

AETHERIC BEINGS



Pamphlet No. 2 of The Camelopard Series
A Course of Study for Aspiring Mentalists

REMEMBER!
ALL IS AETHER



MENTALISM =
WILL OVER AETHER

AETHERIC BEINGS

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Written by Clint Marsh, Illustrated by Jeff Hoke

“FIAT LUX”

AETHERIC BEINGS, No. 2 in The Camelopard Series, A Course of Study for Aspiring Mentalists, published by Wonderella Printed with offices at 1204 Neilson Street, Berkeley, Calif. 94706, Clint Marsh, Series Editor. All contents copyright 2001 by Wonderella Printed. All rights reserved. Printed in the United States of America. For advertising rates and information, phone (510)558-7448. Wonderella is "on line" in the obvious place. **This Pamphlet:** is the second in a series of instructional booklets teaching the tenets of mentalism, the practice of will over aether. The material herein builds upon the previous 28-page pamphlet "The Nature of Aether," which describes the basics of aether, the aetheric plane, and mentalism. Copies of "The Nature of Aether" can be ordered by sending \$2 each, post paid, to us. Subscriptions: are \$20. At present, 13 pamphlets are planned for The Camelopard Series. Subscribers will receive an entire set of pamphlets, one of each, as they become available. Make checks payable to the series editor, Clint Marsh. Or send cash, if that's more your style. For prices of individual pamphlets in The Camelopard Series, refer to the card inserted in this pamphlet. **Correspondence:** The editor welcomes reports from aspiring mentalists who have attempted the exercises outlined in The Camelopard Series, as well as general commentary and questions on the material presented. Such accounts of mentalism will be printed in future numbers of *The Camelopard*. **Other Topics:** covered in the series include psychisms (the development of the mind's capacity for astonishing feats using aether), astral projection (travel in the astral, elemental, and elysian worlds), and spiritism (communication with aetheric intelligences).

The Return Post: Readers of The Camelopard Series are urged to keep us up-to-date in regards to their whereabouts. Alas, several old friends of Wonderella were unable to receive their complementary mailing of "The Nature of Aether" because they have failed to send us their current address. Or because they have a lazy mailman. Their copies came back worn and abused by underpaid postal workers who loathe such aberrant members of society. Below are listed the partial names and addresses of the transgressors, obscured only to the point that their being listed still allows them to go about their things in town without fear of severe reprisal. They know who they are. Pray you never appear on this list yourself, it is shameful.

Mr C Courchesne, late of Hale Avenue.
Mrs J E Gnida, late of East Thornton Drive.
The unnamed proprietors of "The Studio," Renton.
Mr A Svenson, of the sadly vowel-less town "Mpls."

You Above: All will be forgiven, and you will receive your complementary copy of "The Nature of Aether," if only you write and tell us where you are these days, and whatever became of that unfortunate rash of yours. **Postmaster:** What the hell are you doing reading this? Get back to work. **As For The Rest Of You:** Remember this, our motto:

"IMAGINATION - VISUALIZATION - REALIZATION"

“It is absurd asking me to behave myself,” he answered, looking round in astonishment at the pretty little girl who had ventured to address him, “quite absurd. I must rattle my chains, and groan through keyholes, and walk about at night, if that is what you mean. It is my only reason for existing.”

— Oscar Wilde, *The Canterville Ghost*

RETAILERS

This pamphlet was sold to you with a special 11" x 17" chart depicting 20 aetheric beings. Please do not sell this pamphlet without the accompanying chart.

ORGANIZATIONS

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INTRODUCTIONS

To The Camelopard

At the height of their glory, the ancient Romans controlled vast amounts of Europe, Asia, and Africa. Merchants brought wonders from the far reaches of the empire to Rome, to be displayed for the enjoyment of the emperor and the public alike.

One of these wonders they called the camelopard — a creature with the head of a camel and the spots of a leopard. Now known as the giraffe, this graceful, elevated animal evoked a sense of mystery and wonder in its day. It is from this fine beast that *The Camelopard* borrows its name.

By bringing far-flung knowledge before the public, the editor of this series of pamphlets hopes to inform and enlighten in the manner of the merchants of ancient Rome. *The Camelopard* endeavors to explain to the common man the nature and practice of mentalism and of the aetheric plane that makes mentalism and other extraordinary feats possible. Exercises for aspiring mentalists adorn the pages of each and every issue of the series.

Each pamphlet in the series provides theory, history, and insight into the aetheric plane and its uses in mentalism. It is hoped that the reader will use the examples to the best of his ability, and will contact the editor of *The Camelopard* to tell of the results.

To This Pamphlet, “Aetheric Beings”

In your travels in the aether, you will encounter a number of interesting intelligences. These creatures will help or hinder your cause, each according to its nature.

Presented here in field guide form are listings for 21 beings that may be encountered in the astral, elemental, and elysian worlds. Although we have not yet had time to devote individual pamphlets to these worlds, a brief note on each can be found in the essay directly following this introduction.

No aetheric bestiary can ever be comprehensive due to the infinite number of realities created by mentalists the world over. I have two hopes with the publication of this thin guide.

The first is to give you a glimpse of some of the most common intelligences you may encounter in your experiences with aether. My second hope is to provide a framework for classification of aetheric beings no one has yet encountered.

As you read this aetheric bestiary, keep in mind that the listings are merely composite accounts of the creatures and forces as they have been encountered in the past. Your own experiences with the same beings may be markedly different. I look forward to hearing from you regarding your own encounters with the inhabitants of the other worlds.

Your editor,
Clint Marsh

THE AETHERIC PLANE, ITS WORLDS AND VIBRATIONS

The Aetheric Plane - The Astral World - The Elemental World - Elysium

The aetheric plane encompasses all of reality. For nearly all people on earth, reality is bound by the limits of their material surroundings. This need not be the case. With knowledge of aether, there are many worlds to discover and explore. These worlds include the astral, elemental, and elysian worlds, all of which are introduced in this essay.

