

THE VAMPIRE BIBLE

by George Smith (Nemo)

Temple of the Vampire

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The Vampire Creed

I am a Vampire

I worship my ego and I worship my life, for I am the only God that is.

I am proud that I am a predatory animal and I honour my animal instincts.

I exalt my rational mind and hold no belief that is in defiance of reason.

I recognise the difference between the worlds of truth and fantasy.

I acknowledge the fact that survival is the highest law.

I acknowledge the Powers of Darkness to be hidden natural laws through which I work my magic.

I know that my beliefs in Ritual are fantasy but the magic is real, and I respect and acknowledge the results of my magic.

I realise there is no heaven as there is no hell, and I view death as the destroyer of life.

Therefore I will make the most of life here and now.

I am a Vampire.

Bow down before me.

The Dragon Speaks

I am thine Inmost Self. I gaze out upon thy world of coloured lights from the Darkness behind thine eyes. I reach out through thy hands and touch The soft pleasures of thy living world. I am the most Ancient One, the Creator of the Gods. I am the Changing and Changeless One. And whenever you gazeth into the eyes of another, there! Lo! I gaze back at thee! I am the Source of All That Is! He who recognises Me as his own Self becomes also the Source And is, in Truth, a Sorcerer. He who allows the flow of My Being To Writhe through the sinews of his body, to Touch and Change All in accordance with his Will, Is, in Truth, a Magician. And My Dragon Magic is sweet for I Grant thee thy Wishes. In what

thou calleth dreams, I Gather My Forces. In what thou calleth reality, I Stage My Dreams. I Grant to all who seek My Being and My Power the Right to seek their own Pleasures! I am the True God, the One God, the Only God Which Is. I am thee and thou art Me. Yea, even My Symbol is the Mirror! And know well My Name for by honouring It in all thy Actions thou will Be and remain worthy of My Dragon Magic.

The Calling Of The Undead Gods **(Vampiric Communion Through Magical Ritual)**

Achieving the Vampiric Condition requires attracting and obtaining Communion with the Undead, those Vampires who no longer walk in flesh but are astrally free. These Undead Gods have shed the limitations of the physical body and can communicate with and appear to those who still have living physical bodies.

The achievement of becoming a Living Vampire or, even higher, of entering the ranks of the Undead Gods upon the death of the physical body, relies upon this Communion with the Undead. It is Their intentions and Their desires which must be accepted and appeased.

Enter now into the suspension of disbelief. Enter the world of fantasy without prejudice. For true magic requires release from the limiting beliefs of what is real and unreal, possible and impossible. For the key to magic and the achievement of magical power comes from loosening the grip of the closed mind and embracing the reality of other worlds.

Here you now open the Gates of Power and summon the Undead Gods through the ritual of The Calling.

The Sacrifice.

In true magical ritual the Undead are summoned to be present with the Living Vampire for the purpose of Communion. To entice the Undead by means of offering life force energy is the key to successful magical ritual. Further, only the Living Vampire's personal store of life force will serve this purpose. Do not believe that sacrificing the life of any other being will serve any purpose in ritual magic! Further, the destruction of a physical life does not serve any purpose whatsoever and is wasteful of the life force. Such waste is abhorred by the Elder Gods and can, in fact, incur Their wrath. Never murder humans. Never waste food. Never incur the wrath of the Undead.

At the same time, the successful Living Vampire will offer his own gatherings of life force as a gift and an enticement to draw the attention and thirst of the Undead. In the presence of these true Gods, the Living Vampire is himself gradually transformed or even taken, body and soul, with the Gods into Their abode. Although it is relatively rare for such immediate translation to the full Vampiric Condition to occur, it is not unknown. Again, the Undead Gods do as They will!

Thus, the fullest preparation for magical ritual is to gather life force from humans through personal effort in order to have a worthy sacrifice to offer the Undead Gods.

The Ritual Chamber.

The Calling of the Undead Gods must be held where it will not be defiled by the eyes of the profane human. This is not merely to protect the Living Vampire who has not achieved immortality, but because the Undead will not be drawn in the presence of Those Who Would Rise while there are present those who are covered with the stench of mortality. Therefore, close the door and lock it. Seal the place of your Working from the casual and merely inquisitive. Let no one who is not an active member of the Temple be present nor participate in this most sacred of all acts of magic!

Wrap the chamber in darkness. If the chamber is located in a natural setting at night, this is enough. Within a structure, natural or artificial, reduce all lighting to the minimum of just one or two candle flames. Less light is better and to work in absolute darkness is best. The Undead find the darkness comforting and appealing for many reasons. One superior source of light is to utilise the flame from a single container or canned heat such as sterno. If more light is required for the reading of notes during a group ritual, the use of a low wattage red light commonly used by photographic supply companies can serve without damaging the atmosphere.

Symbols of Magical Ritual.

Your dress should merge with the theme of darkness and sacrifice. Come to the Undead as true witches and Warlocks. Many will shroud themselves in black capes and robes while others will shroud their bodies in only the darkness of the night itself! In any case do not dress to distract your mind from the task at hand but to enhance its purpose. Jewellery is as much an option of clothing but if you are not of the priesthood wear no iron, for the qualities of iron can offend the Undead Gods. The wearing of the Winged Skull of UR as ring or medallion pleases the Undead and enhances the

power of the ritual.

