





# Ex Umbra Necromancy Grimoire

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Dear reader,

By purchasing this book, I hope that you are aware of your responsibility to read, understand, and practice its rites. It is a recommended book for the average or advanced occult practitioner.

I use a pseudonym, Asamod, for being the master of a well-known esoteric order, which is not very inclined to reveal rites and teachings to the profane (secular).

Asamod is a variable of Asmodeus, but in Hebrew, Asamod means "to destroy", and in Persian *Azmondan* means "to tempt".

I chose the name for the vibration and to symbolize that I intend to break/destroy old paradigms.

The real root of the term is Aeshma-daeva, a demon from Persian mythology in Zoroastrianism who was full of fury and lust, but who was also sometimes thought of as "the shining angel," because he was so bright and beautiful.

Some interpret *daēva* as "demon", but it is inaccurate; in Hinduism, *devas* are divine spirits, and in Persian mythology not all *daēva* were negative.

After several reflections, I decided on the title of this book: "**Ex Umbra-Necromancy Grimoire.**" In Latin, Ex Umbra means "from the shadows" or "from the darkness."



## Personal note

First, I would like to provide a warning and clarification.

Numerous self-proclaimed "mages" publish books crammed with bullshit.

They almost guarantee that you can resurrect the deceased using certain rituals, dear reader; this is illegal in several countries (desecration of corpses), and can attract nefarious energies and entities into your home. Never do these rituals in your home.

Never perform these rituals at home.

There are three things I never do as a real mage with many years of experience:

I never include small talk in my e-books, I never write bullshit, and I never place my readers in danger. A real sorcerer knows how to do magick safely. I don't follow a specific magickal system; I (like a chaos magician) adopt the rituals and systems that make sense and work for me. I created my own method.

Practice these rituals in a shack, a rented garage, an abandoned house, etc., and do not commit any unlawful acts (such as the desecration of tombs). Many fake "mages" write books with only 10% useful information; the remaining 90% are bullshit and false illusions because illusions fascinate the reader and sell well.

I don't like to use garbage in my books, which is why I don't mention rituals of Jewish demonology (Goetia) whose names of demons are misrepresentations of ancient gods (which they turned into grotesque demons), I don't use Necronomicon rituals (with fictional entities, science fiction by H.P. Lovecraft), etc. But do these rituals work? Sometimes, perhaps, but you will be invoking egregores or astral constructs, not millennial entities with their own or divine existence.

It is not possible to subdue demons with these rituals, nor to frighten them under the divine name of Adonai, etc. This is nonsense. Deluded for decades, many pseudo-mages have pursued illusions, and to make matters worse, they disseminate false information to the readers.

### **Basic points:**

To summarize: in this book, I do not present illegal practices or profanation of bodies.

You can summon three types of dead (spirits), the spirit of your familiar, a common spirit, or the spirits of deities for divination.

I suggest that you do these necromancy rituals outside (in a shed, an abandoned house, a rented garage, etc.).

Use latex gloves if you are going to take things from a graveyard, like dirt. Don't bring dirt from a graveyard into your house. Whenever you bring something from the cemetery, ask the spirits for permission first. Then leave something as a gift (a coin, flowers, a lit candle, etc.).

If you want to use a human skull in rituals, remember that this is illegal in ninety percent of countries. If you were to purchase a human skull from an obscure website, you would have no way of knowing who it belonged to (whether it was a murderer or someone who committed suicide), and the skull could carry harmful energy.

I recommend that you purchase a replica skull on Etsy or eBay, or some occult store. It's almost real, but it's made of resin. That way, you know you're not doing anything illegal.

Inside that replica skull (resin), you can place an object that belonged to a deceased person (be it a ring, a piece of clothing, a photo, a tooth, etc.), and thus you still have an energetic-psychic connection with the spirit of the deceased.

## Intro

### What is Necromancy



Necromancy has multiple definitions and is a synthesis of many different traditions; only in the informed necromancer can one find the perfect fusion of the art of death.

Necromancy is sometimes associated with medieval legends of black magick, resembling rituals utilizing a corpse hand or human cranium, etc. Nonetheless, necromancy is not limited to this.