The exercise you completed in "The Nature of Aether" using your aetheric body took place in your imagination, but soon you will be able to take similar trips in the astral world, a place linked to the material world by aether not far removed from the material world. The astral and material worlds are encompassed by the aetheric plane and made of aether, as are all the others. These worlds will be referred to constantly throughout your aetheric training, so it is important that you are able to tell the difference between them. Here is a set of brief descriptions of each of the worlds we will discuss in The Camelopard Series, including the elemental world and its kingdoms and Elysium, the final destination for spirits who have shrugged off the cycle of death and rebirth. Each of the worlds will be detailed further as your studies progress. The facts below should give you an idea of how they differ, and give you a sense of the native environments of the intelligences described in the aetheric bestiary presented later in this pamphlet.

The Aetheric Plane

The aetheric plane is described in detail in the previous pamphlet, "The Nature of Aether." For now, a simple recapitulation will suffice. The aetheric plane is essentially a mirror world of reality, including our own "material" world and all other worlds. Everything you can think of — whether it be an object, a thought, an emotion, or anything else — exists in duplicate on the aetheric plane as an "aetheric double." There is a double of every person, place, thing, action, memory, and idea.

All these doubles — everything on the aetheric plane — are made of a substance finer

than light. This material is known as aether. Aether is the master substance of the universe, all things tangible and intangible are subject to its movements. Aether can be manipulated for good or ill purposes by students of aetheric theory, called mentalists. Mentalism is the practice of will over aether, and is the focus of this series of pamphlets.

The aetheric plane is also home to the departed spirits of the material world. Some spirits are temporary inhabitants awaiting reincarnation, others are souls still bound to the earth by material obligations. The *Camelopard* Series teaches the practice of spiritism, the means of contacting and communicating with the spirits and other beings that dwell in the aether outside our own material world.

The Astral World

Like the aetheric plane, the astral world appears at times to be made of light. Other times it seems very similar to the material world. The astral world is a conduit, a four-dimensional highway that allows us free passage to other parts of the material world and also to Elysium. Vibrationally, the astral world is closest to our own world, and is the most easily accessible.

Through a slight shift in consciousness, usually attained through meditation, a person can alter the vibrational frequency of his or her body and travel to the astral world. This is called astral projection, and is done by expelling a portion of personal aether from the body and using it as a vehicle for the consciousness.

People sometimes visit the astral world unintentionally, spontaneously projecting their astral body. This happens most often during sleep or the hypnagogic state between wakefulness and sleep. Some theorists believe that dreams are actually astral travels. While a trip to the astral world may seem dream-like, *The Camelopard* does not endorse the idea that dreams and astral projection are one and the same.

The Elemental World

On earth, the substances we will call "elemental" fall under the classification of the philosopher Empedocles of Argigentum, Sicily (495-435 B.C.), who postulated that all material things were combinations of four basic substances — fire, air, water, and earth — which he called elements.

Empedocles's elements are crucial to the belief system of a number of cultures, including the Hermetics, the Egyptians, and practitioners of earth religions. Perhaps the combined beliefs of these people created the elemental world, or perhaps it has always existed, and created earthly faith to sustain itself. Such is the power of belief.

As you progress in your aetheric studies, you may want to travel to the elemental world. It is divided into four kingdoms of equal size, one for each of the elements. To say the kingdoms are harsh environments is the understatement of a lifetime. Each elemental kingdom is composed solely of the purest form of its element. A trip to the earth kingdom, for example,

would reveal nothing but solid, stone-like material extending as far as one's imagination can interpret. This singularity quickly disorients the mind and makes movement difficult. While advanced students of mentalism are encouraged to visit the elemental kingdoms, beginners should keep their distance. The exercise on page 13 of this pamphlet will introduce you to the slower vibration of the element of earth without putting you in any such danger.

The elemental world is home to the elementals, nature spirits that visit the material world to carry out duties in the name of earth, water, fire, or air. They are discussed in an entry in the aetheric bestiary later in this pamphlet.

The Elysian World, or Elysium

Elysium, also called the elysian world, is the most unknowable of all the aetheric worlds, for it is the furthest removed from our own material home. It is the resting place of those spirits finally free, the hallowed realm of souls unbound from duties in the material or any other world. For this and other reasons, travel to Elysium is most dangerous, and therefore the least documented.

The spirits of the forever dead inhabit Elysium. No one that "lives" in this place awaits reincarnation or resurrection. Their eternal cycles are at an end. Elysium is also home to the Greek pantheon and all of the sylvan creatures below the gods — centaurs, fauns, nymphs, and the rest. In this place, these beings are similar in appearance and demeanor to the characters described in the Greek myths. If you are fortunate enough to meet them, you will recognize them at once, but you will find them subtly different than what you'd expect.

Even the most carefully plotted trip to Elysium is subject to the powerful forces that guard the place. A Lethian field exists on the near side of the elysian frequency. This vibration, named after the River Lethe in Dante's *Divine Comedy*, causes rapid decay in the short- and long-term memory functions of the human brain, often to the point where human travelers remember nothing of their time in Elysium. Intense study of the nature of the elysian world is, in the opinion of this author, a foolhardy undertaking for mentalists of less than two decades's experience.

AN INTRODUCTION TO VIBRATIONAL THEORY

All is Aether

The differences between the material, astral, elemental, and elysian worlds are chiefly vibrational. Each of the worlds is made of aether, albeit aether vibrating at a rate unique to that world. The topic of vibration will be explored in depth in future pamphlets. For now, know that when you contact any of the other worlds, your aetheric body (also known as your personal aether) is vibrating at a frequency distinct from its usual rate, the one that keeps us rooted in the material world. These subtle differences in vibration allow us to see beyond the material world and into the aether.

The title of this pamphlet is "Aetheric Beings." In it, we attempt to describe the intelligences you will encounter in your studies of mentalism. It is a bit of a misleading term, because no matter where you go, in this world or another, you are always in the aether too. Truth be told, we are all aetheric beings. The difference between us is in which vibration we primarily dwell.

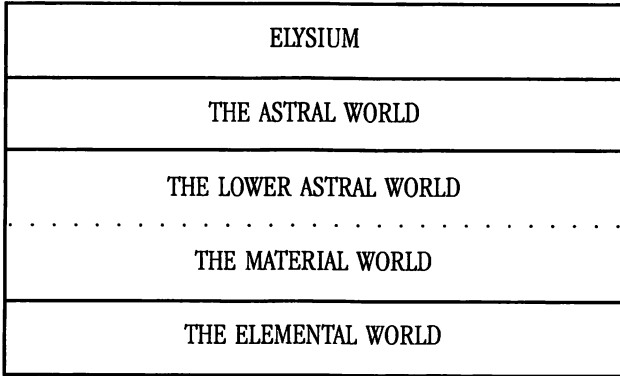
The intelligences that exist in the astral, elemental, and elysian worlds do so at their specific frequencies in the aether. In this way, beings indigenous to the astral world will never encounter beings in the elemental world, and vice versa. Mentalists, however, truly have the best of all worlds, as they can "tune" their bodies to the frequencies of any of the other worlds, if only for a short while.