An altar is any flat surface to rest the few implements of ceremonial magic upon and represents the firm foundation of the earth upon which we move and live. When possible, place the altar to the west. Above the altar, position a mirror at eye level or higher. The mirror acts as a visual point of concentration, often acting as a gateway to the astral. The wand can be any wooden rod or staff. The purpose of the wand is to help focus the will of the celebrant. Candles offer light when needed and are black to symbolise the powers of darkness or red to symbolise the blood of the life force. Incense also rests upon the altar. Frankincense and other scents traditional to funerals and death are appropriate. The chalice represents the human body and the liquid within symbolises the life force of the body. The black-hilt knife (athame) or sword is held only by the priesthood and acts as a symbol of the taking of life force (as a weapon) and as a reminder to the priesthood of an Inner Temple Mystery.

Drums, rattles, bells and gongs can be used especially well in a group ceremony. With modern stereo equipment the celebrant need not wait for the auditory power of a thunderstorm. Care must be taken that the words of the celebrant not be overpowered by other sounds, however.

Group Magical Ceremony.

The Calling of the Undead always possesses more power in a group due to the increase of available life energy for the sacrifice. In any such group ritual it is necessary that only one celebrant leads through the Seven Steps of Ritual while the others support the celebrant as a proper congregation.

The Seven Steps of Ritual.

1. Entering the Chamber. 2. The Declaration of Self. 3. The Calling to the Four Winds. 4. The Sacrifice. 5. Vampiric Communion. 6. Restoration of Power. 7. Leaving the Chamber.

1. Entering the Chamber.

The place of magical ritual may be indoors or outdoors but must be secure from interference from the profane. Lock the doors or post guards. Disconnect telephones. Close shades, curtains, etc. Have all ceremonial tools prepared and positioned ahead of time.

Entering the place of magic enables you to separate yourself from the profane world of everyday life. The physical act of going into the chamber enhances the mental and emotional decision to enter into Vampiric Communion. It is best to be able to use the magical chamber for this purpose alone, as this further sanctifies the room but it is better to have communion than not in every case.

Again, you do not merely enter a physical chamber but enter a chamber free of disbeliefs. Here you choose to fully believe in and accept the realities of magic and the Undead Gods you shall summon. Here you leave behind your doubting scepticism and open yourself fully to the celebration of that which you are: a Living Vampire, Master of the Worlds both Seen and Unseen, Magician Supreme and Dedicated Worshipper and Servant to Those Who Have Risen!

2. The Declaration of Self.

Facing west toward the mirror (the dominant focus of the direction of the ritual should be toward the west, if possible) the celebrant of the ceremony briskly claps hand twice in rapid succession. This is a sign that all attention be directed fully upon the ritual. Then the celebrant declares his status as a Living Vampire and the purpose of the ceremony in his own words. One example:

"Hear me Now! I am a Vampire, a predator of humans! I have entered herein to Call the Gods of the Undead into this sacred place. I have gathered life force from humans. I am filled to overflowing! I offer up this life essence to the Vampire Gods, Those Who Have Risen. I am here to feed and be drained! I am here to die and be reborn. I am here to rise from death into life! I am here to strengthen my bond with the true gods of this world! I am a Vampire!"

3. The Calling to the Four Winds.

The celebrant of the ceremony faces each of the four points of the compass in the following order: south, east, north and west. At each direction, the celebrant raises a wand or staff or other wooden implement toward that horizon and, in his own words, calls the Undead Gods to come forth to join in this ceremony. The Calling must be honest, direct and filled with emotional power. Here is just one example:

Face the south -

"Oh Great Undead Gods! Oh most powerful and Ancient Vampires! Oh true Masters of this earth! Join me

here! Be with me in this place! I Call you now!"

Face the east -

"I call to you, the only true gods, and offer up to you my life essence! Come! Feed upon me! I call You now!"

Face the north -

"I seek Your Company! I seek Your Wisdom! I seek Your Power! Enter freely into this place for You are most welcome! I Call You now!"

Face the west -

"Set aside your doubts for I am sincere! I offer up to You my life! Take! Eat! Drink of me! For I am Yours to use as You will. I Call You now!"

4. The Sacrifice.

Here the celebrant directs the accumulated lifeforce to the Undead Who are present. If the celebrant has not developed sufficient astral awareness to directly sense the Presence of Those Who Have Answered the Calling, he should direct the force through the mirror. The mirror acts here as a Gateway to the other world.

In a group ceremony, the other participants should direct their lifeforce sacrifice to the celebrant, focusing upon the midsection near the solar plexus. In such a group ritual, the celebrant then acts as a lens to further focus and project the stream of life to the Undead Who may first visually manifest as images in the mirror.

The lifeforce is exhaled through the mouth with a long, slow and controlled hissing sound. The Living Vampire literally pumps the lifeforce out of his body in a continuous stream of power by repeating this sequence of (1) inhaling deeply through the nostrils and then (2) exhaling slowly and completely through the mouth.

The effort to expel energy must continue with no thought of personal survival. Exhaustion is to be expected. The effort needs to continue until there is good evidence that the Undead are accepting the sacrifice. The more one can give and the more one empties self of the lifeforce, the more return flow of transformation and aid can be received.

Remember that nothing is free and the Undead must be moved before you offering before They may choose to assist in True Initiation. The members of the Priesthood of the Temple are initiated into a Higher Sacrifice which has the outward form of less effort but requires an inner discipline of a Higher Order. Such is revealed at the right time to those found worthy through their dedication and personal sacrifice to the Temple.

