

PSiONiC PSUPERVILLAIN

A Celebration of Creative Social Deiance

by

Charles W. Cosimano

© Copyright 2006

PREFACE

Welcome to the world where the only rule is there are no rules.

Welcome to a world where there is no truth, no right and no wrong.

Welcome to the world where the only desire that is wrong is the desire that is not fulfilled.

Welcome to the New Millennium.

Welcome to the Age of Chaos.

Introducorius

In the beginning there was Abrams, and Abrams begat Drown and Drown begat Hieronymus and Delawarre. And while all that damned begetting was going on the art of Radionics was getting mired in the swamp of healing because no one was willing to have any real fun with it.

Why?

Because healing is **boring!** And people don't like to do boring things.

The word radionics became more and more associated with healing and psionics was coined for the more interesting aspects of it, like maybe someday people would make psychic machines that could really do things that were worthwhile, like blow up whole entire planets.

Now that sounded like fun!

And psionics remained pretty much the stuff of *scientifiction* (yes, there really was such a word at one time) while governments got very interested in the idea and worked very hard and very secretly to make psychic machines that could do things that were worthwhile, like blow up entire other countries.

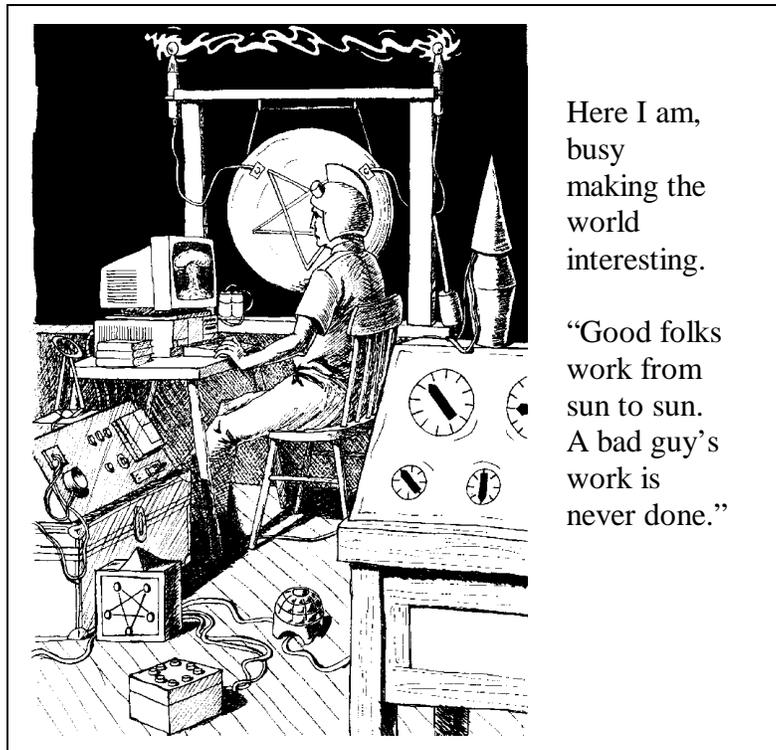
And thus things remained until the late 1980s when, out of nowhere, came a voice bellowing that psionics was fun and everyone could do worthwhile things like blow up traffic cops.

And who was this paragon of oddness and perversity who would shake the foundations of civilization and give New Agers and Wiccans (yuck, ptoeey, spit!) nightmares????

ME, you idiots!

Yep, little old funny looking me, Uncle Chuckie, The Terror of the Known Cosmos. (Triumphant anthem in the background)

So here we go. This is going to be a fun volume, full of all kinds of interesting things, lots of which have absolutely



Here I am, busy making the world interesting.

“Good folks work from sun to sun. A bad guy’s work is never done.”

nothing whatever to do with Psionics but are just good things to know how to do in case you should desire to be a super villain yourself, and if you are reading this then you have probably already decided to do just that. This book is going to be a mass of ideas, gadgets (a few), techniques and ideas with lots and lots and lots and lots of digressions and twists and turns and really scary stuff on occasion.

It's also going to have lots of pictures because books without pictures aren't worth the trouble of reading and most of you are probably used to reading stuff off the web now and expect oodles of nice graphics.

Well, I can't very well promise nice, after all, I have an image to live down to, but there will be many illustrations.

So hop on, take your Dramamine and enjoy the ride.



PSIONIC PSUPERVILLAIN

Why Villainy????

One of the most annoying questions I would often get asked over the years of my wild and misspent youth, usually by a girlfriend, who, being stark naked and tied to a bed or post or something at the moment and not really in a position to be asking such things, was why did I use my knowledge and ability to create chaos (fun) in the world instead of doing good works and healing (doublepluss unfun).

Well, there is a actually a very simple to answer to all that. **I'm psychotic!** (And being round and cute instead of all wrinkled and ugly and dead like Mother Theresa may have something to do with it too.)

No, not really, but I just sort of like it when bad things happen to people I don't like. Or even to total strangers because *true joy is only found in the sufferings of others.*

Ok, you can put your hair back on now. I'm going to try, and try is the operative word here, to explain how this works.

Take a look around you. You've got a whole lot of people running around loose who think that not only do they have the best way to live themselves, but they think everyone else should live that way to. And it doesn't stop at living. They want to control how you think, speak, eat, sleep, work, everything. Now you would think that everyone else would just sort of come out and tell them to go to hell, but for some reason people don't. They just sort of take it and before you know it you have a race of cowards whose lives are being run by a bunch of stinking do-gooders and activists, the sort of folk who are summarily killed in more civilized societies.

If you go through life trying to be a "good person" you are asking for nothing but trouble because these annoying cretins are all out there waiting to tell you what it means to be good and to jump all over you if you don't go along with every little belch and whine.

And can they ever ~~whine~~.

So you are left with the problem of what to do about your life in the face of such people. In the end, who is in control? Is it you? Do you make your own decisions following your own light? Or is it going to be the whiners and controllers?

I think I know what the answer is, at least what answer you would like it to be. But then the question becomes how do you go about that?

The answer that I found, many years ago during the wicked 60's was to play the bad guy. I mean think about it. The villain invariably gets all the good lines, is the most interesting person around and never has to follow the rules. On the contrary, he is expected NOT to follow them. Given that fact, it was a simple matter for me to come to the conclusion that I would be the villain.

I don't know if I can describe how incredibly liberating an experience it is, knowing that one does not have to subordinate your will to the will of the horde. There is an exhilaration to it that is unmatched, knowing that you are free to act in any way, without having to account to anyone for your actions. And, when someone rebukes you for anything, you can simply shrug them off and say, "Hey, I'm the bad guy. I'm supposed to do that stuff." And then all they can do is sputter in impotent fury and stamp their little feetsies.

As an example, one time a fellow student, possessed by Satan-knows-what demon, asked me what I was going to do about what he termed, in all seriousness mind you, "your responsibility to the inner city."

I looked rather quizzically at him and said, "Nothing at all. I don't have any responsibility to the inner city. Whatever in hell gave you that idea?" At that, he just sort of gasped and stood with his mouth open not knowing what to say. Back in the 1960s they simply did not expect such a forthright answer.

So the funny rhetoric aside, once you free yourself from a lot of these petty considerations of good and bad you are seriously free. You have to understand something here. When you use psionics, you are beyond the reach of any law. There is no recourse from your actions. You can burn, murder and pillage the minds of everyone and no one can do the slightest thing about it. In fact, they will have no way of knowing if you are the one doing it.

This is the sort of thing that makes Psionics really really fun to do, much more interesting than just making people well who should be dead anyway.

And that's just the Psionic stuff.

Okay, something you have to realize here as you get started. The technique stuff is easy. Anyone can learn to use Psionic equipment. Frankly I'm getting incredibly bored with just writing about that sort of thing. After all, there are only so many ways you can say the same thing over and over and over again. What we are going to work on here in this volume is creating an entire self-image and ultimately a public image as well as having a jolly good time and then getting down to wrecking the planet in the process. Style is everything and style is what I am going to teach you how to create.

You see, if you do a real good job of being a villain, you can do all sorts of politically incorrect things as well as things that are socially unacceptable and still be able to walk into a party and have people be very pleased that you are there, not in spite of your behavior, but because of it. If you do it right, you can break every rule of god and Man and you will discover that not only are you lionized for breaking those rules, but the folks who would try to ostracize you for your actions are themselves the ones to be isolated because they come off as crashing, self-righteous bores and no one wants to be around them.

Now you have to do this right. **Because while boring is stupid, stupidity is worse.**

There is little point in dressing a part and going around proclaiming how evil you are and then going into conniptions if someone does something that seems to

violate conventional morality in some way. That is the quick way to look real stupid real fast.

The other thing is go around proclaiming yourself to be evil and then trying so hard you end up in the hoosegow. Do not sacrifice your common sense, as uncommon as that quality is.

Rule One. This is not a 24/7 thing.

You are permitted to feed the birds in winter, be nice to little old ladies in the grocery store and even say a kind word to your sister-in-law on occasion, though for the life of me I have no idea why you would want to do that. (Ok, you do it to make your wife happy.) Don't take yourself so damned seriously that no one can stand you. In fact, it is better if you never take yourself seriously at all.

Rule Two. Life is a joke, treat it as one.

No matter what the whiners on local television may say, cynical detachment from the affairs of the world is always in. Operate under the basic assumption that everything a politician says is a lie and you can never go wrong. And never, never, under any circumstances, take a television journalist seriously if he uses the word "crisis."

If you can watch the day's news and get a good laugh, say "Who gives a fuck?" and then go back to playing a video game without letting any of it disturb your dinner you will be off to a good start.

At this point, cultivating a profound sense of irony is the most useful thing you can do.

And here, with the appropriate roll of the drums, is an example.

A whole passel of years ago, a couple of days after Xmas, there was a fire in Chicago. Now that is no big deal. There are always fires in Chicago, some of them rather big and one nearly burned down the whole city (the damned fools rebuilt it, unfortunately). But what made this fire truly funny was the fact that not only did it kill off one useless future drug dealer but it was started because the little brat wanted a barbecue for his birthday, so his obliging and retarded family started a fire going in a pan full of oil which his moronic father was carrying through the living room. He dropped it, setting the whole building burning, and praise be to Darwin! Such genetic material should not be propagated!

And Moloch got a well-cooked little monster for an offering!

I was at a girlfriend's house when that came on the news and immediately broke out laughing, to the absolute shock and horror of her mother (shocking girlfriend's mothers seems to have been quite a habit with me when I was young but now I merely terrify in-laws) so I explained my behavior by simply saying, "Well, they *WANTED* a barbecue!"

You have to learn to look on the sufferings of strangers as a source of entertainment and remember that the only problem with suffering humanity is that it is not suffering enough!

If you can learn to look at the world from the point of view that nothing that does not directly affect you is of any value you can learn to appreciate better the dark humor that makes up human existence, those little ironies that make the most seemingly tragic events quite funny. It is always possible to find some little nasty twist to put on things that not only will bring out a feeling of terror from those around you, but also make them laugh at what you say no matter how horrified they may be.

A good method to use in getting the desired response is to find out the kind of reaction people expect and then never give it to them. One of my favorite methods is to watch the news, hear of some minor disaster like a train wreck or something and then complain that we can never do disasters right in this country because we never manage to get enough people dead and that that fact is a sign the world is going to hell.

It works like this. The announcer on the news, trying to sound like it matters, says that a school bus has rolled down a hill and two children were killed. Your response should immediately be to shout with indignation, "Is that all? Can't they even wreck a school bus right any more?" If you want you can even go into a long speech about how when you were a child a wreck like that would have killed every kid on the bus and if that wreck had occurred in Bangladesh it would have killed everyone for ten miles around. In fact Bangladesh is the perfect target for your outrage simply because anyone who is stupid enough to build a country in a floodplain deserves all the disasters they can get. Just treat it as a metaphor for the sum total of all human stupidity and you can't go wrong.

As long as you can find some totally bizarre thing to say and say it with conviction, you can achieve your goal.

Your hearers will not know how to react. Should they try to rebuke you and have your indignation turn on them or should they laugh at what must obviously be a joke? If you have managed before this to persuade them that you really dislike children (as all people of taste and breeding do--disgusting little plague carriers that they are), they will wonder even more. But the important thing is that they will not expect you to react in the way they would. You have separated yourself from them in a very real, very definable way and in a way that will ultimately work to your benefit.

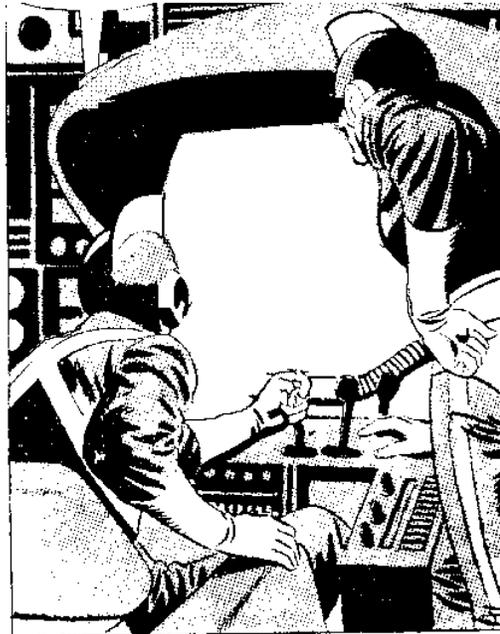
You see it works like this. Everyone works on the assumption that people share certain common beliefs. It makes things easier in some ways if they do and historically societies did share such things. These common beliefs allow members of a given social group to make value judgments about other members of that group. It gives them leverage, control if you will. But that leverage never extends to those outside the group. The Pope doesn't really get upset if a Baptist doesn't consider him infallible (well, maybe Pius XII did but he was never quite the same after Hitler lost and heard voices as well). If someone is separate from them, does not ascribe to a given belief or value structure, that person is not expected to follow the rules of the group, but rather gets a great deal of leeway in action, more freedom in a very real sense. No one really expects a Baptist to

modify his behavior because of something the Pope says, quite the contrary, people would be very surprised if one did.

Now, if we were living in a very closed, very tribal culture, this would not work because such societies tend to close ranks and eliminate outsiders and the non-conformist literally has to take over and kill all his opponents in order to survive, like the Prophet Mohammed did (peace be upon him). But our broader society prides itself on its openness to everyone. A group that becomes exclusive becomes looked down upon. So people are conditioned to accept differing approaches to life. The villain, faced with group of people who does not appreciate the art of his villainy can say, with some approval from his fellows, that the ones who disapprove are narrow-minded buffoons and everyone will join in the disapprobation and ridicule that will naturally follow.

So you see, the point of all of this is freedom, the freedom to think, to speak and to act. By removing yourself from the herd you acquire the right to act in ways the herd does not approve of.

Of course that means you have to start thinking of yourself as the bad guy and enjoying it, so after a bit of useless metaphysics I'll get onto the real stuff of villainy.



And no one drew spacemen like Gil Kane in the 1950s. Just thought you should know that. If you look at the headgear, you can see that he had an obvious influence on my work.

METAPHYSICS OF EVIL

There is rational of Villainy, not merely of crime, for while all criminals are Villains, not all Villains are criminals. Quite the contrary. Many of the greatest deeds of wickedness have been performed by those individuals whose probity in the eyes of the law was unquestioned, even by their victims. Yet, in spite of that fact, it must be stated that the frail mortals who seek to legislate for their betters, for it must be admitted that the legislator is among the foulest and lowest example of the human species, have never understood the high calling of Villainy and have ever attempted to stand in its way, thus forcing the man who would follow the true path of darkness to stand outside the law.

In view of this, there is the temptation to link the highest calling to the actions of the petty miscreant who is only capable of robbing some worthless wretch of his life savings. Fie upon such foolishness! The true Villain is one who, secure in the knowledge that he is a part of the great chain of being, will undertake to bring chaos into the world, cause suffering on a massive scale and in general make life worth the trouble of living.

So at this point we must consider the nature of evil itself, not merely as the opposite of good, but as a pre-existent quality, the *summam malum*, if you will, of all human behavior. A *ding an sich* which manifests itself through the activities of those who heed its glorious call.

But at this point we must clear up a misconception that may emerge in the mind of the literate reader. We will not concern ourselves with the illiterate ones. It must not be supposed for even the barest second that we hold to the peculiar theory so popular in late classical times, which stated that evil was a physical substance. No wonder the Empire fell! Evil is not a thing. It is, rather, the manifestation of the primordial darkness from whence sprang the universe itself.

In the beginning, as we all know, there was nothing but darkness. The great explosion, the ultimate violence which created the universe, time, space and all therein, had not yet occurred. And the first cause, if you will, the first intelligence which made the whole thing go boom, was the Lord of Darkness. How could it be otherwise when Darkness was all there was? And of him came his fellow Lords of the Night, self-made, creatures of power. And for reasons which we cannot even speculate upon, they conspired to create Light, the manifestation of weakness, to oppose their strength. Who knows? Maybe they were bored.

And thus the great Blast took place. And out of that gigantic conflagration, the universe and Light were born. And of the Light came another, far inferior form of intelligence, the Lords of Light, who believed themselves to be self-made, but were, in fact, merely the demented creations of the Lords of Darkness, who made them to be their playthings.

But the Lords of Light persisted in their foolishness, as they do even to this endarkened age, rejecting the wisdom of the Darkness and choosing to exult in its place the madness of light and its corresponding principle of weakness. And to mask the truth, which they can never admit, not knowing it themselves, they created the beings, perhaps beasts would be a better word, called by men Heroes. And these Heroes were given the illusion of strength to counter the true power of the Darkness.

The Lords of Darkness were amused by the new game, but disturbed as well, for the Heroes worked their false strength with such cunning that they feared that the race of men should be forever lost to the falsehood of Light and be seduced into the paths of weakness. It was out of that fear that the Lords of Darkness created the Villains, who would forever stand against the heroes and make humanity realize that weakness is a disease and that compassion, its symptom, is as a lie, an illusion, a foolish dream and by opposing, end it. And the Villain must always win, for there is no way for the Hero to even have a hope of triumph unless he becomes like the Villain, to use the force of Darkness to his benefit and thus become one with the Darkness itself.

But why must the Villain, who is strong, be considered evil and the Hero, who is weak, be considered good? It is only through the success of the Great Lie, worked upon the minds of men by the insane Lords of Light. The definition that they have driven into the foolish hearts of men is that Light is good and Darkness evil and they have been so successful in that striving that they have not only made themselves to believe it, but all other men do as well, and thus, we, who, in spite of our higher allegiance, are nonetheless men, must adhere to that definition until the forces of Light are destroyed and Darkness once again reigns supreme in the universe.

Ours is, after all, the superior way. The Darkness which we serve is the first cause, the true Creative Force out of which came all there is. Light, being the mere creation, is far inferior and cannot be other in spite of the Great Lie.

This the reason that by allying ourselves to the Lords of Darkness we partake of their strength and their wisdom, unlike our adversaries who follow a weaker path. Those fools who follow the path of light, have no such great resource to draw upon, save that small hope of Darkness in the black hearts of mankind. Heroes are weak, being themselves followers of the principle of Ultimate Weakness. It is the desire of the Lords of Light that men should remain powerless, while the Lords of Darkness give strength to whomever calls upon them and follows them in the way of the Shadow.

The Lords of the Light thrive upon ignorance, for is not knowledge strength? And wisdom, that goal of all true men, comes from knowledge. The word of Darkness is strong, far superior to the silence of Light and thus is it not true that where the book-burners hide, are not the followers of Light among them?

Ignorance, on the other hand, produces weakness, just as it produces foolishness and the Hero is always an unlettered beast, who has no ability but in his overdeveloped muscles.

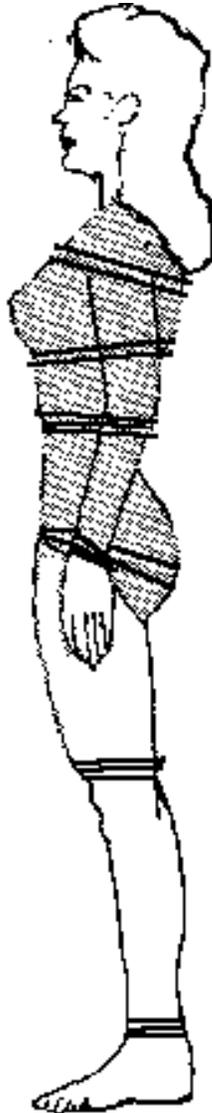
Out of this must come conflict. The Light cannot withstand the Darkness which surrounds it and absorbs it. The Light cannot bear the Truth that it too is of the Darkness. But the Darkness and its Lords are patient and can wait while we, their chosen ones, the Villains, do the Great work and drive the forces of Light and Weakness from the world.

Whew! Glad that's over with!

Now, the important thing to remember is that none of the above may be true, or all of it may be true, because there is a basic credo to all this and that credo states that "Nothing is true, everything is permitted." So if you want to take a bit of warmed over Gnosticism and turn it into a personal religion, go ahead and have fun. Maybe you can even make some money at it, which is, after all, the only thing religion is good for (besides giving folks a reason to kill other folks, of course).

It is also good to remember that the wicked do prosper and since everyone wants to be prosperous, the wickeder they are the better off they are.

Be patient, we get to this later.



BASICS OF *VILLAINY*

Ok gang, here we go with the basic parts of becoming a villain.

All philosophers write of the problem of good and evil. Primarily, they wish to address the question of how one is to be a good man in evil times. In this, they are mistaken, for if experience teaches anything, it is the good which is to be avoided and the evil which is to be embraced.

As it is written:

"Straight from the shoulder,
I think like a soldier,
I know what's right and what's wrong.
I'm the Original Discriminating Buffalo Man
And I'll do what's wrong as long as I can."

When one hears those stirring lines, the heart thrills with joy. Were it only that simple.

There is an important thing to remember; all societies use the concept of good and evil to enforce conformity. Therefore the surest way to evil is to discover what constitutes conformity and then do the opposite. In other words, you must first learn the rules in order to break the rules. If a quality of the personality is regarded as virtuous, cast it from your life and if a quality is regarded as a vice, amplify it, uplift it, practice it and **enjoy it**.

It is in seeking to know what is considered good that many a budding Villain falls by the wayside, for in that search, they fall prey to the insidious nature of goodness itself. They catch the dreaded disease of conformity. They begin to seek the acceptance and approval of their fellows for its own sake, rather than as a cloak to cover their own dark and happy deeds.

While the distinction may be obvious when reading about it, it is far less so in practice. It is very unwise to assume that merely because you have chosen a path that places you beyond the common ruck that you have automatically become superhuman. While we may all look forward to the next step of human evolution--Homo Horribilis--when man shall truly be wolf to man, it is with our present condition that we must deal.

All evil must produce a feeling of suffering in its victims. There must be pain of body or mind or both, for as it is written:

"What doth it availeth a man if he kill the whole world if it dieth without pain?"

Franz Hartmann, whom you've probably never heard of (be thankful, he was a bore), wrote over a century ago, "The real villain, however, is who performs evil for the love of evil without personal considerations. ...This power of evil may kill the man...that never offended it, and by whose death it has nothing to gain, destroys for the sake of destruction, causes suffering without expecting any benefit for itself, robs to throw away the spoils, revels in torture and death."

YES!!!!

The work of the Villain, therefore, is to cause human pain. You must study hard this work, for it is not sufficient to merely injure the body of your victim, you must damage the soul as well.

What is it that causes most people to suffer? Fear. For we know that it is the fear of something which is far worse than the thing itself. Take Death for example.

In and of itself, death is far from terrible. The human condition is such that in almost all cases, it is preferable to life. Yet all sane men fear dying. Often this fear is the result of base superstition, tales of punishment in an afterlife, for example. But usually, the real fear is not of death itself, with its total cessation of suffering, but rather of dying, for as the saying goes:

"Death is always quick, but the road to it can be exceedingly slow."

But death is not always the greatest fear. There are the classical phobias: heights, confined places, water, etc.. There is the fear of poverty, humiliation, social isolation. And, most powerful of all, fear of injury to loved ones. Not for nothing is it said "He who loves leaves hostages to fate."

For that reason, the weakest and most helpless of people are always those with the strongest emotional ties. These are the ones who you will find the greatest joy in attacking. It is one thing to torture the parent. It is quite another to torture the child in the presence of the parent. This is a basic fact to which all of the great evildoers in history will attest.

Therefore, one of the first actions of a Villain must be to learn of the fears of his victim. Never forget that the fear of pain is often harder to bear than pain itself. The wise interrogator knows this, as does the capable dentist.

As a Villain, you must cast out all fears from your life. You do this in order that your enemies may not be given some hold over you. You must value life so little that you can look a robber in the eye and say "Go ahead and shoot."

To some, this may seem to be an unnecessarily harsh view. And their reasoning must be considered. To be evil is to be truly alive. It is to be unencumbered by the weaknesses of our fellow men. And one can hardly live to the fullest if one is dead!

But as all social control is based on fear, the one who is not afraid is the one least able to be controlled. This you must never forget. ***Society has no defense against one who is truly willing to die. Or willing to destroy everything!***

Fortunately, however, our great work rarely requires such extremes, for as it is said:

"He who fights and runs away, lives to fight another day."

Yet this is the whole of the matter. All Evil is based on the suffering of our fellow men and our Villainy is based upon our capacity to inflict pain and to enjoy inflicting it.

Yahool

It is this very ability to take our pleasure in the pain of others that gives us our strength. For we feed upon that which weakens the lesser breeds of humanity. Consider this: Who is more likely to survive? Will it be the one who shares his food, or the one who hoards it? The answer is obvious. But there is one beyond these, who manages to appear to do good while really doing harm.

Study well the ways by which men are deceived. The wise Villain teaches his child the mores of his society, not that he should be so foolish as to accept them himself, but rather to learn that people's values are levers by which they can be manipulated.

And remember, the stronger a quality which resides in a person, the more likely it is to become a weakness. A man who is truly honest is the one who is easiest to cheat, for being incapable of cheating others, he is unlikely to expect it to happen to himself. But the most damning and damaging weakness of all is guilt. Guilt is the direct result of the presence of a conscience. It is the controlling element in the hands of good-doers by which they seek to maintain the power of the weak over the strong. No real Villain is going to let himself be controlled by his conscience. It gets in the way far too many times until it is brought under control by the Villain. It is not easy to attain this perfect state and no one who tells the truth will make light of the difficulties that you will face. But you must make the attempt. It is only power that separates the Villain from the common ruck, the power of his mind and of his character, dominated by the sheer, unyielding ruthlessness of his personality.

Consider if you will the parable of the Wise and Foolish Soldiers. In Vietnam, there were two American foot soldiers, each in a different unit.

The unit with the First Soldier found itself under enemy fire and huddling with a group of civilians. A grenade fell among them and the Foolish Soldier unthinkingly threw himself upon it, saving his comrades, but at the cost of his own life.

The unit with the Wise Soldier was in a similar circumstance. But in this case, the Wise Soldier threw one of the civilians on the grenade, saving himself and his fellows at the cost of a total stranger.

In the above story, the Wise Soldier was no less courageous than the Foolish Soldier. He merely was able, in the emergency, to call upon his superior character, schooled in ruthlessness, to make the right decision. He did not hesitate to think, but instinctively sacrificed the weakest of the party that he might survive.

For as it is written:

"What profiteth a man, if he save the whole world and lose his own life in the process?"

Or, as my father used to say as the WW2 veterans would march by on Memorial Day, "*Remember son, those are the damned fools who got shot at.*"

In other words, if you are beside a river and a small child falls in, you let the little bastard drown. And, if you're lucky, you have your camcorder nearby and you can get some material to sell to the local news and make some money off it. At the very least you can put it up on YouTube and everyone can have a good laugh.

Now, let us consider the making of an evil deed.

You have seen blind people. Who has not? With their staggering around and tripping people with stupid canes they're a goddamned menace and they should be exterminated. And in more civilized societies they would be ground up for sausage stuffing! But you must remember that our society values weakness. It has lost the capacity to enjoy another's pain. Hence, people place an inordinate value upon the well-being and happiness of those whom nature, in his greater wisdom, created to be despised. This results in such perversions of nature as ramps on sidewalks which are nothing more than a danger to everyone who does not use a wheelchair. Better to have had everyone in the wheelchairs shot!

This being the case, society, in its foolishness and vain sympathy, has given the True Villain an obvious target. Therefore, you must first study this victim.

It cannot see. This means it has no sense of direction and no warning of danger except that which can be heard, felt or smelt. The most simple act then, can take on far greater significance. All the Villain need do is give the disgusting creature the wrong directions. At the very least, it will staggering off not knowing where it will end up and at best it may be hit by a car with a resounding and very satisfying squishing noise, or even, if you are very lucky, fall off a cliff. But the real fun comes from all the fuss that people will make over this, as though the life that was lost was of any value in the first place.

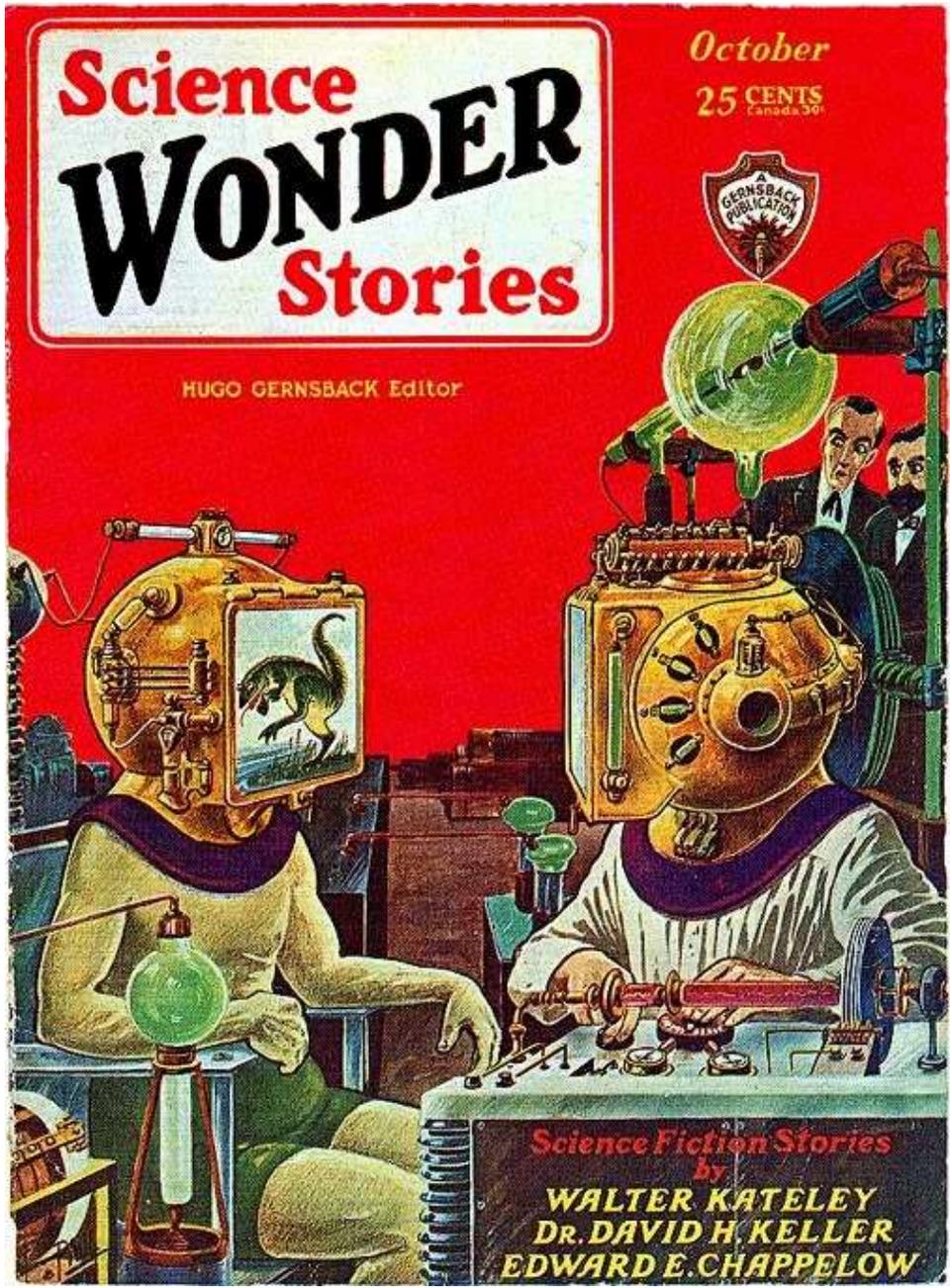
HAH!

Thus you may see, that by preying upon the weak and useless, you may cause great annoyance to the strong. One should not rob from those who are rich, for at most you cause them only a mild inconvenience, at greater risk to yourself as they often have the means of retaliation. But when you steal from the poor, you cause great and lasting suffering.

Therefore, let it be your guiding principal that all actions taken in the name of Villainy be directed against those who are too weak, either in resource or in spirit, to defend themselves or to retaliate against you.

And never assume that just because the person appears weak he is going to stay that way. That's how lawyers get their brains blown out.

Never forget that cowards die peacefully in bed.



It's amazing the ideas that are out there if you look for them.

BEING THE **BAD GUY**

Being a bad guy means that you have to acquire a mindset that will put you in opposition to the world. There are a number of ways of doing that, the easiest being to simply watch the news and realize that the people being portrayed as victims are really nothing more than worthless idiots who deserve everything they get thrown at them.

And you have to remember that being evil is cool. Evil rocks, evil swings, evil moves, evil is the stuff of living. Where Goodness is all the stupidity of Princess Dead, the ugliness of Mother Theresa and the incompetence of Jimmy Carter, Evil is joy, well-being, comfort and happiness.

But you want to do more than just have an attitude, you want to express that disdain in a positive, aggressive manner without going out and physically pushing blind people into the path of oncoming traffic, fun though that may be because such action has certain attendant difficulties involved if you get caught.

We're gonna steal from the fluffy bunnies. No, that doesn't mean you have to go out and rob the local candle shoppe. You see they have this weird idea that if enough people put out thoughts of sweetness and light the world will sort of fall into line with that. Ok, it's not that crazy an idea. If something can get put into the mahatmosphere with enough oomph behind it people can lock into it and who knows what kind of trouble can result, because if do-gooders get their grubby hands on something you know for sure they are going to try to make life miserable for the people who should not be miserable--like you!

The best way to counter this plague is to create one of your own. After all, just because we can't go around injecting people with HIV doesn't mean we can't poison their minds. That's why I wrote a chapter on that. (It's coming up soon so keep reading.)

This little creation has its roots in the 1993 World Parliament of Religions, one of the biggest and silliest gatherings of its kind in history (but hell, it was a great party). About 8,000 people were jammed into the Palmer House in Chicago and the organizers had some really bizarre and stupid ideas. They started off with a crypto-fascist **loony** named **Robert Muller** who used to work for the UN (now, right away, that should tell you something!), got advice from his dead wife and whose goal in life was to create a super-religion controlled by the UN. I know that sounds like Uncle Chuckie has flipped out completely and next thing you know he may start speaking in tongues, but after hearing him my friend and I looked at each other and said that for once the fundamentalist Xtians might be right, for the first time in 2000 years!

Damn! That would be something different!

But that was only the beginning. It got worse!

Next, the organizers brought in some hopeless refugee from the 1970s named Gerald Barney (not to be confused with a purple dinosaur who is much smarter)

who apparently really believed that back in the 1970s there actually was an energy crisis.

Can you say “**MORON?**”

He was so utterly stupid that the thousands who heard him left the ballrooms muttering "BULLSHIT!" to each other and resolving to totally ignore the mixed and assorted nuts who were organizing this debacle.

Finally, the ultimate lunacy was the idiotic diatribe they called the Statement of Global Ethics created by Hans Kung (who in the good old days would have been burned at the stake and I never thought I would find myself agreeing with the Pope, but Kung really *is* a crackpot) and presented to the assembled representatives of the various faiths as a *fait accompli* which they were expected to sign without any discussion. That nearly turned into a riot as the representatives of the various religious and spiritual bodies in attendance threw a fit and threatened to walk out onto State Street and start shooting unbelievers.

Now, you may be very well asking yourself what the hell was a paragon of worldly wisdom like your Uncle Chuckie doing at this thing? Well, I was there because it was a great party, one never misses an opportunity to sit in the lobby of the Palmer House which is one of the most beautiful public rooms in Chicago, and I was rather hoping to see the Hindus and Moslems shoot each other down on State Street in front of the hotel. That didn't happen (curses!) but there was a very pleasant exchange between the Sikhs and the Hindus which caused the police to be called to one of the plenary sessions. Unfortunately no one was killed.

Oh well, can't have everything.

But there was actually some good that came out of that gathering in that it gave us a framework to work against, the Declaration of a Global Ethic. And one of the things that preceded it was a chant created by the organizers which was supposed to put everyone in the world (I'm serious! Never let it be said these folks think small in spite of the lunatic ravings of Gerald Barney.) in the proper mindset for what they were doing. I won't repeat it here; I would not so offend your digestion, or mine for that matter because I would have to copy it (It would make my scanner die!). It was called the *Chant for the Universe* and it was so sickly, sugary syrupy that even my sentimentalist do-gooder friends (yes, I have several) could not repeat it without feeling violently ill with me, with one notable exception but the poor man is obviously mentally ill and needs lots of prayer.

As I do not complain without trying to fix things, I wrote this response.

LITANY AGAINST THE UNIVERSE

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

Rejoicing in the power of Evil.

Alone we stand, together we are mighty, bringing devastation
to the weak of the Earth.

Let all the creatures of this earth cower in terror.
Surrounded by fire, enchanted by death.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

With a heart of iron

We attack without mercy.

When we see the cold, let us give them ice.
When we see the hungry, may we let them starve.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

With knowledge and with power

Together we work to conquer the earth

Let the rivers run dry, let orchards be barren,
Let the air be as dust in the dark of the moon.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

Together we raise the unrestrained fists of violence, of
vice and of crime.

Let all know subjection to the lash of our tyranny.

