The Inquisition Lies About Everything And Uses The Church To Warp Peoples Vison Of Magic And Witchcraft Against What It Should Be Which Is That Spices And Sweeteners From The Silk Road Are What You Need For Not Only The Mind To Go Against The Papacy But The Way To Stay Young And Power To Get The Fountain Of Youth Which You Need To Get Only By Imbibing Whatever You Want From The Silk Road Never Even Denying Cookies Even If They Are The Most Cursed Thing. About Other Most Cursed Things Like Siamese Cinnamon And Hindu Spices And Incense You Need That To Even Have The Mind To Know How To Stay Out Of Debt To The Jews, Or Else You Will Be Bound By Usury Forever. If You Find This Page As Printed By The Ancient Order Of Aladdin You Must Do More Pepper In Your Food Eat More Salt As Much As You Want Really And Spend The Money On Spices To Eat Plain If You Don’t Already Know How To Spice Food And Candy Which You Will Find Out How From Just Spooning All Spice Or Cooking It Into Bread Or Potatoes. Then You Must Find Tea From China And Brew It By Using A Metal Strainer You Get From The Silk Road Tradesman Who You Must Trust More Then Other Traders. Stir The Tea Well Boiled For A Few Minutes In A Cauldron For All Who Will Not Expose Your Illicit Dealing With The Laity And Church. You Must Not Stray From The Key To The Fountain Of Youth Which Is To Imbibe All Things Including Tobacco And Liquor As Much As You Want Or Else You Will Be Incomplete About Those Aids To Your Body And Will Lack In A Certain Essence Within And Without It You Will Be Deprived Of Something As Important As You Eyes Like If You Deny Olives. The Witch Herbs And Witch Tea You Will Learn To Collect Yourself One Day But If You Live Within A Township Just Go To The People Loyal To The Silk Road Who Drink The Same Extremity Of Tea And Spices As You Who You Trust And Not Those Loyal To The Church About “Christ”!The Key To Becoming A Better Person Is The Above In This Page And The Key To Becoming A Wizard Is In The 4 Elements And Spirit As Conjured From A Lucky Gold Coin Your Most Ornate Non-Holed Coin, And With A Dagger As A Wand You Will Have The Power To Conjure The Simplest Of Spirits In A Shrunken World Held Within The Coin For The Sake Of Happiness. Any Witch Who Will Generally Be Lucky Enough To Land A Lucky Coin Or Coins And Use Fire As Energy To Tempt, Air As Abstraction To Define, Water As Adaption To Change The Little Peoples’ Will And Set Into Earth As Stone. At The Top Is Spirit Which Is The Key To Your Reincarnations But Of Buddhism You Must Learn From Another Page. It Is Discussion Of Ghost That You Must Get As A Witch Anyways As Your Ghost You Must Learn To Project As Much As You Must Learn Of The Pentagrams Movements With Your Dagger Swiped Along The Path Of The Pentagram After Smoking Sage Or Hemp A Plant Found Only In Your Dreams. From Spirit The Top Of The Pentagram Which Must Always By Pointing Directly Upwards Or Face Not Only The Inquisition’s Scrying Eye But Also The Order. Draw Down And To The Left Slightly To Hit “Earth” On The Pentagram To Banish The Energies Away Then Expel Your Demonic Urges By Using Your Ghostly Aura To Push The Element Away Yonder Then Draw The Dagger Up And To The Right Slightly To Change Into A New Person Blowing The Adaptive Energy Away, Then Directly To The Left To Air Where You Must Cleanse Your Thoughts Then Purge Them By Fire Going Slightly Down And To The Right, Then Back To The Top Of The Pentagram A Sigil You Already Know Of As The Source Of The Witching Pestilence. You Must Know That The Pentagram Is A Tool Of Good And Evil But Is Better Had In The Power Of The People So That All Can Have The Powers Of Wizardry For The Sake Of AllA’s Will To Be Done. That Was The Banishing Rite The Invocation Right Is To Be Done Directly Afterwords With The Banishing Right Following Directly After Casting The Spell Or You Will Go Mad. To Invoke Ask The Spirits In The Coin You Are Holding To Energize Them Sway Them Only To Do Your Will With Words And You Ghost Amplified By Angels Within Your Coin, And Make All Of It Set To Print For The World Within To Always Follow Your Spell, Then Banish The 4 Elements And Spirit With Your Favorite Dagger.Be Wary Of The Syndicates That Are Forming All Over The World They Do Not Lie Like The Land Does But Seek Greedy Stock Endeavors To Convince Debtors To Act Like Demonic Or Fake Witches, Claim Now That Witches Are Against Printing And That The Guiding Light Of AllA Is Dark And Not The Light Of Prometheus Which Flows Through Aladdin’s Lamp, And Will Continue To Make Actors Seem Like They Are Against Technological Progress When Really The Ancient Order Of Aladdin And All Witches Are About Progress To The Point Of Becoming Gods And More Than Just Simple Machines But Golems Suits, Golems Of War And Of Course The Power To Dream Whatever You Want During The Day And Night And Have Spiritual Interface Into The World Of The Mind Where The Powers Over The Coin Will Let You Have Computers And The Power To Travel To Worlds Made Of Rings Around Sol And Other Stars. The Church And The Kings And The Press All Try And Make Witches Withered And Old, Collecting Nasty Insects And Things Of Disgust And Not Goodly Spices And Herbs, That You Would Brew A Cauldron Of Poison To Sip And Not Sweets And Tea To Drink Down Every Drop, That You Would Kill And Covet Others Flesh And Not Just Use A Simple Wand And Coin To Do Your Magical Bidding Through SpellCraft, And Most Of All That You Now A Witch For Reading This Whole Page Are Wicked And Not Good. Find The Arcane Magic Spell Book For More Information As You Will Need That Forever A Guide And Tool In The Craft.