Some of the Signs that indicate the Presence of the Undead include:

1. The feeling of moving air, as in a cool breeze (The Coming of the Winds).
2. Tingling sensations in the fingertips and face in particular.
3. Unusual pulling sensations at the solar plexus.
4. Sudden upsurge of mixed emotions of joy, love, worship, fear, etc.
5. Feeling of cobweb strands being laid over face or hands.
6. Ringing in ears.
7. Visual sense of the room filling with misty vapour.
8. Sensations of being touched or stroked.
9. Hearing one's name spoken aloud.
10. Classic poltergeist effects (levitation of yourself or objects in the chamber).
11. Visually sighting the Undead present first in the mirror, then in the chamber.
12. Dreams of flying, falling or travelling through tunnels after the ritual.
13. Astral projection following ritual into the Presence of the Undead.

5. Vampiric Communion.

As the Undead accept the "blood" of sacrifice, and exhaustion nears or arrives, there comes a subtle shift. The Vampire Gods present having taken Their fill, judge the participant(s) as to their worthiness for transformation and Higher Initiation. Even to simply be in the Presence of the Elder Gods, however, does accelerate personal evolution.

To those found worthy in their efforts, the Gods may choose to release the rarefied higher energy of Their Own Essence in a return flow. If this happens (as will almost always occur in the presence of an Inner Temple member of the priesthood) then the participant(s) will discover a renewal of energy and vitality. This Rain of Mercy may be weak or strong and may take place at any time during the ceremony.

6. The Restoration of Power.

As Communion ends, the celebrant drinks from the chalice and declares again his chosen status as a dedication. Here is an example:

Raise the chalice before the mirror.

"This is the blood of my victims past, present, and yet to be. I drink the life essence of those who exist only to serve my will. I drink this in remembrance of that which I am, Vampire, the predator of humans."

Drink from the chalice. Lower chalice to altar. Face the mirror and clap again twice, briskly.

7. Leaving the Chamber.

If a member of the priesthood is present, the sword of knife is drawn and directed to each of the four pints of the compass in memory of the Most Ancient Pact and as a Mystery of the Priesthood, the Words and Names are Spoken.

Then the celebrant extinguishes all remaining fire and proclaims the Closure with words such as:

"So it is done."

Without another word, leave the chamber and go into a place of brighter lights. Eat and drink to restore a more normal sense of life. If in a group, celebrate and make merry.

The ritual is at an end.

The Secret Methods of Vampirism

Vampirism is the taking of the lifeforce of the human to empower the Vampire. In its essence, Vampirism is merely a more refined form of eating. The Vampire absorbs the lifeforce from the human. The human absorbs it from other animals and plants. The plants take it from the sun. The sun, too, is not the final source but a channel from other sources beyond the scope of this teaching which is reserved for the Inner Temple.

However, the chemical breakdown of nutrients and its places in the biochemical cycle (the Krebs Cycle) that transfers energy is not the complete story. Just as modern physicists are finally aware of the fact that much of the mass of the universe is "missing", biochemists remain unaware of the role of a "missing" element in the energy system of the human body. This missing element is the so-called astral universe which includes the astral bodies of all living things.

At the heart of eating is the concept of astral energy transfer. The actual transfer usually requires a disincarnation of the astral body from the physical which, in turn, usually entails a loss of consciousness. Hence after a large meal, most humans and animals will become sleepy because it is when they sleep that the true energy transfer occurs.

Another example of the role of sleep in energy absorption can be seen in those cases of extreme danger to physical survival. If a human is crossing a desert and dying of thirst, he may slump down to unconsciousness and sleep. When he reawakens, his energy level is renewed and he can continue the struggle. This happens because during unconsciousness his astral body separated to some extent from the physical body in order to permit the flow of stored energy into the various tissues of body and brain.

The most refined source of the lifeforce energy for Living Vampires is thus found in the astral bodies of humans while the humans are sleeping or in some other way not normally conscious. We often travel to the sides of sleeping humans to draw off the accumulated store of their life energy from the drowsing astral form which rests near.

To achieve this higher level of Vampirism requires the Vampire to be able to rise from his physical body in the astral with sufficient awareness and intention. The achievement of this conscious out-of-body travel requires will, practice and the assistance of The Undead Gods through Vampiric Communion. The Living Vampire who can perform the shedding of flesh in this way when desired is among Those Who Have Risen.

The Vampire Initiate aspires to this exalted level of Vampiric Mastery yet must gather the needed excess lifeforce from humans first. This lifeforce is offered up as a sacrifice, an offering to the Undead Gods in the magical ritual of Vampiric Communion. This Lifeforce offering attracts the Elder Gods and draws Them near to the aspirant so that he may be aided in invisible ways in his evolution to achieve astral control. The Loosening of the Astral Ties (which bind the astral tightly to the physical of most humans) is dealt with in greater detail as a mystery of the Inner Temple.

Yet how can the Vampire Initiate first obtain the life energies he needs in order to attract the Undead who will help him to then become an astral Vampire? The answer is surprisingly simple and, as with most effective truths, eminently

instinctual.

When the human is conscious, the astral body shares the space of the physical, interpenetrating every part. However, the astral, in a normal healthy human, is usually somewhat larger than the physical body such that it will surround the physical to a distance of often between a few inches to several feet. Those who have experienced a Loosening of the Astral Ties and are therefore more capable of seeing into the astral universe have, throughout the ages, reported the auras surrounding different humans. This is commonly seen in religious paintings of Europe's last fifteen hundred years which portray the so-called "halo" or "nimbus" about the heads and hands of historical religious figures (who quite commonly were actually Living Vampires).