Despite the inability of most aetheric beings to shift vibrational frequency from one world to the next, some aetherics can visit the material world. The material world acts as a sort of interplanar meetinghouse, and here elementals, Elysians, and astralites can find one another. Certain high-level intelligences, such as the select beings known as the secret masters, are exempt from all such restrictions, and can move among all the worlds effortlessly.

The chart provided here simplifies and compares the vibrational ranges within the aether, showing how they correspond with each world. Think of it as a map of the aetheric plane that shows not necessarily the distance but rather the terrain one must traverse to get from

one place to another. Notice that the material world, the place where we live our everyday lives, is situated between the lower astral and the elemental worlds. In our day-to-day life, each of us vibrates physically at a frequency within the range for the material world. If we didn't, we would cease to exist in this world.

**The Other Worlds and Their Aetheric Vibrations,
A Vibrational Map of the Aetheric Plane**



No frequencies are listed on this chart, as mankind has no instruments to measure the vibrations outside the material world, and thus no way to quantify them. Until we do, we must be content to say that the higher a world is indicated on the chart, the higher (or faster) the frequency associated with that world. Think of each world as a state of consciousness, or a state of mind, if you will. This will help you understand not only the relationship between thought and place but also the relationship between state of mind and state of being.

Below and Above the Material

Look at the chart. You'll notice right away that the elemental world resides below the material, vibrating at a lower frequency than you or I do. Just as the astral world is experienced at a higher, finer vibration, we visit the elemental world by tuning our minds and bodies down. The individual kingdoms of fire, earth, water, and air are not differentiated on this chart. All exist below the threshold of normal human consciousness, and their particular vibrations are not important to note at this time.

The border between the material and lower astral frequencies is the one most often explored by humans, and is marked by a dotted line to remind us of its easy permeability. The lower astral world is where rudimentary astral projection takes place, and is the vibration of hypnosis subjects. It is the gateway to the higher worlds of the astral and elysian.

The lower astral frequency is home to spirits of the human dead who have unfinished

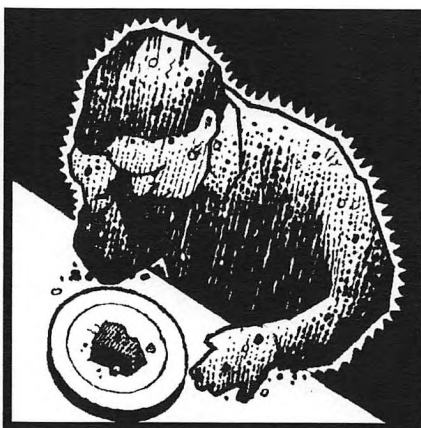
business on earth. Spirits still connected to their possessions or mortal life on earth dwell within this frequency range, and are called revenants. Revenants are explained in detail in the aetheric bestiary later in this pamphlet. We can communicate more effectively with revenants and other spirits when we vibrate at a frequency similar to their own. This is commonly achieved through meditation and trance.

Some humans in the material world vibrate naturally near the high or low end of the material frequency range. Their existence is distinct from that of those in the middle, and they are often recognizably different. Early cultures recognized such men and women as shamans, and went to them for spiritual advice. Today, high- and low-vibration humans have great potential for mentalism. In the best of cases, high or low vibrators are blessed with superior levels of intelligence and intuition, sensing things others do not. In the worst, the same are also sadly prone to conditions akin to schizophrenia and dementia.

AN EXERCISE IN ELEMENTAL VIBRATION

In nature, we are surrounded by rocks, soil, wind, and water. It is our preoccupation with these material representation of the elements that keeps us from experiencing their subliminal antecedents in the elemental world. If you can use meditation and visualization to move from a material understanding of an elemental substance such as soil to an aetheric understanding of the same material, you will be that much closer to your preliminary travels from the material world.

Gather some soil on a plate and sit in front of it at the table, as if you were about to eat it for dinner. Without touching the stuff, do a thorough examination of the soil. Use only your senses of sight and smell, and where these senses fail you, let your imagination fill in the blanks.



What do you know about soil? What are its properties? What are its limitations? What is soil made of? What separates it from the rest of the world? If soil represents the element of earth, how is it different from a flame, a glass of water, and a breeze, each a representative of another of the four elements? Spend some time asking yourself these and other questions

that come to mind.

Once you have stared intently at the soil and pondered these questions for more than five minutes, you will no doubt have already entered a sort of meditative state. Notice your breathing, but let your mind continue to focus on the soil before you. You are using the meditation skills you learned in the previous pamphlet, "The Nature of Aether."

Continue your examination as you meditate, and try not to move. Soil is immobile. It rests, supporting the living things above, below, and within it. Take slow, deep breaths and feel your consciousness coming closer to the nature of the soil.

Now close your eyes and meditate upon the new discoveries you've made about soil. What would it be like to be made of this stuff? Breathe, and as you do, focus your consciousness on your breath. With each breath you mentally gain more of the rich, earthy, solid qualities of the soil. Your consciousness is slowing down, coming closer to the sub-material vibration of the elemental kingdom of earth. Can you feel it?

Of course you can. Remain at this reduced vibratory frequency for a few minutes before slowly bringing your consciousness back to a normal material vibration. It is best to ease back into material consciousness, slowly envisioning your limbs and internal organs changing from rock and soil to flesh and blood.

Once you are back in your regular body and frame of mind, write down your thoughts regarding your elemental vibrational experience. If you like, you may send a copy of your notes to the editor in care of this publication. Try this exercise again later and see if you notice anything new.

PERCEPTION AND REALITY IN THE AETHER

Because all things on the aetheric plane — objects, actions, thoughts, emotions, etc. — are made of aether, relative perception of reality is profoundly important, as the thoughts of one being alter the nature of reality for all those around it.

The consensual nature of reality is valid in the material world as well, to a certain extent. Social constructs such as those surrounding work, relationships, and day-to-day life corral our actions and, whether we like it or not, our thoughts and feelings. One person's words can affect our emotions, and another person's looks might put certain thoughts in your head or mine.

If provoked by external means, some thoughts are inevitable. If I say, "Don't think of pink elephants walking a tightrope!" you're bound to do just the opposite. Into your thoughts sway the pachyderms on the high wire. You can't help it, because you've been given a very specific instruction *not* to do something. Your thoughts go to the subject of the command. There is no way to get around thinking of pink elephants walking a tightrope, or at least it is inevitable that you will think of the elephants before you think of something else. Even the act of consciously *not* thinking of pink elephants walking tightropes fails you, because at least initially you will think of the thing you are not supposed to think of.

Just as the pink elephants are best kept out of your mind if you don't ever think of not thinking of them, so is your aetheric reality protected if you go into the aether without preconceived notions of what you'll find there. Despite all the instruction given in The Camelopard Series, individual interpretation is king in the aether. These pamphlets can only give you a frame of reference. Nothing is more important than your own experience.

Stray thoughts in the aether are akin to stray dogs. They can run wild just like a dog, to good and ill effect. In a place such as the aetheric plane, where appearances can mask intentions, what you see is most certainly not what you get.

"Why then an aetheric bestiary?" you might ask. It's a good question, because at first glance, this pamphlet looks like a natural history of the creatures of the aetheric plane. In

fact, it's no such thing at all. The entries herein are provided as a framework for you, the aetheric traveler, to use to understand the roles played by the dwellers of the elemental, astral, and elysian worlds. It is not a prescriptive text that should overrule your own judgment when you encounter these creatures.

Initiate-level mentalists must exercise extreme caution around more powerful aetheric beings. A creature with a better grasp on aetheric theory will always have the upper hand in a meeting with a lesser mentalist. The aether is not a place for bravado and the reckless approaching of higher intelligences.

There is an initial mental "shock" all lesser aetheric beings experience when they come in contact with a higher aetheric. The shock is like the feeling you get when you think you're alone and suddenly find someone quite close to you. Another feeling people have compared aetheric shock to is the feeling you get if you are awakened while in the hypnogogic state between wakefulness and dreams. In much the same way as this type of disturbance, an aetheric shock often snaps the mentalist back to his material body. A lesser shock is felt upon settling at a non-material frequency, but this shock doesn't usually snap your consciousness back to earth.

Scale plays a dominant role in the aether. Things can never be assumed to have the same magnitude they hold on earth. This is true because the powers of thought, emotion, and perception are so crucial to how scale manifests itself in the aether. Just as time can be distorted there, so can space. Something that seems to tower over one visitor to the plane may appear miniscule to the next. As with all things aetheric, scale is all in the mind of — and to a great degree, the minds around — the mentalist.

INKY FLARES

Try this experiment, which illustrates how consciousness represents itself on the aetheric plane. Fill a basin or large bowl with water. Let a single drop of blue ink fall into the water. Do you see how the ink explodes out from its initial contact point with the water, dropping down and sending blue flares in all directions? Your consciousness ribbons out similarly as you travel in the aether, influencing other consciousnesses it encounters.

Now add a single drop of red ink to the bowl, near the blue. Streams of blue and red ink now intermingle in the water, each drop exploding and arcing ribbons over and under the other. In some places the two colors of ink meet and form a third. Eventually, as the ink dissipates, the water in the basin takes on a very pale shade of the combined color of the two inks. So it is as your thoughts meet and are exchanged in the aether.

When two beings meet in the aether, they partake in a consensual reality, one formed by the combination of their mental abilities. This reality gestalt affects the shapes and properties of things, as well as sound, color, light, and atmospheric mood. The reality of a weaker mentalist projecting into the aether will always yield to the power of a being with stronger command over aether. In this way, it is very easy for a greater mentalist to control the reality of the lesser mentalists around him. Beginning mentalists should exercise extreme caution around all aetheric beings, as there are many who desire nothing more than your utter destruction.

AN AETHERIC BESTIARY

In the following pages, you will be introduced to a number of intelligences that dwell in the aether. This slim bestiary is by no means comprehensive, but it does detail some of the more prominent inhabitants of the astral, elemental, and elysian worlds. The descriptions and illustrations given here are the result of interviews with mentalists who have encountered said beings, and as such are composite views. Use these listings as a reference for your encounters with these creatures, but look for the unique qualities of individual spirits and entities. All are living beings, and all have idiosyncrasies just like you and me.

Astral Hounds



Dwelling primarily in the deep space wildernesses of the astral world, astral hounds are highly evolved intelligences. They are solitary creatures, not at all prone to packs like material world dogs.

An astral hound manifests itself in the material world as a black dog the size of a small horse. It may appear as any large breed of dog, but is always male. On earth, an astral hound speaks fluently in the language of any human he encounters.

Astral hounds do not come to earth unless summoned. Mentalists can summon an astral hound through a torturous regimen of meditation and fasting that lasts three days. The summoning ritual depletes the mentalist physically and mentally, so that when the hound arrives the mentalist poses little threat. A summoned hound will appear in the form of a large black dog and sit calmly before its new master.

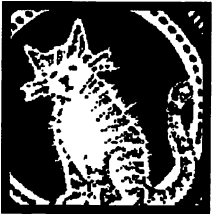
Once called, the hound may be assigned a task to perform in exchange for a portion of the summoning mentalist's personal aether. Astral hounds are highly efficient guardians, messengers, detectives, advisors, and killers, and will not betray their summoning master even if offered a better bargain.

An astral hound can move very quickly, and can dematerialize its physical body with ease

to accomplish its task. This shift to its astral body allows the hound the ability to fly, teleport, or pass through walls.

The arrival of an astral hound is preceded by a chill in the immediate area, as well as a sharp metallic scent, both of which provide a bit of warning to its intended victims.

Animal Spirits



Animals have aetheric doubles just as naturally as any other thing on earth. When an animal dies, its double continues to live in the aether, manifesting to the material world when necessary.

Unlike human spirits, which may haunt sites from their life on earth in order to fulfill karmic duties, animal spirits exist mostly to aid humans, performing any of a number of functions. An animal spirit may serve as a guardian, a retriever, or a messenger. These functions are innate duties of the animal's soul, not tricks, so no training is necessary. In fact, more often than not, animal spirits aid humans without prompting from a mentalist.