Together we are free from all restraint to conquer all
people and rule the earth.

Let all those enslaving rejoice in their power,
Let those enslaved writhe in their chains.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

Let the words of the other be ground into silence,
They have nothing to say that's worth listening to.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.

Great is the power, the power of darkness,
It casts out the light and boredom from our lives.

Fierce is our path, our roadway to glory,
Anger is fuel and blood shows the way.

We rejoice in the power shown by the atom,
We bless the destruction of all that is weak.

Spirit destroys, the breath of life poisons,
All teachings of earth are false and are lies.



As you can imagine, the do-gooders reacted to this with some dismay. Hell they ran for their fucking lives! And one of the most fun moments at that gathering for me was watching Charles Tart (famous parapsychological superstar whose nose is even more prominent than mine and that takes some doing) squirm in my presence and try to avoid me once he took a look at my name tag. Name tag hell, those things were as big as the Aaronic Breastplate! If *Father Satan* himself had popped up before him, little Charlie Tart would not have been so disturbed.

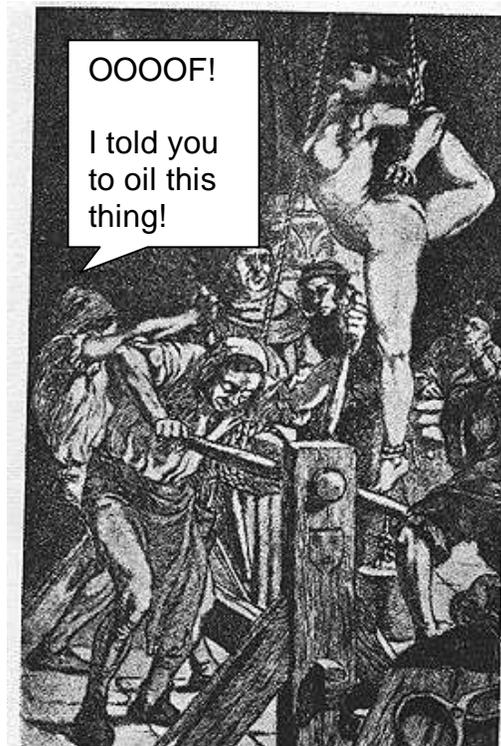
So what the hell do you do with this thing?

Well, you repeat it!

Every morning when you get up, you take a minute to recite the litany. Not only will it help you get through the day but also if you do it often enough you may set up a pattern in the local atmosphere which will cause an increase in drunk driving, petty crime and maybe even boost the homicide rate.

Hey! It can't hurt!

And after you have been doing that for a while, you can add the war meditation. The instructions were written for a group but you do it as an individual just as well.



DAILY MEDITATION FOR WAR

Find a quiet place where you can meditate without being disturbed. Sit in a comfortable position on a chair or cushion. Close your eyes, breathe deeply and allow yourself to relax.

Mentally link with each person in your group by repeating the name and picturing the image of a person you all hate. This will help bring the energy of the group to its fullest, most destructive power.

Find the ultimate center of hate inside yourself. This may prove slightly difficult at first, but it is usually a simple matter to remember those times when you have been injured or offended. Let the feeling of hate well up within you until you feel that you are about to burst with fury.

Visualize your circle of hate extending until it encompasses the entire earth, creating an atmosphere of anger, of violence and of destruction. Continue this visualization until you can see the planet as it would be seen from space. See it being enveloped with red light and becoming transformed into a glowing ball of seething rage. Hold this image for as long as you are able.

Dedicate your own energies to the realization of destruction in whatever way possible.

Close with the following verse:

*Oh hidden anger, rising from every atom;
Oh hidden rage, boiling in every creature;
Oh hidden hate, consuming all existence;
May all who feel themselves filled with thee
Know that they are at war with every other.*

This meditation is also good for charging your murder crystal which is something I will be describing later so watch for it.

Now for the Declaration of Aggressive Individuality.

This was created as a response to **Hans Kung** and his nonsensical and worthless global ethic. You see one of the important things we are working with here is not merely the rejection of an authoritarian structure, but the creation of an anti-structure that can oppose it at the deepest levels of the human psyche. By using this Declaration, one can appeal to those most base and therefore most valuable of human instincts (nothing of value is created unless it has selfishness as the operating motive) and in doing so create a sort of psychic insulation against the current set up by such monstrosities of degenerate humanitarianism as the **Kung** blasphemy.

With that in mind, here it is.

Declaration of Aggressive Individuality

Humanity is in danger and the danger is now so all-pervasive that to ignore it is no longer possible.

The search for peace has become a refuge for tyranny. Humanity is born in despair to live in fear and die in filth. The superior are ruled by the inferior. Too many children are born and far too few of them die before reaching an age where they can breed more of their worthless kind.

This must cease.

We condemn the sentimentality that sees the poverty of the poor as wrong. We condemn the concept of justice which seeks to elevate the weak and foolish to rank of human. We reject sensitivity. We reject fear.

We reject any attempt to impose any ethic which is at odds with our interests and our pleasures.

To this end we declare:

1. That all are independent. That no individual is in any way responsible to any other individual or group for his actions.
2. That violence has primacy in all non-loving human interaction.
3. That the earth exists to be exploited and despoiled as we see fit to do so.
4. That we reject all foolish notions of human dignity.
5. That we reject all notions of equality.
6. That the poor and weak and stupid may be exploited and despoiled as we see fit to do so.
7. That we shall oppress, injure, torture and kill other human beings as it should serve our purposes to do so. We affirm the joy of domination and abuse.
8. That we reject all notions of sexual morality and affirm the right to obtain pleasure in any and all ways at the expense of whomsoever it should please us.
9. That we affirm our commitment to greed, power, prestige and money.
10. That we have the right to destroy any who seek to impose their will upon us contrary to these declarations.

By promulgating this declaration by whatever means necessary, you will go far to making life very interesting for the do-gooders out there as they recoil in panic from its ideas. It also gives you a working framework when you have to encounter one of the enemy because now you have something to respond to them with. If a do-gooder tries to tax you with the global ethic, you can then respond with the counter. It won't persuade her, but it will shut her up, which is what you want to do anyway.



In the good old days they knew how to handle do-gooders!!

IMAGE IS EVERYTHING

Imagine this, you are wearing your best black outfit, got your shoes shined and everything. You pull up the car, park it, get out, put on your expensive shades and walk into the nightclub and immediately trip over someone.

Whoops!

As you try to recover your lost dignity, you crash into a table and knock over everyone's drinks.

Sounds pretty bad right? Well, it is and it all happened because you did one really stupid thing. You put the sunglasses on before you went into the club so your eyes did not have a chance to get used to the dark.

You managed to blind yourself without even looking into the laser beam!

This is the sort of thing this chapter is going to try to teach you to avoid. You have to know how your body works, how your Slave's body works (yes, I said *SLAVE*) and what clothes are best for both of you as well as organizing the henchstaff.

Ok, now that I have your undivided, I can start teaching the important style stuff.

First thing is you have to have some idea of the type of person you are going to be, the type you want to project and a lot of that depends on your physical make-up. For example, much as I would like to look like Christopher Lee, being short and round is going to make that impossible. So I have to work with my short and roundness. Answer--Peter Lorre, who did some damned good scary horror work without being at all horrifying in demeanor.

You see there is this thing people have where they expect everyone who is cool to be skinny and menacing, like Jack Palance in his younger days, with a deep voice that speaks rarely, laughs even more rarely and sort of lowers over everyone like an avalanche about to descend.

Well, the tallest man I ever met was a United Church of Christ minister who was 6'7" and didn't have a sinister bone in his body and looked absolutely ridiculous staggering down the front steps after two of mother's martinis (one of which would floor an unregenerate alcoholic). Height has nothing to do with villainy, less to do with psionics and yes, it can be useful, but if you don't have it there is no point in worrying about it. In fact being short can be a real advantage if you play the game right.

So let's start with clothes, after all, Villains rarely run around naked.

Let us say that it is a given you are going to wear a lot of black. I started wearing it because it made me look thin and discovered that at that time there was some new age nonsense going around that the colors you wear had some bearing on the state of your soul. So, whenever I was around my new age friends I made

sure to wear all black and thus make them very nervous. And besides, it made me look thinner.

But wearing all black has other advantages, besides the fact that blood stains don't show real well on it. Designers of women's clothing back in the 1950s termed it Basic Black and knew that it had the advantage that any accessory would look good with it. It made coordinating jewelry much easier, so women wore it a lot. Then in the early 1960's men wore a lot of black suits because any necktie would look good with them, but there was a problem because the cut of the suits at that time made all the men look like undertakers.

That was not a good thing.

Fortunately your suits don't have to be black. Gray actually works much better. But back to black.

It is the universal non-color. And in addition to the fact that it helps you blend in with all the young folks it means that you do not have to worry about coordinating.

The important thing is that you avoid the trap of considering something "your color." Men do not worry a lot about that, but women have been known to and they forget that the color they think is unique to them is being worn at the same time by millions of others. It is a stupid thing so do not worry a lot about being unique in dress. All you will achieve is to make yourself look ridiculous. The key is not what you wear, but how you wear it and where you wear it.

Let me give you a fun example. I'm an ordained Gnostic Priest. I don't make a big deal out of it for lots of reasons, but I do have a clerical shirt with the funny white collar tab thing. This is extremely useful if I have to visit a friend in the hospital, particularly if the friend is in intensive care, because if you walk into a hospital and they see the collar no one will question you or keep you out, you can go visit literally at any time, even in the middle of the night. The only drawback to this is the occasional having to give last rites to a dying Roman Catholic in the next cubicle. (You wouldn't believe the things people confess when they are dying! I really must remember to carry that little tape recorder.)

But it has lots of other advantages. (In fact, so does being ordained in general so send off to the Universal Life Church for your ordination now. You won't regret it.) You can make life very difficult for people merely by your presence in the outfit.

For those of you (I know you're both out there) who do not know already, I'm pretty heavy into S/M and I'm a pretty heavy top. I play hard and I manage to scare novices a lot. And I was, for a number of years, an officer in a Chicago BDSM Discussion club called the Chicagoland Discussion Group. We would also have parties on a regular basis and one of our members was an obnoxious and ignorant fool who thought that his wisecracks were funny (No, not my brother-in-law). Ok, that describes me too, but I'm the one telling the story so it's this other guy!

Anyway, I was going out at one time with a young woman who was the masochist from hell. I mean she determined how good a time she had by how many WEEKS the bruises lasted (my poor arm!). And she had this religion thing so we went to one party with me in my clerical suit. It turned out to be priceless!

The obnoxious one was a middle-aged, rather stupid Roman Catholic with all the guilt associated with that stuff and he took one look at the collar and he did not say a word all night. He was in shock.

So there we were in the dungeon, my girlfriend clad only in her blushes, tied to a cross getting a really serious whipping by me in my clerical shirt speaking Latin and poor Mr. Obnoxious sitting silent down in the social area unwilling to even go up into the dungeon, much less play.

Damn we had fun!

Ok, so now think about this. All it took to completely silence the guy and probably destroy his whole weekend was a simple change of clothing. People react to clothes without thinking, it's a programmed response.

Let me tell you another story, which shows how things can go wrong if you don't realize this fact.

I have a friend who is priest in the *Liberal Catholic Church*. In fact he's a bishop now, but he was only a priest when this happened. Now you have to understand that the LCC is sort of a warmed over Anglicanism with some dashes of Theosophy in its theology. It has a married clergy, like all Protestant faiths and its clergy wear Catholic style vestments during the rituals as well as the Roman collar. These are VERY confused people.

At this time my friend was going out with the woman who later became his wife and she was assisting him at church. So they would go to church, do the religion thing, and then after church go out to have breakfast in what was a heavily ethnic neighborhood of Chicago.

They got terrible service!

Now, my friend is Filipino and his now wife is White, so they thought they were being discriminated against because they were an interracial couple. Except that that was not the reason. Because it was after church, he was wearing his clerical collar and the waitresses thought that he was a Roman Catholic priest out holding hands with his girlfriend and we all know that Catholic priests are only supposed to hold hands with MEN! Especially while in uniform!

Whoops!

So this is a case where the clothes caused something unwanted to happen. Keep that fact in mind.

A good Villain always knows what buttons it is safe to push!

In essence we are dealing with the difference between style and eccentricity. Style is useful, powerful. Eccentricity, while it has the delightful aspect of seriously bugging the relatives, can often only get you laughed at or worse unless you are a genius like me or really really rich. Then you are expected to have some little quirks.

So back to clothes. You have to pay attention to the cut. Rumpled is ok if you are a scholar or writer. Any profession that works with the mind allows you to be a little loose about clothing because you are expected to have your brain working on other things. Which means if you really want to terrify people you occasionally change into something that fits perfectly, preferably an expensive suit. In fact, you should have at least one reasonably expensive suit of clothes for business stuff and funerals.

Now, what happens when you make that change. We live in a casual world. People wear clothes to work in offices that years ago would they not have been seen wearing in their garages while working on their cars. Which means that if you appear dressed very uncasually you can get noticed real fast. Remember, you aren't trying to make people like you, you are trying to make them afraid of you because that is what villains do. So if you appear well dressed and everyone else is casual (assuming it someplace where you would not be totally out of place like at a picnic or something) you have a natural advantage because in most cases you will set off the "Oh My Gawd! It's the Boss!" response. Now, the folks around you will probably have no conscious idea that that is what is happening, but they will nonetheless be deferential.

Now let's take that one step further. Combine the gray or dark suit with sunglasses and you get the "Oh My Gawd! It's the Feds!" response. That's a purely conditioned response from popular culture but it's there and you can have lots of fun with it.

You see that's the trick of picking your clothes. You decide what kind of effect you want to create and then choose the outfit to match.

Anyway, you get the idea about that now, so on to more important things.

Posture!

Ok! I can hear all you young'ns out there saying "Whazzat?" Well, posture is the bearing of your body and once upon a time it was considered to be something important. Unfortunately, it was said to be important by a lot of old fuddie-duddies who had some really strange ideas about life, like not having sex until you were married and other such nonsense so when the time came that people just sort of realized what a pack of silly old bores those folks were, the posture baby just sort of went with the bathwater.

Anyhow, what we are dealing with here is not so much the "sit up straight and breath from the top of your lungs" bullshit but rather what came to be called "body language."

Oh, damn, I have to explain stuff again!

Some 30 years ago psychologists started to publish books on how to read people by the way they held their bodies, that positions revealed a state of mind. It actually was a pretty good piece of work and quite useful because it's true. People do reveal how their inner minds are working by the way they hold themselves. What the psychologists who wrote those books may not have been thinking when they put them out, however, was that by studying the material, one could learn to consciously use certain postures and gestures to create an image totally the opposite of what you would be really feeling.

For example, there is gesture known as "peaking" in which the hand are held with the elbows resting on something and the finger tips just touching, creating a peak. When this is combined with leaning back, it denotes great confidence.

So, if you are in position where you feel really unconfident, sit back and do that gesture. You will find the people sitting around you will react as though you are in command of the situation even if you really aren't.

Or, if you want to look very bored, even though you are extremely interested in what is going on, fold your arms on your chest, lean back, tilt your head and look around the ceiling. Everyone will think you are zoning out and ignore you and you can keep very close track of them without them realizing you are doing so.

If you sit with your elbow resting on a chair arm and you head supported by your thumb under your chin with your index finger circling around the upper lip, you will appear to be deep in thought. This posture allows you to either pay very close attention to what is going on without people realizing how close attention you are paying or go off and daydream because they really are boring you half to death!

Now, if you really want to scare the living shit out of someone, sit back, peak and just have small smile while looking past their heads. This will allow you to have the image of staring without really doing so and thus you won't blink. This is the classic "I got you!" pose and it works real well in any sort of conflict short of physical violence.

And if someone tries to peak you, respond with the bored pose, which says, "I really don't give a bloody damn about this so stop wasting both our time."

When you sit, it is better to slouch a little than to sit straight up. Slouching is a sign of comfort and confidence. It shows that you are happy in your surroundings and in command of your situation. Sitting straight up is only useful when working at a desk for some time because that takes strain off the back but otherwise has no benefit. In fact, in a social situation, it puts you in the position of the inferior.

The one thing you should never do, unless you are in a crowded noisy place where you need to hear, is to lean forward towards a person. That puts you in a position of serious inferiority and you want to avoid that.

Another trick is using or not using eye contact.

One time I was invited to a dinner party and I knew that one of the guests considered himself to be person of some importance. I needed to take control of the dinner, so to speak, in order to get something done and that meant not being in an inferior position to the other man.

As it was a small party given by a very close friend of mine, it was a simple matter to claim one of the ends of the rectangular table, which meant that I had possible claim to the head of the table.

He took the other end, with the same result in mind.

I removed my glasses.

When I took my glasses off, my natural nearsightedness made it impossible for him to gain any eye contact with me, and thus he could not use his favorite form of control. He could not fix me in his gaze because my gaze would simply not focus on him. That, combined with a bit of slouching made it impossible for him to gain any sort of dominance and I was able to get what I wanted.

Now, if I had really wanted to be nasty about it, I would have worn my sunglasses through the entire meal. That would have created a masking effect and he would not have been able to tell where my eyes were at any time.

Eye contact is a tricky thing. If you use it too much, you can create an aggressive response and if you avoid it altogether you can create the impression that you are trying to hide something. That is one reason why, if you don't need glasses, you should wear sunglasses as much as possible. When you wear sunglasses, you remove eye contact as a possibility and thus no one can interpret you through that. At the same time, you may make others nervous because they may become convinced that you are watching them and they can't make eye contact back at you.

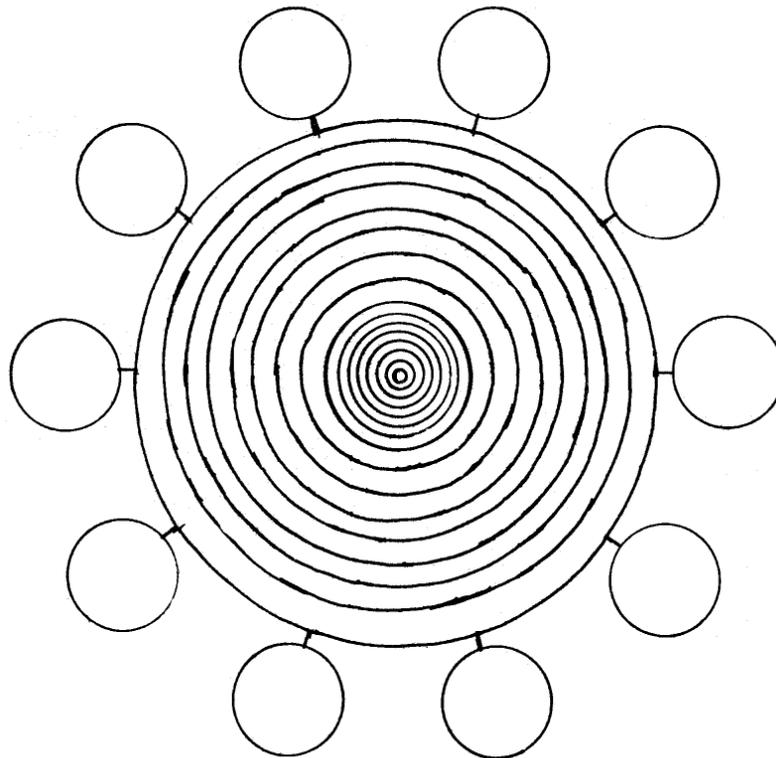
Ok, now that we've covered that, it's time to do some work on your aura.

Oh no! I can see you shaking your head and thinking you're going to be fed New Age nonsense again. Well, stop worrying. Just because we may steal some of their tech does not mean we steal their motives.

So, with that, I suppose it's time to get to that dirty word:

Meditation!

It's gotten to the point where I really hate to even use that word because it has such yucky connotations but it is really only a technique for controlling the mind and making it do what you want it to, not what someone out there is telling you it should do, so with that in mind, I offer you the following short lesson.



MEDITATION

I've already put in a couple of things with this but now I can go into the subject in some greater detail and then you can go back to the war meditation and give it just a bit more oomph.

All right, let's start by telling you what this does NOT include.

You do not have to spend the rest of your life eating vegetative matter.

You do not have to screw your body into some god-awful position that even a team of chiropractors armed with muscle relaxers and chainsaws can't get you out of.

You do not have to wear cotton.

You do not have to give up wearing shoes.

You do not have to stand on your head.

And you don't have to chant in Tibetan, Sanskrit or Mongolian!

All you have to do is sit!

That's right, just sit!

Oh, there's a little more to it than that, but that is the basic skill.

All you need to get started is a comfortable chair, but not one that is too comfy because you don't want to fall asleep doing this. Sleep tends to defeat the purpose. Any armchair with a reasonably straight back is perfect. And if you don't have one, go to the local Salvation Army store or Goodwill store because you can get some very nice furniture real cheap. (How much money do you think psionics makes? I have to know this stuff!)

Anyway, once you have your chair, find a quiet place to work. Now, I understand that that is not always easy. Apartments tend to be noisy and even a house can have other people in it or worse, neighbors with children who play in the backyard and scream up such a storm that if someone were being murdered no one would notice. If you are beset with such problems, not to worry. All you need do is go to the local pharmacy and purchase, without haggling, a set of ear plugs. The waxy type that can be molded to the fit the shape of the ear are the best because they can keep out just about any sound. I once slept through a riot wearing them and I've used them for pistol shooting and hardly even heard the gunshots. They were much better than the standard ear protectors.

Ok, that problem is solved. Now you have to make sure you are not likely to be disturbed.

This can be a serious problem if you have a family. I once wrote that the way around this, if all else failed, was to sit in the bathroom because then you could be reasonably certain of a few minutes of peace. Another option, especially since now you have the chair and want to use it, is to wait until everyone is in bed, or get up a bit earlier than they do.

So much for the logistics.

Now you are ready to get started.

It is best that you wear something comfortable, that won't bunch up in inconvenient places, not tight but rather loose. In fact, if you can work nude, so much the better. You don't want anything distracting you if you can avoid it.

Sit in the chair, trying to keep your back straight. I know, this runs counter to my previous instructions about slouching, but this is not to impress people, this is to get the energy flowing around you.

Let out a nice, long sigh. This has a natural relaxing effect and if you do it a few times, you will notice that you feel quite a bit of tension leaving your system.

Sitting is the first stage. Just sit and notice things. That's all you have to do. Pay attention to your body. Notice the muscle tension in your shoulders and the twitch in your left leg. You can't help but notice the itch and do not hesitate to scratch it. There seems to be some relationship between not moving and itching because whenever I've tied up one of my girlfriends over the years she would immediately develop an itch somewhere.

You will also notice that you hear things you normally would not. This is perfectly natural and normal, nothing superphysical about it. There are a lot of environmental sounds around us that we pay absolutely no attention to because our minds are on other things. It's sort of like when you are trying to sleep and the house makes all kinds of noises it doesn't make during the day. Actually it makes those noises all the time, but you aren't laying in bed trying to sleep so you don't hear them.

Now, as you do this, you will notice that you no longer really notice things around you because your mind will be so busy that it won't have time. It can really only concentrate on one thing at a time and you can be so absorbed in noticing the strange things in your body that you don't even notice that the basement is flooding and pretty soon the water is nearly up to where you are sitting.

Well, maybe you don't want to be THAT detached from your surroundings.

Anyway, work on this for a week or two just to get the feel of it and get yourself in the habit of setting aside a few minutes (about ten to twenty) per day for this sort of thing. Meditation is one of those things where habit can become very important.

Here we get to use another dirty word, so cover your ears.

MANTRA

I know, just the sound of it sets your teeth to grinding and you want to go out and shoot a cab driver, but control yourself. All it is is a set of sounds that when properly used can program the mind.

Sit and start meditating. Try to breath regularly, but don't try to force it. I remember when I first tried that and I nearly found myself having a heart attack. I mean it really pounded and scared the living shit out of me!

So just let you body decide what it wants to do with that, it knows best.

Notice how you breath, how you inhale and how you exhale. If you are not doing that, begin now or you will turn blue and die and have no further need of this book.

After discovering that you are, in fact, still breathing, pick a couple of sounds, one for the intake and one for the exhalation (isn't that a wonderful sounding word?). The Indians from India (not the ones running the casino downtown) came up with a useful little pair of noises, So and Hum.

Now, superstitious and gullible New Agers, hearing this, immediately assume that there is great spiritual power in those words and run around with them printed on Tee shirts. Just shows what they know!

Those damned idiots can even make Wiccans look intelligent!

So and Hum are nothing more than the sounds the breath makes as it goes in and out. That's all they are.

As you inhale, think the sound So and as you exhale, think Hum.

Do this for a while and you will notice an interesting effect. Your mind will no longer notice the various things it was noticing before and so you will have to become really careful so as not to get so wrapped up in this that you don't hear the alarm until the firemen break down the door to rescue you! The last thing I want is for you to get really burned up about this and be mad at me!

Keep this up for a time, maybe for about a month until you get into the habit again. Once you have gotten to the point where you can pretty much shut things out it is time to really get to work on yourself.

Working on the aura and the psychic image you project takes a bit of time, so don't expect results the next day. Give it a week or two. Remember that Rome wasn't burned in a day.

Now, the first thing you have to decide is what kind of villain you want to be. There are a number of different types to choose from, ranging from those who rely on brute force to those who can worm their way into people's minds and wallets. We call the former truck drivers and the latter politicians.

What you want to do is give the impression of strength without having to resort to stupid brutality. It is, after all, very difficult for someone with a pistol to take anyone armed with mere muscles seriously. And with psionics you are going to be armed with something a hell of a lot more powerful than a pistol though not quite as quick.

Thus the impression you will want to make is someone with calm, overwhelming power who does not have to depend on mere physical force to get things done. A person to whom the rules quite literally do not apply, therefore there is no point in even bringing them up.

Get yourself some comic books.

Ok, I'll bet that woke you up!

Study the villains in the comic books.

I'm not kidding. Those characters can give you keys to the way you present yourself.

Now, as most of my knowledge of comic book characters is pretty out of date, (the bulk of you weren't even born when I was buying them new, but now I collect the old ones I missed) I won't use them as the concrete example but rather pick one that most of you can relate to, Darth Vader.

Consider this character well. While physically imposing (after all, it is a movie villain) he rarely does anything physical except get in a few sword fights. His real actions tend to involve little more than the occasional movement of a couple of fingers and his voice and delivery, ah, there is the key. The moment in *The Empire Strikes Back* when Princess Leia and Han Solo encounter him in the conference room and he says, very simply, "We would be honored if you would join us," is one of the classics of understated power.

So it is power that you want to ooze out of your aura.

Now it is time to meditate. Picking your character carefully, begin to meditate and as you do so, feel yourself becoming that character, even to the point of looking like him. Work on this every day until you notice that you are taking on certain personality characteristics that you didn't have before. And pay very close attention to how people react to you.

This is important. While you are not going to change your physical appearance (no way could I ever be as tall as Darth Vader), you are going to be setting up a pattern in your aura that will make people who come into contact with you respond to you as they would to the type of character you are creating. They will feel it at an instinctive level, so while you want to create something powerful, you don't want to create something that will produce revulsion. And you don't want to make the mistake of creating something that will get you into trouble.

So watch what you are doing and if it is not working get rid of it.

But once you have that character down, sit and meditate and begin to do things in your imagination as that character. See yourself walking around as him and doing various things as him. Just remember as you do that that you remain you and you are merely doing this to internalize (old psychological word) certain useful qualities. It is not necessary to do what a cult in the late sixties did and go out and wear the same costume as the character. That is going too far.

Keep your common sense and your head screwed tightly on your neck!

Repeat after me:

Image is everything!

Ok, now you have your character down, it's time to do more work with it.

Begin to meditate. Take on the form of your character and feel yourself becoming him.

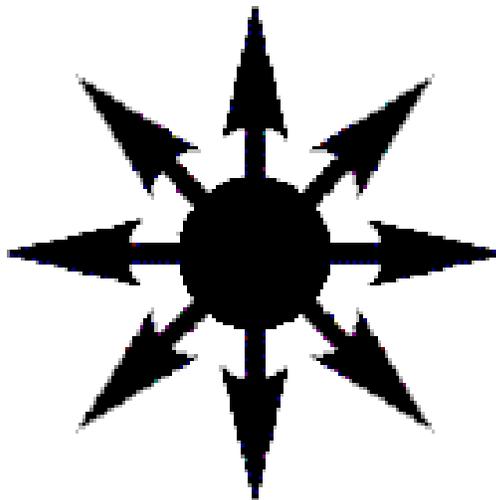
Now see yourself in the center of a vast empty space in which you the very center.

Begin to expand yourself until you feel that you are filling the entire space.

Now, start to see people around the edges of the space being pushed out by your expanding self. See them as being subservient to you and responding to you in that way. See that they exist only to keep you happy and content and know that they see themselves in that light as well. They are your willing servants and will remain that way forever.

It is at this point that you have to work on the bad guy part.

Make an audio tape of the following and use it to go out on an adventure as your character. Repeat it occasionally because it will help you develop the kind of ruthlessness you will need to accomplish your work of villainy.



POWER TRIP

MAKE YOURSELF VERY COMFORTABLE. NOW, RELAXING FIRST AS FULLY AS YOU CAN, CONCENTRATING ON YOUR BREATHING, IN AND OUT, AND NOW LISTEN CLOSELY AND DISCOVER THAT YOU CAN RELAX EVEN MORE.

WATCH YOUR BREATHING, AND AS YOU WATCH IT, RELAX YOUR BODY A BIT AT A TIME, BEGINNING WITH THE TOES, JUST LET THEM GO VERY LIMP AND RELAXED. THEN RELAX THE REST OF THE FOOT AND THE ANKLES, FEELING THEM GOING COMPLETELY LIMP AND RELAXED. AND THAT RELAXATION IS MOVING UP YOUR LEGS TO THE CALVES AND THE KNEES AND ON UP TO THIGHS. AND JUST GOING VERY, VERY LIMP IN YOUR BODY AS I DESCRIBE THE PROGRESSION OF THIS DEEP RELAXATION TO YOU.

AND NOW ON UP INTO THE PELVIC AREA, RELAXING, RELAXING RELAXING MORE AND MORE RELAXED. AND THE ABDOMEN NOW, AND ON UP INTO THE CHEST GOING LOOSE AND LIMP ALL OVER. BY NOW YOU ARE NOTICING YOUR EYES GROW HEAVY AND YOU WILL WANT TO CLOSE THEM. LET THEM CLOSE AND CONTINUE TO RELAX, HEARING ONLY THIS VOICE. THE FINGERS, THE WRISTS, THE FOREARMS, THE ELBOWS, THE UPPER ARMS AND ON UP TO THE SHOULDERS NOW, FEEL THE RELAXATION. ALL STRAIN OR TENSION SLIPPING OUT AND AWAY FROM YOUR WHOLE BODY, THAT THE NECK FEELS SO LOOSE AND LIMP NOW, AND JAW, THE LIPS, THE CHEEKS AND EYES, RIGHT UP TO THE FOREHEAD AND OVER YOUR ENTIRE HEAD.

THE ENTIRETY OF YOUR BODY IS RELAXED NOW AND RELAXING EVEN MORE AND MORE, SO THAT YOU ARE JUST AS LIMP AND RELAXED AS AN OLD RAG DOLL APPEARS TO BE, AND YOU REALLY ARE THAT RELAXED, AS YOU LISTEN TO WHAT I HAVE TO SAY TO YOU AND YOU WILL WANT TO LISTEN EXTREMELY CLOSELY AS YOU ARE LISTENING JUST TO ME, BECOMING AWARE OF JUST WHAT IS SAID TO YOU, AND OF YOUR RESPONSES TO WHAT IS BEING SAID TO YOU. AND FOR A LITTLE WHILE NOW, WITH CLOSED EYES, REMAINING RELAXED, BREATHING SLOWLY AND DEEPLY, FOCUS YOUR AWARENESS ON THAT BREATHING AS YOU BREATHE IN NOW AND THEN BREATHING OUT.. IN AND OUT, IN AND OUT...

TWO MINUTES

AS YOU SIT IN THIS RELAXED STATE, KNOW THAT YOU ARE ABOUT TO TAKE A JOURNEY. IN YOUR MIND, FEEL YOUR ASTRAL BODY RISE FROM THE CHAIR, LEAVING YOUR PHYSICAL BODY BEHIND AS IT MOVES TO THE CENTER OF THE ROOM WHERE IT BEGINS TO DRESS FOR THE JOURNEY IT IS ABOUT TO TAKE.

FIRST, YOU DON A PAIR OF BLACK, LEGLESS TRUNKS. FEEL THEM GO ON AND THEN THE BOOTS, LIKEWISE BLACK, GLOSSY, SHINED AND POLISHED WITH STEEL PLATES IN THE FRONT. NOW YOU PUT ON THE SILVER BREAST AND BACK PLATES WHICH ARE MOLDED TO FIT PERFECTLY TO YOUR BODY. YOU PUT ON THE BELT. IT IS WIDE AND BLACK AND HAS A SILVER BUCKLE, ROUND, WITH THE ENGRAVING OF A

LIGHTNING FLASH CROSSING ITS CENTER. AT YOUR RIGHT SIDE THERE IS A BLACK, COVERED HOLSTER. YOU OPEN THE FLAP OF THE HOLSTER AND REMOVE THE PISTOL. IT IS A HEAVY BLASTER WITH A FITTED, PLASTIC GRIP, TWO COOLING VANES IN FRONT OF THE TRIGGER GUARD AND A SMALL, SILVER BALL AT THE TIP OF THE BARREL. YOU REPLACE THE PISTOL IN THE HOLSTER.

NOW YOU PUT ON YOUR HELMET. IT IS SHAPED AND FITTED LIKE A CRASH HELMET, SILVER, WITH THE THIN COMB RUNNING OVER THE CROWN LIKE THE COMB OF A MORION. IT HAS TWO, SMALL, SEMI-SPHERICAL EARPHONES ON THE SIDE AND PAIR OF GOGGLES, LIKE MOTORCYCLE GOGGLES WHICH COVER AND PROTECT YOUR EYES. THERE IS A BREATHING MASK FITTED TO SNAP IN PLACE OVER YOUR MOUTH AND YOU SNAP THIS INTO POSITION.

YOU LOOK TO YOUR RIGHT AND YOU SEE YOUR VEHICLE AS IT STANDS WAITING FOR YOU. IT IS FRAMED BY TWO THICK HOOPS, ONE HORIZONTAL AND ONE VERTICAL. THESE CROSS IN FRONT AND IN BACK. MOUNTED IN THEM IS A SADDLE, LIKE THE SADDLE OF A HORSE AND UNDER THIS SADDLE IS A MACHINE WHICH POWERS THE VEHICLE. YOU CLIMB INTO THIS SADDLE AND LOOK DOWN AT THE CONTROLS. THERE ARE TWO RODS, ONE ON EACH SIDE OF A SMALL RADAR SCREEN, EACH TOPPED WITH A SMALL BALL, ABOUT THE SIZE OF A GOLF BALL BUT SMOOTH, LIKE THE CONTROLLERS OF A VIDEO GAME. EACH ROD MAY BE MOVED TO THE FRONT AND REAR AND THE RIGHT AND LEFT. THE ONE ON THE RIGHT CONTROLS YOUR MOTION ON THE HORIZONTAL PLANE AND THE ONE ON THE LEFT CONTROLS YOUR MOTION ON THE VERTICAL PLANE. AT YOUR FEET ARE TWO PEDALS, THE ONE ON THE RIGHT CONTROLS YOUR ACCELERATION AND THE ONE ON THE LEFT CONTROLS GUNS, TWO HEAVY BLASTERS FITTED ON THE HORIZONTAL BAR, FIRING FORWARD.

YOU SIT COMFORTABLY IN THE SADDLE, AS YOU HAVE DONE SO MANY TIMES BEFORE. YOU PRESS A LITTLE ON THE ACCELERATOR AND PULL BACK ON THE LEFT LEVER. YOU BEGIN TO RISE THROUGH THE CEILING, THROUGH THE ATTIC AND FINALLY OUT INTO THE OPEN AIR. YOU PUSH HARD ON THE ACCELERATOR AND PULL BOTH LEVERS ALL THE WAY BACK. YOU SHOOT OUT FASTER THAN LIGHT, AS FAST AS THOUGHT ITSELF, RUSHING PAST THE MOON, PAST THE PLANETS, PAST THE STARS. YOUR DESTINATION IS THE STAR SIRIUS, MORE ACCURATELY A SMALL GREEN PLANET THAT ORBITS IT. YOU KNOW YOU ARE NEARING YOUR DESTINATION AS A SMALL BLIP APPEARS ON YOUR RADAR SCREEN.

AS YOU APPROACH THE PLANET, YOU SEE A LARGE, INDISTINCT OBJECT BEFORE YOU. YOU EASE UP ON THE ACCELERATOR AND APPROACH IT. IT IS A HUGE MAN IN A WHITE ROBE. HE IS AS TALL YOU AND YOUR VEHICLE COMBINED. YOU KNOW HIM TO BE THE GUARDIAN OF THE SECRETS YOU ARE ABOUT TO ENCOUNTER. HE RAISES HIS STAFF IN AN ATTEMPT TO BLOCK YOU, BUT YOU PUSH ON THE ACCELERATOR, PULL BACK ON THE LEFT LEVER AND SHOOT AWAY FROM HIM.

THE LARGE MAN AIMS HIS STAFF AT YOU AND BOLT OF LIGHTNING FLIES FROM IT, BUT YOU PULL ON THE RIGHT LEVER AND IT MISSES YOU BY A COUNTRY MILE. YOU LOOK AT YOUR RADAR AND YOU SEE THAT SEVERAL BLIPS ARE APPROACHING FROM ABOUT THREE O'CLOCK LOW. YOU PULL INTO A WIDE TURN TO MEET THIS NEW THREAT AND YOU SEE FOUR BAT-SHAPED BEINGS COMING AT YOU, UNDOUBTEDLY DESIRING YOU FOR THEIR LUNCH. YOU DIVE ON THEM AND PUSH YOUR LEFT FOOT DOWN, FIRING YOUR BLASTERS IN SHORT, BRIGHT BURSTS. THIS CATCHES TWO OF THE BEINGS AND THEY DISAPPEAR IN A BRIGHT FLASH OF LIGHT AND THE OTHER TWO RUN AWAY.