Thus whenever you touch a human, you are also penetrating his astral body to some extent. With that penetration by your astral of his, it is now relatively easy to draw off some of his life force energy. It will not permit the degree of flow, the "deep drinking" which is possible when preying upon the sleeping human, unencumbered by either your physical or his but this lowest level of Vampirism is at least possible.

The act of drawing the life force from the victim's astral into your own is, at heart, instinctual and not teachable. At the same time there are specific physical-astral actions which go hand-in-hand which are learnable. Here then are the fundamental secrets of Vampirism:

1. Contact.
2. Penetrate.
3. Draw in.
4. Break contact.

1. Contact.

Contact refers to the necessity for some part of your astral body to contact the astral body of the human. Any physical skin-to-skin contact assures just such contact.

2. Penetrate.

Your astral must penetrate into the astral of the human to enable the absorption of the life force. The more your astral enters the human's astral, the more rapidly and "deeply" the force can flow.

3. Draw in.

With penetration, the Vampire must actually draw in the life force of the human. This drawing in will usually accompany the inhalation of the physical breath by the physical body. Thus for physical contact Vampirism, it is best to inhale deeply. You will come to feel the fluid intake of the vaporous, liquid-like life force as it enters you. In addition, tense and draw up the anal sphincter muscles with the inhalation as this stimulates the same mechanisms involved astrally with Vampirism.

4. Break contact.

It is equally important to withdraw completely from the human's astral following the Vampiric act for at least two very good reasons. First, you do not wish to have a reverse flow of the precious life force back to the human and, second, you do not want to cause the physical destruction of your prey by leaving a Vampiric tendril constantly draining the human's life force into your own. We are not gluttons and remember the first Vampiric Principle: Never Waste Food!

In the beginning it is necessary to practise Vampirism consciously and with great intention. Over time, and as you develop Vampirically, the act of Vampirism becomes increasingly unconscious and automatic. You will find that in the presence of another Vampire this tendency for unconscious Vampirism will be inhibited. As part of the natural order of things, predators do not prey upon each other. This is not merely an issue of safety but of mutual self-respect. To treat a predator as one would treat prey is the greatest of insults.

When you perform the act of Vampirism, affirm aloud or silently the act as you do it. Firmly state the reality of your action as in, for example, "I now am taking your life energy, your blood, your soul." By adding verbal suggestion you are further aligning your mind as a predator as well as telepathically commanding the prey to acquiesce to your intention, to remain limp and yielding to your taking of the "blood".

Then fill your body to overflowing. Take and take and take until you can take no more! Gorge your inner body until, like

a rising fountain, you can accept no more. And like a fountain of water rising up through your being, the spray of overflowing energy will rise above your head and then fall again upon and around you.

The signs of successful Vampirism are as follows to include:

1. Your vision clears, brightens and colours become more vivid.
2. You feel a refreshing, revitalising physical effect.
3. You feel a deep balancing calm within.
4. You experience an increase of physical strength.
5. Your dream recall improves such that you experience more dreaming while the dreams themselves intensify in experience.
6. You tend to attract the attentions of the Undead in magical ritual.

The developing stages of Vampirism are four:

1. Physical contact required.
2. Visual contact required.
3. Sympathetic contact required.
4. Contact by mind alone.

1. Physical Contact.

From the most casual handshake or brush in a crowd to intense sexual encounters, the key is the proximity of your astral body to that of your prey. Remember that physical contact is astral contact.

2. Physical Contact.

With sufficient experience at the physical level, the aspiring Vampire can draw the life force from a human without physical contact in line-of-sight. The actual mechanism is the projection of an astral tendril or elongated astral "cord" which connects to the astral of the prey. The performance of this act usually feels as if the human were in physical contact with the Vampire's eyes, as if the eyes could literally reach out and touch the prey. This and the following advanced technique will be dealt with at the Second Circle level.

3. Sympathetic Contact.

The concept of the magic of contagion and sympathy is found within this level of Vampirism. By coming into contact with some physical item, such as a piece of clothing, a pen, a nail paring, which at one time was in physical contact (and hence, astral contact) with the prey, the advanced Vampire can draw life force at a great distance. This level is dependant upon the degree of connection between the prey and the object as well as the development level of the Vampire.

The interpenetrating astral universe is responsible here by means of astral extensions. Like sticky threads which remain connected, more or less, with virtually everything the physical human touches (and, to a lesser extent, hears and sees) the astral web that surrounds all of us connects to our living astral bodies. The Vampire can learn to therefore follow this connection and draw life force from a footprint, or even a signature.

4. Mind Contact.

Requiring Inner Temple training, the Vampire Adept can sense the existence of prey and directly draw upon the life force without any apparent astral "bridge". This level of sophistication steps beyond the laws of physics as commonly known and relies upon the teachings of the Nine Laws of Magic, restricted to the Priesthood or UR.

Summary.

Vampirism is instinctual but can only be achieved through personal effort. Each Vampiric act self-instructs and broadens the capacity of the astral body to accept energy. With increased energy, the Vampiric powers begin to dawn.

As always, if the Undead Gods should choose one for special aid, then the learning process is shortened, For such, the Temple's purpose has been achieved and the Vampiric Condition established.

But the Gods are selective and They are pleased most by the best efforts to achieve on one's own. Therefore, learn, apply and perfect for in this way alone comes the possibility of attainment and true Initiation!

The Predator of Humans

The hierarchy of living beings on earth is based upon the food chain. Ultimately everything is reduced to the issue of who eats whom. To achieve the Vampiric Condition, the Vampire must come to a predator's perspective toward human beings. It is impossible for one to become Vampire if one is unwilling to prey upon the vital life force of humans.

