



**D K M U**  
**156/663 Class X**




# Introduction to the DKMU

By Various

**THIS TEXT IS ON A NEED-TO-KNOW BASIS  
MAKE COPIES AND SHARE WITH WEIRD FRIENDS  
YOU ARE MOVING BEYOND YOUR PRESCRIBED  
DIMENSIONS INTO INNER & OUTER SPACE  
THE MUNDANE MIND WILL BE DENIED  
THIS IS A SPECIAL ACCESS PROJECT  
WIZARD OPERATIONS, MOTHERFUCKER!  
REACH BEYOND THE CORE OF YOURSELF  
ALL POPES ARE GRANTED PERMISSION  
GOOD FOREVER**

**Editor's Note:** This amalgamation of pieces and bits and quotes from other documents and members has been created to give the Oistar (a newcomer to the DKMU) an easier time of it when it comes to what the DKMU is and what it's all about; still, reading more of our texts will give an even better understanding. The most relevant writings on the DKMU's origins are included here, as well as an introduction to the Linking Sigil, and recommendations to other texts are made at the end. May you navigate this rabbit hole well, and ride the storm through the fortune of the world. The Walrus wants YOU for the Assault on Reality!

Document compiled & edited by 

156/663

DTTI: HTNF

AUTM: IUTW

**Drop your acid now...**



“We are the not-so-secret society of psychedelic pirate space wizards you were always looking for. Fancy yourself a freak? Do strange things happen to you, or can you cause strange things to happen that the dominant paradigm cannot explain? Well welcome to freak lane. The most underground conspiracy theories you might lovingly adore are merely on the cusp and outer layer of our metaphysical orgy. We’ve got our hands in everything. We decide who gets elected. We influence cultural trends. We have clear connections to the Illuminati, and its current reigning Grand Master, Frater Lord Diovivente. We are the spooky awakened operators on the fringe of where consensus reality dissolves and multi-dimensional “I AM” reality begins. What’s the highest level you ever reached on Tetris? If your cat’s name isn’t ‘Cream Filled Doughnut’ then stop reading now, because you aren’t allowed in. Yo, yo, yo Cream Filled, you rockin’ your body now. Tell them all what to expect, Creamy. You can choose how to die, you can choose your relationship to death, and you can choose to die before you die. You can choose your relationship to magick and to madness, so make it a good one! The eschaton is yours to immanentize. So pull your own trigger, and press the fucking button! To know, to will, to dare, to get the fuck on with it. Beauty. Variety. Conflict.”

- Anonymous

“The DKMU might be an unavoidable consequence of the internet. We have spiritualized and bestowed divinity upon the basic concept of the computer network. Instead of two or more computers being physically connected, we are two or more perspectives being linked together through synchronized imagination. Our aims have been to strip spiritual experience to its barest elements, and those elements are there to hone our imaginations in order that we can truly create bridges and connections between ourselves.”

- Sam Hamilton

“The DKMU is a loose collective of magical and psychically minded individuals seeking to oppose oppressive societal structures that are both outdated and unnecessary. There is no direct goal or end game other than to create change in whatever form that may take for good or ill. Chaos magick was evolved into an open sourced pirate magick of sorts encouraging self proclaimed marauders to push themselves and the world around them to the absolute limits. There is no expected level of mastery or attainment so you will find everyone from the pseudo intellectual armchair mage, to the hardcore MAGUS who focuses their daily life in discipline of the arts. Every goal should be defined and achieved by the individual alone although group coordination is encouraged. We are the bringers of the psychedelic apocalypse and those who would claim sovereignty over any force seeking to rule us as slaves.”

- Stephen Branch

“THE DKMU is a loosely knit, non-hierarchical collective of modern occultists, chaos/khaos magicians, reality deviants, artists, musicians, writers, philosophers, and others from various backgrounds and countries. It is best known for developing the Linking Sigil, its theories on magick and constructs, and its other materials concerning avant-garde esoterica. It was first founded in 2004 as ‘the Marauder Underground’. It continued its work for a time, using a self-titled forum as its base of operations. This site was eventually hacked, and activity slowed. A revival came in 2007 with the creation of a project called ‘the Domus Kaotica’, operated by a handful of Marauders. A large scale ritual was performed on the 17th of July, 2007, called ‘the Chelsea Working’ so as to reignite & advance the current. A new forum called ‘DBL’ was also created, and many previous members, as well as new faces, joined in. The collective then went on to create a wealth of writings, artwork, videos, and music geared towards inspiring, and attracting other practitioners. IRL meet-ups were also held in various locations. Somewhere along the line,

the acronym “DKMU” stuck, and has since been used to refer to the collective in general. The DBL forums eventually went down, leading to DKMU.org. Classically, one joins the DKMU by participating in it, attending/hosting meets, and/or by contributing materials. We do not advocate any illegal activity. The actions of individuals do not speak for the collective in whole. Above all, we strongly advocate personal responsibility. For more information, check out DKMU.org”

- Liber LS, Brief Overview

## **A SHORT DKMU HISTORY by Alysrose**

Pre-MU - Silenced and Arjil meet and develop schemes that would find themselves on Occultforums.com in the form of the massive Glitterbomb thread, around 2003. The Linking Sigil is designed by Arjil and tagging operations begin by the very first Marauders. The theory is that by making cracks in the consensus reality via tagging or using the Linking Sigil in energetic locations and in ritual space that the consensus reality would have less effect upon an area or person and have less magical disbelief bearing down on it, which would ultimately make magick easier to do for those who would be practicing magicians, no matter their paradigm.