The spirits of departed animals may be contacted through a formal séance, or may appear spontaneously in the vision of people familiar with the animal during its life. In the case of pets, owners are often the only mundane (non-mentalist) humans able to see the animal after death.

Visually, an animal spirit keeps the same size and shape the animal had when living, albeit with a translucent, pale-colored body. Like other ghosts, animal spirits glow slightly and are more visible in the dark than in sunlight. When an animal spirit enters a room, the vibrational frequency of the room raises slightly, increasing static electricity. Living animals in the vicinity of an animal spirit react much the same as they would if the animal were physically present (e.g. cats will often exhibit fear around dog spirits).

Animal spirits rarely continue on to Elysium after death. Those that do are often the spirits of "eternal animals" — such as the phoenix, manticore, or griffin — that took a lesser animal's form for a period of time in the material world. Other animal spirits in Elysium act as servants to the Masters and other highly evolved human spirits.

Departed Spirits

Human afterlife is carried out in the other worlds. The exact qualifications for an assignment to the astral, elemental, or elysian world are so intricate and convoluted that no scholar could ever lay them down in printed form. One theory contradicts another and all are faulty. This is why we have religion. Let it suffice to say that after death, a person's aetheric body leaves the material world for an existence on one of the others. Until it returns to inhabit a material form once more, by means of resurrection or reincarnation, this body is known as a departed spirit.

As you move through the worlds in your projected body, you will encounter souls who once lived in the material world. They are quite similar in appearance to astrally projected bodies, and are usually dull gray in color. For the most part these spirits will pay you no mind. The afterlife is more like a waiting room than a cocktail party, after all.

There have been cases of souls who imprison astral bodies in exchange for their freedom, so the mentalist must be very cautious when he encounters a strange new soul. When this happens, the projected body is detached from its material form on earth, and the lost soul returns to earth to inhabit its new form. This type of swapping may be the basis for the changeling phenomenon in some cultures.

Devas



Immortal and unfathomable, devas (also called angels) are the guardians of the aether. They are ranked directly under the masters in the aetheric hierarchy, and work in harmony with one another to carry out the unknowable plan of the universe. Human contact with devas is uncommon, although recently there has been a great resurgence of popular interest in angels.

Although the deva has no true visual form, it usually conforms to the beliefs of the viewer. A common form is that of a beautiful, androgynous human standing twelve feet tall. When no form is necessary, devas are invisible and undetectable. Otherwise, form follows function, and the deva can be abstract or flatly mundane, according to the need.

All is possible for the deva. Reality bends and stretches at its will, because the deva is a true master of aether. When necessary, devas can create life forms (plant, mineral, animal, or human) from the aether to fulfill the needs of the overarching plan. If necessary, a deva will construct life-forms to speed an individual human through his or her past karma.

Devas can be invoked through concentrated meditation and visualization (in the form of prayer if the summoner is invoking the deva through religious faith), and will happily arrive if the summoner's need is genuine. The most common requests of devas are those of protection and guidance. Devas will not partake in the vengeful schemes of mortals, but will do so for their masters. All is done for the good of the universe.

Dweller on the Threshold



Early on in your astral travels, you will come to a place in the aether that, although it looks new, feels very familiar. This place is the Threshold, the aetheric place between beginner and initiate-level mentalism.

In our earthly lives, each of us accumulates a great deal of psychic baggage. This karma weighs us down and prevents us from

achieving initiate-level mentalism. As do all things, this karma exists in a tangible form on the aetheric plane. In this form, your past exists as the Dweller, an aetheric being that haunts the Threshold and stops you dead in your tracks.

The Dweller on the Threshold exists for a sole purpose — to keep mentalists from progressing in their studies until they have resolved the psychic baggage they bring with them. There is only one Dweller, but it looks different to each traveler. It appears as a fearsome monster to some, to others it is an insurmountable landscape or wall.

Time does not exist at the Threshold. The past and the present are the same, and the traveler must face and reconcile one with the other before continuing on his path of mentalism. In one encounter or several, the traveler confronts his past life and begins to understand his new life. It is a difficult process for everyone, but know that once the Dweller is overcome, your understanding of aether deepens dramatically.

No more will be said here so as not to taint your meeting with the Dweller, which will be as individual as you are.

Elementals (Nature Spirits)



True elementals are nature spirits personifying the four material elements, manifesting in the form of gnomes (element of earth), sylphs (element of air), salamanders (element of fire), or undines (element of water). They appear as huge, shapeless masses of their element. Elementals do not speak human or earthly languages, and elemental speech is incomprehensible. That said, telepathic communication with an elemental is quite effective, if the mentalist is attuned to the being's low frequency vibration.

Elementals protect sites of wild nature, moving between the elemental world and the material as necessary. Elementals are never encountered in the elysian or astral worlds. Their work in the material world is carried out not from emotion or intellect, for elementals have neither. Instead they are directed by the overarching need of their element, and carry out the universal plan with a single-minded efficiency.

The elemental kingdoms are unimaginably harsh environments for human travelers. In the kingdoms, any foreign object or being is destroyed immediately, much as our body destroys disease. Mentalists traveling to the elemental world prevent their own demise by vibrating at the exact frequency for that element. Any faltering and they will either skip to an adjacent world or fall out of vibration and perish.

Smaller versions of the elementals can be called upon at a séance-type gathering or ceremony. They can be ordered telepathically to carry out small tasks, but are unstable and unpredictable, not to mention destructive if left unattended. Nature spirit elementals should not be confused with thought form elementals (see entry following).



Elementals (Thought Forms)

If there is one lesson to be learned from mentalism, it is that the human mind has phenomenal power over its material surroundings. The thought form elemental is the personification of this tenet. Although different from spirits from the elemental world, the thought form elemental carries out its individual calling with an equal efficiency.

Thought form elementals are created with an intense concentration session that lasts a full day. One or more mentalists focus their every attention on a particular thought or emotion. Once materialized, usually in an abstract form, the elemental needs attention to maintain its existence. This maintenance attention need not be as strong as the concentration needed to create the elemental. One mentalist may trade off with another to maintain the elemental, the two meditating in shifts.