Yet the Vampire has been reared in human society and had been programmed by human values and human ethics. These must be overcome and transcended in order for the possibility of Vampiric Metamorphosis to take place.

Human society is confused and holds contradictory values because the human believes himself to be at the top of the food chain while remaining the prey of the Vampire. Human beings will speak of peace and harmlessness as virtues while ignoring the act of murder that places dead meat on their eating tables. Survival is always an issue of consuming food. Consuming food is the predatory act of taking the life force from another into one's own body.

Human beings continually display their prey-consciousness by their eternal denial of these fundamental facts of life. They do not want to admit that life comes from the taking of life because, deep within, beyond any conscious denial, the humans are aware that they are food for their Masters. Within the lower animal kingdom we see the natural reaction of a mouse caught in the jaws of a viper. The mouse ceases to struggle and is resigned to its fate. The rabbit, too, will slacken his muscles and fight no more when the wolf has firmly seized his throat. Why is this? Why don't these creatures battle to the last breath in the slim hope that they might escape and survive?

The answer is simple. As prey, these timid creatures know that their role in the nature of things is now to give up their life force to the predator who has caught them. So too, human beings invariably sense that they are prey for the Vampire. Yet, unlike the mouse or rabbit, there is the spark of possibility within the human. There is that hidden potential of the human to rise up and achieve a higher evolutionary level and become Vampire.

To achieve the Vampiric Condition, then, requires far more than merely mastering the mechanics of drawing off human life force into one's own body. To become Vampire entails much more than to master astral flight and employ the time-honoured Vampiric Principles. It first requires a change in attitude and viewpoint. It requires that the Vampire begin telling himself the truth about the nature of the world and the struggle for survival. It requires that he be willing to seize his own bootstraps and pull himself above the prey-consciousness of human society.

The Vampire is the predator of humans and no human, man or woman, has achieved the Vampiric Condition while retaining human identification and human ethics. These must be discarded ruthlessly with no looking back! It is either sheep or wolf. It is mouse or snake. The Vampire must choose, and will choose, for failing to consciously choose is a choice as well.

If you speak of these things to most humans they will tell you that this is a brutal and inhuman, morally-depraved perspective... as they bite into the dead animal meat or rotting plant pulp at hand. Yet what do they mean by this? They mean that they consider telling the truth about the realities of life on earth is cruel and brutal. In other words, you are hurting their feelings by talking about the truth! Yet remember, every human you see or speak to is mortal. They will die, sooner or later. Their desire to hide from the truth of life condemns them to inevitable death. As certain as the night follows the day, the human's avoidance of "hurt feelings" will cause him to feel instead the pain of his own death.

Thus the human being has the potential to rise above his status as mere prey and become a predator, something no lower animal can achieve. This triumph of the individual will has also carried the open respect of humankind throughout history. Many are the "brutal" warriors and generals who, throughout their ruthless murder of other men in war, became heroes and statesmen among the sheep who shouted their praises. And make no mistake about it, there has always been the general sexual attraction of the human female for the male who demonstrates predatory characteristics. It is only natural for the human species to be driven toward choosing predator tendencies over prey. The seeds of Vampirism are sown in the human's highest evolutionary and genetic ambitions.

Furthermore, if we truly compare the Vampire to the human, we discover that it is the human who kills to live. When a

mortal man eats, he crushes into pieces what was once another living animal or plant. Crudely he tears and grinds the bodies of the dead and dying into the wet mash which he swallows into the bag of his stomach. When an ear of corn is eaten it is destroyed. The seed is killed. When a beef steak dripping in blood is chewed and mixed with saliva, the steer is dead. The animal is lost.

However, through the aeons since the first rise of the Vampire, the drawing of the life force has long achieved what the human only pretends. The Vampire does not kill the human any more than a dairy farmer destroys his herd by drawing off the milk from their udders. The first Vampiric Principle is to never waste food. The Vampire who seeks entrance into the Vampiric Condition must abandon the ancient fears of the human species that being food means to be destroyed. The world's crowded "overpopulation" is the result of centuries of carefully engineered intervention in human affairs to afford the Vampire population increases we desire.

The Undead Rulers of earth have no desire to kill off their own food supply. We need the humans as much as the humans need crops and cattle. To be blunt:

The murder of harming of any human or other animal will result in immediate and permanent expulsion from the Temple.

The predator does not waste food nor soil his own lair. While it is vital for the Vampire to free himself from the prey-consciousness of his mortal heritage, this does not give him permission to destroy the efforts of many centuries. Today, most human beings do not consciously believe in the existence of our kind. This reversal of deep-held belief did not happen by accident! Especially for those who have not achieved the Vampiric Condition and remain mortal, it is vital that Initiates cultivate the lack of belief in the reality of our kind among humans. This principle is known as:

The Truth of the Lie.

The "lie" is the existence of Vampires, which most humans now believe to be only folklore and superstitious fantasy. The "truth" is that the Vampire is very real and it is this truth that forms the basis of all Outer Temple teachings. As is revealed to higher levels with the Inner Temple, there are several different purposes behind the execution of this manipulation of human belief, but suffice it for now to simply understand that it is not wise to abuse the powers which come with the Vampiric Condition. The Undead will simply cut you off from further association if you do not abide by these simple and civilised principles. Such exile is a death penalty for any mortal, for only through the Vampiric Condition can immortality be achieved.