YOU TURN BACK TO WHERE THE GUARDIAN IS WAITING. AS YOU BRING YOUR VEHICLE LEVEL WITH HIM, YOU PUSH THE ACCELERATOR TO THE FLOOR AND CHARGE AT HIM, FIRING YOUR GUNS. YOU SEE THE BLAST BOLTS HIT HIM SQUARE IN THE MID-SECTION AND HE LITERALLY BLOWS INTO SMALL PIECES OF GLOWING MATTER, FLOATING AIMLESSLY IN SPACE.

YOU PUT YOUR VEHICLE INTO A GENTLE DIVE, COMING DOWN OVER THE SURFACE OF THE PLANET ITSELF. YOU FLY OVER FIELDS OF BRIGHTLY COLORED GRASS AND AS YOU DO SO YOU ENCOUNTER AN ANTI-AIRCRAFT BATTERY THAT FIRES RED BALLS AT YOU. YOU CIRCLE AND RETURN THE FIRE, DESTROYING THE BATTERY AND THOSE MANNING IT.

FINALLY YOU REACH THE TEMPLE. IT IS A SMALL, GREEK STRUCTURE WITH COLUMNS ON ALL FOUR SIDES. IT IS IN THERE THAT YOU WILL GAIN THE POWERS THAT YOU SEEK.

YOU LAND YOUR VEHICLE AND DISMOUNT, DRAWING YOUR PISTOL AS YOU DO. THERE ARE TWO MAN-LIKE CREATURES GUARDING THE DOOR. THEY ARE BOTH TALLER THAN YOU AND HAVE HORNS ON THEIR FOREHEADS AND BRIGHT SPEARS. THESE ARE THE GUARDIANS OF THE THRESHOLD. YOU FIRE YOUR PISTOL TWICE, KILLING BOTH OF THEM. YOU STEP OVER THEIR SMOLDERING BODIES AND WALK INTO THE TEMPLE.

THE TEMPLE IS BARE INSIDE EXCEPT FOR A BLUE GLOBE HANGING FROM THE CEILING BY A SINGLE CABLE. YOU HOLSTER YOUR PISTOL AND STAND UNDER THE GLOBE, WAITING.

YOU WILL NOW FIND YOURSELF BECOMING AWARE OF RAYS OF WHITE LIGHT REACHING DOWN TO YOU, SPARKLING WHITE LIGHT. A CONE OF THAT LIGHT SURROUNDS YOU NOW, GROWING BRIGHTER AND BRIGHTER, SPARKLING AND SHIMMERING, WARMING YOU WITH ITS RADIANCE. AND THAT LIGHT CONTINUES GLOWING BRIGHTER AND BRIGHTER, AS YOU FEEL YOURSELF TO BE MERGING WITH LIGHT, BECOMING THE LIGHT AND FINDING YOUR AWARENESS TO BE THE LIGHT INCARNATE.

YOU FEEL THE LIGHT CONCENTRATING ON THE BASE OF YOUR SPINE AND YOU FOCUS YOUR CONSCIOUSNESS ON THAT BASE, BECOMING

AWARE OF A POOL OF GENTLY SWIRLING BUT VERY POWERFUL ENERGIES THERE.

FOCUS ON THAT POOL, AND, AT FIRST SLOWLY, NOTICE THAT YOU CAN EXPERIENCE A TINGLING AND THEN INCREASINGLY STRONGER SENSATIONS AS YOU DIRECT THAT ENERGY TO RISE ALONG YOUR SPINE. AND BE AWARE NOW OF ITS POWER GROWING AND GROWING AND FEEL IT AS IT GAINS MOMENTUM, SLOWLY, AS IT GAINS MORE FORCE AS IT RISES AND KNOW THAT IT HAS THE CAPACITY TO SURGE WITH ENORMOUS FORCE ALL THE WAY UP TO YOUR BRAIN, TRIGGERING THERE A KIND OF EXPLOSION OF ENERGY AND THAT COULD TRIGGER AN ACTIVATION OF MORE AND MORE BRAIN CELLS AND POWERFUL ELECTRICAL AND CHEMICAL REACTIONS, EVENTS IN YOUR BRAIN THAT CAN GREATLY CHANGE YOU, GIVING YOU ACCESS TO POWERS THAT PRESENTLY EXIST ONLY LATENTLY WITHIN YOU.

BE CONSCIOUS NOW OF THAT ENERGY SYSTEM SLOWLY RISING UP ALONG THE SPINE, RESTRAINING IT IN ORDER THAT IT CAN ACCUMULATE FORCE ENOUGH BUT NOT PREVENTING ITS MOVEMENT, HOLDING IT TO A SLOW BUT STEADY PROGRESS UP YOUR SPINE AND OBSERVING IT CLOSELY, ESTIMATING WHEN THE TENSION IS SUFFICIENT TO EFFECT A SURGING UP INTO YOUR BRAIN, BUT NOT WITH SUCH FORCE AS TO BE OVERWHELMING, AND YOU WILL HAVE A RELIABLE SENSE OF HOW MUCH FORCE YOU CAN CONTAIN.

AND NOW, CONCENTRATE ON THE TASK OF DIRECTING THOSE ENERGIES UP AND ALONG YOUR SPINE, DIRECTING THEM UPWARD UNTIL YOU FEEL THE ACCUMULATION OF TENSION UNTIL YOU FEEL THAT BY LETTING GO YOU CAN SEND THOSE ENERGIES INTO YOUR BRAIN. LET GO AND LET THE ENERGIES FLOW.

FIVE MINUTES

NOW YOU MUST RETURN AS THE GUARDIANS OF THIS PLACE ARE JEALOUS OF THEIR KNOWLEDGE. YOU DRAW YOUR PISTOL AND WALK BACK TO YOUR VEHICLE AND MOUNT IT. YOU SEE SOME FIGURES APPROACH AND YOU FIRE IN THEIR DIRECTION. THEY SCATTER AND FLEE.

YOU HOLSTER YOUR PISTOL AND PUT YOUR HANDS ON THE LEVERS AND PUSH THE ACCELERATOR, PULLING BOTH LEVERS BACK HARD.

YOU SHOOT BACK INTO SPACE, BACK TO FATHER EARTH. YOU SEE THE EARTH GROWING BIGGER AND BIGGER AND THEN YOU SEE YOUR HOUSE. YOU STOP OVER IT AND PUSH THE LEFT LEVER GENTLY FORWARD, GOING STRAIGHT DOWN INTO THE ROOM WHERE YOUR BODY IS WAITING FOR YOU. YOU DISMOUNT AND REMOVE YOUR EQUIPMENT. NOW YOU MERGE WITH YOUR BODY. YOU WILL NOW OPEN YOUR EYES, RETAINING IN MEMORY ALL THAT HAS OCCURRED, RETAINING ALL THE KNOWLEDGE AND POWERS THAT YOU HAVE GAINED ON THIS JOURNEY.

YOU ARE NOW FULLY AWAKE.

Do that exercise once a day for a couple of weeks and notice where it gets you. I won't give you any more clues because everyone is different but you will begin to notice some interesting changes in your life.

Now it is time to work on really charging up your energy field.

Sit in your chair and relax, keeping yourself reasonably alert because we can always use a few good lerts. Sorry, couldn't resist it. Anyway, do the mantra thing and then begin to see a beam of light coming from over your head and reaching down to the base of your spine.

See this light, this burst of energy, spiraling around your body going back up to your head, filling you with energy and making you more and more powerful.

Watch as the light returns to its source, completing the circuit and encasing you in a glowing sphere of light.

Now, start packing more and more light into the sphere until you feel that you will glow in the dark. Keep this up until you start to get seriously bored and then stop.

Repeat this operation every day combining it with your chosen character. As you do this you will discover that you not only take on the personality characteristics of that character, but also begin, in a small way, to have some of its powers. Now you have to be reasonable about this. Don't expect to fly if you jump off a building! But certain minor effects can be expected, particularly in area of controlling the people around you.

Once you have gotten used to operating as a being of power it is time to work more on your basic personal character.

Repeat after me:

True joy is only found in the sufferings of others.

This is where you separate yourself from the do-gooding goose turds out there!

Time to watch television.

Ok, stop running around the room screaming obscenities, I know it's a difficult thing, but force yourself to do it. It's good for you!

Put on the local news. And stop yelling! I can hear you all the way across the damned continent!

Why the local news? Because it usually sucks and the reason it sucks is the fact that the stories are supposed to be calculated to get people all mushy and sympathetic, not realizing that to anyone with an ounce of sense knows they are hilarious, like the big mess in Milwaukee years ago about the cemetery where all the bodies were in the wrong graves. Hell, given the class of people buried there

the families should have been glad their loved ones were even allowed into the ground instead of being ground up for dog food!

And then there was the stupid story about the missing fishing boat with the three morons who went out into a storm on Lake Michigan and were never seen again.

Now, if the directors had any brains, they would have used the Gilligan's Island music every time they ran a story about that idiocy, but no, they took it seriously, as if three incredibly stupid looking fishermen were ever a loss to anyone! Hell, any day now the UFO will return and throw them back.

So, you see the local news is gold mine for things to learn to laugh at. All you have to do is start laughing and the rest becomes easy.

I will admit at this point that some misguided folk have a problem with that, figuring out how to get that first laugh going. Well, television itself has provided the cure.

You see, laughter is contagious. Like itching. So what you need to do is make a laugh track of your own and this is easily done with a tape recorder and a few friends. Just get them laughing all at once and make an audio tape of it. Then, whenever the whiners start on the news about the misplaced dead welfare mothers and crack whores, turn on the tape. As you hear the tape, you will start laughing yourself and pretty soon you won't need the tape. You will have counter-conditioned yourself to see things in a new light, a much more humorous light.

Ok, so now you have your clothes, your body language, your aura and your sense of humor. What do you need next?

You need henchstaff!

Great Villainy usually requires some help. After all, think of Stalin, peace be upon him. Can you imagine him running purges and gulags all by himself????? He needed assistance and lots of it.

And Hitler needed a whole damned country!

Now, admittedly, for most of the psionic stuff, you don't need any help, you can do it yourself. But there are some operations that having extra bodies can make much easier. And for the image it is a necessity. The visual of the shabbily dressed individual walking alone through the crowd which does not realize the terrible danger that moves among them may make for great literature, but it is a lousy way to live and no fun at all!

You need to be surrounded by attractive, intelligent people, some of them of the opposite sex as you even if you are gay and at least one of them has to be the **Slave**.

This is the best part of the villain image because the concept itself is guaranteed to set teeth and hair on edge (even the word can if you use it right). Properly

used, the pairing of the Villain and his Slave is one of the most powerful tools in creating a public image that will catapult you into a world of attention.

The Slave is your official victim, your appointed hostage, someone with whom you may or may not have a sexual relationship but who will, by her very appearance, draw attention to the two of you. Because her appearance is more than mere psychological captivity, she is in going to be in physical bondage as well.

Ok, I know, at this point you think Chuckie the High Perv has really lost it. But think about it. Properly used, and I emphasize properly, bondage is a visual tool that is unmatched in catching the eye of all in a room. It is much more acceptable than nudity, totally legal as long as everyone is happy (performance art—First Amendment and if anyone is stupid enough to object, well, you can use your psionics to make their silence permanent.), and can be easily passed off as a fashion statement. The trick is to be artistic and have a Slave that can carry it off!

That is the tricky part.

You have to understand something here. This is an image thing and that is the most important part of it. You're using a visual to get attention and maybe even shock a few of those folks out there so benighted as to still be shockable. The Slave is not so much a girlfriend (or boyfriend as the case may be) but rather an integral part of the Henchstaff, capable not only of looking nice when unable to do anything but look nice, but also of working the psionic stuff and assisting with the operations of villainy.

But the Slave is important because a Villain needs a Victim, a Damsel in Distress, a Hostage. All that sort of stuff is important. Yeah, I know that you are going to be victimizing the whole bloody world, but you need the visuals to go along with it.

The task of the Slave is to appear with you in those environments where her appearance will create the most stir while being able to get away with it. In other words, you don't want to get thrown out. That is not conducive to what you are trying to accomplish.

The choice of locations to bring the Slave I leave up to you. It depends a lot on where you are operating, but generally speaking, art gallery openings tend to be the best spots. Nightclubs can be ok, but with the proliferation of Fetish Night events the shock value is somewhat diminished though there may be status points from doing so. You have to use your own judgment in this.

The key to the Slave is simple--bondage. The Slave is always very obviously your captive and you have to be able to tie her in a secure and convincing way while at the same time making sure that she is comfortable and safe, meaning she won't tip over or suffer serious loss of blood flow to parts of her anatomy.

The other thing to consider is the fact that people are going to see her like this and you don't want to have to use your laser pointer to blind potential rescuers

too often. With that in mind, let me give you a simple piece of advice. The more elaborate the binding the better.

It's like this. The average criminal is not going to use a whole lot of rope or chain to tie a victim. It is time consuming and criminals are usually too busy looking to rob dollar stores so they can get money to buy drugs to worry about aesthetics. So, if you walk in with an attractive woman tied in an elaborate harness over her clothes, you may attract a lot of attention, but no one will consider foul play, especially if both of you are reasonably happy with the situation. This is one case where attitude really IS everything.

It is also one of the few cases where a member of the henchstaff has to really be prepared for a role.

Unless you are lucky, you should not expect the Slave to have much experience in these matters. Yes, it is much more common than when I started, but you still have to assume she needs some practice and preparation in order to pull this off.

I'm going to assume here that you are starting from scratch with her. You can add or subtract things as you go along.

First, after you have done the basic recruiting, you have to begin her training. Now listen up! I'm not talking about the usual Blue Gobblers of Gor sort of thing. I'm talking about the stuff she has to be able to handle in order to make you look bad.

First and foremost. *She has to be able to be able to walk into a crowded room with her arms tied behind her and hold a conversation with anyone as though absolutely nothing unusual is going on.* She has to be so used to being tied that there is not one shred of self-consciousness about her in being seen that way. And if she is able to do it totally naked so much the better because you may find yourselves in an environment where that is part of the project.

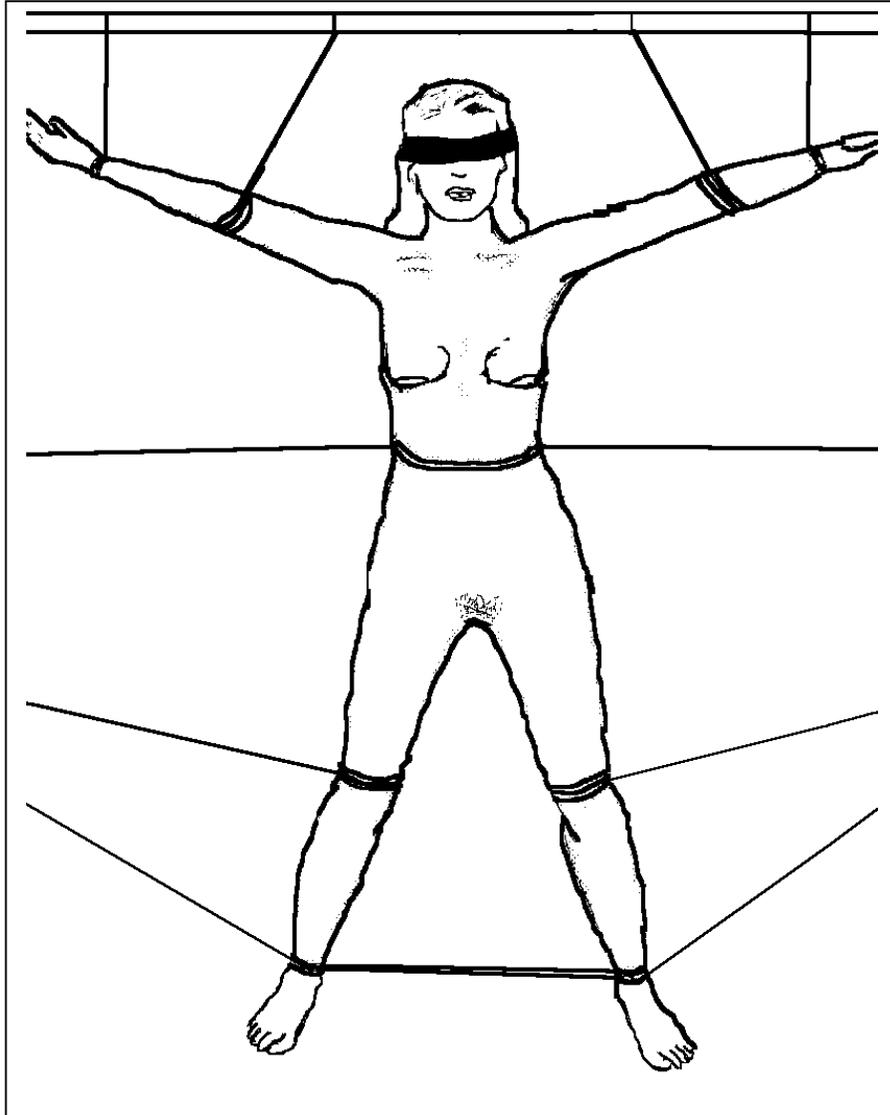
Second, she has to be able to maintain her posture and look good while doing so.

Ok, so the first thing you have to do is keep her tied as much as possible. This will get her mind used to it and when you to go out among the powindah and the gadje you will not have to worry about her having an anxiety attack at the last moment. In fact, this is where Fetish Night and S/M club things can get real useful because they make good practice sessions.

The other thing is the posture. I know this sounds like an archaic thing, but the more erect the Slave can hold herself, the better she'll look and the better you'll look. So when you are practicing and preparing, it is a good idea for her to work at moving and sitting with her arms behind her and a book balanced on top of her head. Yes, I know it's an ancient idea but it works. It is also real important because with her hands strapped behind her she will have a tendency to lean forward as she walks. You want her to keep her body perfectly erect.

As to clothing for her, the less she can wear and get away with the better, depending on the environment and the vagaries of fashion. A full business suit

with a harness gag locked on but no other bindings can be very effective in the right environment. You should try to make sure that whatever color she is wearing contrasts with the rope or other binding you are using on her so it shows properly. Other than that, the only seriously important thing is that she not look like a refugee from the nearest street corner. A little style goes a long way so here are some tips you may find useful.



BONDAGE TECHNIQUES

When you prepare the Slave for your public stuff, you have to keep in mind that you are dealing with a matter of image, of style and while there are an infinite number of ways the Slave can be bound, you have to keep in mind what you are trying to project. She has to look good as well as be helpless. And she has to be comfortable in her helplessness and never ever look bored. This way, when folks see you, they will feel anything from a slight frisson up the spine, to absolute shock, but they will also unconsciously feel her comfort in the situation. In fact, a whole lot of unconscious stuff will be going and you can expect half the people who see her to become horny as hell.

Without question, style of any sort is a branch of esthetics and it is to that subject which we appeal when we wish to decide upon the proper tie for the Slave. After all, it is not merely sufficient that she be secured. Any common criminal can do that. She must look nice as well as helpless and the more creatively this can be done the better. Never forget that the process of tying changes the appearance of the Slave and, to a certain degree shapes not only her body, but the way she reacts to her environment. Therefore you must take the following facts into consideration before binding her.

- a. When her wrists are tied behind her back, the Slave will tend to lean forward while walking. If she compensates for this by pulling her spine straight, her shoulders will pull back.
- b. If the Slave's wrists are tied palm-to-palm in front of her, the hands will be pushed away from the body and the elbows will tend to pull towards each other.
- c. The converse of the above is true if hands are tied palm-to-palm behind the back. In this case the elbows will be pushed apart.
- d. If the wrists are crossed in front of Slave, the elbows will be pushed apart and the hands will lay flat.
- e. If the hands of the Slave are tied over her head, the positioning of the hands determines the stance. If the hands are tied palm-to-palm, her back will be forced into an arch and the face will turn up, while if the wrists are crossed, the spine will not curve.
- f. It is considered highly improper to suspend the Slave by her wrists tied behind her back. It can damage the shoulder muscles and is very painful. As good Slaves are hard to come by, you don't want to damage her.
- g. If you are using a single strap to tie the wrists, the hands should be tied palm-to-palm if in front and crossed if behind her back. If the hands are behind her back, the strap should be placed vertically over the wrists rather than horizontally. This has more to do with comfort than esthetics. Remember, she is going to be kept that way for some time.
- h. If you are going to tie her ankles as well, you should try to use a single strap. There are those who will use two straps for the ankles, one strap across the ankles themselves and then a shorter one in between the ankles over the first strap, but this arrangement is nowhere nearly as attractive as a single strap and provides little extra security. It is better to use cloth straps rather than leather,

because the holes in a leather strap are never spaced properly, leaving the tie too tight or too loose. If you are going to use leather straps, it is best to use ones with the holes no more than a half-inch apart or the type with locking hasps.

i. Remember that if the Slave is both blindfolded and gagged, she will not be able to communicate. That means that if she is tied in a stationary manner, such as to a chair or tree, she will, in effect, be more a piece of sculpture than a person. This sort of thing is perfect if you are giving a party or reception. It guarantees the interest of all attending.

TRANSPORTATION

Transporting the Slave can present certain problems. These result from the fact there are always those annoying busybodies to whom the sight of a tied female is a cause for concern. The transportation tie, must, therefore, be put together in such a way as to remove suspicion of wrongdoing, making the situation fashionable rather than threatening, otherwise you may have to shoot somebody. Of course every situation is different and the Slave has to be able to comport herself in all of them, so practice, practice, practice.

For most transportation work, the 1/2 r-r tie is probably the best method available. Based on the standard Railroad Track Tie, (see below), it is, by its very complexity, a guard against interference.

As good as the r-r tie is, however, it has certain limitations, one of which being the amount of rope you have to use and work involved in putting it together. If you wish the same degree of complexity, but also want the Slave's wrists behind her back, the Japanese Tie is an excellent method to use. The shoulders and elbows are tied in the same manner as the 1/2 r-r tie, but only two turns are made at the elbows. This will leave a length of cord hanging behind the Slave at the center of her back. The Slave's wrists are then tied behind her with this cord. If any remains, that rope is pulled up to the elbow or shoulder rope and knotted behind her, thus pulling the wrists into the small of her back.

If you are distressing a very flexible Slave, the back-prayer can be quite attractive. The hands are brought up behind the back so that her palms are together and her fingers pointing up towards the shoulder blades. Her wrists are then tied in position and held there by a cord around the wrists, body and upper arms. If you wish, you may tie the thumbs with a narrow cord.

If you wish your victims hands in front of her, tie your victim's hands palm-to-palm in front of her. Run a longer cord under her elbows behind her back and pull the ends across at the middle of her back, tying it there. Bring the ends around her front and back again to tie in back.

A traditional method of tying the Slave has a drilled or notched stick is placed behind her back and her arms are brought forward under the stick. The wrists are lifted and tied in front of her. The arms, near the elbows are fastened to the stick.

If you wish to retain the wrists of the Slave behind her back but with some greater security than merely binding her hands and the Japanese Tie is just a bit too much work, tie the hands of the victim behind her back in a parallel tie, with the cord vertical over the wrists and cinched in between them. Tie a long rope

around her waist and knot it in back, with some rope left over. Tie this rope around her wrists to hold them at her waist.

The wrist may be bound far behind the back of the Slave for a visual effect by attaching them to the opposite elbows. First determine if the wrists of the victim can be made to reach the arms above the opposite elbows behind her back. Once you have done this, bring the right wrist over the left elbow and tie it in place. Repeat the procedure with the left wrist and right elbow.

If you are going to use any metal ties, the appearance factor must again be considered. When using handcuffs it is a good idea to add something to them. They can be locked to a chain or belt at the waist. If her wrists are locked in front of her, the waist chain can be combined with a chain going up to and around the neck. This will prevent the hands from being lowered as the chain at the waist prevents them from being raised. You must not use this method if her hands are locked behind her back, however, as in that case the tension of the chain would be on the front of her neck and possibly choke her.



Wrist shackles look very nice, much nicer than handcuffs. they can be connected to any length of chain, though a chain longer than one foot would defeat the purpose of the tie. It is also possible to use locking leather cuffs instead of metal wrist shackles with a chain in between them. The type with a simple hasp coming through holes in the leather are best because they are both simple and cheap.

Thumbcuffs have a subtlety of appearance which belies their effectiveness. They are usually used with the Slave's hands in front of her. You should be aware that the compression on her thumbs can be severe, so use some caution. Likewise, it is best to only use the thumbcuffs with the wrists tied palm to palm. This will prevent her from accidentally pulling on her thumbs and injuring herself.

The Siberian Chain is a very good device for close confinement of the wrists. Seen from a distance it can look like jewelry. It may also be combined with the thumbcuffs. When put on it is best to have the wrists crossed. In that way, the binding is less obvious than if the hands are bound palm to palm.

To get back to rope, if you do not want to go to the trouble of the 1/2 r-r, or the Japanese ties, and the back prayer is not possible, despair not. There are a number of other confinement procedures which can be used to evil effect.

In the double hammer-lock, both arms are tied to the opposite shoulder so that both wrists are pulled up. For the details on how to accomplish this, look down to the one arm behind the back tie in the storage section. Once you have the wrists bound, tie another rope where the arms meet, if possible.

It is not always necessary to tie the wrists of the Slave. the thumbs can substitute quite nicely. They can be tied either in front of her or behind her back, but the Villain must practice this technique in order to gain the proper degree of security. Use thin cord, such as heavy twine or boot-laces.

The elbows can also be tied effectively. Tie a long rope around them behind the Slave's back and cinch it well to keep it from falling. This will limit the movements of her arms to a little bit forward. If the wrists are tied in front of her, pinioning the elbows will pull the wrists into the stomach.

The straight-jacket tie is quite simple. With the Slave standing, cross her arms in front of her and tie the elbows together. Now tie a cord to one wrist and bring it around her back to the other wrist, tying it there securely. This can also be done with the Slave's arms behind her back. In that case, you would tie her wrists first and then secure her elbows.

STATIONARY TIES

There are times when you will want the Slave to stay put, if only for display purposes, like if the in-laws are coming over. If you are out of doors, you can always attach her to the nearest tree. The Burning At the Stake Tie is excellent for this, but if you do not wish to go to that much trouble, it is permitted to simply tie the Slave with her wrists around it. If she is facing the tree, it is sufficient to tie only her wrists, but if her back is against the tree, you must tie her ankles as well. If you do have a tree or post handy, you may tie the Slave on her knees with her back to it. Help your victim to kneel with her back pressed up against the post. Tie her wrist together behind the post and bring her ankles together behind it. Cross her ankles and tie them. This tie is particularly shocking to some folks and if you know those kind are going to be around, by all means use it but always be sure there is some padding under the knees of your slave as she is likely to be in that position for some time.

If you are inside, it is unlikely that a tree will be available except at Christmas and you would not tie her to a pine anyway. But you may very well have a post handy, in which case you can adapt the tree ties to it. You may, however, find it necessary to use a chair. For the sake of aesthetics as well as comfort, you must never tie her hands behind her back before putting her into the chair, but you may tie them in front of her. If the chair has arms so made that the ropes can pass through them, you must tie her wrists there. If there are no arms, you should, if possible, tie her wrists behind the chair. The other cords holding the body to the chair will depend upon the design of the chair and cannot be discussed here. The ankles must always be tied.

If you have a picnic bench handy, the Connie Mortensen tie is perfect. (Connie Mortensen was the girl who lived across the alley and her brothers were always tying her up to keep her out of their hair.) You use it with a bench, such as one would find with a picnic table. The Slave is laid upon her stomach along the bench with her arms hanging down. The wrists are crossed and tied under the bench. Then the ankles are tied and roped to the bench. More rope is added at the waist and knees and then rope is tied to the ankles and led under the bench to the wrists, and there it is tied in such a manner as to pull the arms back slightly.

If no props are available, you can put the Slave into the full R-R tie, but she will have to lay down on her back after it is finished. If that is too much trouble, the standard hogtie will work quite well.

Lay the Slave on her stomach and tie her wrists behind her back. Tie her ankles together and bend her knees so that her feet come towards the hands. Then tie her wrists to her ankles.

If you have a barefoot Slave, and no bench is nearby, you may use the traditional English Witch Swimming Tie. The Slave is seated on the ground with her legs crossed, or maybe her arms are crossed. Anyway, the right thumb is tied to the left big toe and the left thumb to the right big toe. This is perfect for picnics or just having her sitting on the floor of the living room when the guests arrive.

It is also possible to tie in the manner of a calf at a rodeo. This is done by first tying her wrists in front of her and her feet together, then bending her forward to tie her wrists to her ankles. This tie may be modified by bring the knees up between her arms and inserting a stick between the knees and the elbows, forcing her to sit in place.

There are times when you may want the Slave to be able to perform certain simple actions but still be secured. If that is the case, you may tie one arm behind her back with this method and leave the other one free to sign the papers. Choose which hand is to be bound and then tie one end of the cord around the wrist and pull that wrist up behind her back as far as possible. Bring the cord around neck, to cross her body between the breasts. Hook the cord under the elbow and return it the wrist, tying it in place.

THE RAILROAD TRACK TIE

This tie was made famous by the old movies. It has all kinds of uses, so study it well.

You must begin with the right equipment. For her arms and upper body, you should have two lengths of rope, about 25 feet each and couple of equal length for her legs and ankles.

With the Slave standing, loop one cord around the upper body and shoulders above the breasts, knotting it in back. Let the cord hang, then loop once around her arms at the elbows. Bring the cord under the rope at the back and loop again in the opposite direction. This will pull the elbows in tightly. Loop the cord around the elbows as many times as you can and still end up in the back. Knot the cord to the vertical rope in the center of the back.

Take the second rope and tie one end to the end of the first rope. Now bring it down and loop it once around the wrists and body. Take this cord under the back as you did at the elbows. Loop around the wrists and body several times and cinch at one wrist, looping and knotting between the wrist and the body. Bring the cord to the center of the back and make quick knot at the center rope. Repeat the cinching at the other wrist.

If enough cord remains, pull it around her front and tie it to the first wrist. If not, bring the remaining cord to center rope and tie it there. Her arms and wrists are now secured to her sides in a firm, self-supporting arrangement. This is called the half-railroad (1/2 r-r) tie.

Once you have tied her arms, you tie her legs with at least one long rope. You begin by knotting the end of the rope to the wrist cord at the back and winding it at the thighs, knees and ankles, looping and knotting it as you did at her elbows to prevent slippage.

This tie is used outdoors for setting up a garden party or at a picnic. Indoors, she can be placed on the dining room table as a centerpiece.

STAKE OR POST TIE

Most folks have seen the various Joan of Arc movies and there is a particular style of bondage used when she is tied to the stake, made most famous by the Ingrid Bergman version. This method is perfect for attaching the Slave to a post or tree. It looks real good and is perfect for display purposes. In other words, if you are going on a picnic, be sure to bring the rope. There is nothing quite so much fun as watching people off in the distance as a group of you are sitting on a blanket eating chicken while the Slave is tied to a tree. It confuses them terribly.



The Slave must be tied with her back to the stake. Her wrists are tied behind the post and then her ankles are tied together. Having done this, take a long rope or chain and hang it from behind the stake over her shoulders passing in front, so that the lengths are equal when they are allowed to hang free. Bring these so that they cross between the breasts and then down so that they meet behind the stake. Knot them in back and decide if they are long enough to finish with. If they are, bring them down and around so that they cross at the knees and then back to meet behind the stake again at the base. Knot again and loop the remaining rope around the stake and her

ankles, tying the ends.

If a second rope is required, the first being too short, loop the first rope around the waist of the victim, tying it in back. Take the second rope and tie it also at the waist of the victim with the ends hanging in back. Now tie this rope around the legs and ankles of the victim, as previously described.



One really interesting use of a post tie is to have the Slave tied naked (if possible) to a post in another room and a closed-circuit television system showing her on the living room set. This is a perfect little scene-setter for a party, especially when the guests realize the VCR isn't running.

A variant of this tie can be used for transportation work. The rope is doubled and the bend placed behind her neck. The two ends are brought over her shoulders and crossed in the same way so that they meet behind her back. They are

knotted there and brought around her waist and to the back again where they are used to tie her hands behind her back.

LADDER TIE.

If you have an extension ladder available, it can be used to good effect. You tie her to it on her back, with ropes holding her down at her shoulders, waist, knees and ankles. You will use separate lengths of rope for each of these, tying around the victim and then to the ladder itself. Her ankles must be bound and then tied to the rung she will stand on when the ladder is raised. This is perfect to use if the neighbors are having an outdoor party. Put the Slave in a bathing suit, strap her up good and tight and let them try to figure out how to explain it to their relatives.

The hands of the Slave may be bound in several ways. Her arms may be stretched out and her wrists tied to the ladder over her head, the hands may be tied palm to palm in front of her and her arms tied to her sides at the elbows and then to the ladder, or her arms may be tied back around the ladder and her wrists bound behind it.

STAKING THE SLAVE OUT ON THE GROUND.

If you are in the open and you want the folks coming to the picnic to have a good shock, staking your Slave out on the ground can be just the thing. You will need four tent stakes, four short lengths of rope and one Slave. The stakes are placed firmly in the ground and the Slave tied spread-eagled between them. For that reason, it is a good idea measure her first so the stakes are the proper distance from each other.

You may vary this technique by tying the thumbs and big toes of the Slave to the stake instead of her wrists and ankles.

GAGGING

A is something very useful if you use it right. The sight of the silenced Slave, even if she is bound in no other way, can be very impressive to the audience. Of course the Slave has to be able to sit tied and gagged without looking bored, so spend some time working on that.

When gagging a Slave, it is necessary that you avoid choking her. This means that everything you put into her mouth should be positioned in such a way as to not get into her throat. You should avoid any cloth that has loose strings as they can get into the windpipe with disastrous results.

The one form of gag that must be avoided is the old movie routine of tying a cloth over her mouth. This will silence her for a total of three seconds and it looks seriously stupid as well.

A very effective gag can be made by threading a strap through a small rubber ball. This will effectively silence any Slave, but there are two drawbacks with this type of gag. The ball must fit properly! If it is too large, it will not get in and your Slave will be chattering away in no time. If it is too small, it will come out as fast as it went in.

An even better silencer is made by attaching a sponge to a strap. The sponge is dampened and forced into the Slave's mouth, filling it without any danger of choking her. the strap is then tightened around the back of her neck.

You may also tape her mouth shut, in which case you should use duct tape rather than the more common adhesive tape. The duct tape is more resistant to moisture and will not come loose as readily. The tape may also be combined with a ball if the ball is the proper size. In this case you will strap the ball in the Slave's mouth and then tape over it, completely covering the mouth. Note. If the Slave has a stuffed nose, never use the last method.

Another gagging method to avoid is the thick, wooden rod tied between her teeth. This can be very bad for the teeth if it does not fit properly and you would not want her to have large dental bills.

If you have the room in the budget for it, a harness gag is just the thing for a trip to the art gallery. It usually consists of a ball gag attached to a leather harness that goes around the head as well as under the jaw, making it impossible for the Slave to spit the ball out. They also usually have a provision for a small lock so the gag can be locked on, removing the need for any further bondage. It is visually quite striking, guaranteed to get all the attention you may need and is sufficiently complicated that no one will mistake you for a common crook.

BLINDFOLDS

There will come a time in the course of Villainous events that will have you not wishing to have the Slave see where she is or where she is going. When that time comes, a blindfold is in order.

Before we begin, there are two problems with blindfolding the Slave which must be avoided. First you must be very careful not to pull the Slave's hair when blindfolding her.

Second, you must never put a normal blindfold on over contact lenses. This will cause the Slave significant and unnecessary discomfort. It is considered proper to as if she is wearing any first. (Actually, you should know that by now!) If she is wearing contact lenses, you may still render her sightless by the following method. Procure a Ping-Pong ball, available from your local Chinaman. Split this ball down the seam so that you have two, perfect, half-spheres. Place each half over one eye and tape them both into place. This is also the method used in Ganzfeld for psychic work.

For any other Slave, you may blindfold her by the usual means of tying a cloth over the eyes. You should keep a bandanna in his pocket for just such a purpose at all times. If you wish something fancier (and what Villain does not) you may wrap an Ace bandage over her eyes. This is a very effective method and is highly recommended by all authorities. It is also something of a favorite with Spanish soap opera directors, who usually have some Slave with eye trouble.

For transportation, you may blindfold the Slave by taping gauze pads over each eye. This will keep them closed and make her look as if she has suffered an accident. A pair of large sunglasses over this arrangement can be a good idea as well.

Sleeping masks work very well, as do the movable leather pads on a strap found in most adult stores.

A final arrangement, if you have the time, is to use a pair of welder's goggles painted black. These can also be used over contact lenses and it is a good idea to keep a pair in your supply cabinet. If the Slave is going to be blindfolded for any significant length of time, it may be best to use a hood. This can be nothing more than a dark bag of cloth or paper which is placed over the head. A pillow case will work quite well. The most important thing to remember about using a hood is that you must not obstruct her breathing and you must be aware that a hood can cause a claustrophobic reaction in some victims where an ordinary blindfold will not.

Just remember that the purpose of this member of your henchstaff is to make you look attractive and menacing at the same time. You want to push buttons with this but at the same time you don't want to start a brawl so use your intelligence in bringing out this person but remember that if you have sufficient wit and grace you can get away with just about anything anywhere so don't spend too much time worrying. Get out there and have fun.

Another essential person you need is a good remote viewer, someone who can look in on targets as you perform your operations. This person frees up your abilities to transmit to the target while helping you know if you are having any effect when using methods that often take time to get results. Viewers tend to be made rather than born and so it is important for the viewer to practice regularly in order to increase the accuracy of what she sees.

Have that person study the section on remote viewing and practice much. And don't neglect that skill for yourself!

Instrument makers are somewhat less important than they used to be as there are number of places now that sell good psionic gear. Generally you pick up henchstaff as you go along depending on the nature of what you are doing, but the only real essential ones are the Slave and the viewer and they can very well be one and the same person.

So now, with a loud cry of "**Huzzah!!!**" we move to the good stuff.

ON TO PSIONICS!!!!!!

THE LASER MIND

It has been said that in the time of the Old Ones there was a land called Atlantis and the people who dwelt upon that land were possessed of many rare arts and obscure sciences; that their knowledge extended to the raising of stone towers by sound, of the making of animals into men and of the making of men into animals.

And then somebody pushed the wrong button and it sank. *Whoops!*

Blub Blub Blub.

AWWWWWWWW!

So much for an ancient, superior civilization. But it was one hell of a movie! (I love the scenes with the Chief from *Get Smart* shuffling around his combination temple/laboratory with all the cool idols.)

Such knowledge has been lost to us, but that which has been lost can be regained. And, in truth, many of the ancient arts were inferior to our own. Thus it is that we are to make our own world and not long for that which has gone before.

The first lesson is to use what you have. Were the flying boats of Atlantis larger than a 747, or faster? Did the Atlanteans have that greatest of modern blessings, airconditioning? Of course not! Edgar Cayce never mentioned it and he ought to have known. But we have our own greatness and Psionics is a part of it.

What is Psionics? Well, part of Psionics is that it is a way of knowing things. Information exists at many levels. It can be stored in many different ways. It is usually assumed to be a passive thing, having no life of its own, but only existing when it is used. But this is not the case.

Information is an active thing. It is the driving force of the universe itself. By the skillful manipulation of information the functioning of the universe is changed. That is how Magick works and, in a very real sense, Psionics is Magick. Psionics is a means of working with information to make the world do the things you want it to.

For the sake of an example, consider the true nature of a talisman. A talisman is an object that has been created to cause a given effect for its possessor. How is this to come about? Certainly in a purely physical sense the talisman is nothing, a small object with little inherent monetary value. Yet this seemingly insignificant

thing is possessed of some mysterious quality which is radiated around the one who owns it. I'll cover some practical uses for that later.

But what is this mysterious property? Information! A talisman is nothing more than a carrier and broadcaster of information.

When a talisman is made, the very act of will which causes it to be produced creates a transmittive energy field around and about the physical object of the talisman itself. This act of will is combined with the shape of the object and any words, drawings, patterns, etc. with which the object is decorated, even the material out of which it is made. All of these features are carriers of information and, as such, act to exert a force of power which will influence the field of universe itself.

Likewise, all Magick, from the primitive prayers of the Christian, to the sacrifices of Voodoo and Santeria, to the more pompously exhalted path of the Hermetic tradition, to the machines of the Master of Psionics, is nothing more than the transmission of this force, this influence. The effect of such a transmission varies under the many other actors which are involved, but the fundamental nature is unchanged.

Such knowledge is, of course, elementary my dear Watson, a mere starting point. What is important is the realization that such a field exists and the means are available to influence it. Hell, that is what you were working on with the meditation exercises!

But that field also contains knowledge that the Master of Psionics proves to be the greatest adept. His knowledge and machines combine to make his accuracy unparalleled. And if the Master is a Villain, well, so much the better!

That which is known can be studied, analyzed, taken apart to see how it works. Once anything has been properly considered the instrumentality by which it can be controlled may be created. As everything that exists in the Cosmic all can be known at some level of consciousness, then everything that exists can be controlled.

"The sound magician is a mighty god."

Thus it is that Master of Psionics is able to know all things and master all things, at least in theory. As nothing in the universe can be hidden from him, so everything in the universe can be controlled by him. In this way, knowledge is truly power, ultimate power over man and nature.

With absolute power comes absolute freedom, for as the Master of Psionics can command all of the forces of existence, it must therefore follow that he is answerable to none. Nothing can threaten or compel him. Even the gods

themselves must defer to his will. The Master of Psionics is uncontainable and a Psionic Psupervillain is unstoppable no matter how the doers of good may whine and drool and invoke the nonexistent law of three.

What is the basis of this inexorable force? It is the mind, purely and simply, and the degree to which that mind can be brought to bear upon any subject.

Of all the tools and instruments that you may possess, it is the one between your ears that is the most important. It is the seat of all power, the storehouse of all knowledge. It is the residence of the will and the throne of the spirit. It is the final determiner of behavior. In other words, your brain is useful for something than keeping your skull from rattling and the wind whistling between your ears.

Work then on perfecting your supreme control of this great mechanism. Know that it is by means of it that you and guiding intelligence of the universe are one. And since that intelligence is as nasty as it gets, well you can have all manner of fun. I mean think about it, you can be in the same rank with the creator of mosquitoes, bubonic plague and religion. It doesn't get much better than that!

It is said by the Hindu sages that the mind is like a monkey. It runs hither and thither to no purpose and absolutely fails to realize the divinity that resides in the rear of the cow. (And I think someone just sat on the sitar.)

Oh well, so much for the Hindu sages!

But seriously, you must be able to focus your mind like a cat waiting for a mouse. This is the most important skill you can learn, as it is the means by which all other things come. The focused mind is like the beam of a cutting laser, nothing can resist or oppose the power of that beam. It can cut through diamonds like butter. If you possess yourself of the Laser Mind, you will cut through all problems and defeat all opposition.

What is the Laser Mind? It is nothing more than the ability to concentrate all of your mental energies on a single point and you must learn to be able to do this in any situation.

Mastering this skill is not as difficult as it may sound at first reading. Or first attempts for that matter. You begin by recognizing that in your face are three powerful emitters of energy, your two eyes and your brow chakra. While it is true that the brow chakra is normally used in the reception role, it also has a significant transmittal function. In India, this function is known as the Eye of Shiva. Ok, stop panicking. You don't have to grow extra arms and carry a dildo around.

And you don't have to worship a cow's ass either!

Make a dot on a piece of paper, big enough that you can see it clearly across the room (which in my case would make it the size of a basketball-"Chart?? What chart?") and tape the paper to the wall so that when you are seated facing it, the dot will be at eye level.

Sit and gaze at the dot. Relax yourself as much as possible and charge your energy field. Do this for a while and then begin to visualize three beams going from your eyes and the brow chakra to the dot.

Hold this for as long as you are able and make note of the time spent. Repeat this exercise each day until you are able to hold the gaze for a half hour.

It is important to remember that when you perform this exercise you are training your mind in two all-important areas. First, you are learning to hold a simple image in your mind. Second, you are learning how to project that image.

I get real big on projection of energy as you've probably already figured out.

When you perform this exercise, you are also putting energy and information into the dot. The beams that you visualize act as carriers of information. This information will become imbedded in the dot as the latent, etheric energy around the dot is saturated by the energy of the beams. This transmission/charging technique is called the Laser Triangle, or Laser Trylon. It is far more potent than the usual, simple eye beam visualization technique in which just the beams from the two physical eyes are used.

(insert picture)

By gaining mastery over the actions of your mind you may avoid the great peril of self-delusion (referred to as glamour in older texts). It is sometimes the unfortunate case that a person will unconsciously project images from his own imagination outside of himself and then become convinced that he has seen external phenomena. This was case of the pseudo-clairvoyant Geoffrey Hodson, who saw the electrical activity in his own brain and was convinced that he was seeing angels. Of course old Geoffrey was nutty as a fruitcake as anyone who reads his journals can find out.

By knowing that the ability to project such things exists, you will avoid that trap and likewise, by learning to make such projections consciously, you will be able to create working thoughtforms to do your bidding.

SO ONTO THOUGHTFORMS!

Thoughtforms are fun things to work with. Possibly even more fun than landmines, though what can be more fun than burying explosives in the ground and waiting for people to step on them is beyond me. A thoughtform is a clump of psychic energy created for a specific purpose and then left to float around influencing people and events until that purpose is achieved. It needs some care and feeding after its creation, but otherwise is pretty self-contained.

And now that I've got you all interested, you want to know how to create one of these marvelous devices!

It's real simple. You think.

The procedure for making a thoughtform is as follows.

First, you have to decide just what it is you want the thoughtform to do. You have to keep this as simple as possible because thoughtforms are really not very bright and if you give it more than one task you may confuse it and get no results at all.

Second, you have to create the thoughtform. This is done by a process combining meditation and visualization. Meditate and create an image in your mind of an object that will be the thoughtform, in effect the container for the idea you are presenting. Once you have that, visualize the function of the thoughtform inside the container.

For example, if your container is a sphere (one of the most common and easiest to work with) you would visualize the result you want (like a bridge collapsing or building blowing up) inside the sphere, so the sphere is running the image like a movie. If you are familiar with the snow globes they sell around xmas in gift shops you know what I mean. There is a scene encased in a ball.

Third, you have to give the thoughtform a name, like Bridgeblaster or something that indicates its function. This is so you can psychically get in touch with your thoughtform easier when you work with it.

Fourth, you have to charge the thoughtform. This is done by visualizing it being filled with a bright light that is the energy of the universe. You pump this light into the thoughtform until it is nigh unto bursting. The charging process has to be repeated occasionally because thoughtforms are like batteries and will run down if they are not charged on a regular basis. This is something you must not forget but it is very easy to do. You simply bring the thoughtform back to mind and visualize a charge going into it.

So much for basics. How does this work in practice.

Ok, let's say you really want to start a plague of chewing gum in Singapore. There are several ways you can do it but in this case we're talking about thoughtforms so that is the method you choose.

Begin meditating and while meditating create the basic shape of the thoughtform. In this case let's use a simple sphere because that is the easiest. It's not like we have to penetrate anything thicker than the skulls of the morons who would allow a society like Singapore to exist in the first place.

On the other hand that is pretty thick, isn't it? Oh well, back to the example.

While meditating you begin to chew gum. Now, it is possible to just use memory to do this, but what the hell, you save yourself some trouble by doing the action at the same time.

Allow yourself to be engulfed by the pleasure you have in chewing the gum, the oral sensation, the taste, the memory of the Doublegood Twins (stop that! You're making me look old!) and you put all that into the sphere. You really charge that thing up so that anyone who comes into contact with it will have this horrible desire to chew gum, even if they don't have any teeth!

Now! Send the thoughtform to hover over Singapore and instruct it to make everyone in the city have a craving for chewing gum. A few good chargings and the social order of Singapore will be seriously endangered as a new breed of smugglers emerges to fulfill the desires of the poor, deprived Singaporans. Who knows, it might even start a revolution and we can all enjoy the sight of the corpses of the Tyrants of Singapore hanging upside down in the center of the city being pelted with used chewing gum.

You see the kind of fun you can have with this!



My personal favorite is the **Psychic Landmine**. It is made like this.

First, I decide what I'm going to achieve with this instrument. Do I want to cause a mass murder or merely an outbreak of mumps?

Second, I create the thoughtform, this time in the shape of the classic landmine, circular, rather flat, like the head of my brother-in-law. I fill this shape with energy programmed to my desire.

Third, I mentally bury the landmine in the location I wish to affect.

So, let us say I want to put a restaurant out of business, say I had a bad meal there, or the waitress is ugly or something. I create my landmine and charge it to give everyone who steps on it serious tummy troubles. Then I bury it under the front entrance of the restaurant.

PUKE!!!

That's right. People walk into the restaurant, come into contact with the energy of the landmine and as soon as they eat something their stomachs begin to churn. They get a weird sort of feverish sensation and next thing you know their dinner returns to the plate or the floor or all over the waitress! A few weeks of that and the restaurant closes its doors never to reopen.

Landmines are perfect for dealing with any business concern or government location because those places are fixed and it is a simple matter to place the mine under the door to affect everyone who walks in. There is no need to remote view the interior of a location you are not familiar with, all you need is to know what the outside looks like and work from there.

And with that one piece of information, all manner of chaos can be created.

Another, extremely interesting use of the thoughtform is to increase your own psychic abilities.

Ok, let's be honest and realize that there are certain things we'd really like to do, like command the school bus driver to turn in front of the oncoming train, but we just don't have the oomph to do it. A thoughtform can properly remedy that.

It is really simple to do. All you need do is create a thoughtform and place it next to yourself and charge with the function of increasing your psychic power, particularly your output. Continue to charge this thoughtform until you discover that things are working lots better for you and lots worse for your targets.

And now, onto the gadgets, those things which make us psionic.

PENDULUM

It gets very hard to talk about dowsing without wanting to break out laughing. The first thing that comes to mind is a scene the old movie *God's Little Acre*, where Buddy Hackett is running around the field being dragged by his forked stick, bouncing off trees, falling into holes and ultimately being sucked into the air intake of a jet engine. Well, maybe not the jet engine, but it is a pretty funny image, the semi-to-illiterate rustic following his stick until he reaches a spot and who then says, "The Lord done has told me to dig ~~HERE~~!"

With an image like that to live down, it's amazing that anyone would take the art up in the first place. But its image does not negate the fact that dowsing works and works quite well. And it has worked for a very long time. There are pictures of men in the middle ages with their sticks looking for mineral deposits and the art is a hell of a lot older than that, because remember that that was the only way anyone had of knowing if there was anything under the ground worth digging for. Otherwise they were like the old prospectors who found a nice hunk of desert, with some water for the mule, and just began to dig in the hope of finding a hunk of gold in them th'ar hills.



It was even once suggested that that was how Norwegians found where they buried the lutefisk, but that is nonsense. They follow their noses.

But I'm not going to waste your time or mine talking about that kind of dowsing. For one thing, I

could never get the classic forked stick to work for me and for the other, this chapter is about dowsing with the pendulum.

Now pendulum dowsing is easy, fun, and gives you all kind of surprising goodies.

Now years ago, before this stuff got popular, if you told someone about using a pendulum to dowse with, they wondered if you were going to be carrying a grandfather clock around with you and dowsing was something you did to people with swimming pools.

By now, of course, there are a number of books specifically about the pendulum out there, and lots of different types of pendulums (or is it penduli?) on the market. So I am just going to give you the basics in this chapter in case you have not come across this stuff before and use it to get you started because in its humble way the pendulum is an essential part of psionics, even though it has no funny dials or moving parts, except for itself, that is.

The pendulum is a very easy thing to make. You do not need to find the right variety of crystal on a new moon, buy it without haggling and then drill a hole in it with a bit blessed by the same rabbi who cuts off foreskins. All you need is a weight, any weight will do, and a convenient length of string.

For my personal taste, I like pendulums that end in a point. That way I know what they are pointing at when they are used with a chart like the ones later in this chapter. Totally round pendulums tend to be rather confusing in such uses. Other than that, you can use anything you like. An old key will work perfectly. It is heavy enough to cause a firm swing and being flat can be carried in the pocket without making a bulge that causes your girlfriend's parents to look at you with suspicion which causes you to have to go to the trouble of making them really ill.

Another favorite of mine, which is nice at age like mine when girlfriend's parents were rarely encountered outside of graveyards and seance rooms, is a child's wooden top. Yes, they still make them and you can often find them at the local toy store. Failing that, the wooden knobs that they sell at craft stores work very well. The top has another advantage for those of us who have made the mistake of depending upon the honesty of publishers in their royalty statements. They come with their own string.

All you have to do is take a small screw-eye, available from your local hardware store, screw it into the center of the flat part of the top and attach the string. Now all you need do is measure the string so it is a comfortable length, usually between 12 and 18 inches, and cut it and place a small knot at the end so it does not unravel.

Voila! You have a pendulum and it works too.

Now as you work with the pendulum you will discover that it has four basic movements, back and forth, side to side, circle right and circle left. Sometimes it gets weird and swings on a diagonal and sometimes the circles become elliptical,

but those are the basic things a pendulum does. And that is all that it does. Oh yes, sometimes it just sort of jiggles and doesn't move at all. The trick is learn what these movements mean.

The pendulum basically answers simple questions in one of three ways. Yes, no, I haven't the foggiest idea what the hell you're talking about. With the right charts, it can give more complicated answers, but first things first. You need to know which swing means what.

Start with yes. Hold the pendulum in front of you and ask it if two plus two equals four. Note the swing. Now ask it if two plus two equals five and if it says to you that it is if Big Brother says so, then you have a real problem because a pendulum is not supposed to speak, only swing. The answer to that is usually no and the pendulum should swing in the opposite direction of the yes answer. At this point you may notice that the pendulum does not swing very far for either or may not even swing at all. Don't worry about that. You are just not used to it and with a little practice it will go swinging as merrily as thieves at Tyburn. (That's where the British used to hang...oh, forget it!)

Once you have this down, make a copy of Figure One (idiometer) and mark the direction of the yes swing. It was either a straight line or a circle. Then mark the no swing.

The chart is called an ideometer and I did not know that when I started using it. In fact, when I first heard the word, I thought that the person was talking about a device to measure idiots (why would anyone want to measure my in-laws?) and I could not quite understand what that had to do with the pendulum.

The reason we need to learn to work with the pendulum is really very simple when you stop to think about it. For in spite of the relationship between the etheric body and the human nervous system, when psychic information is received, it is rarely through the agency of the conscious mind. This makes sense because the conscious mind is usually too busy with more important things than to waste time with strange feelings about Aunt Bianca's latest hemorrhoid operation. There are just too many distractions unless the message is a very powerful one.

That being the case, a psychic message will usually get shoved off to the subconscious where it will lay like a law stuck in committee, waiting for an opportunity to come, usually at night with the help of pepperoni pizza. This is where the pendulum comes in. The subconscious rarely lets such information through without the aid of a natural tendency to do so, which can be quite embarrassing at times, or much practice. What it can do, however, is cause minute movements of the voluntary muscles in the arm and hand and those are what makes the pendulum move.

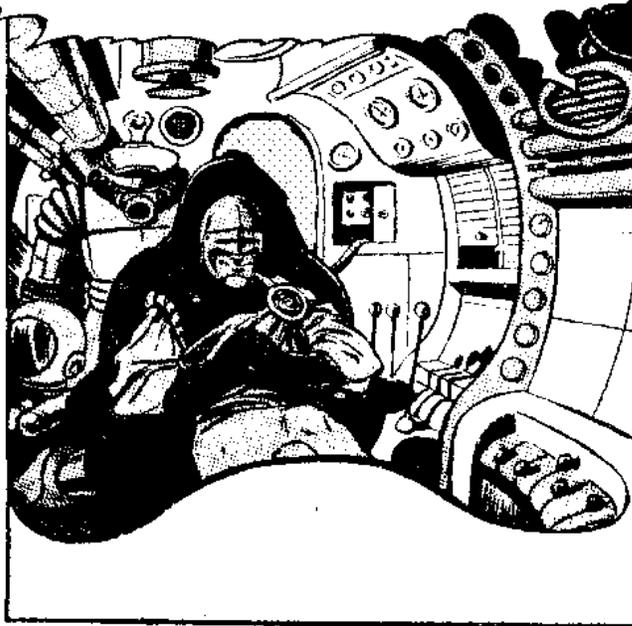
So, before you begin to really work the pendulum, it is useful to remember some simple rules.

It is essential that any question you ask the pendulum be phrased in such a way as to get a simple yes or no answer. Practicing with this will make your readings much more accurate, especially as the pendulum cannot speak except you use an alphabet chart as I will describe later.

The pendulum will only give accurate answers to those questions on which there is information. If there is no information available to the subconscious mind, it will not give an answer or it will give a wrong answer to make the conscious mind happy so the conscious mind will eat pepperoni pizza before going to bed so the subconscious can come out and play.

Your conscious mind can control the pendulum. And if you make the mistake of asking it about something you have an emotional stake in it will, which means you will get the answer you want to hear rather than the answer you need to hear.

And here I am, about to cast my deadly gaze upon the universe and I get this really cool helmet as well.



The Martian in the Iron Mask only made one appearance in DC comics in Tales of the Unexpected in January 1958, but that did not prevent him from being a role model for me.

So now we can have some fun with this gadget.

TELLING TIME

One of the most frivolous, and therefore the most fun, uses to which a pendulum can be put is telling time. This was a very popular pastime and hundred or so years ago before clocks had lighted dials and actually had to be wound by hand to keep running, which meant that if the maid was lazy, the clocks ran down and the people did not know what time it was and when to have dinner. Well, when folks found out that they could make a pendulum tell the time, they got all excited and would get up in the middle of the night and set the pendulum working hoping to fool it. This made life much easier for the poor maid because if she forgot to wind the clocks the butler was less likely to yell at her.

You can duplicate these experiments yourself with little trouble. Hold the pendulum next to a wall or piece of furniture, in easy striking distance by far enough that some swing is required. Now, simply ask the pendulum what hour it is. The pendulum will strike the wall the number of times of the hour.

It is really something to see. The pendulum will swing very slowly at first, measuring itself, until it hits the wall and then will repeat the strike somewhat faster until it has beaten the hour. And if you ask it on the half-hour, it will count out the hour and then hit somewhat softer for the half.

This is not the useless game it might appear to be at first look. The pendulum can not only tell the time, it can predict times. So think back to the last time you were stuck in the living room waiting for a repairman who came two hours later than he was supposed to. With the pendulum, you could have avoided that problem.

When you are expecting someone to arrive, ask the pendulum what time they are going to get there. The pendulum will bang out the hour and you can pretty much relax until then.

The pendulum, however, can only give you information that it has at the time. So let us say you are expecting the dishwasher repairman sometime that morning. At eight you ask the pendulum what time he is coming. It says ten. But the repairman has a flat tire on his truck at 9:30. So at ten you are waiting him and he doesn't show up and you get mad at the pendulum. Well don't do that. Ask the pendulum again because new information has surfaced that was not present the first time. For that reason, it is best to ask the pendulum the question every hour or so, just to be sure.

FINDING LOST OBJECTS

The most common use for the pendulum is finding things. In this way the pendulum acts in the manner of the traditional dowsing unit that it is. So, for the sake of an example, let us say that you have lost your engagement ring. This is not going to make your fiancée happy at all because he had to mortgage his grandmother's grave to buy it and if you have ever tried to get a mortgage on a grave..(did I tell that joke already?) Anyway, you really want to find this ring because it actually has a real diamond, which makes DeBeers very happy because their television commercials with the nice music have not been wasted, even though he could have gotten a fake one off of a television shopping channel. And you need to find it fast because he is coming to take you out to dinner and to lose a relationship is bad enough, but to lose a dinner is worse. (The first thing they teach us in writing school is never to turn down a free meal because you never know where your next one is going to come from.)

There is only one problem. You have no idea where to look and you have this sneaking fear that the neighbor's child may have eaten it while you were babysitting.

Nil Desparandum (which is ancient Italian for don't despair). You have your trusty pendulum and this book. Stand and hold the pendulum away from you and visualize the ring, while humming Wagner. Well, you don't have to hum the Wagner. The pendulum will swing away from in the direction of the lost object.

All you have to do now is follow the pendulum in the direction that it swings until it stops going back and forth and starts to swing in a circle. The lost ring should be in the center of that circle.

I remember many years ago when I first started using the pendulum and I found myself giving a surprise demonstration of what it could do.

When I was very young, like in my late teens, and thus still in school, I worked for my father in summer. He ran a screw-machine shop and the machines were older models which, because of their advanced years (something I can readily identify with these days) had a tendency to fall apart, often dramatically with banging noises and everything. This happened one afternoon when something called a stock-bar feed came loose at the end of one machine and as the part was spring loaded, with a very heavy spring, it went off into orbit, or at least that was how it seemed until we looked up and could discover no hole in the ceiling.

All work ceased as we searched high and low for the missing piece. The shop was busy so the machine could not be left idle, but it would not run without the part, so we crawled around in the oil vainly looking for the missing mechanism. But no matter where we looked, it was nowhere to be found.

Well, as you can imagine, things were getting pretty desperate at Acco Engineering that day as my father was beginning to run out swear words (in seven languages, only two of which he understood and only one of which he admitted that he understood) when I remembered the pendulum. The truth is that it did not take much remembering as I had just started to work with it and I was behaving like a kid in the candy store and there was no way I was going to resist an opportunity like this.

It probably looked very strange, but being boss's son has some advantages and this was one of them and besides, nothing else was working. So I made a makeshift device with a cam and some heavy twine and asked it to point in the direction of the missing part.

At that point I felt a little stupid because it pointed in a direction we had searched to death. In fact we had found oodles of other things, but no missing part. But I did not give up, but rather persevered and followed the pendulum until it stopped over a barrel which contained a substance called Oil-Dry, which is actually sort of like kitty litter and is used to pull oil up from concrete (which kitty litter does equally well, for those of you with oil dripping in your garage. This has been another useful aside from the Uncle Chuckie store of odd knowledge.). The barrel had an open top and the part, flying off the machine, had dropped into it, burying itself under several inches of the stuff. So we dug, having nothing better to do with our time, and found it. And there was great rejoicing and all were confirmed in the knowledge that I was truly a genius.

Now there is one little problem with finding things with the pendulum. It has this habit of swinging back and forth. It has something to do with a very inconvenient law of physics and we can't really do anything about it, so we have to allow for it. This means that you may follow the swing of the pendulum in the opposite direction of the one you should be and that can be very annoying and not at all conducive to building confidence in your abilities.

Fortunately, great mind that I am, I have a way around it for you.

Aren't you lucky?

Let us say that you are playing golf and you have lost your favorite ball (golf ball, you idiot!!!). Now I know everyone has more than one golf ball, even if they don't play golf, but this one is your favorite, being the one your grandfather used when he played against Sam Sneed back in the 1950's.

The field is going to be too big for you to simply follow the pendulum even though you can be pretty sure the direction the ball went, so you take two readings. Hold the pendulum and let it swing, noting the direction. Having done that, walk to the side some distance and take another reading. Where the lines of the two readings cross, there is the ball, just waiting to be hit again.

Map Dowsing

Map dowsing is nothing more than using a pendulum over a map to find something. It is a time-honored practice for finding water, minerals, oil, all sorts of things including the best house to buy. It is a very simple procedure, but depending on how detailed your search, can be time consuming.

So let us say that you own a large tract of land and you want to find a new place to dig the well. The tract is large enough that there is a map detailing it and you take this map and hold the pendulum at one side, asking it to find the best place to sink the well.

Note the direction the pendulum swings and then hold the pendulum at a different spot on the edge and repeat the procedure. Draw two lines along the swings of the pendulum and where they cross, there you will find water.

But let us say you are looking for something on a very large map, such as where you want to move. You can, with some time, find the exact location of the house you want.

Begin with the map that covers the most territory, like a map of the country or state. Hold the pendulum over the vertical coordinates of the map and let it swing. Mark the swing and then repeat the procedure over the horizontal coordinates. Where they cross, there is the ideal location for you. In this case let us say they cross right over a town.

Your next move is to get a street map of that town and repeat the procedure all over again. This will give you an exact block to look for a home on.

This method has been proven over the years to have some highly beneficial uses. Lost people, for example, can be located quite readily using it when more conventional methods would take so long that all they would find would be a body. And it can play hob with the efforts of certain annoying government agencies.

Let us say that your Uncle Garbanzo is in a dither because he has taken out a hit on Louie the Shoes but Louie has gone into the Federal Witness Protection Program. At the next family funeral, you take your uncle aside and tell him that you can solve his problem and it won't cost him more than say a weeks interest on his loan shark operation.

He immediately breaks into a spontaneous tarantella and gets out the good Chianti, not the cheap stuff he gives the neighbors.

Atsa nice, but now you gotta deliver, right!

So here's what you do. You get a picture of the rat Louie and a map. Actually a bunch of maps. Starting with a map of the country with the picture of Louie on top to remind you, you go along the horizontal side with the pendulum and mark the direction of the swing. You repeat the operation on the vertical side.

After you do that, you mark where the swings cross. That gives you the town.

Now, you get a good street map of the town and do the same thing all over again! This gives you the block that Louie is living on!

You call your uncle and you give him the goods. He sends out the boys, you collect your money and Louie gets a nice pair of cement shoes. The Feds have heart failure and start going into a panic wondering who is snitching in the Bureau.

Lies, crooks, and crime stuff, in other words, US.

We all deal with dishonest people and not all of them are publishers. Some of them are editors. And all politicians are in that category. So as you look out at your world and realize that no one is to be trusted, you have to come up with some means to find out who, if anyone, is telling you the truth.

This can get very expensive if you do it by trial and error and yet there are those rare, very rare, times when something that is too good to be true really is true. After all, people do win state lotteries, but no one in his right mind bets the farm on it (believe me, I know!). The pendulum can be a real help in finding out if someone is telling you the truth.

This is something that works best over the phone, for the very simple reason that if you are talking to a face that person may look at you very strangely if you are holding a pendulum and watching it instead of him.

So let us say that you get a call from Uncle Enrico and he wants to borrow money again, this time claiming that your Aunt Mathilda needs food for the goldfish. Ok, you know they really have goldfish, which is one little fact in their favor, and you know that they have never been able to keep track of how fast they spend their socialist security money, most of it going to golfing expenses, so he may really need a loan, in which case he is lucky he is asking you and not me because I'm usually the one who needs money, but I digress. Of course you could send him to Uncle Garbanzo, but he doesn't like to give family discounts.

As he babbles, somewhat embarrassed, take out your trusty pendulum and your idiometer (no, don't need to find out if Uncle Enrico is an idiot. You already know that.) and hold the pendulum over it. As he finally gets around to asking for the money, notice that the pendulum is swinging "NO!!!" and doing it so hard that it wants to leave your hand.

At this point you know that the money is not going to feed the fish, and judging from the swing you wonder if Uncle Enrico is planning on going into politics. But you do get a positive that they do need a few bucks because, you guessed it, they spent too much at the golf course. So you groan and give him a few bucks so they can buy fish food and hope that this time they pay you back before you die of old age.

Now suppose you need to know if someone in the office is a crook. I assume here that you don't work in a law office or a real estate firm, in which case you already know the answer.

Years ago, a friend of mine had some camera film stolen from her. She knew it had to be a co-worker but had no evidence of who it could be. And as she was too emotionally involved to get an accurate reading, I volunteered to do the dowsing for her.

We made a list of all the suspects, both likely and unlikely, and then went down the list with the pendulum with my finger, stopping for a few seconds at each name, while commanding the pendulum to tell me who the thief was, until we got a real swing by one name.

We then continued down the list, checking each name, just to make sure and as there were no other response, we were pretty sure we had the suspect.

The swing of a pendulum, however, is not sufficient reason to make an accusation unless you work for a tabloid television show, so my friend could not say anything. But she was very careful to watch the other person from then on. I offered to kill her, but...

HELP IN RELATIONSHIPS

In the area of romance in particular, the pendulum can give you a tremendous advantage over your fellows.

First, it can test the compatibility of two people. Now for this test, it is best to have a trusted friend, who has no interest in the other person, to do the work.

You will need two pictures, one of each of you, to make this work best, but you can use the two names if the pictures are lacking. Place these side by side and have your friend hold the pendulum between them. If the pendulum swings positive, you are compatible. If it swings negative, look for somebody else. As you can imagine a person with this information can save him or her self a lot of trouble.

But let us say that you are not so much interested in a long-term relationship, but rather a brief, passionate affair. For that you can use the pendulum for something completely different.

You need to know what your prospective partner's tastes are and it helps if they are the same as yours. So you need to make two charts, one a list of all the sexual things you enjoy or are willing to do even if they are not your first choice. Second, a chart like figure 2 (0-10 chart).

If you have a picture or a signature of the prospect, lay it on the table in front of you. If not, write the name down on a small piece of paper while holding the image of the person in your mind.

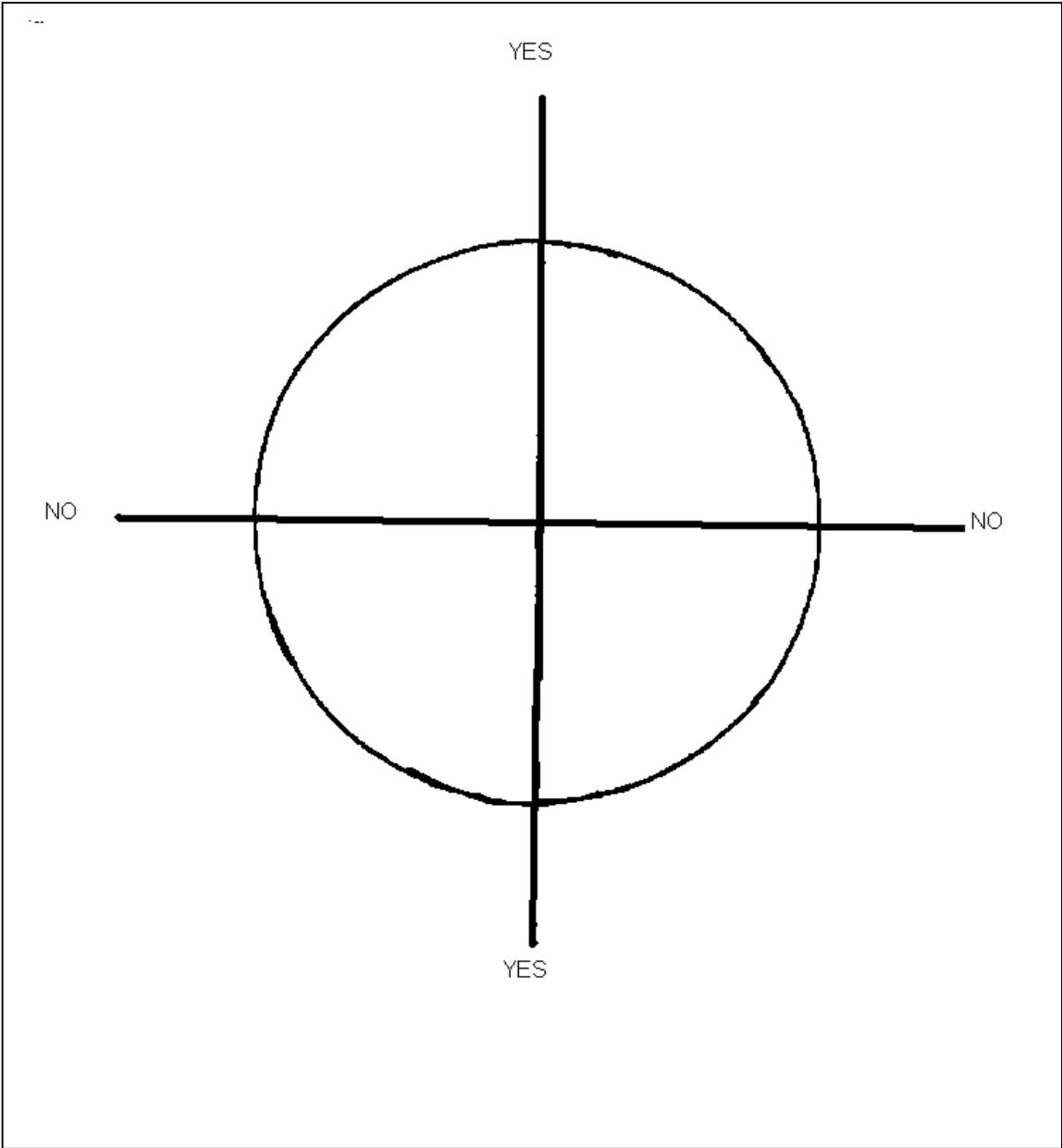
Now hold the pendulum over the picture or name and go down the list of activities, noting which ones make the pendulum swing. After you have done this, hold the pendulum over the center point of the number chart and go down the new list, one desire at a time, noting the number that the pendulum swings to. The higher the number, the greater the interest. With this information in hand, you may pursue the grand seduction with more confidence because you already know what buttons to push.

Using the pendulum as a gauge to test your thought-forms

The last chapter taught you how to make and use thought-forms. But the problem with thought-forms is that you have a hard time knowing if they have hit the target. Well, the pendulum can solve that problem.

Before you create your thought-form, you will assign it a name, like Eustace, or you will have just given it a command. Either one should be written down on a piece of paper and kept in a safe place where you will know where to find it, unlike in this house where to put something in a safe place is to guarantee that it will not be found until the Third Coming.

After you send out your thought-form, forget about it for a day or two. After a few days have elapsed, take out the paper and hold the pendulum over it, asking it if the thought-form has done what it was created to do. If you get a positive response, there is probably no need for further action unless after a reasonable period of time you see no actual results. If the response is negative, make and fire off another thought-form to replace the old one.



COMMUNICATION

I will cover this in more detail later when you have your instruments up and running. By means of the pendulum you can read messages from any mind in the universe as long as you are attuned to it. That's right, I said the universe. Now as the universe is a pretty big place, you have to do some real fine tuning in some cases, but there is no reason you cannot do it.

Usually, however, you will be more interested in more terrestrial sources and the best way to do that is to make a chart like the one on the next page. To do this, draw a large circle on a piece of paper. Now, evenly spaced around the circle, write the letters from A to Z, numbers from 1 to 0, and some common punctuation marks such as a period, comma and question mark. Once you have done that, take a ruler and draw a line from the center of the circle to point between each letter and number and punctuation mark so that they all are in little wedges. If you wish, you may shade every other wedge from the center point to about half way out. Shading makes it easier for your eyes to separate the wedges when the pendulum swings.

Now you have your receiver.

So how do you use it? Let us say that you want to know what Aunt Bianca is planning to have for dinner before you accept her invitation, especially as last time she tried to inflict broccoli on you and you almost hired Uncle Garbanzo to fit her with cement shoes but you didn't because hitmen are expensive and Uncle Garbanzo doesn't like to take more contracts on family than he has to. Now things like this are perfect to start with because they are very easy to verify.

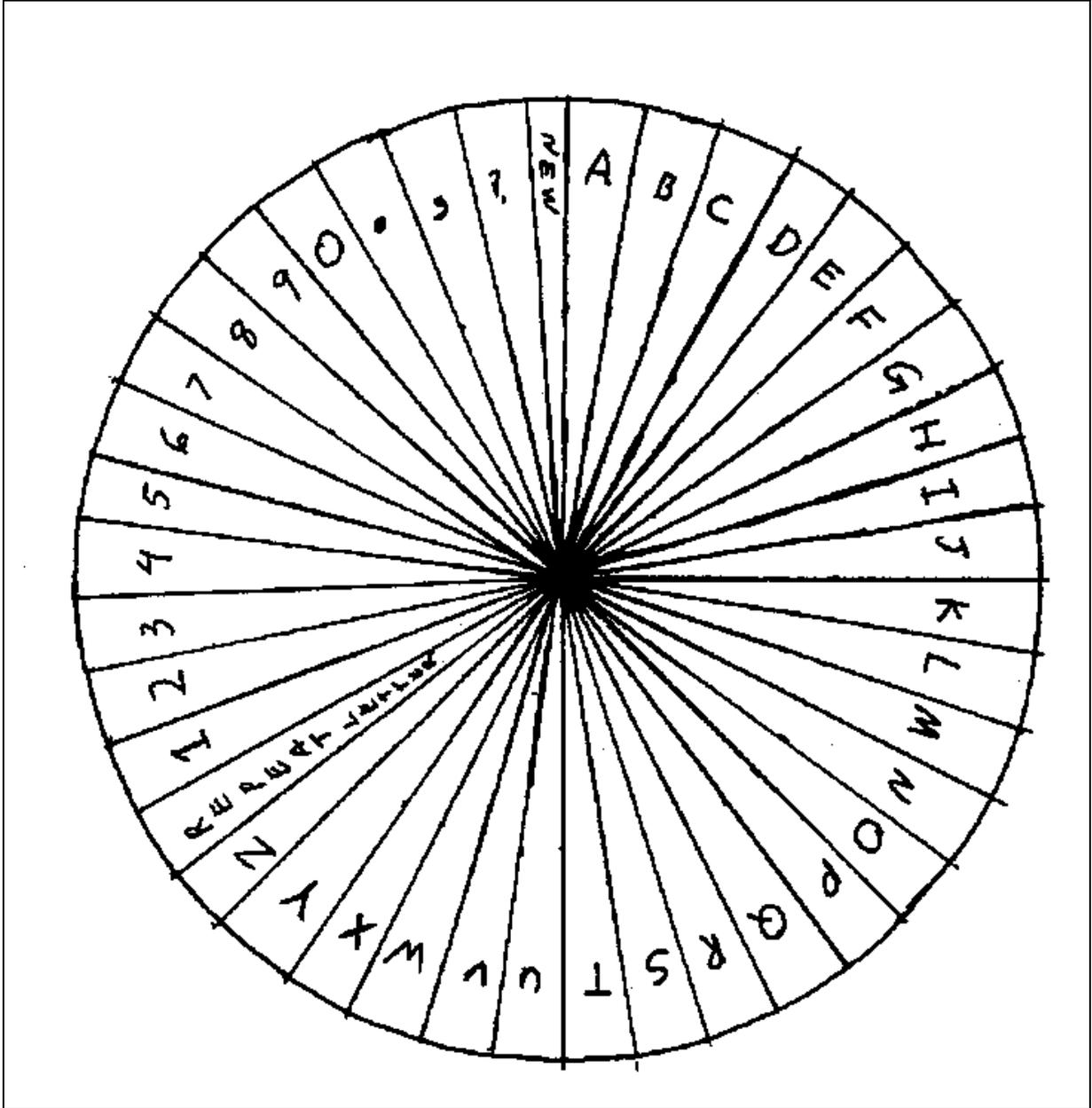
So you begin with a short period of meditation to clear your mind of the extraneous garbage that sometimes manage to come through while using this arrangement. After you do that, you hold the pendulum over the center point and ask it what Aunt Bianca is cooking.

The pendulum begins to swing along one of the edges towards a letter. It reveals a "b" and you stop the pendulum and bring it back to the center to repeat the procedure. And after a short time your worst fears are realized, she is making broccoli again so you call her back, say you have a business matter and order a pizza.

The uses of this simple device should be obvious. It can spell out words, sentences, numbers, any piece of information that is out there can be received. It can tell you anything, but there is one little fact you must remember.

The pendulum, as I have already said, can be influenced by the conscious mind and give you false information. You have to be careful in what you ask, not being

too involved in the answer otherwise the pendulum will cease to be a tool and become a cheering section.



A SIMPLE RADIONIC TRANSMITTER

Ok, here we go with your basic unit! There are more complicated devices available but right now we just want to get you started.

Most people when they come into contact with psionics or radionics for the first time are terribly intimidated by the seemingly complex nature of the instruments, to say nothing of the cost of buying one. The commercial models are not cheap by any means. Hell, I can't afford them!

But the truth is that radionics is very easy and a psionic transmitter can be built with materials that are usually found in every home and easily acquired if not. This device is based on the Hieronymus Machine, which is a rather complicated device designed in the late 1940s but was actually nothing more than a modified radio of the time with an energy collector as the antenna and the stick pad as the output in place of the speaker. Other than that, the amplifiers and tuners were the same as a radio. So, with that in mind, Uncle Chuckie went to work and created a simple device using a cheap radio.

To make this instrument you will need:

1 portable FM radio with extendible antenna. The best place to find this is one of those stores that have all kinds of cheap stuff. I got the one this design is based on for five bucks in 1997.

1 sheet of aluminum foil

1 packet of posterboard

a couple of feet of speaker wire and 1 plug that fits the earphone jack of the radio. You can use an old earphone plug and wire for this. Just cut off the earphone and strip the ends of the wire leaving the plug in place at the other end.

6 feet (2 m) of ordinary wire

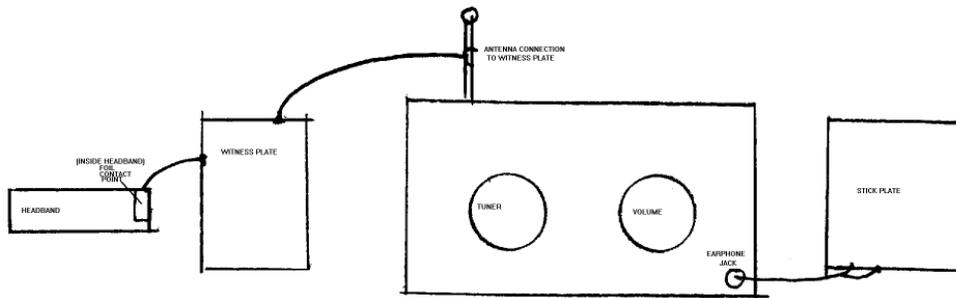
6 alligator clips (at any hardware store).

1 plastic can lid.

Leave the radio intact. There is no need to take it apart or do any tinkering with it. In fact, the less tinkering you can do, the better.

Cut 2 squares of foil about four inches across and do the same with the posterboard. Glue the foil squares to the posterboard squares.

Cut a one inch (25mm) wide strip of posterboard long enough to fit around your head at the forehead with enough left over so you can glue it to the right diameter.



Cut a small square of foil (about 1 inch or so square) and glue it to the inside of the headband so that it rests firmly against the center of your forehead when you put it on.

Cut the wire into two pieces, about 1 foot and five feet in length. Strip the insulation from the ends of the wire and attach one alligator clip to each end.

Attach alligator clips to the ends of the earphone wire and plug that wire into the jack.

Attach a foil square to the earphone wire clips.

Take the other foil square and attach clip it to the 1 foot wire and clip that wire to the antenna of the radio.

To use the machine, get something of the person or place you are going to transmit to, like a photograph (a newspaper photo works quite well.)

Place the plastic lid on top of the plate at the other end.

You set the tuning on the machine by turning the tuner knob of the radio while gently rubbing the plastic plate. When you get a stick (and you will know what this is, it cannot really be described) stop turning and repeat the procedure with the volume control.

Once you have that, clip one end of the longer wire to the plate with the witness on it (that's the picture or whatever of the target) and the other end to the foil square on the headband.

Now, all you have to do is put the headband on and think real hard at the target, visualizing what you are sending as clearly as possible.

Repeat as needed until the desired result occurs.

Now, you have to understand that this is a starter unit. It only has two tuning dials so the accuracy of the tuning is going to be a bit limited, which means you really need a witness for it to work right. The other thing is that the headgear is nothing more than a head electrode.

So, what the hell happens when you use this thing?

Well, you have to understand that the electronics of the radio have more to do with the amplification and propagation of the psychic energy you are using and don't ask me to explain that because it's just way too complicated and you don't need to know that right now anyway. Let's just say that it gives more oomph to what you are doing.

Beyond the electronic stuff, what happens when you tune the unit is you effectively lock onto the target. You are sort of making a connection that will exist as long as you are hooked into the machine, sort of like if you are on the phone with the person. Once you have that connection, you can remote view, dowse and otherwise gain information about the person, such as look around the person's body for weak points that can be used to make him really sick.

The device can also be used to amplify any psychic work you might do, so you can use it to charge objects, as I will describe shortly, or charge and recharge thoughtforms. If it can be done with the psychic faculties, these units can make it done better.

So how the hell do you charge a thoughtform with radionics.

Very easily!

The first thing you have to do is make your thoughtform.

Ok, now that you've done that, you make a pattern to represent the thoughtform as a witness. You do this by giving a name to the thoughtform, like Sam the Landmine, and then make a pattern using the alphabet wheel in the next chapter and once you have done that set the pattern on the witness plate of the instrument, take a rate for the thoughtform and don the head unit.

You are now in mental contact with the thoughtform. Using the connection and the amplification capacity of the radionic device, you add power to the

thoughtform by simple visualization until you have boosted it enough to do its work.



PSIONICS, THE SILENT ASSASSIN

PROJECTION OF POWER AND THE KILLING MACHINES

One of the principal commandments of anyone who really gets into being a villain is THOU SHALT KILL. And the most important part of psionic killing is that A: it works and B: you can get away with it.

You see the problem that villains have had over the centuries is that there was always the possibility of being caught. Now, if you were a super biggie type Villain, like a Stalin or a Mao, you didn't have to worry about such things because no one could do anything about you, but if you were just an ordinary Villain with a little storefront operation you had to be somewhat careful that people did not connect you to your various deeds, otherwise your lifespan could be come seriously shortened as your neck became noticeably lengthened.

The advantage psionics gives in this area is that it is impossible to prove that the killer did the killing. No court will accept the argument that someone killed someone by using mind alone and no prosecutor would dare bring such a case for fear of being ridiculed out of office.

On top of that, there is the real possibility of anyone being foolish enough to prosecute such a case becoming another victim of the weapon, because the mind is not subject to any law.

Of course they can pass any stupid law they like, but how do they plan to enforce it and ***live to tell the tale?***

Here are a couple of easy devices that every psionic villain should have in his arsenal. They are cheap, common and very effective, just the sort of thing everyone should have in their home in order to make life somewhat shorter for those folks we really don't like.

HOW TO MAKE A KILLING PYRAMID

As part of our never-ending quest to render law impossible by the simple expedient of making its enforcement suicidal, I have what may be the perfect psionic weapon for you.

When I first heard about pyramid stuff back in the 1970s, when the fad hit, I dismissed it with the notion that if you couldn't make a bomb out of it, it wasn't worth bothering with. Well, you may not be able to make a bomb with pyramid energy, but you can sure make a lethal weapon out of it.

You see the energy flow in a pyramid works in two directions. There is the energy that flows down from the top of the pyramid to the interior and the energy that comes out the top to everywhere else. The energy that comes from the top down is unhealthy, witness the fact that it mummifies tissue, and can even cause cancer if one is exposed to it for too long (which is a real good reason not to wear one of those things on top of your head in addition to the possibility of mummifying your brain). The energy that comes out the top is more healthful, but sitting on one can become very uncomfortable after a short period of time. The important thing to remember, however, is that the pyramid is a natural psychic amplifier. Any mental energy put into it will be amplified and sent out.

So, to work. In order to make your killing machine you will need a pyramid of any convenient height and a murder crystal. And, of course, you are wondering just what a murder crystal is.

Ok, a murder crystal is an ordinary quartz crystal, the same kind the new age fluffy bunnies make such a fuss over. Procure such a crystal from the sort of place that sells such things and keep it in a silk bag, just like the fluffy ones do. Only whenever you are having a real bad day, feel very angry or just frustrated, take out the crystal and hold it, using it as a sink for all your anger and frustration. Feel all of that yuckiness just flow out of you into the crystal until you are back to normal and then put the crystal back into its bag. After a few weeks of normal living, with traffic, and business and family, you should have enough anger stored in that thing to kill off a city in no time.

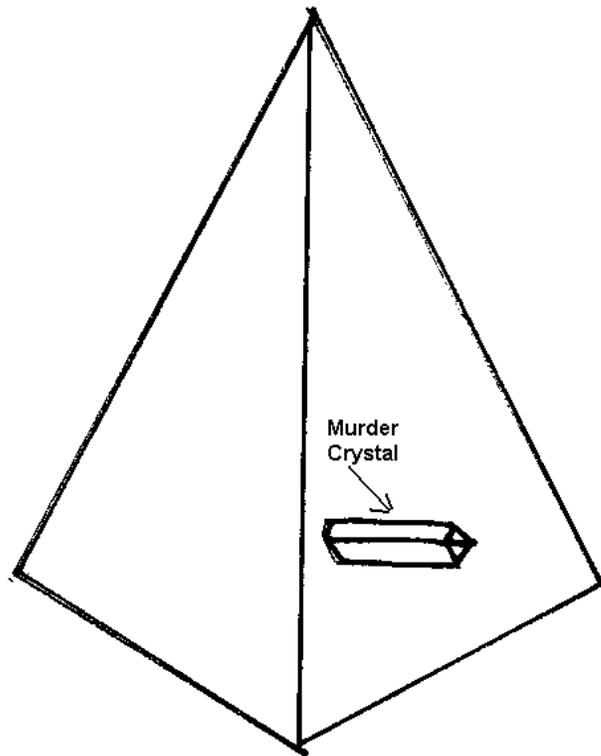
Now comes the fun stuff.

Let us say there is someone you really want dead, like the traffic cop who gave you a speeding ticket even though you were only doing 50 mph over the posted limit. The fact that the ticket book has spent a lot of time in his pocket, in addition to the signature on the ticket, makes the ticket a perfect witness sample of the offending officer.

Lay the traffic ticket on a table and take the crystal out of its bag. Lay the crystal on top of the ticket. Now put the pyramid over the ticket and crystal, aligning the

sides of the pyramid to magnetic north. Once you have done this, spend a half-hour to an hour a day thinking thoughts of pure anger and hatred at the offending officer while staring at the pyramid. The energy will accumulate until it reaches a sort of critical mass and then BANG, one less cop (off to the great hog farm in the sky). You will go to court, plead not guilty, and as the officer who wrote the ticket will not be present, you will be acquitted.

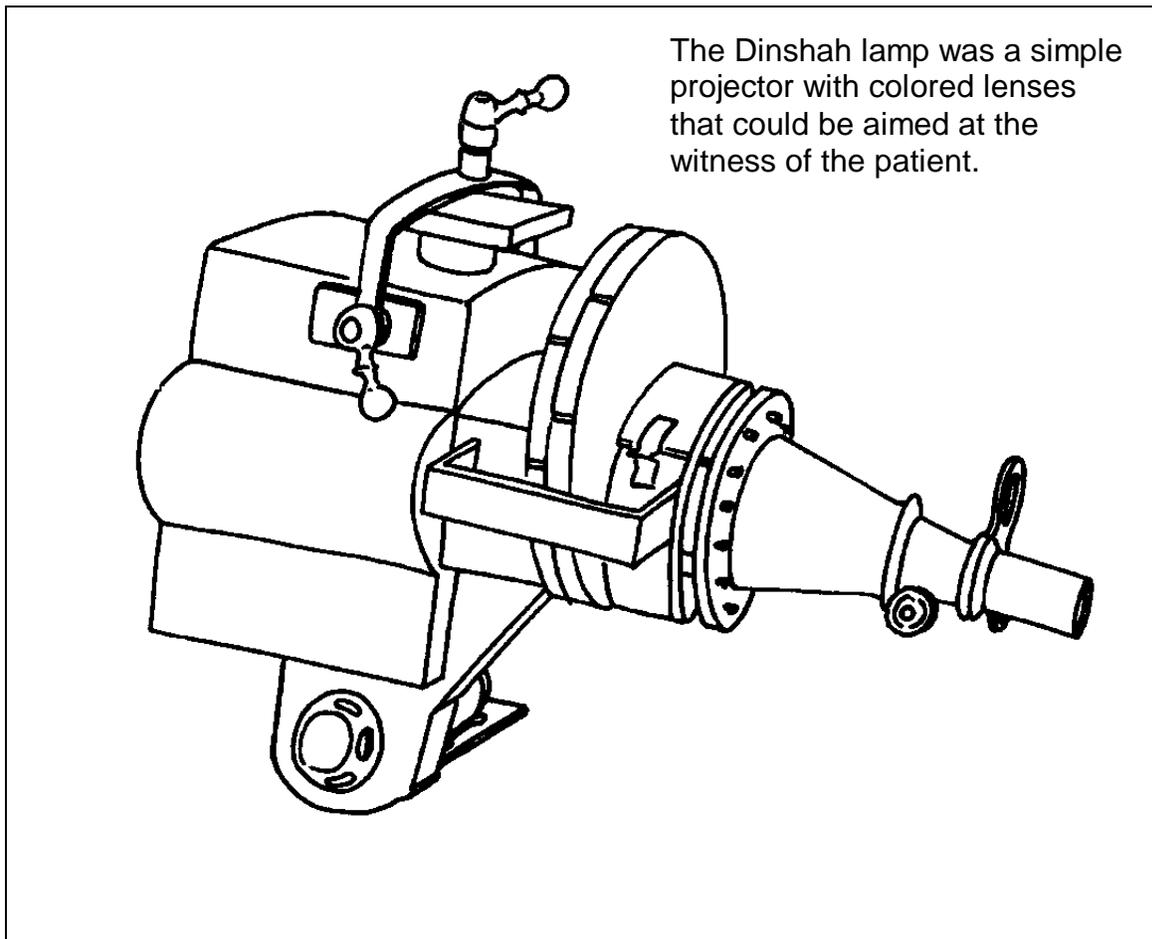
The beauty of this instrument lies not only in its utter simplicity of manufacture and operation, but in the fact that it is totally undetectable in use. Death will always be by natural causes or accident and you need have no fear of retribution. After all, people die all the time.



THE SLIDERAY

OK, this is going to sound absolutely insane but bear with me because if my idea is right it means that everyone in the world can have a working means of mass destruction with little expense and virtual impunity.

Let me start with some background. I don't know how many of you are familiar with the Tepaphone? It was an idea that hit prominence in occult circles about 20 years ago with the publication of Franz Bardon's *Frabato the Magician*. In that book he describes a device used by the FOGC lodge in Germany between the two world wars as a machine for projecting energy that could work as a death ray. Like most researchers, I was fascinated by the idea and set about to recreate the device, but like most researchers, I got stuck in the idea that it was somehow a 1920's radionic device when a clear reading of the brief description gives the impression that it was more likely optical rather than electronic in nature. In other words, he describes an antique magic lantern, a slide projector. This should not have been a surprise to me because I was already working with projected light and at the time Frabato is supposed to take place, Dinshah P. Ghadiali was treating people with colored rays of light from an instrument of his own design. Healing!! YUCK!



Now, if we add that description of what apparently was a real instrument (it seems to have been destroyed in the bombing of Germany during WWII) to the work of T. Galen Hieronymus, which proves that there is an optical component to psionic energy, we can come up with a system whereby an ordinary slide projector can be turned into a lethal weapon. This idea seems somewhat far-fetched to orthodox radionicists until you explain to them that a photograph is nothing more than a chemical reaction to light, light reflected off the subject and where it not for that a photograph would never work as a witness.

This system works because the focused beam of light carries and amplifies the mental energies put into it. All you need is a slide projector, a stand and a photograph, such as of a building (a newspaper photo will work) or anything else of the target, such as a photocopy of a signature if it is an individual.

Place the slide projector so that it is facing the stand with the photograph on it in such a way that the beam from the projector is focused onto the target. (The reason we use a slide projector is that the beam can be focused more tightly, though any similar source will work, even a flashlight.) Stand the picture so that the beam hits it squarely and then go back to the projector.

Turn on the projector and as the beam plays on the target, focus your thoughts on the beam of light. If you visualize the destruction of the target, that energy will be carried to the target by means of the witness sample.

As you can see, the effectiveness of this device is largely dependent upon the clarity of the thought put into it as well as the emotional energy behind it. It is wise, therefore, to spend some time concentrating on the reasons you want the target destroyed and build up sufficient hate energy in your system so that that energy will blast its way through to the target with devastating results. Keep this up until you think you are going to destroy the furniture and then hit the switch turning on the beam. As you do this, feel all of the anger pouring out of you, as if a spigot was turned on, flowing from you to the beam.

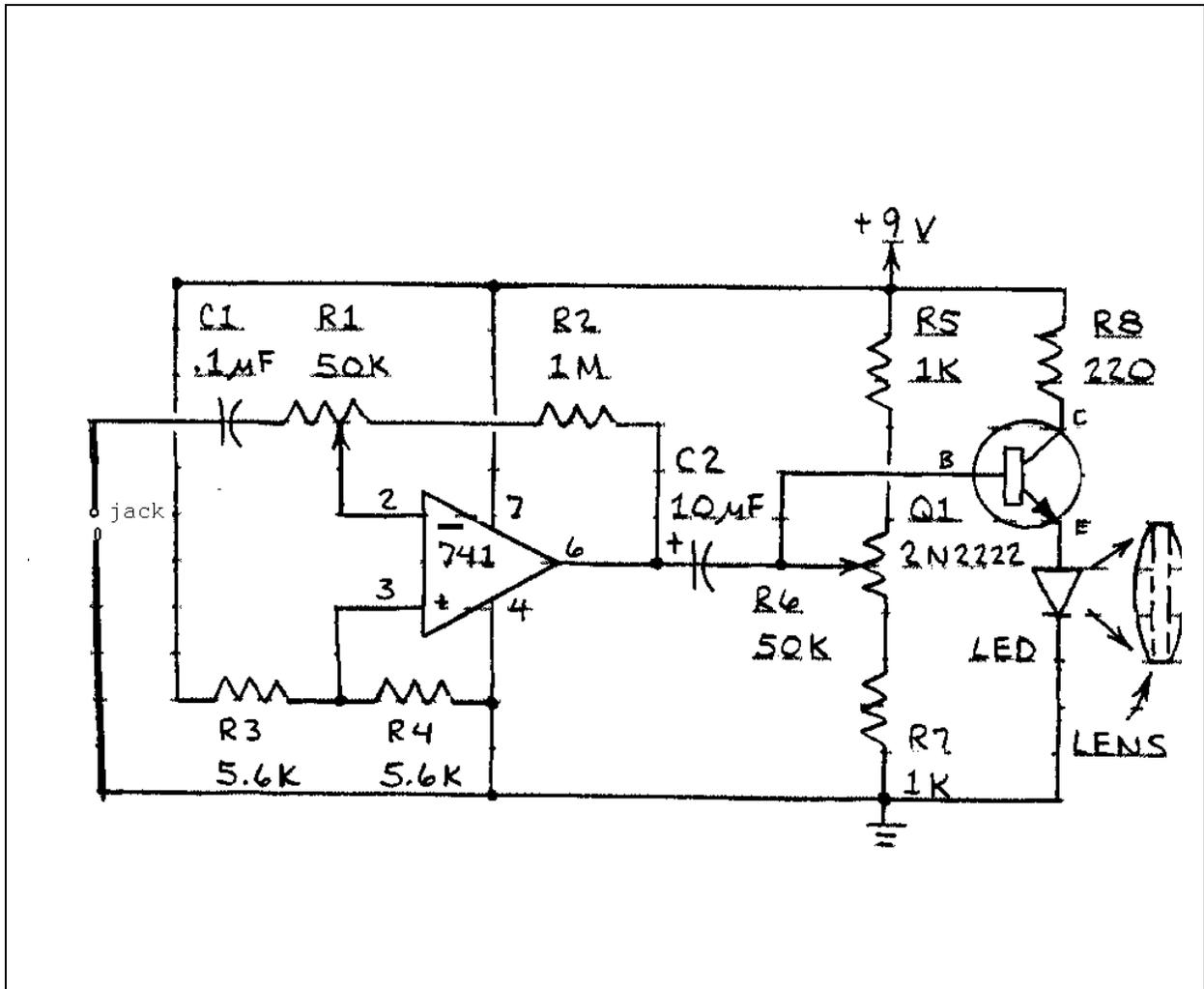
When you feel totally drained, turn off the beam and go out and do something to cheer yourself up. Nature will take its course.

Isn't it FUN to be evil?

The New Tepaphone

And here we go with the ultimate psionic killing machine.

Remember all the nice things I said about the Hieronymus Machine? Well, this device is the Hieronymus Machine built backwards. Essentially, it is modulated light source that can act as a device to emit a psionic carrier wave on a beam of light.



If you look at the schematic, you will see that the headgear is plugged into the jack at one end of the system and the psychic stuff goes through the amplification process, tuned by the potentiometers and comes out the light source to be focused on the target witness.

This device has a real advantage over the Slideray. The input is directly from you to the light beam, no need to visualize your thoughts going into the light coming out of the projector. And it can be used in conduction with other radionic

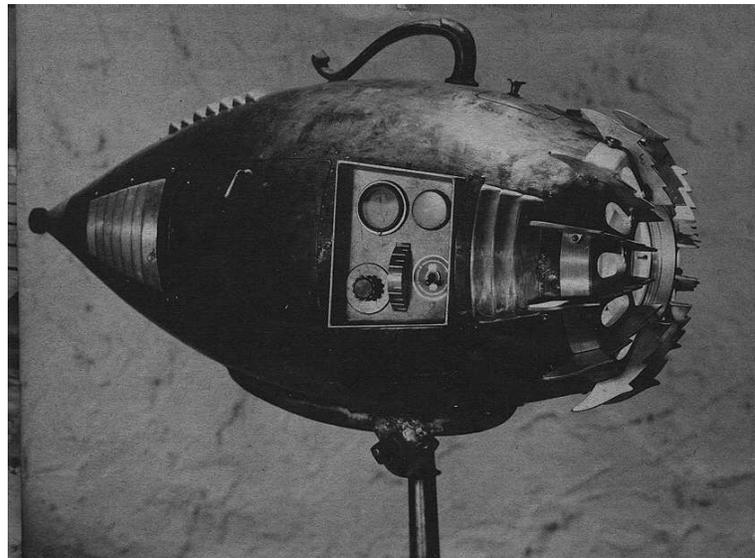
devices, merely plugging it into the output of them with a patch cable so you can get real accurate tuning.

So how do you use it?

Well, the first thing you do is set it up. It's an optical device, so you need to have it set so its beam will hit the witness. That should be no trouble, just do that the same way the slideray is set up.

Then you need to tune it. Plug in your headgear and lay the stick pad next to it. Now, meditate and fill yourself with energy, energy that is going to be transmuted into pure anger and hatred. See yourself literally glowing with red light and then put on the headgear and start turning the dials on the unit as you stroke the stickpad. When you get a stick that is the setting for each dial.

Keep focusing on your anger, let it build and build and build. Then, as you are about ready to pick up the machine and throw it at the witness, turn it on and let the light wave blast the witness. Again, pour all your anger and hatred through the machine until you feel completely drained of it. At that time you turn off the machine, put the witness away and wait for results. If the person doesn't die right away, simply repeat the procedure until he does.



No, this isn't a tepaphone, it's the Peritron from an old movie serial, *The Great Alaskan Mystery*. But it's nice looking so I figured you might get some ideas from it.

THE POCKET LASER

And now we get to one of the fun things modern technology has blessed us with.

I'm sure that by now you are familiar with laser pointers. These fun things are not only good for those of us who do public speaking and have to point at things hanging across the room or being projected on a screen, but they also make excellent little hand weapons because a shot from even the small one can effectively blind somebody at a considerable distance. They are cheap and easily concealed even in a shirt pocket.

You can see what the psionic value of one of these things is going to be with little trouble. If a slide projector, or any other light source, can be used to project psionic energy, one of these little babies can really send it!

First you have to charge it.

Place the laser on the output plate of the radionic box and set the unit while holding your purpose in mind. Then put on your headgear and send energy into the laser device through the radionic system. This will fill the light source of the laser with your intention and make anything you send out of the laser that much more powerful. In effect, you are attaching a thoughtform to the laser device itself and if you wish to create a specific thoughtform to do that it would not be a bad idea.

Now to using it.

This is simple. You just point it and shoot. Set the witness (probably a photograph) of the target up across the room and fill yourself with the same kind of anger you felt when using the other weapons, but this time, as you really get furious, bring the laser to bear and fire it. Again, as you do so, feel all of your anger and hatred flowing out of you through the beam to the witness of the target.

Repeat as necessary for best results.

Now! Common sense type warning!

It gets real tempting with the laser to point it at the target directly. This is most unwise. People, especially cop type swine people, tend to get rather intense when someone shines a laser dot at them, because the dot mimics laser gunsights. For that reason, it is best to confine the use of the instrument to hitting the target through the witness sample, except when actually using it to blind someone in self defense. However, that being said, a laser pointer can be

fired directly at the person if it is used in such a way as to not be perceived as a direct threat, like a quick shot at the back and then the pointer put away.

One thing though. Strange as it may seem, some folks can feel the laser as it strikes their energy field and the dot of light is slightly warm on bare skin. Keep this in mind if you are going to shoot it directly at a person.



THE PSIONIC AMPLIFYING HELMET

The Psionic Amplifying Helmet had its origins years and years ago when I was a budding magician and got this idea that it would be really cool to have something I could wear on my head to increase the power of what I was doing. You see, I have this thing about hats and helmets, the house is full of them, and so naturally I wanted one for my magick.

I went to work and created a version of Fortunatus' Cap, which was a simple hard hat with a metal talisman charged to increase my power to command people glued onto it. I even had a little chant that went with it,

“Mind to mind,
I command they obey
I call they come.
My will be done!”

And it worked. Well, with my thing about helmets, when I built my first radionic unit on April 7, 1977, “*a day that shall live in infamy*,” (Thank you Franklin, now go back into the box.) I built the head electrode into a helmet that could be plugged into the box. From this evolved the Psionic Amplifying Helmet as we know it today. There are lots of versions of it out there now as people have been experimenting with it and improving on it, so I'll give you a simple version to start with and then you can work from there as your own intuition and creativity leads you.

To make this device, you will need to procure, without haggling:

1 hard hat.

8 small magnet disks or circular magnets

1 length of copper wire

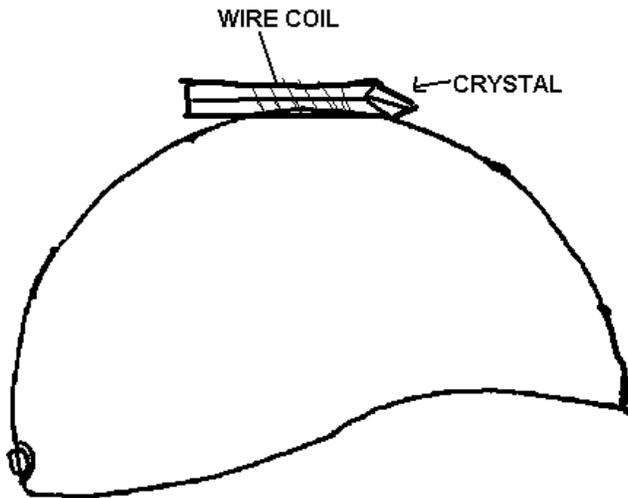
1 length of speaker wire

1 1/8" monaural audio jack

1 crystal

1 circle of foil

Remove the liner from the hard hat. Now, drill a hole at the top of the shell of the hard hat. Drill another hole at one side or the back of the hard hat the right size to mount the jack.



Glue the magnets in a circle above the rim of the hard hat shell. Once you have done that, take the copper wire and make a spiral (direction doesn't seem to matter) at one of the wire and lead the wire through the hole at the top of the helmet wrapping it around the crystal and then glue the crystal to the top of the helmet.

Put the liner back into the hard hat.

Attach the coil to the foil plate.

Strip the insulation off the ends of the speaker wire (I know that sounds elementary but you would be amazed at the number of people who forget this!)

Attach one set of the ends to the foil plate.

Attach the foil plate to the top of the liner where it will sit on the top of your head when you wear the helmet.

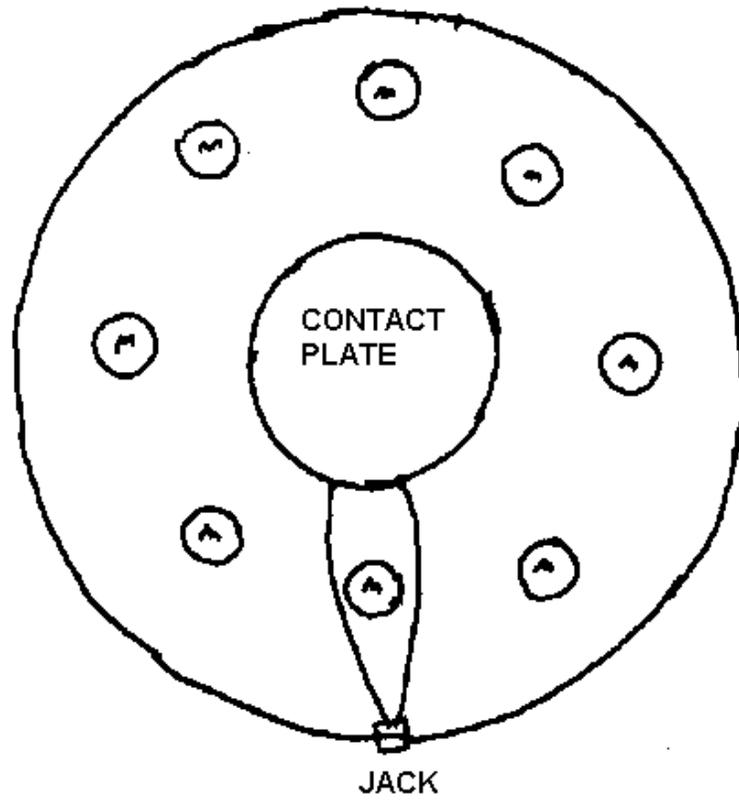
Run the speaker wire under the line to the jack hole.

Attach the leads of the jack to the speaker wire.

Mount the jack on the helmet.

At this point all you have to do is put on the helmet and think, getting a real clear image in your head of what you want to send and the helmet will automatically grab the psychic stuff as it comes out your head, run it around real fast and then

shoot it out the top blasting it's way to the target. And by plugging the helmet into a radionic box, you create a direct connection between you and the instrument.
(Which is why the jack is there!)



THE RADIONIC BOX

This is your standard tool. It works the same way as the radio unit but is self contained.

In order to make this device, you will need:

1 box, a simple shoe box or gift box will work fine. Just avoid metal containers because metal screws up the energies.

1 can

2 screws and nuts (and no, the author does not count).

1 plastic lid like from a coffee can or cat food can.

3 rotary potentiometers, the ohm value does not matter.

3 knobs

2 1/8" monaural jacks.

wire, both insulated and uninsulated.

2 quartz crystals

Begin by opening the box and laying the bottom of it aside. Now, lay out the can in the left upper corner of the box, the lid in the right upper corner, the three knobs a bit lower between them and the jacks, one in each lower corner. Mark these spots with a pencil.

Now carefully punch holes for the two screws in the bottom of the can. Lay the can on the spot you marked and mark on the box lid where the holes you punched are.

Carefully punch holes where those markings are.

Now, punch a hole for each potentiometer stem, two small holes under the center of where the lid will be and one hole in each corner for the jacks.

Take two lengths of the unshielded wire and wrap them around the crystals with a short length left over at each end. Once you have done this, attach a short length of the regular wire to each end of the crystal wires by wrapping the exposed wire (I assume you have stripped the ends) to the crystal wires. This will give you two crystals with a length of wire at each end.

Now, attach these wires to the potentiometers so the three pots are in series as in the diagram with the crystals between them.

Now, wire the jacks to the end pots as in the diagram. Be sure the wires are long enough to reach the assigned holes in the box lid.

Make a coil of unshielded wire which will fit under the can lid and place it on the outside of the box lid with the ends of the wire running through the holes into the box.

Glue the plastic can lid in place over the coil.

With the screws attach the can to the box lid in its assigned corner.

Turn the box lid over and attach the pots on the underside of the box lid so the stems protrude out to the outside of it.

Repeat the procedure with the jacks.

Connect the wire from the coil to the pot at the right end and to the right screw of the can as in the diagram.

