

Bethet Heka

Egyptian Grimoire of Dark Spells

Asamod ka

Bethet Heka- Egyptian Grimoire of Dark Spells – Asamod ka

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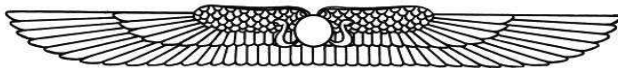
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Foreword

After considering several titles, I titled this book "Bethet Heka-Egyptian Grimoire of Dark Spells" because "Bethet Heka" means "Evil Magic" or "Black Magic".

Allow me to elucidate the motivation behind the authorship of this book.

I have been practicing the occult for twenty-two years, and I am a mage and sometimes an architect of my own rituals. I joined some mysterious groups and started the Illuminati Nehast Order.

My books contain original and uncommon material. I normally write about the left-hand path.

I believe that any magickal system works (I'm also a bit of a chaos magician), as the mage's intention and magnetism are the main factors. Any deity, whether cosmic, supernatural, or ancient, will help you if you invoke them.

In this book, I believe that regardless of the ritual, whether you invoke the god Seth, Osiris, Kek, Kheper or any other, they will support you. Through ritual and continued deification, you created an energetic-spiritual bond with the deity.

This publication is dedicated to the exploration of Kemetic Magick, commonly referred to as "Heka," in its left-hand Path form. It delves into the enigmatic realm of Dark Heka, providing valuable insights and revelations for the discerning adept.

Through magickal practice, you can change your being and your perception. Changing your perception is the "Great Work".

Many books with Egyptian spells do not contain 100% original Egyptian spells, but instead spells from the Greco-Roman period.

They refer to the names of Greek chthonic gods and names like Serapis. The god Serapis is from the Graeco-Egyptian period. A deity of syncretic origin, derived from the veneration of the Egyptian gods Osiris and Apis. These spells are "polluted" and distorted from

their real nature and ancient essence. They are full of bad translations and syncretism with the Greco-Roman gods. Many pseudo-occultists write grimoires in this way.

I don't invoke Greco-Roman deities and prefer ancient and one hundred percent Egyptian spells.

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

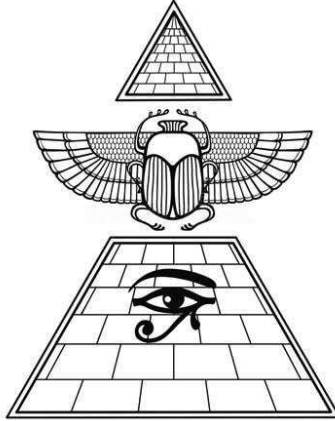
Asamod is a variable of Asmodeus, but in Hebrew *Asamod* means "to destroy" and in Persian *Azmondan* it means "to test".

The name was chosen to represent the vibration and to symbolize my intention to challenge or destroy old paradigms.

The real origin of the word is *Aeshma-daeva*, a fiery and lustful demon in Persian mythology and Zoroastrianism who was sometimes called "the shining angel".

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

Magick: Heka.



Heka (Hekə or Hka) was one of the names by which magic was known, or the deification of magickal practice.

Occasionally, magic was referred to as "hk3w" as the word Ka signifies vital energy. Hence, hk3w (also known as hekau or heka) was a supernatural energy that existed since the beginning of time.

Heka was also a god who served as the personification of magick. It means "he who activates the Ka." However, all Neteru (gods) have the magical power "Heka". During the late period of the Old Kingdom, the god Heka was worshiped in the Esna Temple, as part of the trinity of gods (Khnum, Nebtaw, and Heka), and this trinity was later also worshiped in the city of Heliopolis and the city of Memphis.

The Greek goddess of witchcraft, Hekate, is possibly inspired by the name Heka.

The mage practitioner is referred to as 'Hekaw.' Also known as "W'ab" (if he's male) and "W'abet" (if she's female).

Mantras or "words of power", such as invocations or words written in amulets, are called "hekau".

Isfet Heka equals to sexual magick (Isfet also equals chaos).
Bethet heka: equals to bad (black) magic.

In this book, you will find several "Seshaw", which are magick rituals.

By practicing magick (Heka) and establishing a constant connection with the Neteru (gods), you can become a god yourself, or "**Pah-netery**". Though, the expression "Pah netery" means something more like: "reaching the gods" or "following the path of the Gods". Heka was not limited to active rituals; it was a cosmic power that permeated life. Heka was a force that "held the universe together and brought life into being."

Another word I would like the reader to memorize is "Sekhm." It has a very broad meaning, but it is equivalent to the "prana" of Hinduism. It is the universal cosmic energy that is in everything. But Sekhm is also our own magnetic energy that we can control, like by raising Kundalini or doing magickal works.