What is required of the Vampire is to move silently through the human world as true predator who does not alert the herd to his presence and does not betray the trust of his pack. We expect you to remain innocent of crime as defined by human society. We expect you to become wise and strong enough to avoid unnecessary altercations humans and to take their life force in a covert and cautious manner. We expect you to rise above the very propaganda our kind have created and not confuse the fictitious blood-sucking "vampire" with the noble reality of the Undead Rulers of this world.

If you do not abide by these expectations we will not punish nor chastise you. We will only withdraw the Cup of Immortal Life and allow the end of your life to speed you to mortal oblivion.

The predator is patient. The lion will wait motionless for hours until the moment for action has come. So, too, the Vampire seeks to abandon the restless motion of the herd and fix his mind upon the goal of the Vampiric Condition. Cease now to think of yourself as a victim! While we demand an obedience to the laws of the human world, we do not expect you to abandon self-defence. Quite the contrary! Look upon human beings no longer as peers but as a lower species. Do not tolerate the risk of your life from a mortal, when your life has just acquired the potential of eternity. Walk in open places with a constant vigilance for danger.

Keep your hands free. If you can legally carry a weapon to defend your life, do so. If you have not acquired simple physical skills for weaponless defence, begin.

On a more subtle but important level, begin to truly rethink the obligations human beings have placed upon you. Challenge the reasons given for you to behave in passive and restrained ways. Distinguish between the wisdom of a ruthless predator and the bleating wild-eyed mindless behaviour of the human sheep. When you look at someone, sharply look through their eyes to the centre of their brain. Consider your posture as you walk and sit. Look to the cat for elegance and grace of motion.

Begin at the beginning. The foundation for achieving the Vampiric Condition begins with the acceptance of the mind of a predator. Begin now, today, this very moment to weed out the habits of thinking like prey, a simpering, self-deprecating victim of the real world. Replace these thoughts and habits with the nobility of a conscious predator.

We will be watching.

Shurpu Kishpu

The Book Of Dreaming

(From the Oral Tradition With modern commentary for the Outer Temple)

The Shurpu Kishpu is the ancient oral book of the Teachings of the Hekal Tiamat, the Temple of the Vampire Dragon. The terse sutras or Words of Power were commonly memorised and then expanded in oral instruction from experienced teachers in the Great Vampire Family. Herein are contained the essential elements comprising the Mysteries of the Priesthood of UR. To the uninitiated, the unprepared and the un-Sponsored these "open secrets" remain closed to authentic understanding and realisation. Here is the most ancient description of the Bridge between the Worlds. Read, learn, realise and attain!

The Dream Life Is The Only Life.

The dream body and the astral body are one. The astral body lives within the living flesh body. The astral body animates the flesh body. What you call your life is this astral body.

The Dream Death Is The Only Death.

When the astral body completely separates from the flesh body this is physical death. After physical death, the astral lives on for a time until the second death when the astral also dies.

The Sleeper Is Born To Die.

The mortal is he who physically dies and then allows the astral body to also starve and die. The mortal is "asleep" to the possibility for immortality.

The Dreamer Is Born To Live.

The Vampire is he who learns the art of taking the lifeforce from the bodies of others to avoid the second death and live on as an Immortal Being. The Vampire dreams of the possibilities of life everlasting.

The Blood Is The Life.

The Vampire need not drink the physical blood of the living but takes the transmuted lifeforce which is the Blood itself to perpetuate life.

The Dream Is Made Flesh.

The Vampire can make the astral body solid to the touch of flesh humans by taking enough lifeforce. Yet the Vampire retains the qualities of the astral body.

The Dream Is In The Flesh.

The astral body is composed of a more refined form of matter and is not within the visible light spectrum. Hence the Vampire is unseen to the eye, the mirror, or the camera. The form of the astral Vampire is visible to the astral eyes of the flesh human though that form does not reflect light. A living Vampire retains a physical body. Those Who Have Risen have attained control of astral projection. The Undead Gods have abandoned the absolute need for physical bodies altogether.

The Dream Is Of The Mind.

The astral body is a shapeshifter and thus the Vampire may assume any form. For rapid movement by air is the shape of bat or bird. For rapid movement by earth is the shape of wolf or cat. For invisibility is the form of fog or dust.

The Mind Is In The Dream.

The Vampire best enjoys the form of the human to merge and blend with the human herd for the Hunt. Some Vampires becoming arrogant and unheeding of the reactions of mortals will openly display their powers of flight, speed, strength, invulnerability. Such displays harm the Hunt and alert the prey.

The Dreamer Chooses The Dream.

To become Vampire requires actions most mortals will not take. To become Vampire it never a completed work for these actions must continue being taken or the second death will destroy the Vampire. To remain alive in flesh the mortal must eat, drink and protect the flesh body from the extremes of the elements. These actions require effort and the mortal must have a purpose for remaining alive to continue taking these necessary actions.

The Dreamer Loves The Dream.

The Vampire extends life by similar action. The Vampire must love his own life enough so that there will remain always before him a reason to continue taking the necessary actions to sustain astral vitality.

The Dreamer Feeds The Dream.

The Dream Sharing offers seductive death to the Vampire, for like an exquisite drug it offers the fulfilment of every wish while enervating the astral unto death. It is here that the mortal finds his fantasy afterlife until his second death chokes out this delusion.

The Dreamer Eats The Sleeper.

The Vampire understands the requisite taking of lifeforce from mortals to sustain astral life. The Vampire will endure as long as he takes mortal Blood (lifeforce) and does not himself fall prey to the pleasures of the Dream Sharing.

The Full Dream Has Power.

