



## The Wamphyric Tendril

*Being an inner teaching of the Yorkshire Vampire Coven as relayed by the Tempel ov Azagthoth*

The Wamphyric Tendril is a latent astral organ located within the body of the vampire. Those who claim to have felt 'different' from an early age, as well as those with an indescribable need for blood, are all sensing this tendril. It is located in the solar plexus, where the stomach is- and thus, some individuals, unaware of the finer process of vampiric feeding have taken to devouring human blood out of instinct.

### **Blood Vs. Blood Essence**

The blood, as known in all ancient religions and cultures, is a carrier of a subtle energy- the Blood Essence, which gives rise to life and which can be taken from other living beings to improve the life force of the one feeding. Blood became a useful metaphor, for it carried this Essence. Ancient vampire legends did not depict these creatures as drinking human blood until Dracula, authored by Bram Stoker made the concept popular. Before this, vampirism was regarded as the stealing of one's life essence by nocturnal visits of malevolent entities. This is the secret of vampirism, guarded by temples and covens to this day. The Wamphyric Tendril is the key to the secret.

### **The Wamphyric Tendril**

It is simple in design- being a black tendril which emanates from your core (just below where the ribcages meet in the centre of the body). It extends and splits into a mass of smaller tendrils, which hook into the astral body of your prey.

Feeding is as simple as selecting a victim. For this, you must select someone (such as sat near you in public transport or elsewhere- it is useful to practise feeding when among people).

Focus on your core region and visualise the Wamphyric tendril emerging forth, and moving toward your target, where it pierces through their aura. Basking in the Blood Essence, the tendril absorbs it as you inhale, transferring the energy to yourself. Feel it permeate and invigorate upon exhaling. Do this for as long as you feel necessary. Experiment with different time lengths and distances.

Upon completion of feeding, withdraw the tendril and bask in the enhanced energy levels you have just accumulated.

In the beginning, sight contact is necessary- the infamous 'evil eye'. After attaining a sufficient mastery of this technique however, feeding may become possible without the need to keep your eye focused upon your victim.

Some signs that Vampyric feeding is working are-

- Feeling an influx of energy
- Feeling giddy, euphoric and/or light headed
- Feeling heavy and drowsy, or needing to sleep

This practise of feeding must be indulged in often, especially in the early days, when you are first exercising this new organ. As frequent as possible, even hourly- to this end, you should take to travelling to the town or city centre where you live to feed on the masses, taking care so as not to act noticeably.

Following frequent use of the Wamphyric tendril, you may find the visualisation becomes much easier, almost unconsciously willed as the tendril becomes more pliable to your will and stronger in its purpose.

# The Wamphyric Tendril

*By The Tempel ov Azagthoth*

Within the Tempel of Azagthoth, the art of drinking of the essence of life force from living humans is termed the Art of the Wampyric Tendril, the Wampyric Tendril is the prime symbol of our order and represents the art of draining life force, and causing harm via astral contact to your intended prey.

This symbol is not overly complex in appearance, but its uses are varied according to the warlock/witch who would use this sigil and practice the arts it contains. For those familiar with the process of imbuing physical objects or symbols with astral energy, you may consider its application when the Wampyric Tendril (the symbol) was created. It is in fact the Oldest created sigil from the Tempel of Azagthoth and can be obtained upon request.

The second symbol of the Tempel of Azagthoth is the Coffin, not only does this correspond with the Wampyric principle of the human, through vampiric metamorphosis and training, it also has a very large symbolic significance regarding The Communion of the Dracul, the summoning of the undead gods in which the arising wampyr sacrifices his accumulated life-force from his predatory journeys until exhaustion sets in, then which comes the re- giving of life-force from the undead which is symbolized by the tendril near the top of the coffin which pours down blood upon 'the resting place of the corpse' thus enabling new life, higher powers through constant practice of Wampyrism, metamorphosis, and finally Immortality amongst the Undead Gods.

This is not an easy path and it must be stressed that Wampyrism, unlike other forms of the Occult, must be taken on as a constant practice. The Wampyr faces many tests, but needless to say if you fail at your arisal to the Throne of the Beast, a fate worse than death awaits thee.

The Art of the Wampyric Tendril involves astral life force draining in many different ways. There is the practice of the 'evil eye' which with the skilled magus can implant thoughts, drain energy, and instill certain factors which will affect the recipient of the enchantment later on. By projecting thoughts through use of the unblinking stare, your astral body touches the victim, and your thoughts are instilled into his mind and the victim will always view them as his own thoughts and act. For instance, if you wanted the person to pick up a book, through this practice you could use the phrase "That book looks interesting, I must get it..." never say "I Want that person to pick up the book...". That is not

the correct method, and it will not work. Always implant a statement into the persons head that will make the person think that it is his own idea, not for the sake of the person finding out that you are implanting ideas in his head, that is quite ridiculous, the trouble with using indirect methods in this art is that it tends to cause too much confusion in the brain of the recipient to reap results for yourself. Human prey do not believe for the most part that they can be mentally influenced without their knowledge. The Wampyric Undead as well as the Living Wamphyri always promote the literature and teachings which continues to brainwash human society and thus blind them to our hidden ways.

Astral life-force draining through sight involves the use of your eyes, and extension of the astral body (the wampyric tendril) to touch your victim and remove the life energy from them. Small completely undetectable motions with the fingers and hand, as well as physical inhalation, can speed the process of the revival of energy from the victim. As the Wampyr strengthens his art and power other means of life-force draining are possible. The art of astral life force draining from the human while you are completely detached from your physical body and a part of the astral plane, is one of the primary practices of wampyrism. The sleeping human provides the purest life force which will violently increase the wampyrism life-force. The more beautiful the victim, the purer the life force. As the human sleeps, they have no control over their astral body as they are not practitioners of our art and have certain weaknesses, while the Wampyr has many uncanny advantages over the human prey. It is possible, when the wampyr's astral body has approached the prey, to enter into the dream state of the human and implant certain scenes in the human's subconscious.

Through properly prepared potions and elixirs, it is possible to cause sickness in victims, although this seems to be a common after effect of Wampyric attack. Remember, the more life force which you obtain for yourself, the less life force for the human. Thus the weaker and more fragile his whole being will become. It is always the pleasure of the Wampyr to be able to drain the purest blood from the veins of living humans, then muse as the humans world utterly crumbles into chaos and disorder before you as your world increases in experience and you come to know the way of the Vampire Dragon Tiamat and the way of the Black Wizard, AZAG-THOTH.