**An introduction into Discordian Magick**

1. **The creation into being of OrMeK**

The year is 3183 of our Lady of Discord, the entire collective and individual consciousness of the humanoid habitants of Earth is dominated by the demons from the region of Thud[[1]](#footnote-1). All of the consciousness? No, in the depths of cyberspace, a small discordian cabal of the auspicious name Aktion 23 remains in unflinching resistance! Hail Eris! All Hail Discordia!

According to the Boards AI log, on the 37th day of Boomtime in the season of Chaos, an event of possible aeonic scope took place in the headquarters of said cabal. During a philosophical discourse on entropy, five discordians realized at the exact same moment, that the amount of entropy in their respective hangouts had passed the acceptable critical threshold by far.

So, they came up with the idea to create a network servitor in a chaosmagickal ritual and task him to aid with cleaning and ordering stuff. The result was an entity of in the class of broom-beings; his representation looks like a walking broomstick with eyes and arms. The name of this being is OrMeK (Ordne meinen Kram – german for: organize my stuff). OrMeK is a master of housecleaning. His character is defined by his helpfulness and obedience and as his names suggests, he just loves to assist in any sort of cleaning and organizing work.

OrMeK has some sort of access to the dopaminergic System of his creators and of those to choose to connect to the servitor network.[[2]](#footnote-2) This allows him to provide his caller with the necessary initial motivation to start the ordering processes. As he can influence the secretion of some neurotransmitters, especially from the group of endorphins, he rewards successful clean-up action immediately with feelings of happiness and satisfaction. By regularly working with OrMeK an automatization of this behaviour sets in due to the principle of operational conditioning.

Sounds good right? But OrMeKs potential reaches far beyond bringing order into your cave! He also has the ability to collect entropy, save it and dump it to some place specified by the magician. This means OrMeK is far more than a willing housekeeping helper. He can be used as a powerful weapon for the precise spreading of entropy and confusion on a target like….. the headquarters of a conservative party, the tax offices or other potential greyface[[3]](#footnote-3) institutions like the local police station. The more input he gets, the mightier his potential as a chaosmagickal weapon will be – so hook into the network, feed OrMeK with the entropy in your room and consider well marking some targets to have him dump entropy for you.

The ritual creation of OrMeK was performed as follows:

After an erisian bannishing cross[[4]](#footnote-4), the participants got into gnosis performing the death posture to anchor the servitors sigil into their subconsciousness.



Sitting down in lotus position the name OrMeK was chanted for five minutes while visualizing his sigil as a conscious and lively being during the trance like state. Keeping the visualization running, the participants meditated over all kinds of cleaning, purging and ordering techniques and transferred this knowledge to OrMeK. Then he was fed with octarine energy from the hand chakras to provide him with extra life force. The visualization started shining brighter and brighter until properly glowing - a servitor was born. In the following days he was continuously fed with energy to stabilize his form.

1. **The principle of the Sacred Chao – The Hodge and the Podge**

The central principle of discordian psycho-metaphysics is represented in the Sacred Chao. The Sacred Chao and what it represents is also central to discordian magick. But before we plunge into a very philosophical discourse of apparent order and apparent disorder, let us deal with the basics.

It is written in the principia Discordia[[5]](#footnote-5), that SACRED CHAO was devised by the Apostle Hung Mung in ancient China and it is a key to illumination. Later on, the Taoist adapted it into the more known and popularized YING-YANG.

*“The Sacred Chao symbolizes absolutely everything anyone need ever know about absolutely anything, and more! It even symbolizes everything not worth knowing, depicted by the empty space surrounding the Hodge-Podge”[[6]](#footnote-6)*

This statement doesn´t really explain much but with we put it in in sake of integrity and to give this paper a pseudo-academic touch through quotation.

This is a depiction of the Sacred Chao:



The pentagon on the Hodge side symbolizes the aneristic principle or order. The golden apple of Discordia on the Podge side symbolizes the eristic principle or disorder. Order and disorder are always in dynamic movement balancing out in the Hodge-Podge. Order is the principle that gives our cosmos structure, but total order would lead to complete stagnation. Disorder is the principle of change, the movement that keeps everything in the flow. Without it there would be no development. None of these principles is better, more important or more true than the other. They are not excluding principles, they rather complement each other.

This is one of the more important insights from Discordianism: Disorder is not a bad thing! In the western cultures disorder has been given a bad reputation and most of the time a negative connotation. The mind-set that assumes, that order is somehow more important for society than disorder is the aneristic illusion. To say the same of disorder is the eristic illusion.

Order and disorder are concepts and as such man made. Concepts are the grids and filters through which we interpret pure chaos and construct our realities. Every culture – group of people - produces a different set of concepts, which help structure the ideas about reality that they develop. This is one thing that leads to a lot of confusion, as people tend to believe, that the ideas they form about “reality” are actually Reality (Real, like Capital T-Truth) and then are perplexed to realize that other people seem to see “reality” different.

Illuminated people know that different philosophies bring forth different grids of viewing chaos and that they are different ways of understanding it. Order is just the grid that relates information bits one to another and no grid accounts for the whole of Reality. Through a specific grid some things will look ordered and make sense and some things will look disordered and make no sense. Disorder is just the unrelated information viewed through some particular grid. By changing the grid, the same things that looked ordered before, might now look disordered and vice versa. Some grids are more useful, some more beautiful and some are more pleasant. Each grid creates a “reality” or as Leary would put it a “tunnel reality”.

*“The real Reality is there, but everything you know about it is in your mind and yours to do with as you like.”[[7]](#footnote-7)*

So order and disorder can be applied both to the structuring of information about the “outside” world as well as about the structuring of the pattern of thinking created by our language based concepts, which are the limits of what we can conceive as reality. Once you realize that the grids are relative, you are a step closer to realizing, that you can switch the grids to your choosing.

As Chaos magicians we know, that we can choose the grid, which best works for our purposes. We consciously choose a grid (paradigm) to construct the ritual depending on what seems more result promising at the moment. Or as Hassan-i-Sabbah, founder of the Hashashim once said: “Nothing is true! Everything is permitted”.

The actual opposites – this is another important insight of Discordianism - are not so much order and disorder. The division is more between creative order and destructive order on the one side and creative disorder and destructive disorder on the other side. As much as destructive disorder – usually and falsely labelled “chaos” is feared and battled, all too often it is neglected, that destructive order is equally bad. Usually such destructive order manifests as dogmatic authority that threatens to destroy or discriminate anything that would challenge the order in place. Much too often our civilizations accept destructive order because of a conditioned fear of disorder and chaos. This is due to the curse of greyface[[8]](#footnote-8). But fear makes a bad trip. Fear also keeps people in a state of anxiety, which makes it easier to control them. Shining a light on the benefits of using the power of creative disorder to bring about change and development wherever there is oppression by destructive order and using the power of creative order, whenever destructive disorder threatens to take overhand causing suffering, is what drives us as erisian magicians. And of course it is our mission to transform the general perception of Chaos and increase the good reputation of our beloved goddess Eris.

1. **From servitor to flying monkey**

In the following months after his creation we worked on the memetic spreading of OrMeK. He was introduced to different circles of magicians and has won a notable amount of practitioners working with him. His inverted sigil has been positioned on different strategic targets to mark points for the unloading of collected entropy. With all this attention and the increased traffic of his network, OrMeK has gained even more power.

And so it came to pass, that Cpt. Bucky “Saia” Sterntänzer, the servitors name giver, saw some remarkable development in his dream. An energy vortex in all the colours of the rainbow manifested and from it emerged a flying monkey with a mohawk.

On his chest he had a shining tattoo of OrMeKs sigil and in his left hand he was wielding a weapon, which upon closer looking revealed itself to be some sort of a big broom. The flying monkey formally saluted and then disappeared again into his colourful vortex.