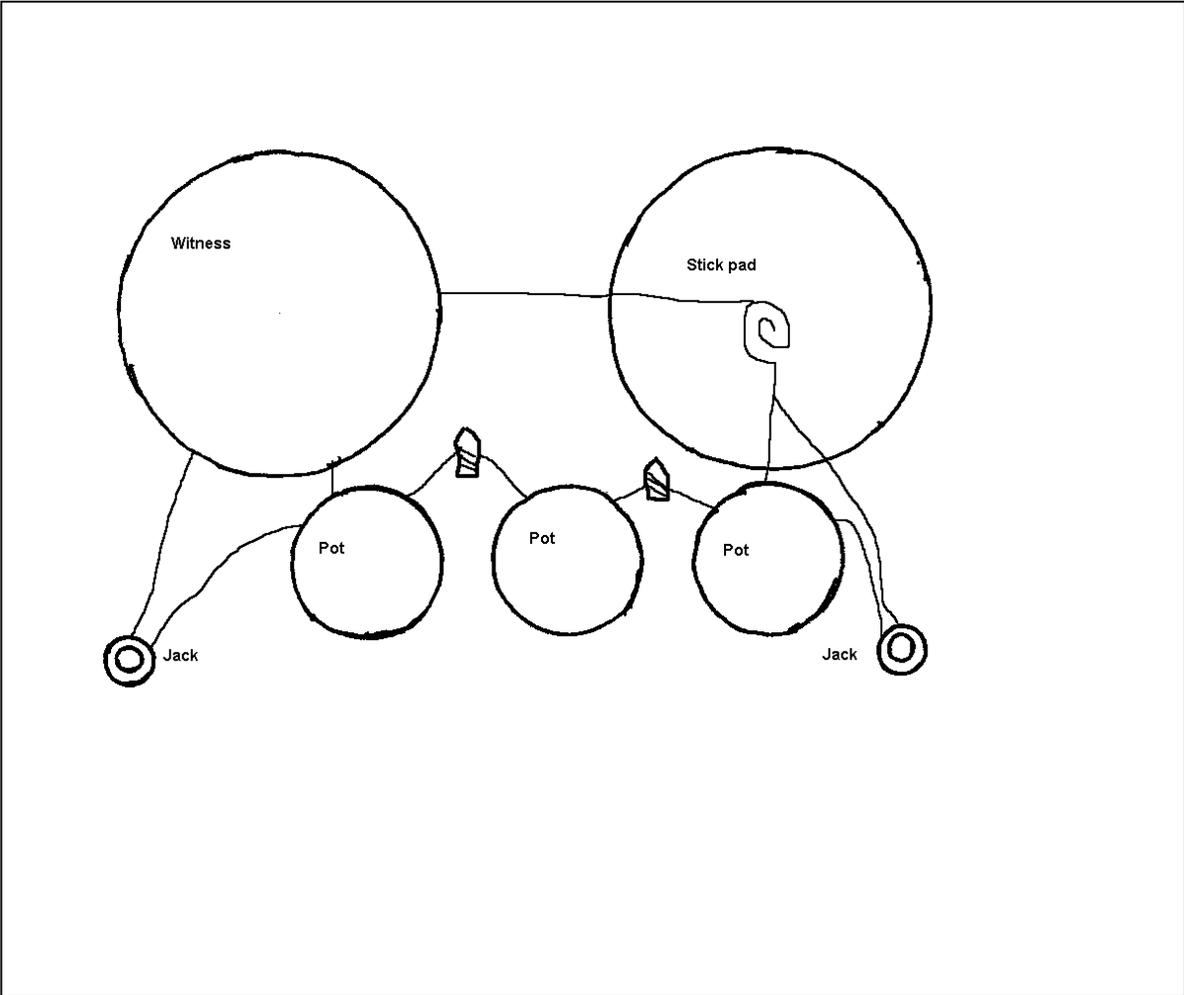
Connect a wire from the left pot to the left screw of the can as in the diagram.

Turn the box lid over and attach the knobs to the pots.

Put the box lid back on the box.

And there you have it. You now have a working radionic box. Go to Radio Shack and get the right patch cables so you can connect the helmet to it and you'll be all set. Oh, and one other thing. You'll soon learn that the more radionic units you have laying around the better and there are lots of designs out there for them, so don't be afraid to experiment.

The most important thing you have to remember is that electronically, radionic devices make little or no sense. So don't worry about anything you learned in electrical engineering class with this stuff.





And here is a rather bad webcam shot of guess who with a helmet and box. The helmet is actually the first version of the Psionic Amplifying Helmet and it is still my favorite after nearly 30 years.

CHARGED OBJECTS

OK, you read the section on the laser mind and you're really wondering why I would go into something like talismans. After all, they're just superstitions, right, sort of like the rabbit's foot to bring luck to everyone except to the rabbit?

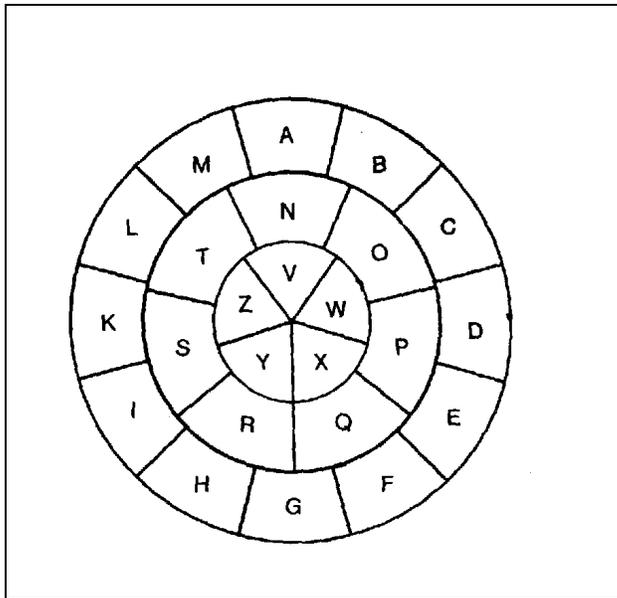
And you read my comments about stored energy, which sort of explains the concept of how these things work. So where do you go from here?

To the store to buy some things.

I'm going to talk about a range of stuff here, so be prepared to get a lot of different things because they are all going to be really useful.

The first object is nothing more than a pattern on a piece of paper. Now there are a bunch of ways of making these patterns (otherwise known as disruption patterns) and it is really very easy to do this.

First you need to know what idea you are going to charge the energy with once you put it into the paper. Write this down as simply as possible, something like "Kill the neighbors!" Now, take the wheel thing below and make a photocopy of it at the local copy place until you get a useful size, no larger than three inches in diameter.



Once you have that, place a sheet of paper over it and trace from one letter to the next on the inside of the wheel so that you will have a pattern which represents your idea. This pattern is the form of your talisman and all you need do now is draw a circle or square or any other shape around it that you think is appropriate and cut that out of the paper.

Now you have to charge it.

There are a number of ways of doing this. The easiest is to use your radionic unit. The talisman is placed on the output plate and the headgear donned. Set the unit for the rate while concentrating on your idea and then visualize the idea being carried out.

Do this a number of times until you are sure that the talisman is really charged with the energy of your idea. Once you have accomplished that, put the talisman in an envelope until you are ready to use it.

There are a number of ways to use this object.

The simplest way is to use it as a transmission pattern. When doing this, you merely place it on the input plate of your radionic unit and the witness of the receiver on the output plate. A rate is taken for the pattern and energy applied in the form of amplified current or a light wave (a lamp shining on the unit) until the result is accomplished, in this case the death of the neighbor.

The next method, and one that is a little more hazardous, is to send the object directly to the target involved. Now, here you have to be very careful that A: there is nothing directly incriminating in the object itself, no pictures of dead people in their coffins or such and B: that is not traceable back to you without a lot of trouble. It is best to use an envelope that has been actually held under a vacuum cleaner and handled with latex gloves. The stamp should be either pre-glued or use tap water to moisten the glue on the stamp and the envelope.

The address should be typed on from a public typewriter. Do not use a return address.

Once the talisman is sealed in the addressed envelope, repeat the charging process. Include in the charge the command that the energy of the talisman will be released on contact with the person even if he does not open the envelope. Then once you have done this, mail the talisman from a location that is nowhere near where you live or work.

Another use for a paper talisman is in mass communication of an idea. In this case, you would create one around the idea of something that requires lots of people, such as "Unelect so and so." You repeat the charging procedure but then you do something a bit different with finished product.

First, you can use an aerial or satellite photo as the witness sample of the geographic area you wish to affect. This is used in the same way as a witness of an individual on a radionic unit.

Second, and this is a bit more time consuming, you scan the talisman into your computer. Now, when you do this, remember the energy of the talisman can be carried by electromagnetic energy so the pattern retains its charge even as it becomes resident as a pattern of 0 and 1 on your hard drive.

Using the appropriate software, you print out the pattern onto labels so that you have a number of sheets of them, all psionically linked to the original.

This being done, it is a simple matter for you and your henchstaff to go out and stick them up where people will see them and as you run the original on your radionic unit, everyone who sees one of the patterns will respond to it.

Of course any object can be charged to project your desire and this makes distribution of the idea pretty darn simple.

Go out and get yourself a ping pong ball gun and a slingshot. You will need both of these items as we go along.

The ping pong ball gun is usually a pretty cheap item and can be found in most toy or novelty stores. It is a light, plastic item that cannot take a lot of banging around but it can usually store and fire about four or five balls about ten feet or so, depending on how strong the spring in it is.

Once you have that, go get a few packages of ping pong balls to shoot out of the gun, otherwise there is not much point getting the gun in the first place, is there? The ping pong ball actually makes a good charged object because it is large enough to write or draw on.

To convert a ping pong ball into a carrier for your ideas, simply get a felt-tipped pen and when you have your idea in mind, write the first letter of the sentence that best expresses your idea on the ball, so if the idea is "Kill Aunt Janet," you would then write KAJ.

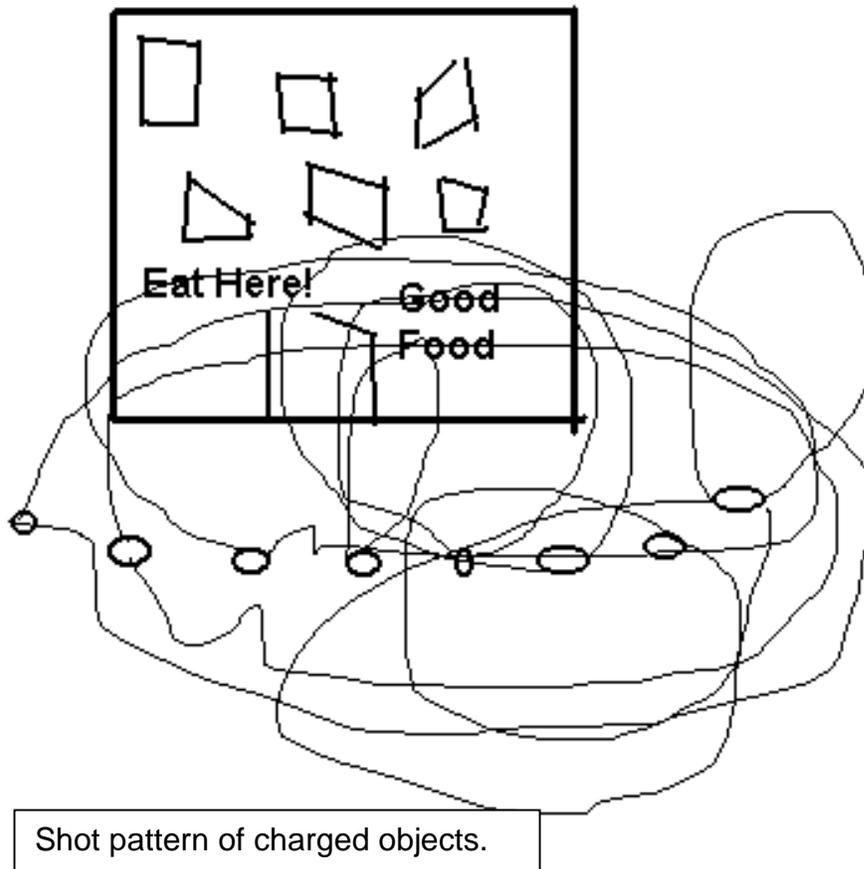
After you do that, you charge the ball by placing it on the receiver of the radionic box and visualizing the result until the force of your mind has filled the interior of the ball with energy. Repeat this process once a day for about a week and then you are ready to send the ball on its way.

Load the ball into the gun and go by any place where you want the idea to be released. The gun gives you the advantage that you do not have to stay around, but just go by and shoot the ball, as from a moving car or bicycle and be gone before anyone knows you were there. Because it is obviously a toy and totally physically harmless, a ping pong ball gun can be carried just about anywhere with no trouble.

With greater range the slingshot is perfect for sitting in your backyard and sending objects out to the neighborhood. A Wristrocket type slingshot can have a range of a couple of blocks if fired at the right angle. I got this idea years ago sitting in my back yard firing marbles off in every direction and listening for the satisfying sound of breaking glass as they came down on car windows. Of course the local constabulary would be running around like crazy looking for kids and not at all interested in the middle-aged man sitting in his back yard, tee hee hee.

To use this implement, you pick your object with some care. Ordinary glass marbles are the best. They are perfectly round and totally aerodynamic, thus giving them the best range. They also have good striking power on impact but are not obvious weapons like ball bearings. They are best used on targets that are near your home or near where you are able to fire the weapon without being seen.

The object used here is charged in the usual fashion and then fired with the slingshot at a place where the target will likely be, such as his back yard. If you are firing at a distant target from your own yard, it is best to charge a number of objects and fire them in the general direction. This will give an area of psychic coverage that will make it more likely that your target will walk into the field and be affected by it.



PSIONIC ENCRYPTION

For those of you new to this, the term "encryption" does not refer to burying anyone in a crypt. It is a word used to describe methods of coding communication so that no one can read or hear it without authorization. As code breaking becomes more and more sophisticated, the techniques of encryption become equally so, but when using psionics it is possible to encrypt a message by a very simple substitution code but because you are using psionic methods of transmission and reception it is almost impossible to intercept or understand if intercepted and thus you and your henchstaff will have means of communication that can only be intercepted with great difficulty.

You never know when such things may come in handy.

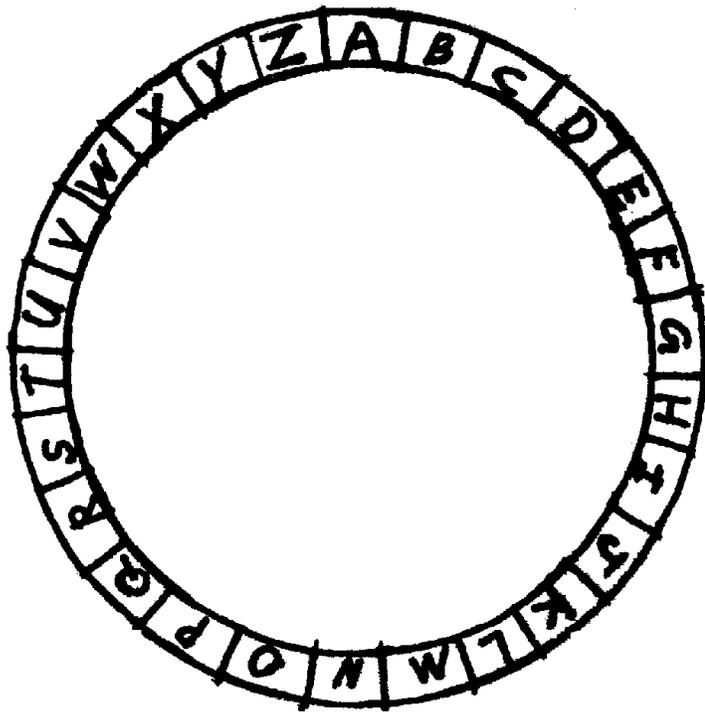
In order to do this, you and the person you communicate with will need two radionic boxes, two sets of headgear and either a Ouija Board or an alphanumeric chart like the one on page 75.

You will also need a code technique. There are a number of ways of setting up a code, but let us say that for your purposes a simple substitution code is all you require. In such a code, one letter stands for another and when the coded message is received, the receiver simply replaces the code letters with the real ones and the message is then read. In its easiest form, both parties have wheels with the letters of the alphabet, numbers and maybe even punctuation (a very good thing to have, actually) that are set to rotate around each other out of order, one inside the other. The letter A of one wheel is set to a pre-arranged spot on the other wheel and that creates the code. So you might have a message where A is over X and the sent message is X BRD COGEZ which would then read "a dog bites." In this system it is necessary that each participant have a duplicate of the wheel.

The next thing to do is practice. At a set time each night, the partners should set up their equipment and practice sending coded messages to each other. This is done by each partner placing a witness of the other in his radionic instrument and putting on the headgear. Then the sender concentrates on the key letter, where A is going to be set. The receiver uses either the Ouija Board or the chart and pendulum to determine the placement of the key and waits for the sender to transmit the message, one letter or word at a time. With practice, the messages will come through very clearly and in relatively little time.

Now just what one can do with this depends on the personal situation. It can be just a fun project to get the children interested in psionics or it can be used for all manner of conspiracies where secrecy is important and you wish to communicate with the henchstaff without using more conventional means.

Now, a word of caution. While this method is virtually immune from ordinary surveillance, it is theoretically possible for the message to be tapped if a third party knows the time of transmission and has a witness of either the sending or receiving party and the psionic equipment. The clarity of the tapped message, however, will not be great and the lack of the code and key will add to the difficulty a casual observer on the psychic plane would have in understanding the message.



THE PSIDAR

This is a fun little gadget that I cooked up one day when I had watched too many television shows with radar screens on them. PSIDAR stands for PSIonic Direction And Ranging, as if you could not guess. It is a perfect device to use in conjunction with map dowsing.

Using this instrument is surprisingly simple. The witness of what you are looking for is placed in the witness circle and the pointer in the cross-hairs is turned until you either get a stick on the pad or the pendulum swings positive.

Once you have a direction, you need to have an idea of the unit of distance you are going to be dealing with. If the object or person is in the near vicinity, like in the house, you would set the dial to inches, feet, yards or the metric units provided. If the object of the search is some distance, it is best to use either miles or kilometers.

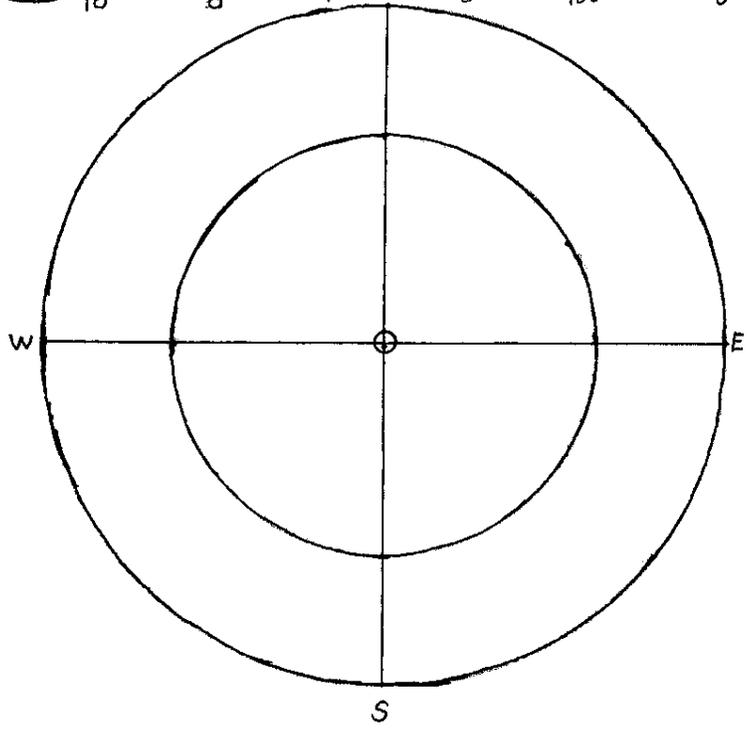
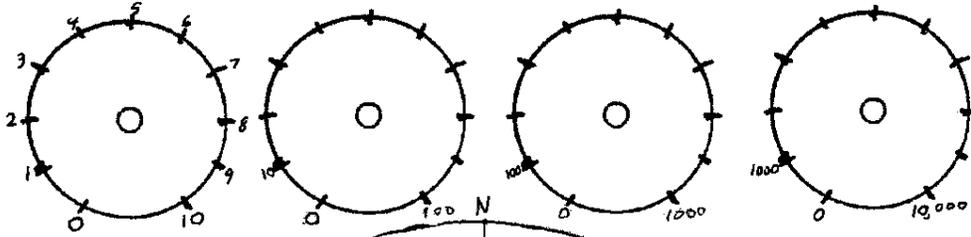
That being done, direct your attention to the top dials. Each dial represents a decimal unit, 0-10, 0-100, 0-1,000, 0-10,000. Start with the largest unit you think appropriate. If the object is in the house, there is no need to look at a distance of 10,000 feet. On the other hand, if the person is on the other side of the world, that may be exactly the number you need.

Let us say that I am looking for a person who is about 552 miles away, but I do not know that. The first thing I need to know is if the person is over 1,000 miles away. I touch the last dial and ask that question. The answer is no, so I move to the third dial and ask if the person is between 100 and 1,000 miles away. I get a positive response, so my next move is to begin setting the dial around the circle at 100 mile intervals until I get a response, in this case at 500.

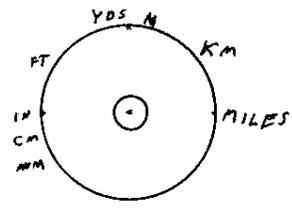
I direct my attention to the second dial and repeat the procedure until I hit 50 when I get another response.

The last dial narrows the distance to 552 miles. If I wished, I could find the distance to nearest millimeter, but I do not need to know that.

To learn how to use this device, have a friend hide something and then use the Psidar to find it. It also can make one hell of a party game, with each participant looking for hidden objects. Who knows, someday it might even replace bean-bag tossing.



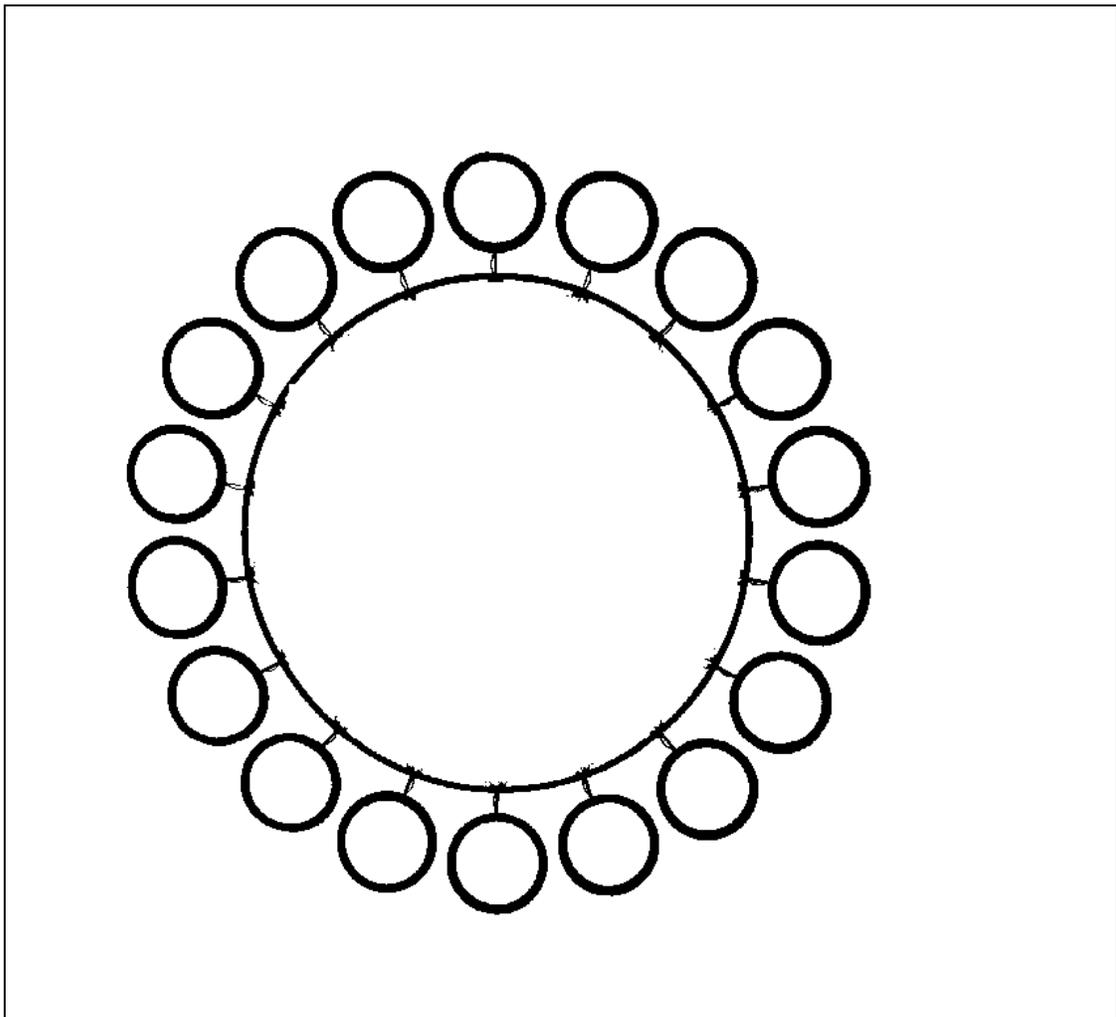
WITNESS

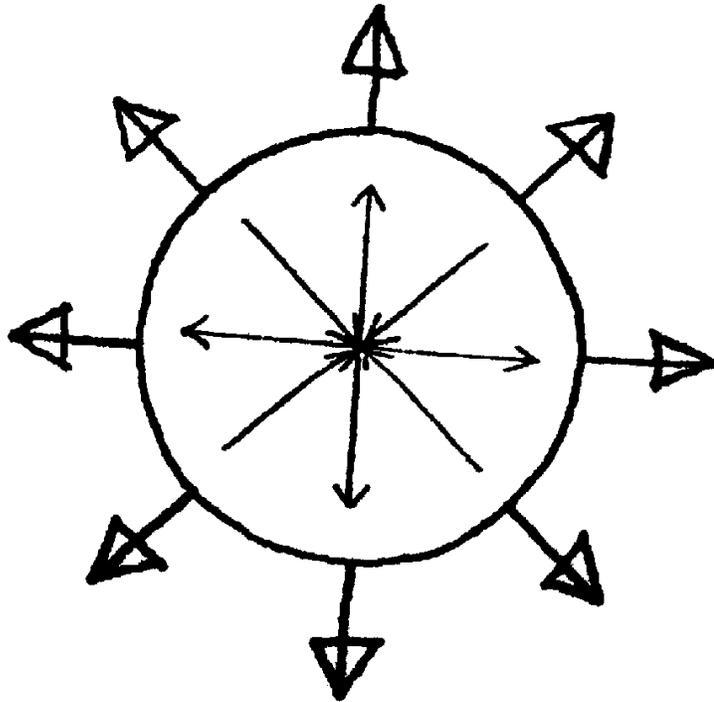


PATTERNS

This is something I've written an awful lot about before so I'm going to make it as simple as possible. There is some real peculiar relationship between two dimensional patterns and psychic stuff which means that patterns can have interesting and useful effects when properly made and used. I've already covered the making of transmission patterns so now I'm going to explain amplifying patterns.

An amplifying pattern is just what the name says it is. You place a thought, any thought into the center of it and the pattern, by its very nature, amplifies the power of that thought and sends it out into the ether to accomplish whatever dire and nefarious end you have in mind. The patterns here all represent the circle type of amplifying pattern though other types exist, mostly based on a top views of a pyramid in various arrangements.





This is a Chaosmine. It is a pattern transmitted at a target you wish to inflict chaos on. And *DON'T STARE AT IT!*

REMOTE VIEWING FOR FUN AND PROFIT

We have to begin with the fact that remote viewing is nothing new. There is nothing new about being able to see things far distant by use of the mind alone, traveling through the ether to the point that is being observed. There are many historic examples of this, perhaps the most famous being the story of the time Emmanuel Swedenborg left a dinner party in 1759 and came back in terrified. There was a huge fire in Stockholm, some two hundred miles away but the prophet was greatly relieved when he discovered that the fire was put out three houses away from his. The patron saint of television was a woman who apparently was able to watch church services from her bed some distance from the church. Why she would want to do this instead of looking into the future to watch Flash Gordon on the Community Outer Space Theater in 1958 is beyond me, but to each his own.

In the middle of the nineteenth century the art of psychometry was popularized. This is the talent for taking an object and being able to psychically sense what has gone on around that object. The theory behind that is that the object picks up the energy field of the activity around it and that field is then readable by the psychometrist. When we use psionics to aid in remote viewing, we are basically doing psychometry with the added advantage provided by our instruments. The advantage to this method lies in the fact that it is not necessary to in any way concentrate on the target of the viewing. The instruments do all the heavy work and the viewer need only relax, meditate, and watch, sort of like television only much more interesting.

So lets take a quick look at the instruments. To do psionically enhanced remote viewing you need a couple of things. First, a radionic box of some sort capable of being tuned to that which is being viewed. Second, a means of attaching the head of the operator to the box in order that the information from the unit may be more efficiently placed in the energy field of the brain.

The basic radionic box has minimal circuitry. This is extremely annoying to those who think of this stuff in material terms, but all it really needs are some dials that are wired together and a means of detecting when they are properly set. This is usually done by means of what is called a stick pad, a piece of rubber or plastic that is rubbed as the dials are turned until what is called a "stick" is felt. That stick cannot really be defined as it is different for every operator, but the operator definitely knows when it happens. There is also a plate or well to hold the sample that is being tested and this is wired to the tuning dials so get to work and build the unit I describe.

The third, and most important part of the system, is the operator himself. He must be able to hold the impressions that he gets in his mind clearly and be able

to record them. Government remote viewers are expected to be able to draw what they see, largely due to the fact that it was considered the best way to test results, but a detailed audio description is also considered acceptable, especially if you are as bad an artist as I am. I could have accurately viewed the entire Soviet war room in the 1980's but there is no way I could possibly have drawn any sort of accurate picture of it. It would have been a confused mass of gibberish.

In order to use this system in actual remote viewing, it is first necessary to have a witness, anything from the target area. This can be a rock, a photograph out of a tourist book, or even something as simple as the map co-ordinates written on a piece of paper. If a person is to be watched, a photograph or copy of the person's signature works very well.

The witness is placed in the sample holder of the radionic box and the box is tuned. The tuning is done by slowly turning the dials with one hand while rubbing the stick plate with the other until the stick is achieved on each dial. At this point the box is tuned to the target.

Next the headpiece is attached. Most psionic amplifying helmets are tunable and they are tuned the same way as the box, turning the dials until there is a stick on the plate.

Once this is done, it is time for the operator to do his thing. He puts on the headgear and goes into a meditative, relaxed state. This opens up his mind to the impressions that will come from seeing the target.

During actual viewing, the impressions that are received are largely visual, seen very often as images filling the entire head, but a technique is also used where the eyes are closed and the visual sense is concentrated on the third eye, seeing the images as on a screen. In either event, they are there and while the first few tries may get nowhere as multiple images bounce around without making any sense, they become clearer with practice.

With the addition of psionics and a little practice, virtually anyone can become expert at remote viewing.

REMOTE VIEWING AND THE WATCHER THOUGHTFORM

If you wish to do some serious remote viewing, a way to make the entire process much easier and effective is to combine psionic technology with the older method of the thoughtform. The use of thoughtforms for this is an old idea that was made popular by Al Manning in the 1970s.

The Manning technique called for making a thoughtform in the form of a television camera (still big, hulking things in those days, even the portable units weighed a ton!) and programming it to broadcast images to the operator's third eye. This meant creating the thoughtform and then visualizing a cable running from it to the brow chakra. To use it, the thoughtform was willed into the location to be viewed and the person just sort of closed his eyes and focused on the region in the center of the forehead and tried to remember what was seen in the mind's eye.

Now as it went, this is a pretty good method of working. It was usually reliable with some practice and a lot of fun for beginners because it meant that they could imagine playing with some equipment that was not exactly commonplace in them thar' olden times before camcorders and VCRs and DVD recorders. (I never cease to be amazed at how different our lives are now than thirty years ago.) With psionics, this method can be made more efficient.

The thoughtform is made by the simple process of imagination. Close your eyes and visualize a ball in front of you, now when you have that image and can hold it for a while make a slight change and transform that image into an eyeball. Yes, a camera is more fun, but it is also more work and an eyeball is just fine. Give the eyeball a name, like Edward or Walter or something and see it being filled with the universal energy to power it up. As you do that, program it by commanding it to send images of what it sees back to you when you command it.

Work on this for a while until you feel that the thoughtform is up and running properly.

Now for the easy part. Set up your instrument, tuned to the contact rate for the thoughtform. This is done by the simple of procedure of writing the name you gave the thoughtform on a piece of paper and laying it on the sample plate before setting the instrument.

Now it is time for a little practice run. Put on the headgear and close your eyes. Focus on your brow chakra and see what appears. Move the eye around as you would a floating camera and see through it.

After you have accomplished this to your satisfaction, move the eye out of the room and around the house, out of the house and into the neighbor's bedroom. Don't waste time worrying about the ethics of this. You're working with this to get

information, not to teach Sunday school. Besides, you may find something you can use to blackmail the neighbor with and get your snow shoveled for free.

Knock knock. Villain, remember?

Okay, now comes the fun stuff. Set up the equipment and move the eye into the bedroom of the Mayor. Surprise! He really does wear women's underwear! On the other hand, considering what one sees of the mayor on television, maybe not so much of a surprise after all.

But the advantages of this are really quite astounding.

Besides the joy that comes from putting an end to the idea of privacy, of course.

Consider the business applications. You can find out what the marketing strategy of a rival firm is by looking into their board meetings and then mapping your own strategy to get the customers before they have a chance. If you know a company is going to have some tough sledding because of some news about them that is going to come out in a few days, you can call your broker and short-sell their stock to make a tidy profit. Or, if they are about to be the target of a takeover, you can buy the stock before the announcement and make a bundle. In other words, you have access to tons of inside information and the Securities and Exchange Commission can't do a blessed thing about it because you have no known connection they can trace. (Can you imagine them trying to tell a judge that someone used psionics? Can you see the judge laughing so hard he falls off the bench?)

Or let us say you are a criminal lawyer and you need to know what lies the prosecution is going to use against your client. With this technique, you can listen in on them rehearsing the arresting officer so he can remember his story on the stand (given the usual intelligence level of such folks it takes lots and lots of rehearsing) and you can find just the right thing to ask to make him look like the bribe-taking scoundrel he really is.

And, of course, there is the old stand-by for the snowy, Chicago winter night, looking at your favorite actress taking a shower, which is what I'm going to do as soon as I'm done writing this.

The important thing to remember is that there are no rules. Like all tools, this is a method to be used in whatever manner you see fit. Just remember that it takes a bit of practice and you should start with things you can verify, like what Aunt Myrtle and Uncle Eustace had for dinner. (On the other hand, considering Aunt Myrtle's cooking, you may not want to do that.) Once you know that you can do something like this reliably, then you can move on and learn everything you want to about anyone anywhere you want.

And one of the things you will learn is that this method is not limited by time or space. After you have shocked the neighbors with the appropriate off-hand comment about the best place to buy whips and bugged the Mayor with cartoons of him cross-dressing placed all over town and made some money in the stock market while hiring out to law firms as a consultant, it is time to experiment with time.

The best thing to do is work with going back in time to something not too famous but still interesting, like the big fist fight you heard about at the neighbor's family reunion two years ago, something you would have sold your mother's grave to see. (of course it was your thoughtform that caused the fracas, but they don't have to know that.)

Set up the machine and tune to the thoughtform. Now begin moving the eye back into time to the time and place you have chosen. Now you can watch the next door neighbor duck under the picnic table as the beer cans fly overhead, followed by beer bottles and finally coolers. Move the eye way up in the air for a blimp-shot of the line of police cars and paddy wagons pulling into the picnic grove.

Play around with the past for a while and then experiment with seeing the future. Now I should put in an advisory here. The future is mutable, so you may see things that just don't happen. Don't put your life savings on the horse race you watch. It may turn out different. But have some fun with it and you may get something useful and profitable.

BEACON REMOTE VIEWING

One of the methods used in the remote viewing experiments of the 1970s involved what were termed "beacons." Put very simply a beacon was a person sent to view the target and the remote viewer, in effect, looked at the target through the beacon's eyes. This technique had a number of advantages for research purposes, not the least of which was the possibility of easy verification of the results. The beacon reviewed what the viewer drew or described and would be able to tell exactly whether or not the viewer was right.

For military intelligence work, this method had, however, one very obvious drawback. If a person could get close enough to a target to physically eyeball it, there was absolutely no need for a remote viewer at all and thus justifying that to the various congressional committees looking into this stuff would be very difficult. Even the most ardent supporter of intelligence use of psychics would have choked on that expense.

So the beacon idea was relegated to the dustbin of interesting things of no practical value. At least until someone decided to combine it with psionics.

Now, who could that someone have been?

Psionic equipment gives the remote viewer the capacity to look through the eyes of a person even though that individual has absolutely no idea that his eyes are being used by another person. Now you can readily imagine the uses that such a technique would have for lots of people.

For example, let us say that you wish to look inside the board room of a competitor, to find out what that company's marketing strategy will be for the coming year so you can hit that market first and steal it. The usual method is to plant someone inside the company and engage in what is pretty standard business espionage. But with beacon remote viewing, you can know exactly what the competitor's CEO knows simply by looking at the scene through his eyes and hearing with his ears.

Or a more interesting idea, just to make some folks really nervous, let us say you are involved in a political campaign and you want inside information about what the other side is planning. No need to bug the telephone, just set up to look through the other candidate's campaign manager and you can have your counter-media ready even before the other side has the ad taped. Just think of what good old Dick Nixon could have done with that!

Closed door congressional hearings? No trouble. Just look through the committee chairman. The same is true with Supreme Court deliberations.

And, of course, if you are the local drug lord you can easily know when the constabulary is getting ready to bust your people so you can set up an ambush and make their lives really interesting. All you need is a photograph of the head of the drug enforcement unit.

So how do you do this wondrous thing, so full of potential for fun and mischief?

Well, the first thing you have to know is that it is going to take just a bit of practice. You have to be able to see and hear with the mind of the beacon rather than with your own, so you have to be able to get your consciousness out of the way and that may take some work.

It is best to practice with a beacon who is talkative but not aware of what you are doing. (Hell, if you want ethics, go to a seminary! We're talking about being a Villain here!) The reason for this is that in your real work the beacons will have no idea of their role and a person who is doing it voluntarily may futz things one way or the other so you may think that you are getting better results than you really are. This is one time when you want to know the truth, not what you want to hear.

Anyway, once you have your beacon chosen, take the photograph and place it on the sample plate or well of the instrument, hook up the headgear, take the contact rate and put on the headgear. After you have done that, blank out your mind as much as possible by focusing your interior gaze on the center of your forehead and start noticing what impressions you get. They will not be very clear at first but with practice they will improve.

