence, Transition, Tears (rifts), Momentum, Inertia, Inexorability, Finality, Mystery (The Unknown) Unpredictability, Perpetual Anomalies, Temporal Echoes, Cyclonic Balance, and Continuums.

- Theorem: Apply each command path to each sphere and its attributes and contemplate the potential results. Create a single Magic Skill by combining these forces. Gain +1 magic skill upon success.

[3] The Nine Spheres up Close: Even within each of us many of the attributes within the nine spheres can be found. Space separates atoms and molecules, wherefore our bodies are a virtual universe in and of themselves. We may appear to be small universes, but to the microscopic mites and germs which inhabit us, we are worlds and galaxies. Given patience and practice we can apply the command paths to the spheres within ourselves, other creatures, and the world around us.

- Theorem: Think of what spheres are active within yourself and how you may manipulate those spheres to a beneficial effect using a viable command path or paths. Once you have accomplished a change repeat the exercise on something or someone else. Try it once more on a non-living thing to induce a harmful result and then again to induce a harmless change. Create a single power by combining these forces. Gain +1 power upon success.

\*Gain Rank of Patriarch/Matriarch or Master upon Successful Completion.

## Class 5 - Magic Applications in Chaos

For this class the priest or chaosmancer must first prepare a tome in which to list and record their accomplishments (a spell book in other words). The tomes must be made of high quality vellum, bound in thick leather, and the ink used in them must be of the finest, waterproof grade of lampblack. What manner of illustrations the student adds, what adornments to the cover and spine, is completely in the hands of the author. All the tools required to craft these books into exceptional works shall be provided, but the student must provide the leather for the pages and the binding, and craft their tome with their own hands. Advice on how to proceed is perfectly permissible. Once your tome is complete, proceed to lesson one in class seven.

[1] Applying what you have learned, tap the first Arcana of life and connect it to a command path to learn a single relative power of choice (choose from any spell book or improvise your own power). Power must be related to the first Arcana on the pentacle of life. When you have succeeded, move on to lesson two. If this power fails do not record it, but try again. When you have successfully tapped, harnessed and channeled your power, record it in your tome.

Example: Forced Shapeshift (creation with metamorphosis command path), Roll Intelligence vs. Level of Spell.

[2] Applying what you have learned, tap the second Arcana of life and connect it to a command path to learn a single relative power of choice (choose from any spell book or improvise your own power). Power must be related to the second Arcana on the pentacle of life. When you have succeeded, move on to lesson two. If this power fails do not record it, but try again. When you have successfully tapped, harnessed and channeled your power, record it in your tome.

Example: Dominate (progress with impression command path)

[3] Applying what you have learned, tap the third Arcana of life and connect it to a command path to learn a single relative power of choice (choose from any spell book or improvise your own power). Power must be related to the third Arcana on the pentacle of life. When you have succeeded, move on to lesson two. If this power fails do not record it, but try again. When you have successfully tapped, harnessed and channeled your power, record it in your tome.

Example: Restore Health (Apogee with renewal command path)

[4] Applying what you have learned, continue tapping the Arcana of life and connecting them to a command path to learn a single relative power of choice (choose from any spell book or improvise your own power) until one power for each Arcana has been learned.

[5] When five powers have been learned from the pentacle of life, move on to the pentacle of the elements. Repeat the learning processes as it applies to the pentacle of elements.

[6] When five powers have been learned from the pentacle of elements, move on to the spirit pentacle. Repeat the learning processes as it applies to the spirit pentacle.

[7] When five powers have been learned from the spirit pentacle, move on to the mind pentacle. Repeat the learning processes as it applies to the mind pentacle.

[8] When five powers have been learned from the mind pentacle, move on to the fate pentacle. Repeat the learning processes as it applies to the fate pentacle.

[9] When five powers have been learned from the fate pentacle, move on to the arcane pentacle. Repeat the learning processes as it applies to the arcane pentacle.

Remember, that if any power should fail, do not record it, but try again. When you have successfully tapped, harnessed and channeled your power for each point, in each pentacle, in their proper order, record it in your tome.



...End of Classes.... \*Gain Rank of Hierophant upon Successful Completion.