The word necromancy signifies something as simple as consulting the spirits of the dead for divination.

The technical description may consist of:

Necromancy (nekromænsi) is the practice of magical sorcery involving communication with the deceased by conjuring their spirits as apparitions or visions, conferring the means to predict future events, uncover hidden knowledge, or use the dead as a weapon.

The word necromancy is adapted from Late Latin necromantia, a loan word from the post-Classical Greek νεκρομαντεία (nekromanteía), which is a compound of Ancient Greek νεκρός (nekrós, or 'dead body')

and μαντεία (manteía, or 'divination').

The compound form of Koine Greek was first recorded in the writings of "Origen of Alexandria" in the third century CE.

Early necromancy was related to and likely evolved from shamanism, which invokes spirits such as ancestral spirits. Comparable to shamanic hypnotic murmurs, classical necromancers addressed the deceased with "a mixture of sharp grinding and low buzzing." Necromancy was practiced in Ancient Egypt, Babylonia, Greece, Rome, and China, as evidenced by historical documents. Strabo mentions νεκρομαντία (nekromantia), or "diviners by the dead," as the most prominent practitioners of divination among the people of Persia in his "Geographica"; it is also believed to have been widespread among the peoples of Chaldea (particularly the Hermeticists, or "star-worshippers"), Etruria, and Babylonia. The Babylonian necromancers were known as manzazuu or sha'etemmu, while the spirits they conjured were known as etemmu.

Oracles were sometimes used to ask the dead for advice on life decisions, solve murders and crimes, and give advice about what would happen in the afterlife. The Greeks believed that the dead were compelled to disclose the truth, despite the existence of sometimes erroneous information. It is essential to discern when dealing with the dead or any spiritual being.

The ancient classical world featured four primary oracle sites of the dead:

Acheron in Thesprotia; Avernus in Campania, Italy; Heracleia Pontia on the south coast of the Black Sea; and Tainaron on the tip of the Mani Peninsula.

The Greeks used a variety of terms to describe these oracular locations.

Nekromanteion, or "prophecy place of the dead"; psychagogion, or "drawing place of ghosts"; and psychomanteion, or "prophecy place of ghosts"; were in use during the fifth and fourth centuries BCE.

Any place with a cave or lake could serve as an oracular site of the dead in the classical world. Caves were seen as natural openings to the underworld and were therefore an excellent place to summon the dead. In some regions, they also used wells. Cemeteries are also suitable locations.

There are many references in the Bible to necromancy, but I will not mention biblical passages in my book. This is not a Christian book.

Necromancy is logically applicable to any method of communicating with the dead, such as the Ouija board, spiritist séances, etc.

Several magickal systems, especially those of African origin, are a type of necromancy and magick; examples: Santería, Kimbanda, Palo Mayombe, and Candomblé.

I inform the reader that no unlawful practices (profanation of bodies, use of human bones, etc.) are included in this book.

I speak of necromancy only in the context of spiritual divination and spiritual rituals.

Necromantic spellcraft is not an irresponsible pastime. Before entering the realm of death, you must ensure that the netherworld is what you seek.

The frozen touch of death is a power that transcends basic human comprehension; it is so immense that a lifetime of study is equivalent to dipping a finger into the ocean. The art can impart knowledge of the nature of the soul, the ability to manipulate it, and the capacity to effect change through the rending of the spirit and the murmurs of geists, but it entails its own risks.

Necromantic power is just as potent as the healing arts and equally destructive to those who attempt to abuse it. These pages now gaze upon you with wisdom. Use this information as you will, but be aware of the dangers associated with aligning your consciousness with the void.

## The Necromancer

The capacity to embrace one's dark side appears to be inherent to a successful necromancer's personality. Having a certain understanding (which frequently manifests as dualism) that "good" and "evil" are to be taken in stride will aid in fostering the methodical objectivity that characterizes the patient and analytical necromancer. Most people do not believe in dualism or in good and evil, so this typically manifests as an understanding of the essence of honesty. Seeking the truth requires an acceptance of all aspects of reality, not just what are commonly referred to as "light" or "dark" sides, nor a singular focus on one form of pleasure or pain.

It is unbalanced for society to promote a one-sided fixation on social virtues and morality while simultaneously endorsing the utter rejection of all carnality.

Given the nature of this practice, the necromancer is aware of the benefits and drawbacks of employing "dark" powers and acknowledges that this is part of the broader scheme of reality itself.

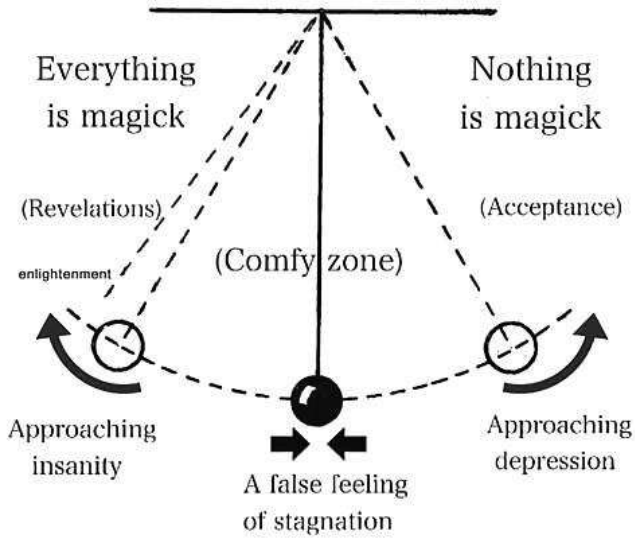
The necromancer achieves perfect unity by comprehending both life and death, keeping in mind the intricate structures of existence.

Why consult the spirits?

The future itself was prepared in the spiritual world, both in the gathering of souls preparing for incarnation and in the rotation of fates. Discarnate souls have a clearer perception of everything and process it. Perhaps the ghosts have also derived a certain power from the earth itself.

Asamod ka

# Occult Experience





Engraving of John Dee and Edward Kelly summoning “in the act of evoking the spirit of a deceased woman”, Astrology by Ebenezer Sibly, London, 1806.

In the 19th century, Eliphas Levi, a mage and author, also used a necromantic ritual to summon the spirit of Apollonius of Tyana. Levi wrote in his book, "The Mysteries of Magic" (also known as The Histories of Magic):

“Three times and with closed eyes, I evoked Apollonius. When again I looked forth, there was a man in front of me, wrapped from head to foot in a species of shroud...he was lean, melancholy, and beardless.”

Levi never acknowledged the spirit to be Apollonius, but it vanished after Levi commanded it to depart using a ritual sword. But it later reappeared for him.

In the words of Levi, “The apparition did not speak to me, but it seemed that the questions I had designed to ask answered themselves in my mind.”



## Types of entities that can communicate with you

You not only communicate with ordinary spirits; there are also several types of entities.

### **Spirits:**

They were human souls, and their existence may have occurred thousands of years ago. Others have recently disincarnated. Some authors argue that spirits, after disincarnating, remain on the spiritual plane and no longer return to life (reincarnation), but I disagree.

The spirits do return. Some spirits stay on the spiritual plane for a long time and develop support tasks on that plane. The spirits that still take pleasure in evil are, for example, obsessors.

### **Familiar spirits:**

They belong to our “cuadro espiritual” and are closer to us. They could be spirits of our ancestors, or they could be spirit companions who have accompanied us since we were born because they possess the same energy and ideals as we do, making them our guides.

A sub-category is spirit guides. **Spirit guides:** are beings who protect, inspire, and guide us. They can be family members or spirits who are sympathetic.

### **Supernatural entities:**

They were never humans, but they can be called “angels” or “demons” depending on their more or less positive vibration. Examples are the Eshus of kimbanda (heavier, darker vibration, but they do both evil and good), Lucifer, an archangel of light, and Metatron, an archangel of Miguel. I'd like to include a sub-category for astral beings: they're not human, and they dominate the astral realms (from the dense to the less visible), they consume astral energies, feelings, and people's thoughts.