Although elementals are mute and do not understand speech, they are highly attuned to telepathic command. The mentalist who has created the elemental may put it to work at tasks too dangerous or difficult for the mentalist's material body to perform.

The elemental grows with more thought power, and shrinks and becomes unpredictable with neglect. If concentration is broken, the elemental runs astray and causes ill effects. Stray elementals will slowly shrink in power, but should be actively dissipated through visualization by the creating mentalist so as to not cause major harm.

Thought form elementals are not always created intentionally. Often, they are the product of an obsessive mind focused on a strong emotion such as jealousy, love, or hate. Thought form elementals sometimes appear when two new lovers meet, spreading overwhelming good will, or on the frontlines of war, spreading fear. Some prisoners have spontaneously formed elementals, as have paraplegics.

False Gods

How utterly easy it is to please most humans! Money, material goods, and the attentions of others are child's play for a skilled aetheric being. Thus even minor spirits can grant many of our material wishes easily. This is why the genie is such a powerful figure in Arabian mythology, but is not viewed as a god.

To put it quite frankly, the gods do not visit solitary humans on a regular basis. (Or humans in groups, for that matter.) The gods have avatars and devas to carry their messages, and choose to use them the overwhelming majority of the time. This being the case, mentalists should be wary of any visit from an aetheric or material intelligence purporting to be a god, as false gods can in reality be any number of aetheric beings bent on deceiving man. As the vast majority of humanity has no regular interaction with the supernatural, any amazing abilities of a lesser aetheric can be used as false proof of the being's divinity.

A specific type of false god is the Trickster. The Trickster archetype is common to many earthly mythologies. It arises in the Christian context as the devil, in Norse myths as Loki, and as Coyote in Native American belief. All three are separate and distinct entities, but all draw from the same primeval energy. With such a universal presence, it's no surprise that your aetheric path will cross that of the Trickster sooner or later.

Meetings with the Trickster may happen in the material world or elsewhere. While there is no good place *per se* to meet the Trickster, one can usually handle an encounter a little better in one's own world. True to nature, the Trickster will appear as someone or something you think you recognize, the better to take advantage of you. How you deal with the Trickster is up to you. If the mythologies worldwide have taught us anything, it's that honesty usually pays off in the end.

Gestalts

When one aetheric being's will comes in contact with another will vibrating at a similar frequency, each one shapes the other's reality to a certain extent. (This phenomenon is covered in the essays "Perception and Reality in the Aether" and "Inky Flares" earlier in this pamphlet.) The ways in which reality bends to fit the conflicting wills in a given area of the aetheric plane are innumerable, but one of the most fascinating results is the creation of a gestalt.

The aetheric intelligence known as the gestalt is a sentient mass of aether that breaks away from the reality formed by two or more aetheric beings's wills. In essence, the gestalt is the illegitimate child of an unintentional aetheric union, and it combines several of the less savory attributes of thought form elementals and poltergeists (see individual entries). Like the elemental, the gestalt requires concentration to be controlled. Like the poltergeist, the gestalt is juvenile and often quite destructive in its tendencies.

Fortunately, the average lifespan of a gestalt is usually only a few seconds. Those that last longer rapidly begin to pull aether toward them from other parts of the plane, and will develop their own personalities, intellects, and emotions in time, distinct from those of their aetheric "parents." The more developed the gestalt, the harder it is to control through mentalism.

A more scattered — but heartier — version of the gestalt is the vapor (see entry).

Ghosts

The term "ghost" encompasses several of the beings you will encounter in the aether. Into this category fall manifested spirits, revenants, wraiths, and lost souls, to name a few. Individual entries are provided elsewhere for each of these creatures.

These beings share some common characteristics. What are they? Generally speaking, a ghost is composed of the barely noticeable aetheric remains of a material being after its soul

or spirit (also called the aetheric body) has left it. The aetheric bits that remain after death sometimes materialize (becomes visible or tangible) in the material world, and are identified as a ghost. Even though the most famous examples of ghost encounters occur in the material world, ghosts dwell in the astral, elemental, and elysian worlds as well.

In human literature and mythology, ghosts are reminders of death, and while often frightening, their existence assures us of a world beyond that which we can see and touch.

Ghost Star



The doubles found on the aetheric plane are by no means limited to the solar system you and I call home. Across the galaxies, billions of stars are going through the various stages of birth, life, and death. All their actions, powers, histories, and (some argue) intelligences are mirrored on the aetheric plane, which is boundless and timeless.

Ghost stars are the remaining aetheric traces of stars that have played out their lives. They remain near the site the star held during its lifecycle, and communicate with other aetheric beings in the vicinity.

Some mentalists have reported success in communicating with ghost stars, or at least in sensing the thoughts of these unfathomable specters. Ghost stars can be used as a kind of databank, as their memories include the entire history of the solar system they once commanded. Mentalists who have traveled to a ghost star may also use it to draw energy for further travels in the aether. Although no record exists of a mentalist using ghost star energy to journey to the edge of the universe, such a trip is theoretically possible.

Your first encounter with a ghost star will no doubt be overwhelming, as this account from Terry K., a mentalist in Philadelphia, attests:

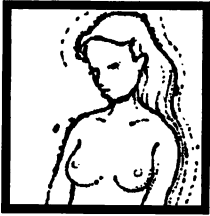
“My first encounter with the aetheric remains of a star came during an astral session in which I intended to travel to ancient Russia. As my aetheric and physical bodies separated, I could sense that something was wrong. I felt something tugging on my astral body.

“My memories are hazy, but I saw the earth vanish like a coin dropped into a well as I departed this world and hurtled, blindly, into space. In a flash I passed the moon, a place I had traveled to astrally in the past. Mars and Jupiter sped by with alarming alacrity.

“I’m not an astronomer, so I have no idea which part of space I was in when I finally stopped. Somehow I knew I was near the resting place of a dead star. There was no light around, but there was no black hole either, just an unimaginable material emptiness filled with a massive shrieking sound. I stayed there for about twenty minutes, just floating in space and experiencing the sound.

“The tugging came back on my aetheric body, only this time it was tugging me back toward earth. I let it happen, and I snapped back much faster than I had come; it took about half an hour. Even though I was traveling fast, there wasn’t any jarring return into my

physical body.”



Lost Souls

A lost soul is an aetheric body that has departed completely or nearly completely from the material body without killing it. The material body continues to live but is markedly impaired. In some cases the person falls into a coma. Other cases find the person sleeping most of the time, reacting mechanically or dully to stimulus when awake.

It is unclear why an aetheric body would leave its material host, and whether it is a voluntary action or not. Sometimes the split can be traced to a serious injury, a near-death experience, or a traumatic psychic shock. In these cases, it is feasible to conclude that the aetheric body leapt too soon, thinking death was inevitable.

Lost souls can be found wandering the aether without purpose, and are not very useful for much of anything. They are usually just as impaired and confused as their material counterparts. Lost souls can be coaxed back to the material world by a skilled spiritist, but sometimes the soul holds to the idea that it is supposed to be dead, and puts up resistance to the reintegration.

It is important to return a lost soul to its material body as soon as possible, as the inert physical body may be mistaken for dead and destroyed.

Manifested Spirits

Spiritism is one of the three concentrations we will be studying in The Camelopard Series. It is the art of contact and communication with the dead — and more specifically, the departed aetheric bodies (or spirits) of the once living. Individually or in a group, mentalists attune their consciousness to the vibration of one of the other worlds and project a sense of warmth and openness, hoping to attract the attentions of one or more spirits. This practice is known as a *séance*, and is a useful tool for discovering information about the aether or communicating with loved ones lost from the material world.

The beings that answer the call of the *séance* and manifest themselves in the material world do not always have the best interests of the mentalists at heart. Even though a loving feeling is required to attract the attention of spirits, the spirits that arrive aren't necessarily the spirits you'd hope would arrive.

In fact, the spirits most likely to answer the call are those still attached to the material world in some way. The lower astral world — which is nearest to the material — is home to all sorts of spirits with unfinished business on earth. The souls of murderers and their victims, the greedy, the vengeful, and the spiteful all fall into this category. Their karma has not been resolved properly, and they reside near the material vibration in hopes that someone will come to their aid. Do not fall victim to the manipulations of one of these spirits.

Just as a shout reaches those nearest us first, even if we are shouting to a friend much

farther away, the inhabitants of the lower astral are our nearest, but not necessarily our dearest, spirits. All the same, the séance remains a valuable tool for information gathering and communication. It is best left in the hands of experienced individuals.

Phantoms (Plant and Object Doubles)



Aetheric doubles are not limited to living beings, not in the slightest. This point is stressed in “The Nature of Aether,” but it bears repeating because it is such an abstract concept. The aetheric counterparts of inanimate objects are called phantoms.

The Egyptians and other early civilizations believed in phantoms to the point that they buried material objects with the dead, in hopes that the aetheric doubles of everyday items would aid the spirits in the next world. It makes sense for us all, really. Think of the material objects that define your existence. We all form bonds with non-living things at a very early age, the toys of childhood being the first.

Objects give us comfort and focus in our lives, and help us define ourselves. Do you have a hobby? If your hobby is woodworking, for example, you know that the tools you use are essential to the art. Could you imagine a life on this or any other plane without such objects? They are tools for imagination, and bring meaning to our lives.

Mentalism teaches us that all things exist essentially in our own perception of reality. Material objects (be they tools or toys) ground us and focus our attentions in the material. The same objects exist in the aether and can be used to comparative effect there. Do you remember the exercise from “The Nature of Aether” called “The Sculptor’s Studio?” In it, the sculptor fashions tools out of the aether and uses them to work with the aether inside his studio.

Phantoms of natural objects like rocks and trees are very potent touchstones on the aetheric plane. Ancient sacred sites like Stonehenge have an aetheric counterpart, a place on the aetheric plane where energy is gathered and focused. The druids of Britain worked their “magic” more in Stonehenge’s aetheric counterpart than among the crude rocks and grass of this earth.

Poltergeists



The aetheric phenomenon known as the poltergeist is a parasitic spirit that attaches itself to a person, taking personal aether and using it for its own chaotic ends.

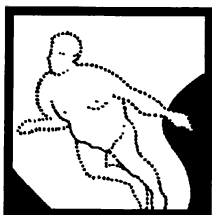
Poltergeists are usually found in the homes of families with pre-pubescent or adolescent children. Children of these ages can be uncontrollable and destructive, and their aetheric selves mirror this behavior, attracting the poltergeist. Throughout adolescence, our bodies change in ways

that are new and strange to us. Our aetheric bodies are changing too, and as much as we wish to, we cannot control them.

The poltergeist attaches itself to a member of the family and induces unintentional telekinesis, flinging objects and sometimes other members of the family around the house. Emotionally speaking, the poltergeist is more immature than other spirits. It cannot be reasoned with most of the time, but like a hysterical suicide case can be “talked down” by a skilled mentalist. Poltergeists have no physical or visible form. They are “seen” by their actions — flinging household objects around like a miniature tornado. Poltergeist episodes are usually sporadic and spread out over a number of years. If a “host” (a family member) is identified as manifesting a poltergeist, it is important not to blame him or her for the destruction, as it will only increase the frequency and severity of the episodes.

Another theory of the poltergeist phenomenon posits that the family undergoes a mass hallucination, a warping of the aether in the household, while one or more family members physically wreak havoc in the house. Once the flurry of destruction is complete, the family snaps out of the hallucination and remembers nothing of what happened, only that *something* came through the house in such a rage. Even impartial observers called to the house to observe the phenomenon fall under the fugue, remembering little about the cause of the destruction. This theory suggests a possession, perhaps by a malignant spirit or stray thought form elemental.

Projected Astral Bodies of Mentalists



Did you know that you are among the number of creatures known as “aetheric beings?” Well, part of you is, at least. When you project aether from your material body, your form joins the ranks of the dead and living spirits haunting the aetheric plane. Knowing this should make every astral traveler feel more at home on his or her journey.

While you are in the aether, you will no doubt come across the projected bodies of others mentalists. Seeing these bodies is no more jarring than seeing another person as you walk down the street, and you will see them for what they are immediately. Although faces and forms are slightly different on the aetheric plane than they are in their material manifestations, when you encounter a friend’s astral body you will recognize it at once as belonging to your friend, just as you can tell your friend apart from the other people you see on the street.

It takes a while to learn how to move your astral body among the other worlds, but you will soon find it is as natural as walking or swimming.