MU - "The Marauder Underground" group is formed based off the conversations had in the Glitterbomb thread, and a website and forums are built, around 2004-2005. Magicians who heard the call and are actively tagging the LS are gathered, and eventually hear whispers in dreams or otherwise about an astral entity behind the LS: the Red Queen, or Ellis, appearing as a middle-aged redhead Caucasian woman wearing Victorian era clothes, or otherwise, as a spider-woman. They delve into this phenomenon and make various sorts of contact, and write reports. Her totem is divined as the spider, and appearances of spiders during LS workings are more commonly seen.

Later, the Marauder Underground website and forums are hacked by an anti-occult Turkish hacker group, and LS/Ellis activity dramatically slows, until a revival, and two new founders of what would become the DKMU.

DK - "The Domus Kaotica" (House of Khaos) group is formed by a handful of practicing Marauders, headed by the Khaos magicians, writers, and musical artists, Sheosyrath and Alysrose. Its inception can also be linked to Occultforums.com, in a thread called "Who Fucking Cares About Chaos Magic?" started by (name redacted) where there was a call to create a project that would supersede and grow beyond the IOT (Illuminates of Thanateros) and dominant Chaos Magick theory. Focusing on Khaos (the Greek conception of Xaos) originally, and using the LS as a two-way power-source while performing their own taggings, the DK would enact "The Chelsea Working" in 2007, a large-scale ritual meant to reinvigorate the LS/Ellis collective and also give birth to a new magickal current called 156/663, taking the remainder of Joel Biroco's KAOS current (which itself claimed to take the remainder of Crowley's 93 current; we have a weird connection to Crowley through that, if it interests anyone) with the addition of shamanic values and mysteries embodied in a Godform called the Doombringer, which has the LS woven into it. The early DK was all about using Khaos Consciousness (or hooking up with the Source of creation) to overcome boundaries and borders, to truly capture the subjective Kosmos through certain mystical experiences and derive magickal power from one's own higher states of mind and his or her journey into the mysteries. To this end, psychotropic substances were sometimes used based on the operation. The DBL (Death by Lollipop) forums are created by Sheosyrath to gather the scattered Marauders, as well as plenty of new faces. A degrees system was used by the DK in the early days, really a mockery of how occult orders operate, although some unfortunately began to take the degrees system too seriously. Soon, it was

discontinued in favor of a looser and more “pirate port” approach to membership, and a “you choose your own level of involvement” attitude became common. A few older writings are done around this time, including 'Occultus Conturbo' by Sheosyrath and 'The Assault on Reality: A Field Manual for the Strange Psyche' by various members, compiled and designed by Alysrose. Both of these texts were independently published, although today have been discontinued. There are currently, however, several DKMU books published and most can be found on Amazon.com.

DKMU - Although it is unsure when this acronym was first used and by whom, it eventually stuck and referred to the collective who were using the LS/Ellis (and later, the other Godforms) in whole. A group seal was also created: a grinning human skull with feathery wings on either side, with nothing in one eye and infinity in the other eye, brow girt with a serpent. The DKMU used forums and IRC, original articles, spoken word Youtube videos, and music, as their primary means of communication and transmission, around 2008-2009+. Around 2009, the New Jersey DKMU Way-House was also established by Soror Whimsy and Frater Alysrose, which enabled many members and some from other countries to meet in the flesh and perform rituals together. Anywhere from 3-15 people would show up at a single meeting. During this time and somewhat before, the original DKMU Godforms were spontaneously derived as outpourings of the 156/663 current. The discovery of these would span over a number of years, and we can't be exactly sure when each one was uncovered, found, channeled, etc. There are a few rumors surrounding some of the Godforms. Zalty, for example, was created by Frater Sheosyrath and Soror Einahpets, who had a brain tumor which was apparently causing various types of psychic phenomenon. During Zalty's empowerment, she would apparently spontaneously break plates that her food was sitting on with psychokinesis she couldn't control. The condition

unfortunately killed her. Zalty is a boundary-traveling and navigating Godform. I wouldn't be surprised if Einahpets' gift was somehow imbued into Zalty, and I wonder if calling upon him might also be good for the awakening of psychic abilities.

Over time, the Godforms have become Lwa-like figures, and personalities all their own. They do not require a long and tortured ritual to contact, and prefer to 'hang around' the practitioner as friends or allies, if so willing, and if the right connection is made. It is commonly accepted that the Godforms each have a portion of reality to reveal to the practitioner, and get him or her used to these, and generally grant the magician with a higher viewpoint by the end of it. They may represent an initiation, or merely a signpost on your journey to wherever it might be you are headed.

These days (2019 at the time of writing), the DKMU's most active communities (or digital expressions of community, though members do still meet up IRL) are on Facebook and Discord. These modern platforms have their virtues and their drawbacks. Nobody really uses IRC these days, which is where most of the action took place before Facebook came around. The problem with Facebook is that good content quickly becomes buried under the weight of new posts and it's difficult to distill anything relevant. We are currently working to take advantage of these relevant posts and compile them into a magazine series called Xaos Xronicle. But the DKMU is not its Facebook group, or its magazine, or its forums, or its IRC or Discord channel. So long as a certain brand of rare practitioner feels the call to tap the Ellisian Web, and partake in the Assault on Reality, we will be there in spirit and legacy, even if it's one lone soul, breathing breathlessly. Weave well.



## **ABOUT THE DKMU by Jolly Roger**

From Liber LS

THE DKMU is an occult-oriented collective which manifested during the modern age of information. It is not an occult group in the sense that the Golden Dawn was an occult group. It has no ranks, degrees, leaders, or dogma. It holds no official teaching schema. It rather conducts itself by a kind of directional chaos. It is certainly a group of people who take interest in the occult, it has its own history, materials, techniques, and legacy, but it's never been an order. The collective has long positioned itself as a bridge between Chaos/Khaos Magick and whatever might come next. For over ten years at the time of this writing, it has served as a kind of pirate port for those who felt they did not exactly connect with the other more prominent titles of the larger occult scene. Since its inception, the DKMU was a collection of misfits, irregulars, and deviants. Misfits in the company of Discordians & Chaotes, you ask? How could it be so? It was so, dear reader, and this brings us to the beginning of our tale. You may not believe me. You may say it can't be! But this is how it happened.

A long time ago, when the internet still used forums and IRC channels, there was a popular website called 'occultforums.com.' It was **the** place to be for discussing magick back then. The 'MU' portion of the DKMU began in 2004 via a post made by Silenced on the Chaos Magic section of these forums entitled 'Glitterbomb.' Its ideas quickly gained attention, and these earliest Marauders developed the idea of what would later become colloquially known as the Linking Sigil – a simple rune designed to act as a means of linking various agents and operations together in tandem.

For whoever used the sigil, and wherever it was placed, this would link those energies together in a mutual web, or network, for the explicit purpose of

creating a multipurpose meta-spell. The intention of this spell? To ultimately dissolve the veil which separates consensual reality from whatever worlds reside beyond. Or, as it goes, to simply make it easier to bridge the gap. The sigil would serve as an agent of chaos, of erosion, and as a crack in the fabric of consensus reality. Crazy? No doubt. Fun? You bet. Arjil would come to design this sigil, and it, and variations of it, have been used since. What began as a magickal experiment would later turn into something resembling a movement.

Fueled by the sheer want to shake up the masses and to increase magickal thinking in the world, Silenced, Arjil, and others went about putting the theory into action. They marked the seal upon any area where they felt people were wanting or wistful for non-ordinary experiences: the fiction, occult, and religious sections of bookstores, so-called haunted locations, churches, imbedded in other sigils, and anywhere else that fit the bill. The collective placement of these nodes would come to be known as ‘the Web,’ or ‘the Network.’

They called the project ‘the Marauder Underground’. They constructed their own forum, and continued to work with the Linking Sigil in theory & practice. Activity slowed when the website was hacked by an anti-occult Turkish group, and it seemed the project had ended. Energies grew cold, and some practitioners moved on. Disparate marauders, however, continued the work within smaller groups.

Years passed. It was now 2007, and a frustration that echoed the kind once proclaimed by Silenced and Arjil again graced the vaults of occultforums.com. This frustration was markedly different, however, in that it took a fatal jab at the Chaos Magic scene in general. Although the original poster likely desires to have her name withheld, this thread would serve as the soil for what would become the Domus Kaotica, the ‘DK’ portion of DKMU. Just like it had with Silenced & Arjil, two crazed magicians and practicing

Marauders called Sheosyrath & Alysyrose would come to enact some wild shit with Ellis by their side.

The Domus Kaotica's first aim was to slam the traditional IOT Chaos Current square in the ballsack. This was first performed by getting back to roots in terms of what 'chaos' meant. They wanted a chaos that had less to do with mess and disorder and more to do with the ancient Greek idea of Xaos (Khaos) – a kind of Source code for all reality. They differentiated these ideas by adopting the spelling of Khaos, akin to how Crowley distinguished magick (the occult) from magic (sleight of hand and stage illusionism.) Ultimately, both forms of Chaos/Khaos were used for different meanings or when appropriate. Out of these early beginnings came projects and ideas like the atomosphere, retroactive shielding, a post-meta-paradigm, an operation of self-betterment called 'the manifestation of glory' (which later down the line mutated into the A.A.O.), and an archetype/entity/construct/egregore called the Doombringer, envisioned as a mask atop the face of Khaos.

To solidify the Domus Kaotica and open wide a new magickal current to work and play with – called 156/663 – a synchronized ritual was concocted which would stretch across the country called the Chelsea Working. The locations of four practitioners formed a reverse triangle across the United States – Sheosyrath in Texas, Damien Horizonstar in Maryland, Alysyrose in New York City atop the Chelsea Hotel, and Karma Mitchell in California. The ritual was labeled as such due to the position of Frater Alysyrose, and a sort of occult holiday tradition has maintained on every July 17th (the original date of the working) lovingly called Chelseanacht, whereby practitioners engage in any manner of high voltage collaborative magick.

The ritual a resounding success, the 156/663 current up and running, the next few years entailed the frenzied creation of multimedia of all forms. This excitement attracted

old Marauders, now gathering back together in a forum called deathbylollipop.com (now defunct), the makeshift online headquarters of the DK. The IRC channel #domus was also created around this time, and served as the primary means of communication for the reawakening, and growing, collective.

On the earlier days of the DKMU and the group in general, Kevin O'Bedlam and Ave Cthonos have this to say, transcribed from the Cup of Bedlam podcast:

\* \* \* \* \*

Ave Cthonos: I don't know if there's very many people that haven't changed out of that, because I'm relatively new in the grand scheme of things, you know, and in the past four years I don't think that I've met anybody that was somewhat active in the deathbylollipop that hasn't completely changed into something different almost, from what I saw originally, you know?

Kevin O'Bedlam: Well, you know, that's absolutely true. And maybe that's the point. I mean, the whole idea was for change and entropy and dynamism and that sort of thing. So you know, there's solid results, but yeah, there's very few people who I knew, four or five years ago, who aren't completely different. There's a few though. Yeah, it's interesting, man. There's people who I couldn't stand five years ago who are like, my close friends now. You know, and the opposite, too. There are people who I used to get along with quite nicely, and, you know, they hate my guts.

Ave Cthonos: Hehehe, right. It's just, it happens, man.

Kevin O'Bedlam: But there was a point when that community was really trying to stir the pot, and almost scare away people who didn't 'get it.' And now I think it's, there's a lot of people around who don't necessarily 'get it', and 'it'

being, I don't know, this underlying thing - I'm speaking in such grey vague terms that I'm sure it sounds idiotic, but...

Ave Cthonos: Well, it's like, it's kind of funny because we've had this discussion, a few of us have had this discussion before and I think the general consensus comes down to: the DKMU is not an actual group. Like, while there may be people who socialize in it, basically what it is, is an ideology and you either apply it or you don't, you know? And it's funny to see how a lot of people will approach it as some type of social structure, like it's an OTO or something, but when it comes down to it, it's just, it's an ideology that was very extreme and very anti-consensus, you know, and of the idea of breaking the whole illusion of the societal constructs that people just go through every day without questioning, you know, and that's what it really, I think, that's what it really comes down to.

Kevin O'Bedlam: Absolutely, and it's almost amusing too, how there have been projects and things, and stuff that's been published that sort of make fun of the OTO, I don't know if they still do, but there were official DKMU rankings, you know, and like, temples and things like that, and my first year involved, I was very interested in getting my ranking up.

Ave Cthonos: \*laughs\*

Kevin O'Bedlam: Because, \*laughs\*, you know, like I'm a D&D player, I thought that that would unblock my access to Illuminati golds and things like that. And of course it was all a joke, you know, but you'll still find people today who will pay respects to someone because they're like a negative zero, you know? "Oh, he's the temple head, oh, he's a learned master!" \*laughs\*

Ave Cthonos: I mean, that's the thing too, is that any social structure, no matter how autonomous you try to make

it, there's always gonna be, like, some sort of hierarchy, you know, just because of people and their personalities. There's always gonna be somebody who's recognized as an O.G., you know, and all that shit. It's gonna happen.

Kevin O'Bedlam: Oh yeah, I mean, it's true though, but I've always said that the organization needed a leader, and not someone who tells people what to do, but like, a leader personality and, there have been times when we've had that person, you know, and there's been times that person hasn't been so much around, but like... anyways, the whole point is that it's a beautiful thing because you can see the people who don't 'get it' very easily, because they're the ones that are trying to seem like they 'get it'. You know? I mean, dude, I got made fun of so much my first year, like, it was ridiculous, because I didn't get it. And it's hard to explain, because it's almost like understanding an aesthetic, it's almost like being in a school of art. Like saying, "I'm a fauvist," and then you start painting fauvist paintings, and all the other fauvists are like, "oh, well, this is derivative because you want to be a fauvist." And then you eventually get sick of fauvism, and that's when you start painting truly fauvist works. Like, you see that in all of art in a lot of culture. I mean, look at, and you might hate him - Deadmouse - he doesn't give a shit about electronic dance music or whatever you want to call it, and he doesn't want to be involved in any of that community in a sense, and yet he's basically at the top. And I think a lot of it is because he has that attitude.

Ave Cthonos: Yeah, and this relates back to the DKMU in that, the ideas are always gonna change, they're gonna mutate, it's gonna happen, you know. There's nothing you can do to stop that. Anything that's not, you know, some sort of linear, logical set of instructions, if there's some free-form of expression with it, it's gonna change. The more and more people that gain access to it, and experience it, it's not gonna be the same thing.

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On the topic of the DK once having ranks and degrees, this was carried out as a parody of how ‘orders’ often operate, and what they predicted would happen eventually did – some people became very preoccupied in attempting to rise up the joke ranking system (although anyone who took it seriously obviously wasn’t in on the joke!) This parody ranking system has since been long discontinued. At some point around the year 2009, the two not-so-separate bodies of the MU and DK combined into one singular acronym: DKMU. This title stuck, gained a namesake, and has since been used to refer to the collective in whole.

## **DKMU CORE CONCEPTS**

The DKMU has gone through multiple states and multiple skins. Generally speaking, the DKMU advocates using your psyche as a laboratory. Reality then becomes the test subject in your occult explorations. The 156/663 current has been said to denote a form of urban shamanism. Not defaulting to any historical paradigm, it rather encourages the development of personalized magickal systems, alongside giving some examples of this. In a nutshell, the DKMU explores the possibility of designer realities, while also underlining the existence and importance of certain commonalities, commonalities, or fundamental building blocks. Because of this, it tends towards notions of a holistic reality spectrum which includes all possible means of viewing, and that reality, itself, may be created outright via certain means. Although multiple conceptions relating to Chaos, or Khaos, may be found within group materials, the 156/663 current does not take the stance of Chaos/Khaos being the absolute power or mystery, though does employ Chaos/Khaos as being a decent metaphor to describe such a power or mystery. If the individual finds no place for Chaos/Khaos in his or her systems, then it isn’t there. This

already takes the current out from under the larger banner of Chaos Magic, as the type of magick being advocated is wholly individualistic, and might not include Chaos within it. Esoteric freedom is pronounced above all other conceptions. This had led to the want for a supplementary model, not exactly Model-5, but not wholly divorced from it, either. While acknowledging the historical steps that were required to get there, a Model-6 was pronounced, characterized by ideas such as ‘Post-Chaos Magick’, ‘Self-Made Magick’, ‘Just Fucking Magick’, ‘Self-Created Magick’, ‘Perennial Magick’, and so on. They all mean: Your Magick, Your Way. If Your Way means participating in group magick, or doing things a little bit like how others are doing things, it’s still Your Way. Your Way may also be giving a stern middle finger to all the occult tradition and truly doing things from a self-taught perspective and path. As it stands, the DKMU is still growing, and continues to advance its ideas in a post-hierarchical, post-order, technologically saturated, modern occult atmosphere; ever pushing for continued evolution. There’s no time for treading backwards. Push onwards, and evoke eight legged if need be to scale the future faster!

## **TIPS ON USING THE DKMU**

The DKMU is not its FB page, or its forums, or its IRC channels. These outlets simply mark its online infrastructure. The DKMU is a grassroots collective of modern magicians, and this collective is always shifting, changing, and growing. The real “group”, then, exists within the connections held between the people who compose it; fellow conspirators testing the boundaries of magick, reality, art, and beyond. The DKMU has built up a global network of practitioners over several years, and continues to expand. With such contacts known, this allows more ease in travel. At the time of this writing, the most recent meet-ups have occurred in Georgia, New Orleans, and Colorado, with previous meets occurring in New York, Pennsylvania,



Virginia, Tennessee, and New Jersey, among other locales, with some outside of the states, including England, Scotland, France, and Italy. Given its unsteady nature, there have been times when the group has exploded with activity, and other times when activity slowed. Such activity has always been the product of individuals, or collections thereof, and all depends on what certain people are up to at any given moment. This should not deter you from coming up with your own projects, or going about your personal path and using the group as a means of discussion, a place to share your work, share ideas, gather feedback, and so forth. Only using one outlet to do so (such as FB) is discouraged, as not everyone will be using it, and might rather prefer IRC, phone calls, snail mail, and other more visceral forms of communication. The DKMU will benefit any practitioner who is looking for a community of camaraderie, looking for others to collaborate with, a place to share their creative work, looking for new creative ideas for the magick, or is interested in attending IRL meets, both large and small.

## **FINDING THE OTHERS**

Throwing out the Oistar nets is a barnacle encrusted pastime in the DKMU. Oistar refers to any potential member, colleague, or associate, and the Walrus (the collective) must have the good ones! Frater E.S. reports that, when he was living in New Jersey, they gave a ghost hunter crew a copy of the *Assault on Reality* book which piqued their interest and led to meetings. Other similar tactics include using flyers, pamphlets, booklets, business cards, stickers, tags, etc. The *Glamourbombing Manual* by Kiki Wanderer is a great example of material perfect for Oistar fishing/attraction. The aim is generally towards the ‘freak culture’, although other subcultures such as the gaming community are no doubt rife with the kind of people we’re looking for; the weirdoes, the touched, the odd ones, the high-powered mutants and reality deviants. Oistar hunting

can and should be fun. In the end, it's about meeting interesting people. One casts out a net, and sees what happens. Artsy flyers with the DKMU website or FB page linked at the bottom do the job well enough. Another tactic is chalk tagging the Linking Sigil around a certain area where 'odd ones' are likely to gather, letting anyone in the vicinity know that there are Marauders nearby. Wearing t-shirts with the Linking Sigil on them is another way of doing this. The more widespread the Linking Sigil becomes within the occult community, the easier it is for Marauder to meet with Marauder if the sigil is in some way broadcast.