Advanced practices and techniques within Egyptian black magick include astral projection and dreamwalking, journeying through the Duat, and the possibility of becoming an incubus or succubus.

The Egyptians used spells for various purposes, including obtaining protection, financial success, health, and binding love spells (*k3sw*).

Love spells could use effigies of the target person, into which iron or bronze nails were driven into. This was sympathetic magic. An illustration of effigy spells is cited in the "Rite for Repelling the Angry One" contained in papyrus funéraire E 3129, which is housed in the Louvre Museum in France.

Some of the oldest known curses originated in Ancient Egypt and consisted of broken pottery sherds. These so-called execration texts were clay figurines or bowls inscribed with the names of the victims, then broken into pieces and buried.

Execration figurines were also sometimes buried upside down. Several Egyptians also carved curses onto their tombs, intended to punish anyone who attempted to steal stones from their tombs.

Occasionally, the Egyptians would verbally curse their enemies, for example, wishing that they would be attacked by crocodiles or poisonous snakes, etc.

Other curses were intended to cause the victim to be judged negatively by Osiris and his soul to suffer consequences in the afterlife.

The Egyptian word for "curse" was *shwr*, but it can also mean "shadow".

Most spells were used by nobles or pharaohs. However, ordinary and poor citizens also did spells. But since they did not know how to read or write, they asked a scribe to write the magic formulas on parchment (paying the scribe). During the ritual, this parchment was then burned in a candle flame. Sometimes, instead of burning the paper, they folded it and put it in a small container or amulet.

The well-known "Egyptian Book of the Dead" contained at least 189 spells.

The Book of the Dead in Egypt, originally known as the Book of Going Out into the Light, was a collection of spells, magical formulas, prayers, hymns, and litanies that were transcribed onto papyrus scrolls and subsequently buried alongside the mummies. The aim would be to help the soul (*ba*) of the deceased in his spiritual journey to the afterlife, bypassing any dangers that he might encounter in his spiritual journey.

This collection of texts was called "*Reu Nu Pert Em Hru*", which can be translated as "The Manifestation of the Day" or "The Manifestation of Light."

Several other papyrus scrolls contained spells, such as the 15-meter-long scroll found near the Saqqara burial complex (the Waziri Papyrus 1). Researchers said that the papyrus was a version of the

Book of the Dead, owned by a man named Ahmose. It contained 113 chapters of spells, chants, and prayers to help Ahmose through the afterlife.

Another papyrus found dates from around the 8th century BCE, and it is a "book of spells" written in Coptic (an ancient Egyptian language). Another notable example is the collection of papyrus documents known as the "Magician's Hoard," discovered in Egypt in 1921.



In this book, I present a selection of spells that have been translated from these ancient manuscripts.

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The gods/Neteru that you can work with.

In the Egyptian pantheon, there were more than 2000 gods. Obviously, we only know the most important ones. Nonetheless, this does not imply that we are unable to invoke these energies (or egregores) that possess considerable power and have been worshiped for centuries.

For example, for LOVE, SEX, SEDUCTION, or WAR, we can invoke goddesses and gods associated with this vibration/egregore: goddess Sekhmet, goddess Anat, Mekhit, God Montu, god Anhur, and Seth.

Anat:



Goddess of fertility, sexuality, love, and war. She was originally from Syria or Canaan. Some texts call her the Mother of the Gods, while in others she is a virgin, and in still others, she is described as the most beautiful goddess. According to one version of The Contendings of Horus and Seth, she is given as a consort to Set at the suggestion of the goddess Neith.

You may summon her for the purpose of executing vengeance spells, hexes, binding spells, love, lust, and divination.

Anhur (Han-her):



The ancient Greeks called it Onuris. The deity of war and patron of the Egyptian army. Summon him for revenge spells against enemies or protection from curses.

Anuke:



A war goddess originally from Egypt and one of the oldest deities of Egypt, sometimes consort of Anhur, god of war. Some texts refer to her as the younger sister of Nephthys and Isis. Early pictures show her wearing a bow and arrow.

Summon her for revenge spells, hexes, binding spells, love, lust, and divination.

Ba-Pef:



He is a mysterious god whose name means "that soul" (ba). He is a malevolent and obscure deity who lived in the darkness of the old kingdom. He was feared as a source of evil and misfortune by the ancient Egyptians. Also, some people thought he was related to Neith, the Egyptian goddess of war and creation, who was also worshiped in the Delta region. Ba-Pef is depicted as being a snake or a man with a snake's head. He was invoked in spells and curses to harm one's enemies, even though he had no temples or cults dedicated to him.

Summon him for revenge spells against enemies, hexes against someone, or protection from curses.

Mekhit:

