

## The Olympic Spirits

The Olympic Spirits from the "Arbatel of Magic", are the spirits which, under God, preside over the natural world. There are seven chief spirits, each corresponding to a planet (or planetary sphere), and having under them a certain number of provinces being 196 in number (although the book wrongly states 186). The Olympic spirits, their sigils and planetary associations are thus:

Aratron

Saturn

Aratron is the spirit of Saturn. He can apparently turn anything into stone, turn treasure into coal and coal into treasure, give powerful familiars, teach alchemy and magic, reconciles the spirits of the Earth, make one invisible, make the barren fruitful and prolong life.

Bethor

Jupiter

Bethor is the spirit of Jupiter. He can make one important, find treasure, reconcile the spirits of Air which can transport precious stones and make medicine work miraculously, he also gives familiars of the firmament.

Phaleg

Mars

Phaleg is the spirit of Mars, which is described as The Prince of Peace. He is attributed to giving honour in affairs of war.

Och

Sun

Och is the spirit of the Sun. He can give 600 years of perfect health, bestow wisdom, give excellent familiars, teach medicine, turn things into gold and make a purse "spring with gold".

Hagith

Venus

Hagith is the spirit of Venus. He makes people fair and beautiful, turns copper into gold and gold into copper, and also

gives familiar spirits.

Ophiel

Mercury

Ophiel is the spirit of Mercury. He gives familiar spirits, teaches all arts and enables the conversion of Quicksilver into the Philosopher's Stone.

Phul

Moon

Phul is the spirit of the Moon. He gives familiars of the water and makes men live for 300 years.

The Magickal Working - Calling The Spirits

Write the spirits sigil on paper and recite the following prayer:

"Omnipotent and eternal God, who hast ordained the whole creation for thy praise and thy glory, as also for the salvation of man, I beseech Thee to send Thy Spirit (name), of the (order - solar etc.) order, that he may instruct me concerning those things about which I design to ask him. Nevertheless, not my will be done, but thine, through Jesus Christ, thy only begotten Son, Who is our Lord. Amen."

The second prayer is to send the spirit away and is:

Forasmuch as thou camest in peace and quietly, having also answered unto my petitions, I give thanks unto God, in Whose Name thou camest. Now thou mayst depart in peace unto thy orders; but return unto me again, when I shall call thee by thy name, or by thy order, or by thy office, which is granted from the Creator. Amen."

"You should wait until the day and planetary hour of the spirit which you seek to call. After banishing and opening (using rituals such as the LBRP and Middle Pillar), the first prayer is read aloud. The Arbatel says you should not keep the spirit more than one hour or it may become 'familiarily addicted to thee'.

The paper with the sigil and prayers on may then be stored in a safe place, or carried about your person as a talisman.