## **COLLABORATIONS**

At any given time, there is often tremendous talent within the DKMU. It has always been a place of artists, musicians, poets, writers, graphic designers, website designers, programmers, etc. The ideas of one person have been known to merge with the ideas of another person to form ever greater ideas. The magick of one person has been known to merge with the magick of other members to form ever greater magick. Creative collaboration is one of the DKMU's greatest assets. Indeed, the grimoire you hold in your hands would not exist without it! One example of ongoing collaboration within the DKMU and other groups is the Wild Mage Metaverse, begun by Xeo Aries Ghost & Frater E.S. This project links together the fictional worlds of several people into one intertwined Metaverse, with some recurring characters and references to other fictional worlds in the mix. Other examples include collaborative websites, collaborative musical projects, collaborative books, etc. In a community of artistic magicians, one would only expect this to continue.

## **DKMU MEETS & HOUSES**

Holding IRL meet-ups is a cherished DKMU pastime. Much enlivened madness has been had at them in the past. On attending meets, the best way to do it is to just jump in without much expectation. The meet will determine how the meet will go. Anyone can hold and/or attend an official DKMU meet-up. It becomes ‘official’ by the holding of it! It doesn’t have to be an Old Blood. We encourage as many meet-ups as possible, small, medium, and large. In the past, these meet-ups usually entailed at least one group ritual. For many people, being around 5-20+ occultists – much less Khaotes – is a rare occurrence. So, when we’re able, we like to take advantage of the scenario and conduct an IRL rite with our fellow practitioners. This is of course optional, and not every meet need include one. On the subject of DKMU Houses, anybody can start one, anybody can operate one, and anybody can use the DKMU namesake to begin any sort of IRL temple. Previous houses include the Kaos Cosa Nostra, the Infinity Network, and the A.A.O., among others. Houses generally operate as specialty projects when more specific ideas require one. For more information on the DKMU and its associated formations, we recommend visiting [DKMU.org](http://DKMU.org), our FB page, and also the documents entitled, “The 156/663 Current & the DKMU” by Frater E.S., and “DKMU’s Assault on Reality and the Ellis Sigil”, by Frater Isla, found online.

The DKMU doesn't care much for the Monolith. Like a virus, aspects of it want to spread so that everyone adopts their views, and the whole world becomes them. If the goal is suicidal homeostasis, then it's good to wreak a little havoc. For over a decade, we have participated in an Assault on Reality using various means of approach. These include:

## **MAGICK**

“Treat your magick as if it is food for your soul.” -  
Stephen Branch

In the war for reality, imagination is key, and magick requires a lot of it. Through the use of magick, which is predicated on the meta-belief that “magick is real”, one can cause changes in local or other realities, presumably by manipulating the probability of events through influencing various natural but occult laws by use of ‘unbending intent’, the result of which in hindsight often appears identical to, and may be ‘explained away’ as coincidence. With inspiration coming from Shamanism, Voudon, Chaos Magick, Discordianism, and others, the DKMU utilizes magick to alter mental states and cause changes in the world. Reality is treated like a laboratory, here. Some interpret magick as being spookier than do others. You'll find a great many opinions on it, but one of the ways we explain it simply is:

INTENT(S) + ACTION(S) = REACTION(S)

And it's just a matter of trying and testing various intents (whatever it might be), actions (sigils, spells, rituals, etc.), taking record of their reactions, and creating or discovering your own tried and true magickal techniques and pathways by this steady testing of psyche upon the outside world, or upon itself. This could, and does, apply to a great many things. Every act of successfully manifested intent is a magickal act – some just happen to be more impressive than

others. Magick places exist in the world also: abandoned buildings, crossroads, a certain place in the forest, etc., any place where the vibration shifts or feels a little off or strange. These places are prime candidates to be 'awakened' with an LS sigil, and added as nodes in the web. The DKMU is also known for its use of Godforms / Egregores. These entities are treated as group allies "making waves on the other side" and regularly make their way into group workings when called for. Centers of archetypal power, they are used for a variety of tasks (though this depends on the practitioner) and represent multiple aspects of reality which can be worked with. Use your magick in whatever way it makes the most sense to you. As the DKMU says: "Your magick, your way!"

## **ACTIVISM**

There are many causes worth fighting for in the modern world. Activism is both a way to triumph vox populi, and put the pressure of the people on the establishment in the hopes that they'll budge, and sometimes, they do. Participating in activism is common enough in the DKMU, depending on the members, and is encouraged as not only a worthwhile life experience, but a vital form of expression in the tumultuous atmosphere of the changing modern world. Magick and activism meet in the form of Glitterbombing, an old school DKMU practice wherein one couples real world action with a magickal message meant to shake people out of the hold of their consensual reality.