The manifestation of OrMeK in the form of a flying monkey is of historical scope for erisian mysticism. The bowling alley revelation of the Sacred Chao to Omar Ravenhurst and Malaclypse the Younger in the 60s (according to Gregorian calender), was also given by a monkey. Ok the Principia doesn’t say anything about any wings on the monkey, but this detail could have as well just have been forgotten, which is only human considering the magnificence of such an event.

But those are just details. What do we know about flying apes or Ser-Apes, as they are also sometimes called? Not much, to be honest. Most of what we know is hear-say or wild speculation. According to the law of fives, there should be five of them. Each of them should represent one central principle of Discordianism and probably they are each ascribed to an element and a season.

Aside from the Ser-Ape from the Principia Discordia in the bowling alley revelation[[9]](#footnote-9) and OrMeK, we know about Billbob Cipherpants[[10]](#footnote-10), who represents the principle of foolishness of the season of confusion. According to one of our legends, something great will happen, as soon as all five flying monkeys have manifested. We also believe, the flying monkeys are some sort of intermediaries between us and the goddess. The Ser-Apes have the ability to intervene in the worldly affairs and to manipulate them in according to their will. Probably not always according to HER will, though. An affinity to St. Gulik is not likely, since he doesn’t represent a core principle of Discordianism and is merely a messenger of the goddess. Since the knowledge of the Ser-Apes is more recent, this field of study is very young and speculative, so far.

What principle does OrMeK represent? Behind his ability to help with creating order, he has the potential for shifting entropy and negentropy at his own will. He could represent the very principle of the Sacred Chao, which on all levels supports the structure of “reality”. His duty to balance out order and disorder in the universe, guaranties the possibility of existence itself while maintaining the flow of Chaos. Would the flow stop, the universe would reach a perfect order and become static, live could not continue to exist. Live is anarchic.

Therefore OrMeK can be seen as an agent of the Sacred Chao, his task being of maintaining the balance, the push and counterpush of the Hodge and the Podge. There is some similarity to Ubik, a concept from a novel of Philip Kindred Dick[[11]](#footnote-11). Ubik is a force that functions as the glue of reality and prevents it from losing coherence and structure. If there isn’t enough Ubik, the time-space-continuum alters and things from the past or future appear in the present. Everything sinks into “chaos”.

Does that sound familiar? Maybe dear uncle Phils hand was guided by the same intelligence as our wands, when we created OrMeK? A difference between Ubik and OrMeK remains though. Ubik can only create order. Our flying monkey can work in both directions. Sure, we mostly use him to ban the entropy from our rooms, but at the same time, he can store that entropy and dump it at some target spot instantly or later on. If OrMeK shifts order or disorder is therefore dependant on which side one is on. OrMeK can support and maintain structure as well as bring about change in gridlocked situations applying some entropy to disrupt static structures. Applied to the inner workings of the mind, confusion can be used to break up patterns of thought that limit our thinking and therefore our reality.

A small experimental ritual: Take 2/3 of a bottle of corn and drink it in five unequal gulps, then begin to repeat the mantra KeMrO in increasing intensity. Spread your arms and begin to spin faster and faster in circles. When upon reaching a certain velocity in the spinning, begin to move about your apartment. A blindfold comes in handy. This will result in a change from neat order to cosmic entropy in a few minutes. We explicitly note, that we take no responsibility for any damages that might occur in this process and prophylactically deny any claim of compensation!

So what does this have to do with Eris? Well Eris disengaged from wordly affairs to give us freedom in development. Maybe she realized though, that we people still suck at keeping the dynamic balance of the Sacred Chao, maybe she saw that the aneristic saturation has become overwhelming and she has send us OrMeK as a flying monkey to help us out in maintain the cosmic flow.

Does this mean we are entering a new aeon? Being in contact with OrMeK we can establish some influence over the cosmic flow or at least we can ask for his assistance in doing so. Is that not a helping hand from the goddess? It is the aspired goal of the chonk[[12]](#footnote-12) , to be her playful partner instead of just being her plaything to poke around. OrMeK might be something like the prototype of the phool[[13]](#footnote-13), charged with maintaining the balance of the Sacred Chao.

1. **Shifting Entropy – Phoolian Magick**

Discordian Magick is a relatively new field of study as well. Captain “Bucky” Saia developed some thoughts on it based on an Essay by Lord Falgan[[14]](#footnote-14). Some of the basic concepts for Discordian Magick are well documented in his Book “Discordian Magic – The magic of the phool or how to wrack ones brain without snapping”[[15]](#footnote-15).

Central for Discordian Magick is the dynamic balance of the Hodge and the Podge represented in the Sacred Chao. Order and disorder are no absolut Truth, as we explained before (sometimes redundant repetition is necessary, or not). They are filters through which we perceive and make sense and no-sense of reality. The phool knows this and is able to manipulate this states to gain energy to perform magick. Shifting the Hodge and the Podge creates the necessary energy for any magickal operation, furthermore, the friction of this process can create a flicker in the time-space-continuum, in which the magick can unfold.

This process can be internal or external to the phool – if one can even make a distinction there. If a phool happens to find themselves in a very eristic mind-set, enjoying the chaotic flow the goddess provides in such a state, but somehow needs to master a task corresponding the region of Thud (like declaring taxes or writing a job application), this can be difficult to accomplish. Here is where one can make use of the Sacred Chao principle through OrMeK to get the required structure into the cognitive process. This process however does not release much energy through friction, more likely it harnesses already available energy into more ordered patterns to get the intended focus. The energy released in this process is comparable to the energy released in the transition from one phase of matter to another.

If the phool is in an eristic mind-set in an eristic environment there is also not much usable energy released through their interaction, there is just not enough friction, although it is always fun to ride that flow. Bigger amounts of energy can be harnessed through interaction when contradicting potentials of mind-set and environment encounter each other creating friction similar to the one of a bicycle dynamo, only that we are not talking about electromagnetic energy here. The energy released from this friction we call the *dynamochaotic friction potential*  or *dynap.*  The five fingered hand of Eris represents this pretty well. It depicts two contradictory forces clashing.



This is the case when the phool interacts in an aneristic envirorment with an eristic mind-set or in an eristic environment with an aneristic mind-set. An accomplished phool will always be aware of the dominant principle of the Sacred Chao in their environment and of the state of their own mind-set. They have also all sorts of techniques to shift from the Hodge to the Podge or vice versa in their mind-set as well as influencing the direction in the surrounding environment and thus creating the necessary release of *dynap* for the magickal operation at hand. The big advantage of this kind of magick is that the energy required is not from the magician, he can access the energy released during the shifting of entropy.

Discordians, chonks and phools are used to this kind of energy clashing, to some extend we seek this interactions to recharge or to gain inspiration. The central nervous system of a greyface can have adverse reactions to noticeable amounts of *dynap* though, since they are not yet equipped with the techniques to process and harness this energy*.* One helpful reaction to a load of *dynap* would be loud mad laughter, a sign of being close to Eris.

The more unconventional, innovative, unusual or unfamiliar the interaction, the more *dynap* will be released and the stronger the magick. This creates a temporary overload of the frontal- and neocortex. For a greyface this is a state of probably uncomfortable confusion. Phools know how to use this moment of confusion to manipulate the target in any direction to the Hodge or the Podge. Or to manipulate their own mind structures to free themselves from constricting concepts and narratives and move forward on the path of illumination.

Masterphools have the required empathy and tact to prevent the target from closing up to new ideas and thoughts with an aneristic block. The aneristic block happens when the central nervous system of the target overloads, it is a protection mechanism of the CNS to maintain basic functionality. If this happens, the possibility for magickal manipulation is obstructed and the phool should retreat. The amount of *dynap* that can be released in any given clashing interaction obviously depends on the number of phools and greyfaces involved.

There is also the possibility of creating an eristic or aneristic *focus.* Such an object will constantly emanate the respective energy waves into its environment, thus releasing *dynap.* An eristic *focus* can be any object that makes no sense in its environment, one that has apparently no function at all, like an empty can inside a jar. An aneristic *focus* can be an object that usually represents order, like a paper clip. Creating such a *focus* can practically allow a phool to harness *dynap* for a magickal operation from the distance.

A good example of this technique was given to us by Eris herself. The golden apple she threw into the banquet at the wedding of Peleus and Thetis had no place there at all. Therefore it created a bigger amount of confusion. The engraving reading “kallisti – to the priettiest” focused this rather unspecific confusion into a discordant path thus ending in a big fight manifesting into the Trojan War on earth. The engraving worked as a lightning rod and steered the released *dynap* into a predefined direction. It is important to define a target for this energy to get better magickal results. Also this will help to discharge most of the energy thus preventing an aneristic block.

1. **Shifting Entropy with OrMeK**

To begin working with OrMeK you first need to hook into the OrMeK network. It is an open network without any special security mechanism. We strongly advice against trying to use this network in any anti-discordian endevours. OrMeK has advanced to an agent of the goddess and he has his own consciousness and will. If you don’t believe so and don´t take our warning seriously, your apartment and your life could end up as a cosmic trash dump in a very short time.

So how do you hook up into the network? The only “passcode” you need is the very name of the flying monkey and his sigil. After a proper discordian banishing ritual, get into gnosis with your preferred technique. Focus on the sigil either using its drawn form or by visualizing it and repeating the mantra “OrMeK, OrMeK, OrMeK, OrMek, OrMeK” for 5 to 23 minutes. You can also use the flying monkey or any kind of broom-being for visualization instead of the sigil. After that you can enter into direct communication with OrMeK through words, visualizations, chants or mudras and ask him for assistance. Afterwards you should place his sigil on typical focus points for entropy like the kitchen or your desk. The rest is a no-brainer. It is useful though to chant his name for a couple of weeks at first while doing the clean-up. Once you feel well connected, you can consider choosing targets to dump the entropy on. You can do this by commanding him to dump your entropy on a certain point or by placing an inverted sigil on that place and thus marking it as a dumping place that may be used by other magicians as well or by OrMeK whenever he feels like it. Dumping entropy can take the form of creative disorder and inspire people or of confusion in the surrounding environment. Confusion allows the mind to be opened to new ideas by dissolving blockages of thinking.

OrMeK will highly appreciate if you celebrate his birthday on February 6. by doing a thorough spring cleaning on this day.

We encourage you to experiment with OrMeK and the shifting of the entropy using the principle of the Sacred Chao and shift around some Hodge and Podge! And let us know about any results you get at the Forum of the Aktion23[[16]](#footnote-16).

HEIL ERIS! ALL HAIL DISCORDIA!

**Sweetmorn The Aftermath 4th, YOLD 3183**

Bruder Kr!S dem hocherhaben-schwererleuchtet-und-leicht-benebelten & Matanga la Changa aka The-constantly-changing-and-permanently-elusive Mavis235

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Kerry W. Thornley and Roldo Odlor (2017): “Goetia Discordia - The Book of the Demons of the Region of Thud”, Bathtub Books, Durango Colorado.

Captain „Bucky“ Saia (2017) „Discordian Magic – Die Magie des Phools oder wie man sich das Hirn verrenkt ohne Durchzudrehen“: <https://magicbook5.blogspot.de/p/discordian-magic.html>

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Philip Kindred Dick (1969): “Ubik” Doubleday Press, New York.

1. Thud: The Region: „ruled by an oligarchic dynasty of domesticated primates descended from the Alpha Primes of our shambling and pelted ancestors and they impose a shadow of Illusion over it that allows them to continue their rule. This shadow and Illusion are the region of Thud. The inhabitants of Thud, save from a few believe that Thud is `The real World` and programmed by the Illusion not only to accept it but get very agitated and upset if anyone suggest otherwise.“ Furthermore: „It´s the ultimate trap-cage combo – you are born into it and even if you see through it, there´s is nowhere to go. Most people stay in Thud because it’s too much effort to escape and unless everybody gets out, nobody does. This situation has created a permanent state of war but not the noisy, messy kind….. this is a Reality War, where one side imposes an Illusion that gives them the illusion of power, the opposing side attempts to locate and install Reality. This has gone on since before the primates of Thud even began to get domesticated and after all the crawling centuries all the con has done get slicker.“ (Kerry Thornley and Roldo Odlor: “Goetia Discordia”, p. 9-11) [↑](#footnote-ref-1)
2. How to go about that and what do to with OrMeK once you do, we shall explain in a following chapter. [↑](#footnote-ref-2)
3. Greyface: A person that sometimes consciously but mostly unconsciously emanates aneristic vibrations. [↑](#footnote-ref-3)
4. Erisian Bannishing Cross: Standing firmly with your feet as wide as your shoulders you inhale and raise your arm over your head, bringing down a stream of light to your forehead and chanting FADJE (lightness). From there you pull the light towards your genital region and chant ASHARA (fire). Raising your hand to your right shoulder you chant HONUGIC (strength) and to your left shoulder you chant ERIXOTH (laughter) Crossing your arms in the middle of your chest your chant FOUIJA (love). Folding your hands before your third eye chakra you chant KRAGYTH ERIS, TAUG KRAGYTH DISCORDIA (Hail Eris, All hail Discordia). [↑](#footnote-ref-4)
5. Principia Discordia or how I found the Goddess and what I did to her when I found her: The Magnum Opiate of Malaclypse the Younger & Lord Omar Khayyam Ravenhurst. Year unknown, Ronin Publications, Berkeley (The edition number of this particular copy of the holy book is also unknown), page 131. [↑](#footnote-ref-5)
6. Principia Discordia, page 131. [↑](#footnote-ref-6)
7. Principia Discordia, p. 142 [↑](#footnote-ref-7)
8. „The curse of greyface is the division of life into order/disorder as the positive/negative polarity, instead of dividing into creative/destructive aspects for a game foundation.” Adam Gorightly (2014):“Historia Discordia: The origins of the Discordian Society, RVP Press, New York, p 207 [↑](#footnote-ref-8)
9. Principia Discordia, pages 13 and fnordward. [↑](#footnote-ref-9)
10. Billbob Cipherpants: <https://aktion23.lima-city.de/wniki/doku.php/diskordianische-taeologie/milz/erismorphing/billbob_cipherpants> [↑](#footnote-ref-10)
11. Philip Kindred Dick (1969): “Ubik” Doubleday Press, New York. [↑](#footnote-ref-11)
12. Chonk is a neologism of the words chaos and monk. The female form is chun from chaos and nun. A chonk or chun is someone that has dedicated his/her life to the goddess and propagates her jolly message of chaos, confusion, freedom, creativity, life, anarchy and laughter into the world. They are constantly trying to better their relationship to her and advance from being her playball of chaos to being a conscious playmate of the goddess in the game of the cosmic flow. [↑](#footnote-ref-12)
13. Phool: A discordian magician who is aware of the existence and impact of oscillatory instability (eristic and aneristic vibrations) and knows how to manipulate it to use the released energy for discordian magick. [↑](#footnote-ref-13)
14. Lord Falgan, F.M., K.S.C. Mu Cabal, Novus Ordo Seculorum Erisium (1991): “The Principles of Discordian Magick – A Very Loose Discussion” A Document to be included in the forthcoming Confunomicon, Pineal Research Lab. [↑](#footnote-ref-14)
15. Captain „Bucky“ Saia (2017) „Discordian Magic – Die Magie des Phools oder wie man sich das Hirn verrenkt ohne Durchzudrehen”, from the depths of the fnorum board of the Aktion23. [↑](#footnote-ref-15)
16. AKtion23: Is one of the biggest online discordian cabals in Germany, a thinktank for Chaos and other non-sens. The Fnorum can be found here: <https://wwwww.aktion23.com/fnorum/>. [↑](#footnote-ref-16)