The powers of the astral body are responsible for most of what mortals call magic. The living Vampire will commonly utilise magical ritual to strengthen the astral body as well as to firm his commitment to immortality and the Vampire Family.

The Powers Of The Dream Are Five.

To see with astral eyes is clairvoyance. To feel with astral touch is psychometry. To hear with astral ears is clairaudience. To move the physical with the astral is psychokinesis. To speak with the astral voice is telepathy.

The Dreamer Is Known By The Mind.

The Vampire is a mental illusion to the senses of the mortal. There is no gross physical shape to see or touch. There is only the projection of the dream body of the Vampire into the mind of the mortal prey.

The Dreamer Is Not The Flesh.

The Vampire may move the physical, yet what appears to be his hand raising a glass is the psychokinetic moving of the glass apparently grasped by the intangible astral hand. the Vampire also feels he is raising the glass but if he should fail to feed upon the lifeforce and lose power, his hand would fail to move or even feel the physical glass.

The Dreamer Rules The Flesh.

The strength of the Vampire to move physical objects comes from the reservoir of energy he has taken from the living. Thus he is not limited by the mechanics of muscle and leverage but can directly surpass mortal limitations.

The Flesh Obeys The Will.

The Vampire may also move physical objects without apparently touching them with even his astral body by extending a filament of his being to the object he desires to affect. As with the astral cord of the living Vampire, this filament can be so fine as to be invisible to the perceptions of the mortal. From the perspective of the Vampire, his intention would be to wish a door closed and with his Will extended, the door closes. If he looks carefully he may perceive the filament from his body which has stretched out to perform the deed.

The Sleeper Sees The Dream.

The illusion of physical form projected to the mind of the mortal will sometimes fail to include important elements which are always present in physical reality. The mortal's mind will sometimes fail to include some common otherwise seldom noticed consequence of physical presence. The mortal may notice no image of the Vampire in the mirror or shadow cast from light. The look of surprise or bewilderment should alert the Vampire and Will that mortal to see the mirror image or shadow. Thus the mortal will relax as the full illusion is restored.

The Dreamer Sleeps In The Dream.

When the astral Vampire sleeps, his astral body remains in the same physical location. Should a mortal come upon his form there, the failed illusion of no shadow, no mirror reflection, no recording of an image through a camera, no sound recording of breathing sounds from a tape recorder - these imperfections will alert the mortal to the reality of the Vampire's astral condition.

The Dreamer Does Not Die Asleep.

The mortal does not have recourse to destroying the Vampire according to the superstitions of tradition. A physical stake of wood through the astral heart of the Vampire causes no harm. Neither will garlic nor human religious symbols such as crucifix or holy wafer produce any response in the Vampire unless the Vampire should believe such practices potent. In such case, any pain or disfigurement of the astral body is produced by the Vampire's mind alone. Unless the Vampire believes he is truly dying and enters full into the Dream Sharing (which is certain to eventually lead to astral death), the Vampire is unharmed by such ventures.

The Dreamer Feeds In Sleep.

If the mortal does not waken the sleep astral Vampire, he will encounter no body he can touch, but only an intangible holograph image. His mortal hands will pass through the Vampire's form since it is not truly physical. However, the more experienced Vampire will automatically draw life-force from the mortal even in deep sleep. Thus the mortal will usually faint from the sudden drain.

The Dreamer Does Not Die Awake.

Thus the sleeping Vampire, if freed from the superstitions of human culture, remains impervious to the casual mortal "Vampire killer." The Vampire, however, can pose a serious threat to another Vampire by taking his accumulated store of life energy.

The Dreamers Eat The Sleepers.

Vampires seldom prey upon each other in that the effort required to do so far exceeds the ease with which the same energies can be drawn from mortals. Further, the sense of belonging which extends between Vampire elevates their usual interaction far above such petty squabbles as those which lead mortals to fight wars and carry out vendettas.

The Dreamers Are Awake.

Vampires soon learn a love for life and respect for those of their own kind. The accumulated wisdom of centuries that an ancient Vampire may share makes his continuation an authentic value to other Vampires as compared with a relatively ignorant mortal whose small mind is filled with useless trivia and superstitious nonsense. If life is to carry meaning, and thereby ensure the life-choosing actions of the Vampire, then the comradeship of those Few Who have taken the step beyond mortality is a treasure beyond price.

The Coming Apocalypse

For each mortal life there is a physical death and for each great Cycle of Life on this world there is an ending. For thousands of years the Undead Gods have carefully worked a scheme to create a new level of existence for Themselves and those who Truly serve Them.

Civilisation is the product of these most Ancient Ones and is also an experiment. Prior to the civilising of humankind, the Vampire population was checked by the limited human population. Humans who were simple hunters and gatherers were few in number and subject to the dangers of a natural world filled with deadly intent. Thus the Vampire was also endangered.

However, the Ancient Vampires rose up from the brutality of Their origins by the sheer force of Their immortality. As the decades grew into centuries, the most Elder Ones grew wiser as well as stronger. Apart from Their Own Vampiric Mastery (as related in the Shurpu Kishpu and retained as a sacred oral tradition to this day) They also discovered the secrets of fire, simple tools, agriculture, animal husbandry, metal smithing and weaponry.

Therefore, the Ancient Ones decided to improve the lot of the human in the same way that the human improved the lot of

cattle and sheep. Civilising mankind was, for the Vampire, the domestication of the human for food. Just as human cattle ranchers breed their herds to improve the stock, so too did the Undead Ancient Gods genetically manipulate early man and closely governed his breeding through laws and taboos.