## **MEDIA**

To manifest the mind is to become a psychedelic being. The DKMU has long delved the seas of media for interesting catches. Art, writing, and music output make up the bulk of the content seen coming from the DKMU. In the form of audio sigils and hypersigils, members imbue their creations with magickal intent so as to manifest certain effects

on their listeners or viewers. DKMU material has also been used by the industrial band 3TEETH in their lyrics, and imagery depicting the Linking Sigil.

## **MEETS**

Meeting fellow freaks in the flesh is a cherished pastime of the DKMU. Many pivotal rituals were performed by gathered members in the past, and this continues to this day. Hosting or attending a meet is a means of becoming more closely knit with the group's members (or at least those around your area, though inter-state travel is common) and generally leads to more camaraderie after engaging in Wizard Talk over drink and smoke and a bonfire all night long.

### **Linking Sigil Core**

Alysyrose & Arjil, from Liber LS

Note: The text below mixes different models of magickal theory together, depending on the preferred viewpoint of the practitioner in question. One needn't operate within the Energy Model, as an example, in order to use the sigil, nor any one singular model, although the basic theory goes that 'occult energies' do exist, and are utilized by the sigil.

(Alysyrose's section begins here.)

THERE IS no one correct way to use the Linking Sigil. Although certain individuals and collectives have used it in some very specific ways, these do not speak for every individual and every collective. As a trans-paradigm technique, it remains open-source and responds well to any number of imaginative applications. One need only understand the basest most programming held within it, which we may boil down and distill as such:

- 1. Before any other magickal attachments, the Linking Sigil is a Linking Sigil.**

This means to say that the sigil links and connects by design. The locations, objects, energies, persons, ideas or otherwise which it might link up or link to are left to the creativity of the practitioner in question.

- 2. The sigil links to iterations of itself.**

This means to say that the sigil also, by design, connects to each and every other placement, instance and application of itself. These many instances and applications form what is commonly referred to as the 'Network,' or 'LS Web.' This network comprises a multitude of physical and 'astral' locations, thereby also containing a fair amount of multicolored and multipurpose energies which may be channeled & filtered through the use of the sigil.

- 3. The sigil tends to multiply and aggrandize any given energy it comes into contact with.**

Although somewhat more complex due to the occasional inconsistencies, it has largely been the case that the sigil performs itself by a generalized amplification of that which it connects to. This is very likely due to an imbedded symbolism put into place (or believed into place) by the longer use of it. This functionality may directly tie into callings such as "making the world a more magickal place", "meeting face to face with the fantastic", or by a more hard-edged approach, "dissolving the consensual reality." Beyond any more specific symbolic foundation, it might be said that the Linking Sigil ties into any linguistic variation of "magick is real" or "everything is possible." It then might be approached as a rune having more to do with magick itself in a broader sense, and not of any singular type, paradigm, tradition or methodology unless intended.

#### **4. The various energies of the Network may be filtered for specific use.**

When working with the myriad of energies in the Network, there are a number of common approaches. None of these mark the only approaches, however, and all have to do with the intent of the magician in question. Some prefer to use the sigil in a more chaotic sense, allowing whatever will manifest to manifest. Others prefer a more specific and filtered approach, dealing with a certain kind of energy befitting of the present intent. Although the variations are vast and plentiful, one way for doing this is by your common Spareian sigilization technique.

One creates a sigil as he normally would, then either imbeds the Linking Sigil within the design of his own, or places it somewhere outside of the sigil, usually in the upper left corner. His intent while doing so should reflect the way in which he seeks to utilize the sigil. This might be further encoded by the use of symbolic Linking Sigil variations, some of which will be included in a later chapter. If his personal sigil is one such as, for example, “Rebecca is healed” then this is accepted as the Network filter, whereby energies relating to healing are channeled into his personal sigil. It is recommended that one continue with his own charging as well, and not rely solely on the Ellis Network to fulfill the sigil. Often, the mixing of these two, being personal and external energies, work much better than just one. Do not become lazy! This is but a single easily understandable example – be ye ever creative in your ongoing work.

#### **5. The Network is an expansive & growing ‘magickal internet’ comprised of energetic information.**

It is so that all energies, locations, spirits, objects, persons and so on within the Network (and deeper Infranet) are naught but information. It is the duty of the magician to navigate and work with these. If the magician places a hard



belief upon the Linking Sigil and Network, it will respond to him through the filter of that belief. If it is seen as dangerous and unpredictable, such will be the energies it presents. If it is seen as evil and demonic, such will be the energies it presents. If it is seen as purely magickal and wholly neutral, then one may approach it by any means he wishes. This entails the sort of discipline in terms of thought control and self-knowledge expected of any experienced practitioner. Indeed, one may chart and test himself by the use of it.