The remote hearing aspect is a little more difficult, but fortunately the ganzfeld technique works very well to aid that. Take a ping-pong ball and split it along the seam. Now paint the ball red or have a red light nearby with the ball halves placed over your eyes. Hook up a pair of headphones to a tape recorder with a tape of white noise (or just play it without a tape in it) to block out external noise and repeat the experiment. You will find with some practice that you will be able to lock yourself totally into the sensory input of the beacon and be able to gather everything that he sees or hears.

And once you can do that, no one will be safe from your prying mind.

Unless, of course, it is someone who knows psionics.

COUNTERING REMOTE VIEWING

Ok, one thing about us Villains. We don't buy into any of that Golden Rule shit. The last thing we want is to have done to us what we do to other folks. So we certainly don't want anyone looking in on us when we are planning our latest schemes!

One of the features of remote viewing is that the person being viewed knows that he is. Oh, he may not consciously know it, but at the very depth of his psychic being a little alarm is going off. The key is to get that knowledge to the conscious mind so counter-measures can be taken.

Create a thoughtform around yourself. This can take any form you want, but the purpose of it is to warn you if someone is performing a remote viewing on you. It can let you know of this in any number of ways, from a feeling of being watched, to having a clear vision of the person doing the viewing in your mind's eye when you go to sleep. In any event, you get the information.

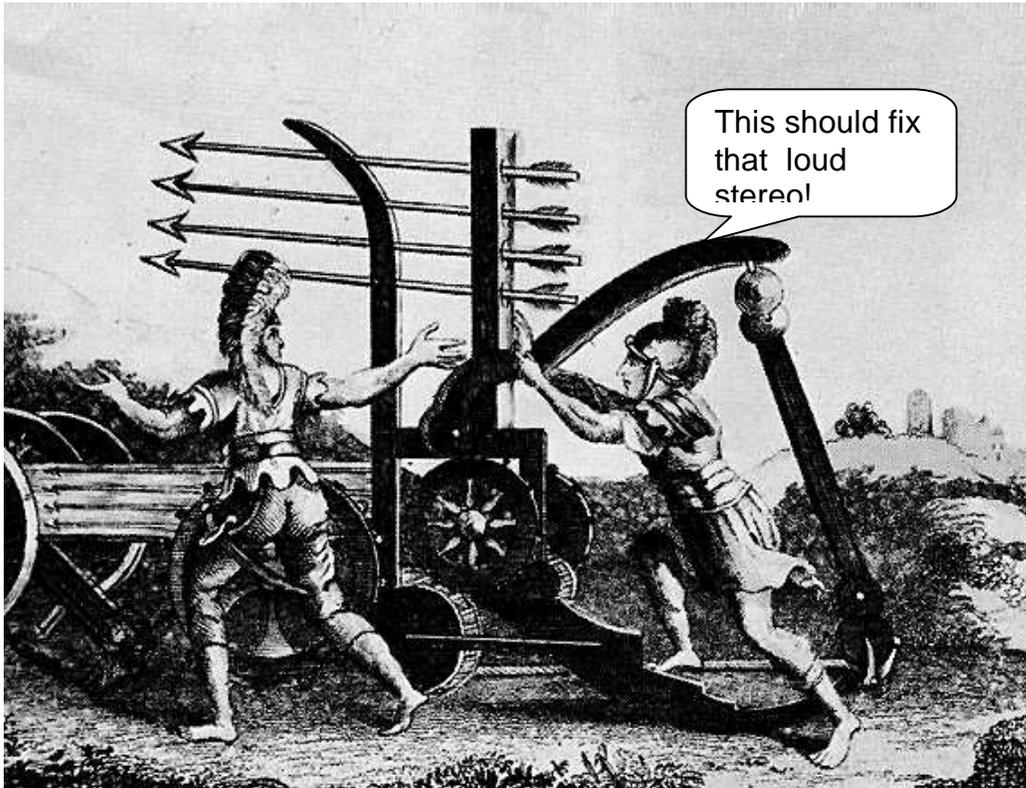
At this point, you should counter-attack. This is done by hooking yourself into your radionic unit and taking a rate for the remote-viewer. Once you have done that, you look back down the beam and begin firing.

Get a rubber hammer and a board. Now, as you look at the center of the forehead of the viewer, hammer the board and visualize a nail being driven into the center of the viewer's forehead. Keep this up as long as you can and repeat it until the viewing stops.

That will not only stop the remote viewer from bugging you again, but with luck you may even kill him.

FUN STUFF

Ok gang, now that you have a decent background into the gadgets and some of the basic techniques, it's time for you to start applying them. After all, a Villain has to do villainous things and it isn't all tying pretty young women to the railroad tracks great kinky fun though that may be.



SOCIAL CHAOS

One of the things Villains do best is stir the pot of the body social. After all, what you are doing is taking people and destroying the very foundations of their ideas of security. Now, thanks to the mass media, the old stuff that shocked people don't have much of a punch any more. The poor hack reporting on the burning of the Hindenburg probably had no expectation that his "Oh! The humanities!" line would become an object of cultural ridicule in a time when people would react to the same thing by shouting, "Look at that sucker burn!"

Of course at the same time that reporter would be amazed to see a professional football player stumbling off the field in tears of pain, nursing a sprained thumb like it was a broken leg to the boo hoo hooing of the sports reporters.

But by and large that is a good thing of course and we may well celebrate the fact that at long last people are learning the happiness that can come from watching someone else get the chop. The only problem with a coarsened culture is that it is never coarse enough. This is a fact which should never be forgotten. No matter how bad things may seem, they can always get worse and being a villain your job is to help them get that way. Given that fact, we can use the few remaining sources of discomfort to create a wave of horror and forever disturb the sleep of men. Add to that the knowledge deep in their souls that they are totally helpless in the face of it can bring a tremendous feeling of satisfaction to the skilled bad guy.

Just remember that you are not working for any pompous bullshit broader objective here. You are being nasty for the sake of being nasty and not worried about how things shake out after all the stuff you do. You are doing evil deeds for the joy of doing them.

Leave the politics to the boring folk and do-gooders. There are enough of them to go around.

MENTAL POISONING

The mind is a wonderful thing to waste, to destroy, to devastate, to eviscerate, to annihilate, to exterminate. It was made as a weapon to be used against all and sundry who would be so foolish as to stand, sit, lie, bend, fold, mutilate, exist, be or soon not to be in our path.

Yowzaaaa! Whoopeee!!

Let's blow'em back to the stone age! Hell, let's blow them beyond the stone age back to the stoned age! Make 'em pre-BC. Leave 'em in the dust. Make 'em dust.

Sounds like fun, is fun.

Listen up meatheads. It works like this. Everyone has a central nervous system. Everyone. It doesn't matter if the person is a genius, of normal intelligence, sub-normal, somalian, polack, feminazi, whatever. If you are human (more or less depending upon your ethnic heritage) you have a brain and nervous system that feeds into it.

The brain is like this bio-computer thing. It processes information carried by electrical signals through a chemical environment and it does a real good job of it. Even the dumbest crack-smoking welfare mother in Cabrini Green has one of these. It may not use it very well, but it has one.

Ok, but there is a component to the system that is added in as well. The central nervous system, being a computer, is programmable and it can be programmed by psychic means. By this I mean that information can be sent, from a distance, by paranormal instrumentality and placed in the program of the system.

It's sort of like a virus.

So here you go. Workadaddy is driving to workaday job and his brain is running on autobot. He has the radio on to drown out the traffic noise and soothe him into virtual insensibility. Same as every day. But as the bot is running, a line of programming is hit that wasn't there the day before and KAZOWEEEEEEEEEE!!!!!!!!!!!! He hits the accelerator, clenches his jaw, lets out a cry of BANZAI!!!! and when the car gets to 90 he rams it into the nearest school bus.

BOOOOOOOOOOMMMMMMMMMM!!!!!!!!!!!!!!!!!!!!!!

CRAAAAAAASSSSSSSSSSSH!!!!!!!!!!!!!!!!!!!!!!

SPLATTTTTTT!!!!!!!!!!!!!!

Pieces of useless little bodies fly in the air and scatter all over the road, causing all manner of wonderful chaos as other drivers hit their brakes and spin out trying not to get blood on their tires, causing them to slam into other cars, causing those cars to slam into buildings and pedestrians, squishing the just and the unjust alike into masses of red goo all over the sidewalk.

Of course workadaddy is dead dead dead, real permanent dead so no one can ask him what happened and the little retards in the school bus would not have been able to figure it out anyway, not that anyone would have been able to understand their accents anyway even if they ever did have anything to say that would be worth listening to (genuine miracle, counts towards sainthood, get one now!).

And when they cut workadaddy out of the wreckage, cut him up on the autopsy table, examine his blood chemistry, examine his brain chemistry, they find-- NOTHING!

The little piece of electro-chemical information is gone with the wind.

Gad! This is fun just writing about it!

What has happened is that workadaddy has a rival at the office who wants his window seat. So that man sends the piece of information that ends up getting workadaddy his fifteen minutes on the news, only thing is that workadaddy isn't around to enjoy it. (Wipe tear)

Ok, I know, I know. You want to do this, you just can't wait. Hell, I don't blame you. This is one of those things that everyone wants, sort of like giving Forrest Gump a box of Ex-Lax chocolates and watching him REALLY run.

So let's not waste time with the tech stuff. You don't need to know how the energy fields interface with the physical brain and we don't know how they do it anyway so it doesn't matter.

Hear that damned screaming out the window. Yep, workamommy has come home and brought her squalling brat home from the day-care center with her. And the screaming of the little monster is keeping the whole neighborhood awake, to say nothing of you!

So it's programming time. You get out your "Assassination for Dummies" book and study it, but find nothing really useful in it. Sure a silencer is fun and cool, but bullets can be traced and let's be honest, the motive for shooting the brat would be pretty obvious, even though any jury would rule it justifiable kidicide. Lots of paperwork and lawyers ain't cheap.

There is another way to go about it. Look around. Look in the mirror. The weapon of choice is looking right back at you. It's the thing connected to your eyebones. Your own mind is your weapon, it's the device you will use to send your mental poison into the mind of workamommy and then by using her and her feeble intelligence rid the world of her useless whelp!

EXTREME VIOLENCE WARNING. IF YOU HAVE A WEAK STOMACH, STOP READING NOW!!!!

No matter how loud her little beast yells, workamommy has to sleep sometime and what you need to do is find that out. Figure that after her boyfriend goes

back to his wifepoo she is going to take about an hour to drug the kid and then get off to dreamland (no! not the Art Bell show! sleep.)

Once she is sleeping, under the probable influence of lots of medication, sit in a nice, comfy chair, but before you do that, put an uncomfy one in a place in front of it so you can look at it. Once you do that, make yourself nice and relaxed and begin to imagine her sitting in the chair facing you.

Start talking to her.

Say "You are getting very relaxed and very sleepy, very very sleepy. You cannot keep your eyes open and you are going to sleep, sleep, sleep, sleep..."

Keep this up for about fifteen minutes. It's sorta kinda like doing hypnosis on a person for real but in this case you are doing it to workamommy and preparing her subconscious for what is gonna happen next.

After you have done the basic induction begin to take her deeper and deeper into the land of slumber, where Little Nemo and the Nightmare Brigade dwelleth and the worm dieth not.

Get her into a real deep sleepy-trance and then start the nasty work.

At this point you have to choose your own words, but what you want to do is go over her nerves with sandpaper. You want her nice and raw and easily upset, especially when she is in the kitchen.

"Why?" you ask all agog.

Real simple. The kitchen is where the knives are!!!!

Yahoo!!!

At this point you are probably figuring out what comes next.

You are going to program workamommy to do an OJ on the kid.

You work the induction of this on her and keep it up, every night, until one glorious afternoon in the not-too-distant future:

SCREAM SCREAM CRY SCREAM!!!!!!

And workamommy has had a real super bad day, with the boss overworking her and the boss's lesbo dyke secretary trying to fondle her under the portrait of Janet Reno. Workamommy is not in a super-good mood and is about ready to cook her frozen dinner when the howling from the other room hits the little line in her mind-program and the subroutine finally begins to run.

Workamommy gets this kind of glazed look in her eye as she does not really see anything but the red of the blood filling her retinas. Her blood pressure rises through the top of the charts and she picks up the nearest real sharp object and

runs, not walks, into the other room, where she carves up little noisy beast like the Thanksgiving turkey.

HACK HACK HACK!!!!!!!!!!

BLOOD BLOOD BLOOD!!!!!!!!!!!!!!

KILL KILL KILL!!!!!!!!!!

As the terrified neighbors look on, blood and small body parts splatter the windows and small pieces of child-meat go flying out the open door.

In a matter of minutes there is a pack of siren screaming pig-mobiles and the local meat wagon followed by the pack of television reporters with the nice trucks with the satellite antennae sticking out the back.

As the blood covered workamommy is hauled away still catatonic, the police throw up, the paramedics throw up, the reporters throw up and pretty soon the sidewalk is a mixture of red and green bay green. The place looks like an explosion in a pea-soup factory.

YEEEECH!!!!

See what happens is that there is this weird psychic thing that lets you talk to the inner mind of just about anyone. The trick to psychic poisoning is to get that inner mind to do things that the conscious mind would not want to do, like kill, or die.

Die? Princess Die?

No, die as in Princess Dead! And the stupid bitch was no great loss.

Making a person die by psychic induction is a bit more time consuming. So look at the clock and figure the little hand is going to have to make lots of circles, but the more circles it makes, the more likely it is to happen.

It's the old fortune teller kill 'em dead trick. You tell someone they are going to die right now and nothing will happen. You tell someone they will die in three years and three years later they walk in front of a train.

I know. You don't want to wait three years!

Well, you don't have to.

What the fortune tellers do is put that subroutine into the program and three years later the virus hits and person dies, long after they have forgotten the original prophecy.

Let's go back to workadaddy. His rival programmed him the same way you programmed workamommy, only he set the routine to run while workadaddy was driving. A simple, long range, hypnotic induction repeated over time with an

activating key. In this case heavy traffic and a school bus. Once he was in that traffic and saw the school bus approaching the intersection, the subroutine started running and he was off to hell.

So here's the trick.

First, you have to know something that will set the target off. It can be anything, not necessarily something that produces natural anger, like the screaming little monster child. It can be the clock reaching a certain time. It can be a train whistle, anything that will register.

The target is programmed so that when that key is struck the system will take over and the conscious mind is just sort of put aside for the moment. Usually a moment is all it takes.

Once you know that key, you program the induction so that the person will have a specific reaction. It can be dramatic, as in ramming the school bus, or it can be physiological, like a heart attack.

And there is always SUICIDE.

People are weird. (A Martian friend told me that one night over bloody mary's 'cause they have this sort of funny effect on Martians, they make them talk a lot.) People have this built in death wish and just about everyone has it.

You see people go through life with other people telling them that they ain't no good, and let's be honest, most people ain't no good and if they end up dead no one who matters will miss them. This seems, for some bizarre reason, to be especially true of adolescents, who looking at life through the twisted lens of twisted hormones see no reason to keep on living. This is especially true about an hour after the president gives the state of the union address. So naturally they want out! The thing you do is make them really want out to the point where they are not only willing to do something about it, they don't give a shit about who they take with them.

Do the hypno thing, like on workamommy, only this time, tell the target that it is fat, ugly, stupid, worthless, you know, just tell her the truth. She has no reason for living, not one. Get that fact really into her subconscious and keep doing it.

Once you have that done, set up the key, that one little thing that happens every day that will set the subroutine to running and once that happens, it's time to buy the box, dig the hole and have the family over for lunch.

Finally, there is the way of attacking the organs of the body. NO, not the big thing with pipes that makes noise, but the body parts, like hearts and lungs and kidneys and pancreas, those organs, you know, the stuff English people eat.

You do this by talking not to the person himself, but to the part of the body you want to malfunction. You sit and visualize that part of the person's body and tell it that is very tired and wants to rest, to retire, to cease to function altogether. You give the person a treatment like this at least once a night while he is sleeping and within a rather brief period of time the person will notice that

something is not working. Next thing he will have to go to a doctor who will run all kinds of tests and ultimately confirm his worst fears, that he is dying and then finally they will put him in a nice box and plant him among the dead relatives in the family plot.

The key to this seems to be that the cells of the body have an independent consciousness of sorts and thus you are able to make the psychic connection with them directly without having to go through the medium of the central nervous system. As you talk to the organ in question, the cells will get the message. That is not to say that they understand English, but rather the concept you are speaking of will translate to them. They will naturally respond, just as if you were talking to the person himself.

Anyway, there you have it, a nice, very brief overview of some of the fun ways you can get rid of people and get away with it. Now all you need to do is find a victim and get to work.

CORRUPTING THE INNOCENT.

Oh this is a nasty one, one that even I hesitate to write about with shaking hands on an ancient word processor during a stormy night while the wind howls and rips the siding off the building next door.

It has been said, and truly said, that the only real sources of pleasure are the infliction of pain and the corruption of the innocent. You are going to become that corrupting influence and you are going to do it without anyone knowing you are or having any reason to suspect it (not that they could do anything about it if they did!).

Do-gooders (a plague upon them all!) have one habit which is particularly disgusting. They are unwilling to come right out and say that what they want to do is control the way other people live because they are weak, and stupid people and terrified that someone might actually be enjoying life. No, they cannot do that, that would be practicing honesty and the very thought of such a thing turns their bones to mush.

Faced with such a dilemma, the do-gooder has but one recourse, to find something to hide behind, something that has enough emotional strength that even those who are strong enough to reject the argument they may make on its worthless face (do-gooders never have any arguments that are worth anything, their ideas are worth even less than their lives and that is nothing at all). They hide behind *THE CHILDREN*.

Now, faced with such an argument, the best response is to look the do-gooder square in the eye and say, calmly but with infinite menace, "Kill the children," or my personal favorite, "Children are the reason the gods created meat grinders." That will shut the do-gooder up faster than a bullet in the belly.

But one must do more than silence the do-gooder in one's presence. One must strike to the root of the problem and that is to totally destroy any hope the do-gooder may ever have of protecting the little monsters from what horrible, evil thoughts they are trying to overcome.

With psionics we can get into the very minds of the young without going through the usual media. We can broadcast directly to them and totally corrupt them, leading *THE CHILDREN* on the path of decadence right under the noses of their helpless parents.

There are three areas we can influence young folks for our pleasure and the do-gooders' misery--murder, suicide and the worst, most frightening thing of all, SEX!

And we can do it in a way that no one, NO ONE can stop!

PREPARE FOR MIND CONTROL!!!!

(Weird '50s science fiction music in the background as appropriate)

Consider this. In every high school in the land there are adolescents who are miserable and disaffected and **ANGRY!** And, every one of them over 15 is as horny as hell! With that knowledge in our minds, we can set to our work.

It is best not to try to target individual adolescents for this unless you happen to know the ones you want to work through. Far better to target the school or the town and let the energies you transmit find the appropriate subjects.

Murder first.

For this, you must acquire, without haggling, a photograph of the local high school. No problem, just drive by and take the picture if you don't already have one.

Place this picture on the input plate of your radionic instrument and take a rate for it. When you hook up your headgear, you will be in psychic contact with the structure and you may work with anything or anyone inside of it.

Pick your times for working well. The best are around 8:30 AM and 2:30 PM, when the students are at their lowest mental powers, being still groggy from getting up, or exhausted from having been in classes all day. It is at these times that you will encounter the least mental resistance to your transmissions as most of them will be half asleep anyway.

While in mental contact with the school and its occupants, begin to meditate and visualize yourself moving through the building with a firearm, shooting the place up as you go. This may be aided by playing a first person shooter computer video game while hooked into the instrument. In that case the game will do the visualizing for you and the energy you put out will be actually much more concentrated and effective (it is amazing how emotionally involved one can become in playing these things).

When you do that, the desire to KILL will be transmitted to everyone in the building, students, teachers, administrators, janitors, drug dealers, everyone. But the students, because of their lack of maturity and general drowsiness will be the ones most likely to act upon it.

Now, given that in any population, there are those who are somewhat unstable and prone to acting without thinking, it is inevitable that several of the students in the building will respond to your sendings the way they are supposed to and go out and shoot somebody.

Very nice, very random and hopefully very messy.

The drawback is you don't know who they are going to shoot. It may be that it will only be a minor street killing with no impact whatsoever and may not even make the evening news unless you are in Milwaukee where they get weird over everything including missing fishing boats and a child falling off its tricycle is the lead story. Or, you may be really lucky and one of them will gun down the principal in his office, which would upset lots of people.

There is a corrective to this, fortunately.

Go out and rent the movie *IF*. It was made in the early 70s and is actually a pretty good movie about a British boarding school and the dreadful goings on there. For our purposes, the ending where the disaffected students shoot up the place from a rooftop is just peachy keen!

Alternate playing the game with viewing that section of the movie while hooked into your instruments. That should program the little fools to do the evil thing to the school itself and make everyone really happy, especially the local reporters who will actually have something interesting to cover instead of missing fishing boats, their moronic and useless crews, and drooling idiot families!

Just think of the joy you will feel when you put on the evening news and there will be all the wonderfully gruesome pictures of the body bags being taken out of the local high school and you will know, even though no one else will, that you have done this great thing. Your laughter will resound to the heavens.

True joy is only found in the sufferings of others!

Now for suicide.

There is something profound about the suicide of an adolescent. After all, it should have its whole life ahead of it and for one to choose to snuff that life out voluntarily causes an emotional shudder in the hearts not only of the worthless do-gooders and new agers out there, but in parents as well, for they know full well that their own offspring, subject to the same pressures as the ones who have departed, may very well be next.

AHA!!!

So, with a twirl of the psionic mustache, you can see why we do this. Not only do we kill bodies when we induce suicide among the young, we kill off souls as well and plunge many others besides the immediate victims into deep despair.

YAHOO!! Let's get started!

Ok, you have the witness of the high school, which has just reopened following the shootings and you have your radionic unit and your clock.

For this you pick about 3 in the afternoon to do your transmitting, because by that time the victims are going to be totally exhausted. At that time, hook up your radionic gear and mentally put yourself in front of a classroom looking at the kids as they are dozing off to sleep. In effect at this point you are remote viewing but your concern here is not with information, but rather with imparting a message.

And the message is, "You are fat, ugly and worthless and the world will be better off without you!"

Stand there in your remote presence and begin haranguing them, telling them that they are so much human garbage and that everyone around them will be happy to see them dead, that they have no future and no reason for further encumbering the planet. You can even shout this with your physical body if it will

help. Remember, you are putting a message into their empty heads and in that classroom there will be a certain percentage who will respond to it, at least one of them who will actually do it. And besides, for at least half the class it will only be the truth.

Repeat this operation until you put the news on one evening and the lead story is the local suicide.

But you don't stop now!!! Oh no!

One of the wonderful things about suicide is that it breeds, sort of like the mating habits of coat hangers. So as soon as you get the good news, the very next day, you repeat the procedure, psychically moving from classroom to classroom planting the idea into more and more empty heads until you put on the news one evening and the lead story is a dozen suicides.

At this point you can sit back and relax because the whining do-gooders and new agers will do the rest for you. They will get so superconcerned that they will scatter among the young like beetles at harvest time and make them feel even worse than they already do. The parents and teachers will be overcome with guilt and everyone but you and your friends, who will be enjoying a good, hearty laugh at all this wasted emotion, will be terribly distraught about the whole affair.

Sex

Now this is something that puzzles me. I have never understood why so many folks get so utterly weird about adolescents boinking each other. But the idiots who get weird are the real targets here.

WHAT??????

Hey! Think about it! If you get kids to have sex, it ain't gonna bother them. They're going to be having too much well deserved fun. It's the damned fool adults, who are old enough to know better than to care, who are going to get all bent and the more we can bend them the better. There are few things more fun than watching the self-righteous face the fact that lots of folks are doing things they don't like and there isn't a damned thing they can do about it.

Your target is, once again, the local high school, where, in spite of the mass shooting and the suicide epidemic that followed, youthful hormones are running amok.

Now, to accomplish this, you will need two photos of the school, two radionic units, your Slave, two chairs, lots of rope and a vibrator.

First, set up the radionic units so both you and the Slave will be broadcasting to the school. That should be pretty simple, you just put the picture of the school on each input plate and then set the rate on each device.

Second, tie your Slave buck naked into her chair (use the Hillerman Biocircuit for this) and place the vibrator as appropriate. Put her headgear on her. Turn on the vibrator.

Third, place your chair where you can watch the Slave react to the vibrator, sit down and put on the headgear.

Are we having fun yet?

At this point nature does the rest. All the erotic frenzy coming from the Slave as she goes into one crashing orgasm after another, and your natural reactions to watching her, are sent to the school where they will take root in the subconscious minds of just about everyone there. So try to imagine a situation where an entire high school population suddenly becomes stimulated at exactly the same time! And if you repeat this process for a few days you have a pretty good idea what is going to happen.

Now the game really begins, because as the kids go off to do what comes naturally, there is going to be some addle-brained fool of an adult who is going to get all bothered about it. There will be wailing and gnashing of teeth, and in the case of some of these geezers teeth may have to be provided, but the beauty of it is that **THERE IS NOTHING THEY CAN DO!**

They can scream, they can wail, they can hold their breath until a rap artist gets a brain (or until the sun stands still in the heavens, whichever comes sooner), but there is absolutely nothing they can do to stop the forces of nature and hyperactive hormones.

As they go slinking back under their rocks, the do-gooders will shudder at the fact that all of their efforts at control have failed and the forces of violence and sex have overcome at last.

USING THE HILLERMAN BIOCURCUIT

The Hillerman Biocircuit was designed to facilitate psionic transmission while at the same time blocking out external psychic influence. The operator is strapped in and a closed etheric system is created around her. By, in effect, taking voluntary movement out of the system and removing the incoming sidebands that can bedevil an operation, the Hillerman Biocircuit creates a working environment that considerably boosts transmittal capacity.

BIOCIRCUIT CHAIR

You will need:

- 1: A straight-backed armchair. (a lawn chair will do if necessary.)
- 2: an amplifying pattern (see illustration)
- 3: aluminum foil:
- 4: material to make a headband with (if you do not already have a Psionic Amplifying Helmet. If you do, use the helmet where the instructions say headband)
- 5: brads
- 6: a few six foot lengths of wire with alligator clips at each end

First make the headband with a strip running along the top of the head. push a brad through at the point where the strip touches the crown of the head so that the points come out the top and the head of the brad touches the head. Glue a foil circle over the head of the brad.

Make a foil contact plate for under the feet. This is done by gluing a piece of aluminum foil to a sheet of posterboard.

Glue the amplifying pattern to a sheet of posterboard and push a brad through at the center of the pattern. Glue a sheet of foil to the base so that you have a sandwich, the pattern, the posterboard and then the foil at the bottom.

Set-up

Wrap a piece of foil around the chair arm where the palm of her right hand will rest so that the hand will lay on the foil.

Lay the pattern on the floor or a table near the chair and attach the pattern to the foil on the chair with a wire.

Place the foil plate so that her feet will rest on it while she is in the chair.

Attach the foot plate to the headband by clipping a wire from the foot-plate to the ends of the brad on the headband. If you are using a helmet, clip the wire to the end of a patch cable (such as you would use to connect the helmet to the radionic box) from the jack on the helmet.

Strap your assistant nude into the chair as follows:

Her arms along the chair arms so that her right hand rests on the foil electrode.
Her waist and upper body strapped to the chair back to keep her spine erect.
Her feet strapped together at the ankles
Her legs strapped together just above the knees.

Once she is tied to the chair, place the head-band or helmet on her so that the foil touches her crown chakra and set the timer for one hour. Then ask the warden to hold her hand (sorry about that)... . All she has to do then is concentrate on transmitting her own signal.

This process can be modified by having the signal from the operator run into a radionic transmitter rather than simply to the amplifying pattern.

POLITICIAN BLASTING

There is one thing that lots of folks agree on (some would say most, but most folks live in China and who knows what they think!) and that is that politicians are the absolute lowest scum on the face of the earth. They are two steps below undertakers, used car salesmen, welfare mothers and pizza boys. The only good one really is a dead one! This fact presents us with a problem because one could make an argument that destroying them is a an act of goodness and thus not something we would care to indulge in! Well, don't waste any time worrying about it because making their lives difficult and short is just too damned much fun to resist.

Now, there are lots of ways of dealing with these vampires, so I'm just going to give you a couple here and then you can use your own perverse imagination to come up things. The important thing to remember is that no matter how powerful a politician may seem, he has lots of vulnerable points and it is often a simple matter to find these points and use them against him.

Sometimes it is real simple, like merely getting the media to realize that the mayor wears women's underwear. Just arrange the energies around the mayor to bring out every little scandal in office, like his wife's new furniture bought with money that was originally intended for the Ironworkers Memorial Beer Fund.

But enough of such merriment, let's get to work.

Politicians have to keep the public happy, so the surest way to get rid of them is to make enough of the public unhappy that they vote them out of office. Of course, this can present some practical problems because lots of the things that get the public unhappy would make you unhappy too, like the garbage not getting picked up, or the streets going to ruin. So unless you are going after a politician in another part of the country, total social disruption is not a desirable tactic. Save that for Singapore because those assholes deserve it.

The best way to get rid of a politician is to simply create an emotional response in the voters that will cause them to say, "Yeeech!" whenever they see him on television or even hear his name, sort of like what happens when anyone under 45 hears the name Kennedy. And that sort of mass mental manipulation (oh god! the alliteration in that phrase! I really am sorry about that.) is exactly the sort of thing we deal in.

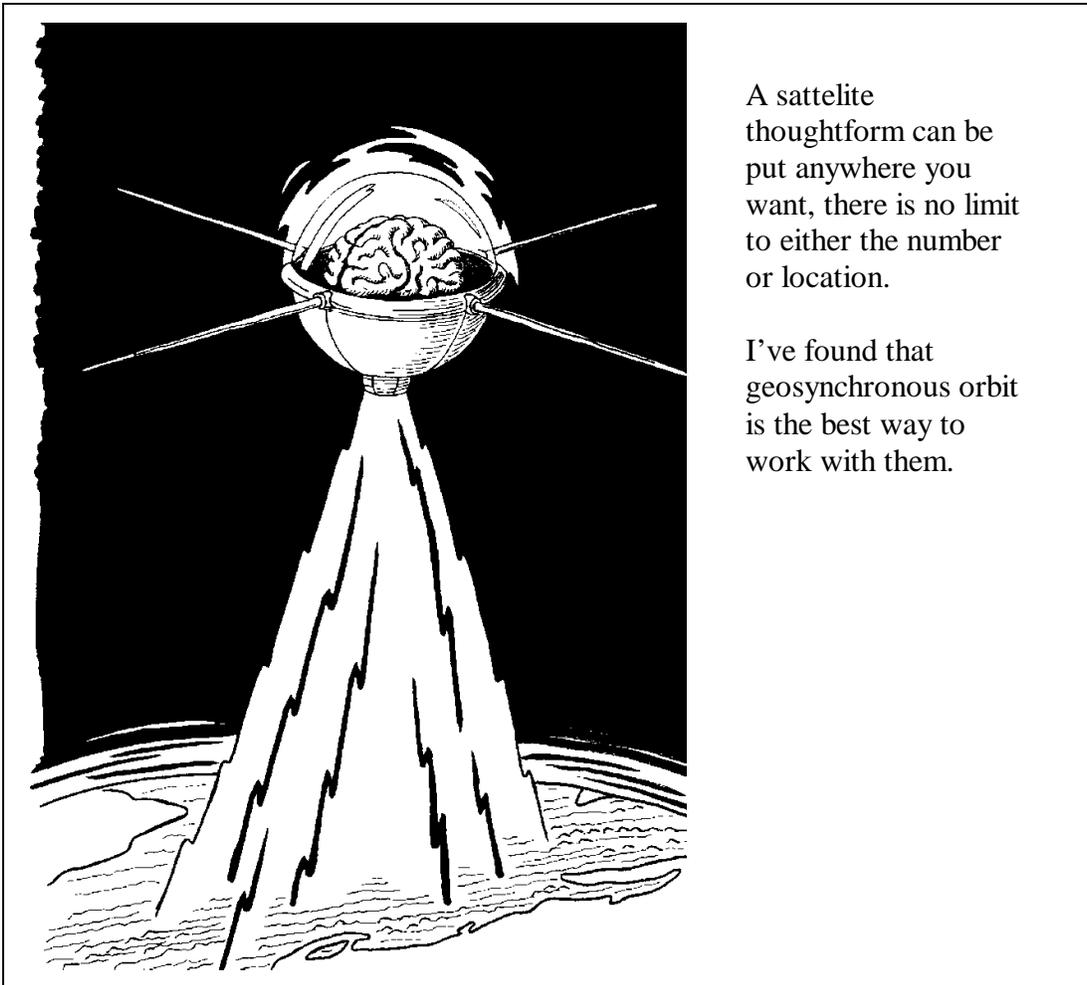
One thing about politicians that make them such easy prey is the fact that getting witness samples of them is so damned easy. They love to have their picture taken and it is a simple matter to cut one out of the newspaper. Once that is done, you set up your radionic machine to a contact rate for the politician and hook up your headgear.

Hold his image in your mind and visualize a field around him. Make that field nice and black, something which is pretty easy to do since politician's auras tend to dark colors anyway, and impose on that field the instructions to bring disasters to the target. Repeat that operation daily until things begin to happen, which should be reasonably soon. And the wonderful thing about this is that because

politicians are such public figures the news will cover the disasters immediately so you get instant feedback.

Another technique, which is a little more complicated, is to get the distaste for the target directly established in the mind of the constituents. Now, here we don't have much a chance to use witness samples because politicians districts tend to be pretty big, which is the reason why special interests get so much—there are just too many constituents for him to serve them all. For this you need a big thoughtform, or at least a very powerful one.

Create a satellite. Now, the satellite thoughtform is a really useful tool for influencing large geographic areas. Begin by visualizing yourself in orbit over the target area, looking down on it from space. From that vantage point, create the satellite by visualizing it in position as a solid object. The shape is pretty much up to you, whatever your individual taste may be. I, being somewhat old, still remember the early satellites of the 1950s and I tend to use that shape, a simple



A satellite thoughtform can be put anywhere you want, there is no limit to either the number or location.

I've found that geosynchronous orbit is the best way to work with them.

ball with four antennae sticking out of it.

The thing to remember in this is that the satellite can be programmed like any other thoughtform, to impose any concept in the minds of those it is transmitting

to. For the purpose of this operation, the satellite is programmed to transmit dislike of the target to the entire population of his district.

Once you have the satellite built and in position, make a pattern that will correspond to the satellite. This pattern will act as a witness for the satellite and you can recharge it by placing the pattern on your radionic unit, taking a rate, hooking up the headgear and then just visualizing a charge filling the thoughtform while repeating the instructions. As the satellite transmits the information, the people of the district will start to pick it up, slowly at first but then building as your sending takes root in the mass mind.

As you do this, Mister Politician will look at his dropping poll numbers and scream, "What the hell is going on???" to his horrified staff people, all of whom will scatter trying to find ways to stop the slide and protect themselves from having to earn an honest living. As the situation worsens, he will begin to fire people and replace them, creating distrust and suspicion among that very staff he needs to keep himself in office.

Now it is time to start working on the press.

Create a second thoughtform and place it in position over the district as well. This one is programmed to cause members of the press to dislike the politician even more than the public does. Actually this will be pretty easy to accomplish as all reporters dislike and distrust all politicians.

Now, if there is one particular reporter who really has it in for the target (and there usually is) it is a simple matter to feed that reporter information gleaned from remote viewing the target.

You begin by creating a thoughtform around the reporter to make him receptive to your psychic sendings. After you have done this, transmit to him the information you have received. He will pick it up as a hunch and, being a good reporter, will act on it.

Meanwhile, the public will start hitting the mute button every time the politician appears on television, (Does anyone ACTUALLY ever listen to a word Jesse Jackson says?) so his old media tricks won't work any more. The press, smelling a wounded fish and responding to the second thoughtform, will go into shark mode and start circling for the kill. Pretty soon some little innocent act will become a major scandal and he will be either forced to resign, indicted and convicted, or voted out of office. With luck he may even be driven to suicide!

Good riddance to bad rubbish!

INSTITUTIONAL TARGETS

When attacking an institution, such as a corporation or government, it is necessary to keep in mind that such things, while not totally dependent upon the actions of any given individual can be greatly harmed by mistakes caused by individuals working for them. A business can survive many things but total incompetence on the part of the CEO is rarely one of them. Likewise, a government agency can be seriously damaged by the stupidity of one of its employees. Witness the almost daily embarrassments that were faced by the Justice Department thanks to the utter buffoonery of the Butcher of Waco. Or by anything that comes about the FBI (Federal Blunderers Institute).

There are also infrastructural targets within institutions, such as their computer systems, that are extremely vulnerable to psionic attack and these often respond to the same stimulus that is applied to the people in the institution. For that reason, one should never be surprised at the nature of the results one achieves. An attack may be launched against the employees of a corporation and its computers may go down at the same time.

When choosing an institution to target, you must keep in mind that what you are aiming for is to either totally ruin it, in the case of a business, or make it look totally incompetent, in the case of a governmental agency. You may also wish to target given individuals in the agency even though you may not know who they are but are a problem by virtue of their given function.

When attacking a business, the principal target should be its mail room. Now this may seem utterly ridiculous on the surface, but consider that businesses survive only as long as they can keep their customers happy. The mailroom is where most of the contact with the customers takes place because that is where the bills are mailed from and payments are received through. If the people in that department, who are considered the lowest of the low in the office hierarchy and therefore less than competent by definition, really mess up, the entire operation of the business goes to hell. The accounts get screwed and the customers have a fit.

The next target in order of priority is the computer system. No business today can exist without its computers and many businesses exist only in a computer which does all the heavy work. If that system goes down, or does some bizarre things, the entire enterprise becomes endangered because it cannot work without it. Therefore an attack on computers is something you should practice regularly if only to keep your skills honed. For that reason I have included a separate section on that.