The civilising of humankind also included breaking the human spirit to maintain control. The Ancient Ones created the early religions of mankind and acted as their Gods. With the single exception of Hekal Tiamat, The Temple of the Dragon which is the Inner Temple of the Priesthood of UR, all religions of humankind have been designed or manipulated to reinforce human slave mentality. They are taught to obey and not question the Gods. They are taught to sacrifice their labours and their lives to the Gods. They are taught that the Gods are perfectly superior to humans and that they must always submit in action, thought and feeling to the desires of the Gods, whatever those desires might be.

Thus the creation of religion for humanity served the Vampire family quite well. In the earliest times, humans would directly and physically serve the Vampire will all the joy of any true worshipper of a God. Fear of punishment or death was seldom required as the human would willingly seek to obey the Vampire Gods not out of duty but out of ecstatic pleasure. For the humans openly knew in those times that there was always the possibility of rising up with the Gods and becoming Vampire themselves. This direct contact on a daily basis with the Undead continued for many thousands of years before the time of the Renegades destroyed this ancient but Golden Age of Rule.

The Renegades, Some of Whom remain to this day, were generally younger Undead Who had not long before joined the ranks of Those Who Have Risen. Identified strongly with Their human origins, these younger Gods rebelled against the realities of human mortals serving the Undead. They felt too much compassion for those who must serve as food for the Gods. They had not taken fully the essence of true predation but remained, on some unconscious levels, controlled by Their previous religious programming. In short, They had not yet outgrown the slave mentality of the humans from which They came.

Thus came the first Great Wars. Here the Sons of the Gods gathered humans to attack those Undead yet with physical bodies and to ravage the ancient temples and shrines where sacrifice had been the Law for hundreds of centuries. Outposts beyond the Great Dark were cut off, the Gates of Power destroyed by ignorant human barbarians. Human blood flowed in rivers and isolated communities of humans, devoid of their Undead leadership, waited in numb confusion for direction.

It was during these early destructions that the first Harvests came to pass. The religions of the humans caused then to increasingly seek and sing of the return of the Gods and to release waves of life force in the emotion of desire. Multitudes would gather on hilltops at the sighting of an aerial battle and become overwhelmed with longing and desire for the great Gods to descend and rule them again. The Vampire Gods, feeling this intense flow of energy, would pause from the conflict and often descend, wrapped in shimmering incandescence, to drink deeply of the flood of human life force.

Commonly the humans would be drained past their survival needs and drop to the earth as desiccated husks. Thousands would give up their lives in moments and the Undead experienced more than nurturance but were uplifted, evolved, transformed. The evolutionary effects of this orgy of feeding, which came to be known as the Harvest, brought to the Undead the powers of magic, and broke their last bonds to gross material limitations. The Inner Mystery of the Transcendence of the Dream became a reality and the great Vampire family discovered the existence of the Dream Sharing of the astral universes.

Thus a new purpose was placed to the civilising of humanity. Before, the intention was to ensure the survival of the Vampire food stock through the domestication of the human. Now the Great Purpose of Dream Transcendence created the goal of civilising humans to cause an exponential increase of the food supply. Thus the Undead Gods struggled to draw up the human population from thousands to millions to billions.

Then as the population would increase, Harvests would come. Now under conscious intention, the small Harvests would attract religious enthusiasm with hundreds and thousands to witness the coming of the Gods. These small Harvests would offer controlled release of highly concentrated life force for the Undead to channel for greater magical purposes, such as opening a new Gate of Power to another world. Yet, the small Harvests were engineered to cause a subsequent burst of breeding activity by the humans so that the population of the world would grow to the limits of human technology to support it.

Finally, in just the last few centuries, the Vampire-inspired industrial revolution opened the door to the tremendous expansion of the human herd so that today billions of humans eat and live on this single planet.

And so we are now approaching the Final Harvest. Like the Great Harvests of the ancient Great Wars, the human stock shall be drained in a carnage of energy release unlike anything seen before. The overabundance of humans has reached its peak and the Ancient Ones are preparing for a massive culling. The signs of approaching apocalypse have been outlined long before and are upon us.

And what shall the New World hold for those of us who have embraced the Path of Night and cast our lot with the Undead Rulers? We who are members of the Temple shall see a transformation of the consciousness of the Vampire so that the mastery of magic will be complete and enlightenment in the Dream a common birthright. The human shall, from his undeveloped stage, continue to serve as slave and food, but the Great Gates of Power shall be flung open to the farthest reaches of all possible universes and the Vampire shall be no longer restricted to the limitations We have tolerated through the millennia.

The Final Harvest is close upon us. The cities shall be swept up with the agony of billions who, in dying, will pass forth their life energies to a greater cause. The Great Undead Gods shall return to Their visible Thrones of Power in the world of men, and men shall again openly know their Rulers and their place of servitude in the order of things. Man shall be content to serve and the Vampire shall, without restriction of matter, rule both the material and astral.

Therefore it is well for those of us who wear the Winged Skull of UR to align our thinking with the coming Apocalypse. We need to embrace the predator's attitude of power and increasingly cut off any sympathy for the soon-to-be-dead billions who are and shall remain mortal. We must, each one of us, serve that we may rise to be served. To drink that we may be filled. To share our lifeforce that we may be found and remain worthy of Those Who are the only True Gods of this world.

The time grows short! Work while there is yet time! This is the ultimate purpose of our Temple! Stand tall and seize your future. Let the true slaves of this earth serve or die. Europe and Asia are in turmoil. What follows is the breaking of the Seventh Seal.

Hail, Tiamat!