**6. The Linking Sigil may be viewed and regarded as, though is not intrinsically unto itself, a 'godform' (or egregore) called Ellis.**

For those with a preference towards spirits, egregores and Godforms, the Linking Sigil (LS) may be approached as a feminine entity called Ellis, otherwise titled the Red Queen. Some may prefer this, and others might not. For those with a background entailing the regular use of approachable spirits (Vodoun, as an example) then it should feel right at home. A number of descriptions and lore concerning Ellis may be found in various experience reports and documents both in print and online. Her totem being the spider, Ellis is often visualized as a middle-aged Caucasian redhead displaying what might be called Victorian Era etiquette, though often cryptic, symbolic or illogical. Her numbers are often 3, 5, 8, 9, 333 (no relation to Choronzon) or 275 (10th Century Gematria). Alternatively, 3:00 AM has been attached to her. A number of urban legends have arisen over time attributing the use of Ellis to the appearance of spiders, or having ones fingers or toes unexpectedly injured.

**7. The Linking Sigil is yours.**

Although certain factions of practitioners who use the Linking Sigil have arisen over time, it remains a multipurpose amplifier at the base and an heirloom of the evolving occult community, as was intended, to use in whichever way the

individual practitioner or collections thereof might deem appropriate. Beyond this foremost base of functionality, it is just a matter of interpretation. And the interpretations are endless.

(Arjil's section begins here.)

### **1. The Original Intended Use**

Whatever magickal working you're doing, be it sigil, or ritual, or glamourbomb, or whatever, utilize the LS as a side component. Make your spell just like you would normally. If it's a ritual, put the LS on a piece of paper and stick it in the circle with you, or on your alter just like you do with your other magick gewgaws and symbols. Or for Sigils, make your sigil like ya do, and stick the LS in a corner of the page. You can incorporate it more deeply in either, if you feel called to do so, but really, it does the thing just fine just slapped on there. There are myriad theoretical reasons for this, but basically, it just puts some extra pepper on your efforts.

### **2. Tagging for Input into the Web**

Tag places, things, magickal concepts, or have some resonance that would be a useful and productive resource for the project. Not enough people do this. These tags don't have to be visible to work just fine. (first ever LS tag: Under the fantasy and new age sections at the local Barnes and Noble, because everyday people in those sections are Dumping energy into wishing, into wanting, into searching for, and believing in magick, which was something we wanted to propagate in the world. Think along these lines.) Sacred places, between places, places of power, places that have the \*Shine\*, places people dump a load of energy- the point of doing this is both to feed the web, And to connect and mutually empower all the cool magicky places we can find.

### **3. Tagging to Destabilize, Enchant, or Loosen Concrete Reality**

Find a place that seems like it should have the Voo, but doesn't. Tag it with the intent of waking that shit up, or creating a reality bubble there. Again, this doesn't have to be visible. The LS should empower whatever the prevalent resonance, or "vibe" is. A spooky place is more likely to become spookier, etc.

#### **4. Blast Tagging**

Simply mark the Linking Sigil where it will be seen, just to Ellis the shit out of whoever sees it and hopefully make their day a little more interesting. Sometimes it works, sometimes it doesn't. (This seems to work better on people who need it, if that makes sense.)

#### **5. Tapping the LS Directly**

So we all know about channeling various energies, right? Research it. Learn how. Focus on the LS, and channel that power just like you would draw down the moon, or tap an element or any other energy source - mix this in with your own \*Voo\* and use this for everything from charging and firing a sigil, to charging talismans, to infusing it into ritual work, to direct manipulation (holding the spell construct solely in your head and just throwing it) - whatever part of doing the magick is the "Put the Magick In It" part, use it there.

In the end, the DKMU was erected by and stands for the outsider, whether he or she is an artist, truth seeker, “touched”, philosopher, psychonaut, mentally divergent, or occultist; someone who’s always felt on the edge of things, someone who has had experiences which the dominant paradigm cannot correctly explain away. We will likely always be underground and on the fringe, and perhaps we are healthier for it. Not everyone will hear the call, and even less will act on it. After all, in the event of the consensual reality becoming an overwhelmingly magickal reality, a true world of the human soul successfully exteriorized, with all forms of psychic, cultural, and societal oppression defeated, then we will have no enemy left to fight, and the core action of the DKMU will be rendered null and defunct.

Until then, Death to the Image: Hail the New Flesh.  
See you in the separate reality.

## **RECOMMENDED TEXTS**

Note: For the Oistar, we recommend beginning with these documents, and then going on to explore others. All of these may be found in the Texts section at DKMU.ORG.

**The Arkansas Transcription** – Stephen Branch visits Silenced and Arjil, the two original founding members of the Marauder Underground. This is the conversation that took place, and origins are discussed which are indispensable for understanding the roots of the DKMU.

**Liber LS** – A large collection of articles and artwork from the DKMU compiled into a modern grimoire.

**Ellis: The Assault on Reality** – The very first document released by the Marauder Underground, cataloging the conversation on a forum post called Glitterbomb at the now defunct Occultforums.com, 2004.

**Occultus Conturbo** – The very first document released by the Domus Kaotica, documenting pertinent thoughts and records of the early days. This book also introduces the Doombringer/663, the first Godform after Ellis.

**The DKMU Egregores** – Although they are just as often called Godforms, this document catalogues all the classical DKMU Egregores/Godforms, and means of calling on them.

**THOSE WHO DELVE WILL DELVE  
NON NOSTRUM CADANUNDRUM**