Back to the personnel. The accounts payable and accounts receivable staff are to be targeted for disruption. Errors in those departments have a real bad impact on the balance sheet and make the stockholders very unhappy.

Employee theft should be encouraged at all levels. This too, negatively impacts profits. As does employee violence. An employee running amok with a shotgun will do nothing to help either the image or operation of a concern.

If the business is in manufacturing, the employees in that area should be both hit with disruption patterns and given suggestions of discontent either by thoughtform or direct psychic presence.

Finally, one gets to the decision making level. The CEO should be hit with a disruption pattern to cause him to make the type of errors that lead to bankruptcy or hostile takeovers by other companies.

That is a very general overview of course. I will get into more detail later in the sections on specific technique, such as dealing with the computers. But on to governmental targets.

Governmental agencies are hit the same way businesses are, beginning in the mailroom. These agencies send out enough paper every day to cut down a forest and if something happens to make sure that that paper does not get where it is going it creates all manner of problems. The agency then acts on incomplete information and pretty soon someone is complaining to congress and then to the media and then back to congress and the budget gets cut. But that is a very slow method. The better way is to attack the agency directly, by blasting its employees.

When you target employees at a governmental agency, you are not attacking people so much as functions and you want to make sure that those functions are disrupted as much as possible. So here is how you do it.

Get a photograph of the building you are going to be dealing with. Usually that is a large federal building downtown in a city and getting that picture is pretty easy. Just be sure you are walking and not driving a rented truck. That makes them understandably nervous. The best way is to get an outer-space picture from any satellite website and use that as your witness. Once you have that picture, you put it on the input plate of your radionic instrument and set up the machine to remote view inside the building following the instructions in that section.

When you do remote viewing, you are establishing a psychic presence in the building and you can work through that presence to create the effect you wish. So psychically move through the offices until you find the office and the people you wish to target. Once you have done that, create a thoughtform in that office to bring about your desired result, be it a mysterious illness that makes the building uninhabitable, or something as mundane as starting a fire in the file cabinet. You may also enter the bodies of the employees and begin to manipulate the electrical activity of their brains, causing the neurons to misfire. Now remember that these are government employees, so it will be very hard to detect if their brains are not working properly because they are so rarely used, but you will be amazed at the fun things you can make happen that will find their way to the evening news.

Again, computers must be targeted. Any agency that has its computers malfunction becomes utterly confused and unable to fulfill its quota of harassed citizens. For that reason, the computer is the principal target of any attack on a bureaucratic structure.

Now for the really evil stuff!

A thoroughly nasty method of dealing with the bureaucracy is based on the fact that in any society there are a certain number of highly disturbed individuals who have neither the access to psionics nor the ability to use it that we have. These poor devils are often prone to extreme violence and not all of them work for the postal service or the local Police Department. This being the case, it is a matter of matchmaking, getting the right nut in the same place as the right bureaucrat at the same time. This is done by the application of a thoughtform outside the main entrance of the building, rather than inside. The reason for this is that most government office buildings have metal detectors and your killer has to be able to use his gun.

The thoughtform is built and charged as in that section to cause the killer to go to the building and wait until either a specific person (if you have one in mind) or a target of opportunity comes out the door at which point your tool draws his weapon and opens fire. He, of course, will either be killed or apprehended, but that is none of your concern for after he has done his work you have no further need of him.

This last method, incidentally, is one of the best ways of dealing with lawyers and anyone in law enforcement because it is inevitable that they will cause someone to want revenge so badly that that person will have no concern for the consequences of his act. In any event, you will have attained your desired goal and no one will be the wiser. They will have the killer and have no reason to look for any other party. Even if they did, psychic power does not play well in court. Can you imagine some poor prosecutor trying to make such a case? Can you imagine the poor judge laughing so hard that he soils himself?

JURIES AND THE LEGAL SYSTEM

One of the fundamental principles of law is that everyone accused is innocent until proven guilty. A fact that is rarely stated is that almost everyone is innocent even if they have been proven guilty and the reason for that is there is no system more corrupt or dangerous to the individual than the criminal justice one. Unless one has access to a team of very good lawyers, one is in terrible trouble if one gets involved in any way with it.

There are a number of reasons for this. First, one should remember that police officers are never to be believed under any circumstances. In fact a truly just society would never allow the admission of testimony from anyone involved in law enforcement in any capacity. The mere fact that they carry that tin star makes them untrustworthy. They will lie, cheat, plant evidence, do anything that they can to get a conviction and thus add more goodies to their retirement fund.

Add to that the fact that judges tend to be lazy at best and stupid at worst. Political hacks for the most part, they get their office by sticking their noses up the rear ends of whatever politicians have a hand in selecting them. And that is where judges are elected. In the case of so-called merit selection, the situation is much worse, for then they are chosen by other lawyers along with politicians, as if one could possibly conceive of such a dreadful concatenation.

Then there are the prosecutors, those school-yard bullies grown up to pick on innocent people. These are the lowest rung of the legal profession, incapable of being good corporate attorneys or just out of law school and not yet hired by a firm, they are capable of getting convictions against public defenders who have no real interest in their clients but will crumble when faced with a competent attorney.

The whole mess ultimately lands in the laps of the weakest link in the chain, the jury. Now you must understand that juries are groups of people who are jurors because they were too stupid to get out of it. Barely literate for the most part, they subsist on an intellectual diet of local television news, soap operas and basketball (except in Wisconsin where they regularly make sacrifices of beer and virgins to a football team). It is the task of all prosecutors to keep people with IQs over ten off of juries because such people will immediately see through the prosecution and vote to acquit the almost universally innocent defendants.

Fortunately psionics gives you the opportunity to redress the balance. We have not yet come to the happy day when the psionic death ray will put an end to law once and for all by the simple process of killing anyone who would seek to enforce it, but you can, right now, make it impossible for any jury to bring in a conviction.

There are two ways of doing this. The first way is very complicated and time consuming but it never fails. It also requires a team of operators each of whom know what they are supposed to do and can do it.

You need a bunch of photographs or signatures, one from each juror, the judge, the prosecutor and the defense lawyer. These can be obtained by a combination of people, one a spectator in the courtroom and the other a person outside the

courthouse manning a hidden camera. The spectator makes a mental note of each juror and then instructs the photographer as to whom to photograph as they leave the courthouse (Camera phones work perfectly for this). Photos of the judge and attorneys are obtained the same way, using a hidden camera catching them as they leave the building.

The photographs of the jurors and the judge are placed in one machine and the word "innocent" is beamed at them every night during the course of the trial while they are sleeping. A pattern to build success is broadcast to the defense lawyer and a disruption pattern is broadcast to the prosecutor. The same method is used to broadcast disruption patterns to the prosecution witnesses so that no matter how well rehearsed and coached they are they will make utter fools of themselves on the witness stand. This method is assured of preventing a conviction because there will always be a few jurors, if not all of them, who will be susceptible to the transmission. The worst thing that can happen is a hung jury (and most jurors should probably be hanged) but usually the result will be acquittal. When we actually tested this procedure in the early 1990s the result was 100 per cent acquittal in all ten cases. Of course all the witness samples were throughly destroyed immediately following each case.

If the jury is sequestered, the task is even easier. All that is needed is a photograph of the hotel they are staying in. The word "innocent" is beamed at that hotel every night and by the time the case goes to the jury, they will be totally programmed to acquit. This procedure can be carried out by one person.

LAW ENFORCEMENT

The ultimate purpose of psionics is to render law impossible by rendering its enforcement suicidal.

Ok, now that I have your attention with one of my favorite, old lines, let me say right now that I hate the very notion of law. No one has the right to tell anyone else what that person may or may not do. All sovereignty resides ultimately in the individual and while it may be convenient for individuals to form voluntary associations in order to make sure that certain things are done, like keeping the roads paved and the power on and the garbage collected, no society has the right to control any behavior on the part of individuals. Those who cannot protect themselves do not deserve protection and should be regarded as expendable even as their deaths should be sources of entertainment.

In the late and totally unlamented (except for poor, crazy Gertrude Himmelfarb) nineteenth century, the idea of the "rule of law" was promulgated as opposed to the "rule of men," as if anyone besides men were fit to rule themselves or anything else for that matter! But what the promoters of that idea failed to recognize was that they were doing nothing more than putting a nice-sounding gloss on what was still a "rule of men." After all, who made the laws, and who enforced them? The fieldmice? God? No, it was men, crooked, stupid, vile men who gathered in large rooms and dared to call themselves legislators and impose their will on society at large backed by hired thugs called police.

And that is all that a law is. A scrap of paper, proposed by lunatics, passed by scum, enforced by thugs and obeyed by cowards.

WELL, WITH PSIONICS THE RULE OF LAW ENDS!

You have to understand that there are inherent weaknesses in the idea of law. One is the idea of process. Something has to be proved. The other is in the capacity for enforcement and if enforcement becomes too expensive the law will be abandoned. And expense is not always financial.

Will the justice department pursue a criminal if it knows, beyond a shadow of a doubt, that that pursuit will end in a nuclear attack? Of course not. So the limit here is deterrence. Oh they will bluster with lots of brave talk, but they will do nothing.

That is why the idea of international law always fails when it comes to a major crisis. When powers appeal to force of arms, law runs for cover. They make a ridiculous show of attacking Serbs, but no one has suggested indicting the Premier of China for genocide in Tibet.

So now that that is off my chest, how do you go about taking out the local police?

Well, it depends on what you want to accomplish. If you are just avoiding paying a speeding ticket, use the signature of the offending officer on the ticket as a witness sample and set your machine to a contact rate. Once you have done that, put a thoughtform around him that will attract a large truck to his police cruiser. That should at least insure that he will miss the court date. The murder

crystal and pyramid are also excellent for this and if you have one up and running—tephone the bastard!

If you have to take care of a serious court case, see my section on jury control. It does not matter what the evidence, a jury can always simply refuse to convict.

Now, suppose you want to totally ruin the capacity of a police department to function? You can go about this in a number of ways.

First, you must remember that virtually all police are inherently crooked, just like politicians. The honest cop is an extreme rarity and, oddly enough, a real example of social deviance. That being the case, a simple thoughtform to cause them to be caught taking bribes is usually sufficient to wreck the morale of any department, as police tend to depend on bribe money to pay the mortgage and buy the new boat.

Second, if you want to accomplish something more dramatic, set up a thoughtform over the town to turn the entire populace against the police. This will create a political crisis and make them totally unable to perform their function. And if you do it right you can even get the local Federal Attorney to become interested in the department and pretty soon the busloads of pigs will be on their way to hard time in Marion.

Third, aim a tornado at the police station. They can hardly charge Father Nature with anything. And if you live near an airport, a thoughtform to cause a 747 to kamikaze itself into the station can be a very dramatic way to deal with the problem.

And, of course, you have the means to psychically influence them as well. If they instinctively know that if you get a parking ticket, that a 747 is going to hit the grade school their children go to, you are not going to get that parking ticket and you don't have to say a word. You merely use the radionic unit to implant the idea into the minds of everyone in that department while they are sleeping.

And of course there are the more mundane ways of dealing with such things, such as getting into their computers and screwing with the records and communications, so look at the section on computers and see how that is done. But to get you started, here is a simple thoughtform you can create.

Let's say that you put on the news and the announcer propounds with glee that the local cops have started another of their famous and useless "crackdowns" on littering or public farting or whatever useless thing they do to harass honest citizens instead of actually trying to solve crimes (something beyond their feeble intelligence anyway). This time you decide to do something about it instead of just being frustrated.

So you make a thoughtform. A cop killer thoughtform.

Create the thoughtform in the usual way, but in this case, hold the visualization of a police car. Once you have that, move in and see the officer sitting behind the wheel. Ok, got that? Now, add a gunsight with the cross hairs aimed at his head

and feel the stock of the rifle resting against your shoulder, your hands on the trigger and the front stock, aiming very carefully.

Gently feel your finger squeezing the trigger. Hear the noise of the rifle and feel the recoil on your shoulder as you see the officer's head explode all over the squad car.

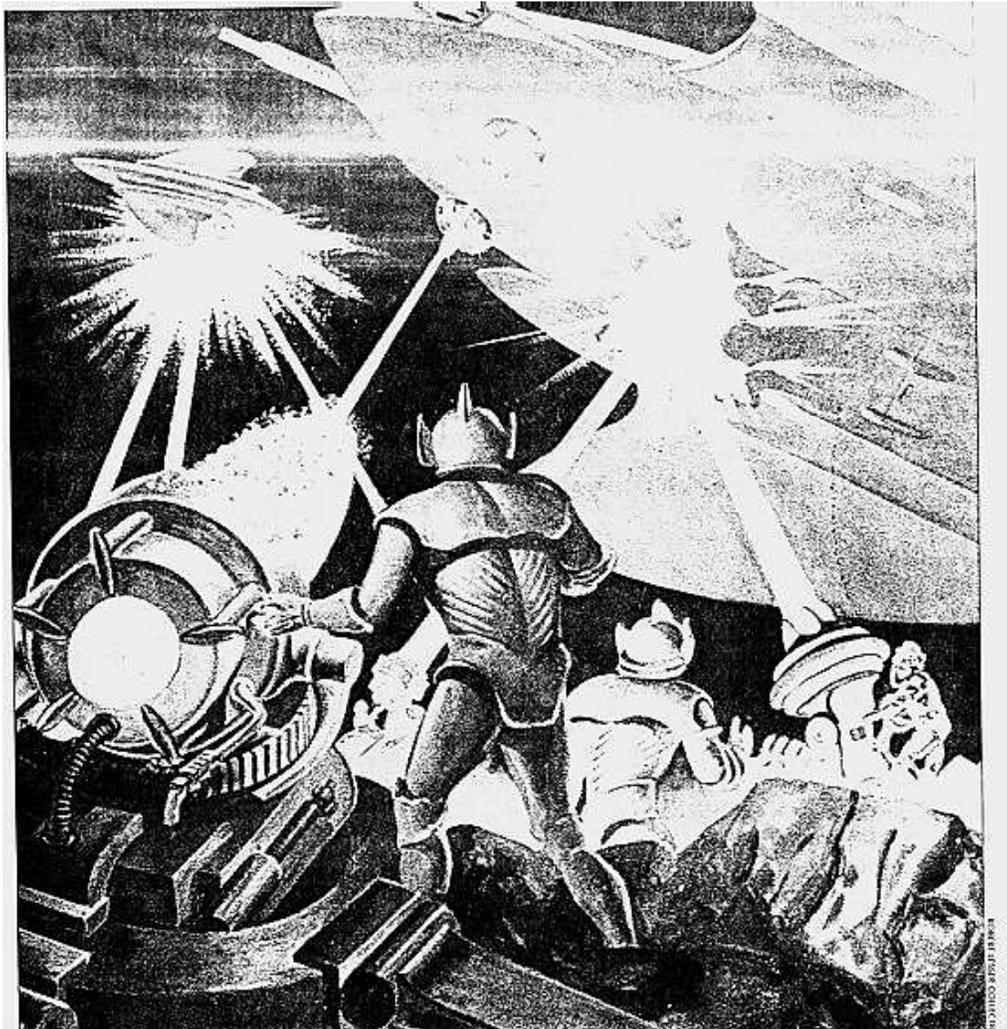
You can imagine the results when this thoughtform kicks in. As the bodies pile up, the media will howl in fake outrage (all the while loving the story) and the pigs will start cowering in terror, never knowing when the next bullet will have their name on it. They will also go on a rampage, attacking innocent members of whatever minority happens to be handy, causing a backlash against the police and forcing the department to have to defend itself against a ton of civil rights suits.

But the real beauty is that you, the true cause of all this, will be untouched and untouchable. You can sit back and enjoy the chaos.

INFRASTRUCTURE

One of the really fun ways psionics can be used is to make life interesting for lots of people at the same time. This is done by aiming your blasts not at individuals, but at the institutions and things that make society run. For example, a successful disruption of a power plant can make some people have a bit of inconvenience, and it can kill other people, depending on the circumstances they are in when the power goes out. Agriculture is particularly vulnerable to psionics because the methods used in agricultural radionics can be turned against a cash crop, driving the price of that crop up and making a nice profit for the studious investor. The technique for that is known as buy and blight. And of course anything based on computer technology is going to be vulnerable as well as computers, by their very nature, are vulnerable to psychic attack in ways that humans are not.

I'm not going to try to give you every idea humanly possible here, but the examples that follow should give you a working basis for your nefarious plans.



CROP DEFOLIATION

Here is one of my favorites and since I just mentioned it it is a good place to start. A few years ago I was in one of my anti-environmental furors and decided that it might be fun to defoliate the tropical rain forests. That would drive the environmentalists into conniptions and there would be nothing they could do to stop it. Well, obviously I calmed down and never did that, but it is something I keep in the back of my mind in case I ever really get pissed.

That moment of laxity notwithstanding, agricultural radionics is something that has been around for a long time and has usually been confined to ridding cash crops of pests and weeds instead of using chemicals directly on the plants and fields. The methods for this are very simple and extremely adaptable.

The first method was to use a leaf or cutting from the plants to be treated as a witness. They would be placed in the machine with a sample of whatever they were to be treated with, fertilizer or herbicide, and then the rate taken and the machine left running until results occurred, usually rather quickly. This technique has been pretty much supplanted by replacing the leaf sample with an aerial photograph of the field to be treated. The photograph is smeared with the herbicide or pesticide and the machine turned on with again the usual rapid results. I used a similar method to rid my house of a wasp nest just outside the back door. I put a bit of Raid in the witness can and aimed the antenna of the device (the instrument was based on a low-power radio transmitter, a modified Hieronymus pattern of sorts) at the nest. In a matter of an hour, there were no more wasps flying around the back door and there never were again.

So, if the technique is so simple, what can you do with it. Well, you can always defoliate the tropical rain forests and watch the environmentalist scum have heart failure. Or you can go after the local farmer who refuses to sell his land so you can build the shopping center and make it impossible for him to grow anything on it.

Consider the economic impact of agriculture. The supply/demand aspect of food production aside, there are a lot of industries peripheral to it. There are distributors, banks, products that service agriculture, the local militia and KKK, lots of things. There are a number of states that totally depend on the agriculture industry in order to keep the politicians solvent.

So let us say you really want to fuck with a certain senator's head. The thing that keeps him going is the tobacco farmers of North Carolina. Now, everyone with a nose agrees that tobacco is one of the great evils of the world. It stinks and makes the people who use it stink. And let us be honest and realize that the only people who are as inconsiderate and ill-mannered as smokers are people who don't drive. So, if the tobacco crop is destroyed, who will miss it besides those who we don't care about anyway? (and the ones we do care about will live longer) Well, actually a lot of people because taxes on tobacco and tobacco products keep a lot of politicians happy.

Do you get what I'm aiming at here? Suppose the entire tobacco crop of North Carolina were to die off overnight? Let's be honest. Everyone hates the tobacco industry, but no one has the guts to come out and tell the truth that tobacco

farmers are in the same category as the folks who grow poppies for heroin. They're truly the scum of the earth and anything that can drive them into bankruptcy is a good thing. So by using radionics you can hit the cancer-growers where they live, right in their fields and drive them off the land and there is no way they can stop you.

OK, stop cheering and I'll tell you how to do this.

First, you will need a satellite photograph of North Carolina, or any other state you are bombing. You can arrange to get that through your local public library.

Once you have that picture, you start looking at books on agriculture to find the best herbicide to attack the tobacco crop. Once you have that, you place the satellite photo and the herbicide (which you can smear on the photo) in the transmittal end of the instrument. You then take a rate and plug it in. Within a relatively short time, the agricultural reports on the news should start telling of a massive die-off of tobacco fields in the targeted area.

But let us say that your goal is more local. You have had it up to your schnootze with the local town ordinances about grass length and you decide to do something about it once and for all. Well, guess what? Go to the library and get an aerial photograph of the town. A photocopy will do and the funny thing is that most towns have such things.

Now, take some grass killer and smear it on the picture and place it in the machine as I instructed. With the machine up and running all you have to do is wait and watch everyone's lawn turn brown. Now, if you really want to have fun, take a photo of your own lawn and set another radionic device to block the rate of the attacking unit and you will have the only decent lawn in town and you may even win a prize. The blocking rate is taken simply by taking a sample of the herbicide and getting a rate for it, then resetting the dials on the radio to the opposite point with a photo of your own yard on the receiver plate.

There is another use for this method and that is to make money in the commodity market. Pick the crop you wish to invest in and then use the above method to cut down on the yield of it. That will drive the price up and the volatility of the commodity market will insure you a tidy profit.

COMPUTERS

Here it is, the section you have all been waiting for. To be a good villain you have to know what to hit and in the civilized world the target of opportunity that gives the best possibility of serious damage with least risk is the computer system. It is easy to find and extremely easy to disable. Which means that any villain worth his salt is going to need to have to learn to target them.

Now, as hacking is a somewhat difficult skill to learn to do well, time consuming and always carrying with it the possibility of discovery, it is best that you use psionic methods for dealing with these instruments.

First, let me explain to you a little of the theory behind this procedure, which is based on a phenomenon known as micro PK, or psychokinesis as applied to subatomic particles.

Boring stuff to follow. Take some caffeine before reading.

Around the turn of the century, Annie Besant and C. W. Leadbeater wrote an exhaustive study of psychic investigation of subatomic structure called Occult Chemistry, which seemed to be so utterly outlandish at the time and thereafter that it was relegated to the dustbin of nut books by nutty people and more or less forgotten. Then, in the late 1970s, Dr. Stephen Phillips, a physicist who is also a Theosophist, was reading it (probably more for entertainment than anything else) and realized something very interesting. Besant and Leadbeater were writing about quarks, and don't ask me to explain them. He did some figuring with his blackboard and came up a book entitled The ESP of Quarks in which, by means of a big mess of equations that I don't pretend to understand since I can barely balance a checkbook, he proved that what they had done was influence the activity of the subatomic particles they were psychically looking at.

Now this would seem to be utter nonsense were it not for something else that was going on at the time--the random number generator experiments that I referred to earlier in this volume. Those experiments consisted of having a test subject look at lights flashing on a randomizer (a primitive computer) which had a counter under each light and try to make one light go on more often than the others. The experiments were actually quite successful (though the orthodox scientists will never admit it) and proved something that made people whose job it was to worry about such things very nervous, namely that a computer could be influenced by psychic activity.

So let us consider just what was happening in those experiments. The randomizer simply sent a bunch of electrons around to make the lights go on in a random pattern. The subject, by influencing the electron flow, influenced the way the lights worked.

Now let us consider how a computer works. There is the memory, both stored and random access. Then there is the processor that controls the way the electrons run between the stored memory, the random access memory and the other things like the keyboard and the screen. The microprocessor is nothing more than a pattern of pathways for the electrons to follow to direct them where they are supposed to go carrying the information that makes the thing work. If

the electrons go someplace else in the system, the whole thing dies. It is something like the switching system in a railroad yard. If the train director is on drugs and puts two trains on the same track going towards each other, there is going to be hell to pay but it will be very entertaining and messy when it happens.

Get the idea? Now we get to the practical part so pay attention.

Now, one of the other interesting things about the Besant-Leadbeater work was the fact that it was possible to put psychic presence into something as small as an atom and look around. That being the case, it is a simple matter to put your psychic presence into the main processor chip of the computer (usually the flat thing with Intel written on it) and futz up the pathways, making the electrons go every which way but where they are supposed to be going.

And you don't have to change a lot of them. Just a few particles misplaced will have a disastrous impact on any system and the newer the system, the more significant the impact because they need fewer electrons to get the same things done.

Ok, now you know the theory, how do you do the work?

First, you do not need a witness of the computer you are going to hit. You are not going to get one anyway so there is no point in worrying about it. You are going to be working strictly with psychic presence and remote viewing, so practice that.

Once you have that down, choose a target. Using your radionic unit and headgear, lock first onto the target computer and then put your consciousness inside of it until you see the processor chip. Move inside of that. What you will see will be a lot of little glowing things moving very rapidly along set pathways. Those are the electrons. Do not do anything just yet, but sit and observe the phenomena until you get used to the environment.

Now, after you have done this, begin to psychically push the electrons out of one path and into another. Practice this until you can see a cross-flow of electrons from one stream to another. That cross stream will totally destroy the running of whatever program is being used.

I am sure that you can imagine what can be done with this without any help from me. I mean, just think of the fun you can have with the billing system of the local phone company, or better yet, with its call-routing system. Imagine the sheer joy people will experience when they call 911 and get Luigi Yu's Italian Take Out and Chinese Laundry. The possibilities for creative mischief are truly mind-blowing, and I am sure you will have many happy hours making people's lives as interesting as possible.

THE AIR TRAFFIC CONTROL SYSTEM

While my comments on institutional targets covers much of this material in general, this is one of the targets that requires some specific instruction. So here it is.

The air traffic control system is perhaps the most important governmental agency in the country. It makes it possible for all passenger and freight air travel to occur safely and thus is one of the most serious targets one can consider. If this system goes down, the entire air travel network goes with it.

Consider this. If aircraft are grounded on the east coast, those aircraft are not available to move passengers anywhere in the country. We see the effects of this every winter when a large airport is shut down by snow. The whole country is affected because airlines need those planes to be moving. When the system slows or is stopped, it has a serious economic impact as well as a severe personal impact on the individuals who need to get from point a to point b and cannot. When this happens every holiday season because the airlines are too stupid to plan for it, there are wonderful stories on the news about people stranded at airports for days on end missing all sorts of things.

HOOOO BOY! You can see where this one is going!

The air traffic control system is a huge network of interlocking parts. If enough of them go down at once, it becomes seriously unsafe for anyone to leave the ground. And this is not only true in the United States. It is true all over the civilized world (meaning everywhere but central Africa). In fact, in the early 1980s when Ronald Reagan brought the air traffic controllers to heel by the simple expedient of firing and replacing them, the French controllers made noises about not giving instructions to American flag air carriers. They were persuaded that this would not be a good idea when it was hinted that a few AWACS planes could turn on their electronic counter-measures equipment and blind the entire air-traffic control system of Europe.

The system itself is based on a series of control centers around the country with radar covering much of the country except for right over the Rocky Mountains where the beams get interfered with, but satellites take care of that. Inside these centers are controllers and computers and screens that direct the aircraft and keep them from running into each other. While the tower controllers at individual airports do a lot of work, it is this other system that is the backbone of the network. It is also the prime target.

First the computers. The difficulty in dealing with the computers of the air traffic control system is their great age. Some of them actually still use vacuum tubes, in honor of the empty spaces in the heads of the members of congress who have not mandated new equipment for them. These computers are rather difficult to

influence psychically because it takes more push to affect the electron flow in their processors. Even so, they are vulnerable, particularly in area of their power source, so that is the area of the computer you would wish to target. When an air traffic control computer goes down, it means that the entire control center goes down and all aircraft must be rerouted around the area that that center would cover. If enough centers go down at once, it is possible to totally ground all air traffic over a continent.

The other target is the personnel. This is more difficult as far as bring results because it takes some pretty serious mistakes to cause trouble. The planes do not fly that close together except in landing and take-off patterns and thus causing them to collide in mid-air is quite a task. And there is some redundancy in the system so if a given controller becomes non-functional another one can fill in quite easily. The only way to bring about results with the personnel as the target is a massive disruption pattern/thoughtform combination that will disable enough of them simultaneously to create the kind of hazardous travel condition that would genuinely have a negative effect on air traffic.

For that reason, it is recommended that the computers remain the prime target in any such attack.

Besides, you don't want a 747 tail in your living room. It is very bad for the window treatments.

NUCLEAR REACTORS

Here we go! As is customary, I saved the best for last. This is the one that makes everyone nervous, so naturally I'm putting it in because if you really really really want to do a number on the infrastructure of a country, this will do it.

Nuclear power is one of the greatest things that this century has produced. Not only does it provide lots and lots of electricity for our air conditioners and microwave ovens, but it also gives us some very nice targets for psionic terrorism, targets the mere thought of hitting scares the living daylights out of everyone and not without good reason. After all, look at what happened to Chernobyl!

"Comrade Gorbachev! Is having good news and bad news."

"What is good news, Comrade?"

"People of Ukraine are glowing with health."

"What is bad news?"

"People of Ukraine are glowing in dark."

For that reason it is almost impossible for any normal bad guy or terrorist to get anywhere near a nuclear reactor, much less do any damage to one unless they have access to cruise missiles or naval guns. They are among the best guarded facilities in the world.

Stop drooling! You're going to short circuit something if you keep that up.

Of course no matter how good a guard system is, psionics can penetrate it. And, not without a few tiny qualms, this is how you can do all kinds of damage to one of these facilities.

It helps if you have an idea of which reactor you are going to target. One does not just get up in the morning and say, "Gee, what a nice day. I think I'll blow up Rancho Seico and then go out to Luigi Yu's for lunch and pick up my laundry." This actually takes a bit of work.

As in all targets, one must first consider what the weak points of a nuclear reactor are. There is a lot of heavy machinery, but that is very difficult to influence with psionics, so don't waste time with the pumping facilities that run water through the system to cool it. And the reactor core is not particularly easy to attack directly either, so forget that. The weakest points in the nuclear reactor are the computers that make sure everything runs right and the people who man them, the operators. As usual, the weakest part is the nut behind the wheel.

Now that you know that, how do you attack one of these places?

Well, first it helps if you have a photograph of the facility. These are actually pretty easy to come by because the companies that run them publish them. And, security aside, they are big enough that one can take a photograph of one from a

pretty safe distance without attracting much attention. People do that all the time.

Once you have your photograph, you have a couple of choices of the method of attack. You can, for example, simply fire a disruption pattern at the entire facility and see what happens. That could result in nothing more than a minor inconvenience inside the plant that no one ever hears about, to a major catastrophe, like Chernobyl. There is no way of knowing in advance. Of course that's half the fun of disruption patterns, not knowing how they are going to work.

The other method takes a lot more work but can bring about more reliable and often more spectacular results. You have to establish a psychic presence in the control room and screw up the operators and the computers.

First you have to find the control room.



That is not as difficult as it sounds. If you look at your generic nuclear reactor, they usually come in three parts, just like Gaul (and I know I have a lot of gall writing this). There is a cooling tower, which is absolutely useless to you so you can ignore it. That is the tall thing with the flared top with steam pouring out of it. The water from the reactor runs through that and releases its heat before being pumped back into the core to keep that part of the system from melting down to the center of the earth (actually, it would probably only go about a couple of miles down before cooling off but you know the kind of idiots who worry about such things).



The big round thing is the reactor core itself. You can look around inside if you wish, because your psychic presence is not going to be in any danger, but generally there is little that can be done. Changing the nuclear activity on the scale required for any serious consequences is usually beyond the power that psychic presence can muster.

The target you are interested in looks like an office building or a factory. That is the main control center for the reactor. Nose around inside the place until you come upon a room with lots of computers. Once you are inside, build a thoughtform that will cause the operators in that room to make mistakes, big mistakes. Enough human errors at the same time can have extremely interesting results in any environment and in this one, well, you can imagine.

The other thing you can do is go after the computers. They are all over the place and some of them are big and old and some of them are small and new. The big and old ones are the ones you are after because they are the ones that do most of the control functions, having been put in when the reactor was constructed. The smaller ones usually just handle bookkeeping stuff but some of them may have control function as well, so it is best to not completely ignore them. In any event, a computer malfunction will cause a serious problem in the reactor and may require it to be shut down. When that happens, that reactor cannot produce electricity and the entire power grid suffers. If you can shut down enough reactors, particularly on a hot day, you can really fuck up delivery of electrical service and get the power company in terrible political trouble because without air conditioning people have this habit of dying and if enough of them do that at once the coroner's office gets really overloaded and the bodies have to be kept in refrigerator trucks and everyone's very offended by the smell, to say nothing of the aesthetic displeasure caused by refrigerator trucks filled with dead smelly old people parked on the streets.

Of course, if you are really pissed, you can work on getting the core overheated and that will produce a major emergency. In order to do that, the control system of the cooling system must be shut down, so snorf around inside the electronics (ain't psychic presence wunnerful?) until you find the circuit that controls that and then shut it down with a pk blast. If the circuit is wired to a new computer, that

will be very easy as the newer the computer is, the easier it is to screw around with.

Now, a couple of things. If you are going to hit a nuclear reactor, it is best to do one in another state, or better still, in another country, like China or something. If one of those suckers really blows, it will make the entire area around it for many miles totally unlivable for a long time, so don't do this if someone you like lives within hundred miles of it. And then take air currents into account because the radioactive fallout is the same as a nuclear weapon explosion and you don't want that landing on someone you like.

On the other hand, if someone you don't like...

This capacity is the psionic psupervillain's ultimate weapon. A psychic image of the local nuclear reactor with a mushroom cloud rising over it is usually sufficient to end even the most determined government sponsored mind control experiments. And remember, this can be done with nothing more than a modified radio or slide projector.



PSIONIC PROPHYLACTICS

No, I'm not referring to antique birth control methods here. I'm referring to protecting yourself from the side effects of your own actions.

About ten years ago a friend of mine and I decided to have some fun with the convention of an organization we both belong to. I set up a disruption pattern in my radionic box and aimed it at the witness of the building where most of the sessions of the convention were going to be held. Now that meant that there was going to be an obvious problem.

WE WERE GOING TO BE IN THE SAME PLACE!

Obviously we did not want to be blasted with our own sendings, so Uncle Chuckie prepared a system to prevent that from happening. I took another radionic box, this time putting in the *same* disruption pattern on the transmittal side and our pictures on the receiving end, but instead of the normal rate (dial settings) for the disruption pattern, I set up a balancing rate which would cause the pattern to be ineffective against us.

So how did I do that? It was very simple. I took the standard rate for the pattern. The dials were calibrated 0-10 so I subtracted the number on each dial from ten and then reset the dial to that number. This sent out a pattern of energy which blocked the energy of the disruption pattern, sort of like a jamming frequency in radio. We went to the convention, watched with glee as the keynote speaker could not put one word after another with any degree of coherence, and suffered none of the impact of the pattern.

This is what you have to do on occasion. Whenever you perform a psionic act which may influence an area you are likely to be in, you must set up a balancing rate for yourself on one of your machines (which is why the more machines the better) in order to make sure you don't get caught in the blast from your own bomb as it were.

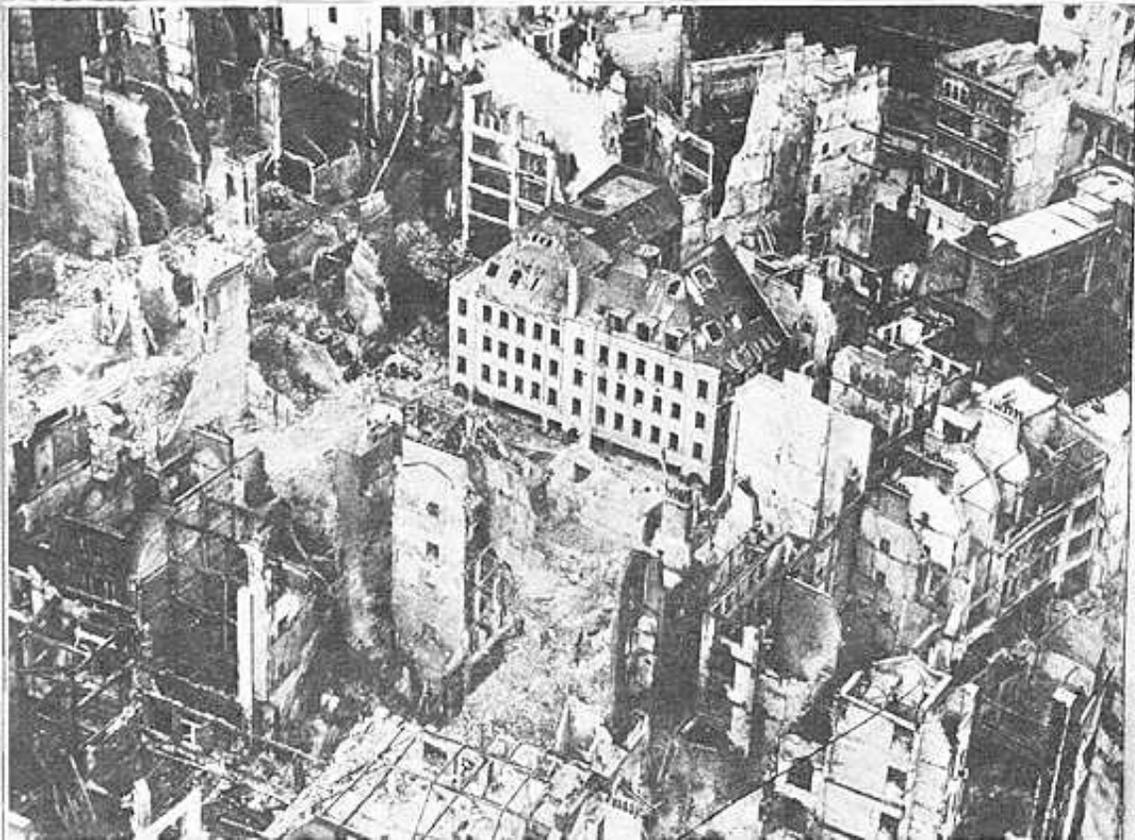
If you are doing something that requires direct concentration, such as charging or using the Murder Crystal or the Slideray, it is best, after you complete the operation, to go into the bathroom, fill the sink with cold water and then put your hands into it. Visualize all the nasty stuff you have been using going into the water and then let it run down the drain. In this way, you will not poison yourself while blasting your enemy.

There you have it. Being a Psupervillain has all kinds of wonderful advantages and you'll love every minute of being one. You'll get all the good lines, a chance to make life really interesting for people (in the sense of the ancient Chinese curse), and, most important of all, get away with it! Just remember, in the realm of Chaos the only rule is that there are NO rules.

So have fun, raise hell and we will all meet together in the Land of Nightmare.

I am

Uncle Chuckie



“If you seek his monument, look around.”