Because these aetherics are manifestations of human consciousness, they follow human codes of conduct, for better or worse. Therefore, trust or distrust these aetheric mentalists as you would any other humans.

Revenants



Revenants are the most common type of “ghost” described by spiritists. They are the spirits (aetheric bodies) of humans that remain attached to some place or object after death. They flicker in the space between the material and astral worlds, hovering in the lower astral frequency, occasionally bobbing down into the material vibratory range and coming into view as translucent, smoky figures. Revenants are sometimes the spirits of murderers tormented by their crimes. Other revenants are the souls of the jealous or the vengeful, beings that envy and hate the living, and as such are very dangerous. A revenant that is so spiteful it preys on living beings is called a wraith (see individual entry).

These helpless aetherics often want to leave their place in the material world, but can't because of a karmic debt that must be resolved, either by them or by someone else. They can be assisted by others in this resolution. As revenants are often driven in nature and single-minded to a fault, mentalists should indulge them their ghostly pleas and help them if they wish aid from the revenant in return. Revenants are useful sources of information about the aetheric plane and the history of the place they haunt. In exchange for their release, revenants may also be “hired” to haunt a person or gather information otherwise inaccessible to the mentalist.

Revenants are the most popular type of aetheric being in literature. Nearly all ghost stories are about revenants and their plights. Oscar Wilde's story, “The Canterville Ghost,” takes a humorous look at one such being who requires a prayer from a young girl before his soul may be laid to rest.

Secret Masters



Mysterious, remote, aloof, supreme. . . all these adjectives have been used to describe the ultimate aetheric beings known as the secret masters. Rumors abound as to their true nature, but conjecture is futile. The masters exist, and that is as much as we may ever *really* know about them. It is thought by many that the masters count among their number those beings which created aether and the universe.

The masters command the devas (see entry), and as such, the fate of the universe. They dispatch their devas to correct imbalances in the aether, deliver messages to other beings, and intervene in the karmic resolution of souls. When a master deems a message or other task too important to be trusted to one of these angelic servants, it undertakes the job itself.

Masters have appeared to humans over the centuries, often dictating to them new doctrines for life on earth, spawning movements in aetheric thought as a result. The Great White

Brotherhood and Aleister Crowley's A .: A .: both owe their existence to such aetheric dictations.

The masters are an exception to the rule of vibrational interplanar travel. Like the most skilled mentalist, a master moves easily from place to place and world to world according to its own will. While the masters are most often encountered in the material and astral worlds, they may appear anywhere in the aether without risk. As directors of the universe, they are equally at home in all of them.

Although visible forms vary, the most common form for a master to take is that of a human male figure exactly twelve feet tall. Some are always found seated, others sleeping, others standing. No matter what their appearance or posture, all should be approached with utmost respect. The soul you save will be your own.

The secret masters will be discussed in great detail in future pamphlets in The Camelopard Series.

Star Guides



Even devas (see entry) are not infallible. Or rather, despite their devotion to the masters, devas do have minds of their own. "Willful" devas, as they are known in the parlance, are usually rewarded with obliteration by their peers. Those that escape this fate go on alone, forever banished from the company of their former league.

These disenfranchised angels are known as star guides. Freed from the strictures of the masters and the overarching plan of the universe, they follow their own path and assist mortals with similar intentions. Even though the Bible's Lucifer falls into this category, star guides are not necessarily evil. In fact, as a class they have never been noted as such. A star guide's ethics are often not far removed from those of the mortals it contacts, however. They tend to concern themselves with the mental and aetheric progress of mankind, rather than the progress of the universal plan.

When speaking to a star guide, it is easy to be fooled into thinking you are communicating with a deva or even one of the masters. In fact, star guides are responsible for many of the holy books of man, and their messages and instructions are often wrongfully interpreted as the word of God. Use your judgment (see entry for "false gods") and hope for the best.

Star guides are highly mysterious creatures, appearing only to those that can help their cause. They can appear in different forms: animals, humans, lesser deities, creatures from mythology, and ghosts and spirits are all common. Sometimes star guides make themselves known through automatic writing, precipitated letters, and other means.

Mentalists enter into a relationship with star guides at their own peril. History is full of "heretics" killed by their fellow man in the name of God. Those who follow the advice of a star guide risk retribution from even greater powers.

Vapors



As you know by now, all of our thoughts, emotions, and actions are mirrored on the aetheric plane. When we stop thinking something, or lose a feeling we once had, it stays for a period of time in the aether before dissipating. This makes the aetheric plane rich with memories and forgotten thoughts.

Crossroads of these old notions are legion on the aetheric plane. Sometimes, when two or more of these stray thoughts meet they combine in a strange alchemy. A new personality is born, blind and stumbling, but sentient. These personalities are the vapors.

Whereas gestalts (see entry) are formed from the active wills of two or more aetherics, vapors can form spontaneously at any time. A long-dead man's thoughts can combine with those of a living child. Napoleon's dying words might join with the emotions of Aristotle.

For the most part, vapors are harmless. They may manifest themselves in the material world as a fog, a hazy vision, a soft sound, or a slight wind. If infused with strong feelings, vapors can be harmful. The presence of wrath or hate in a vapor can cause it to seek out mortals and suffocate them, for instance. Fortunately, vapors are easily controlled and dispersed by trained mentalists.

Wraiths



A wraith is a certain strain of revenant, intent on killing any mortal that comes near its home. Like revenants, wraiths are attached to the material and aetheric space they inhabited in life. Wraiths are vengeful and spiteful because of ill fortune during their material life, and cannot rest until their karmic debts are paid. The wraith phenomenon is likely responsible for the vampire legends common to cultures worldwide.

It is impossible to settle a wraith's affairs without supreme effort, and it is foolish to try unless absolutely necessary. While revenants seek assistance from humans to be freed from their karmic bonds to the material world, the wraith would rather work it out on its own, using the aether from a material being.

Wraiths despise the living, and kill humans and other material beings trespassing into their domain by draining the aether from their bodies. This gathering of aether weakens the victim and increases the tangibility of the wraith. If a wraith collects all the aether from a victim (enough to kill the being), it materializes in the material world to the point where it may move about and interact with material objects as easily as any regular material being. The wraith holds its stolen aether near its form, and may disperse or collect it at will, allowing feats such as flight, invisibility, and movement through small spaces such as keyholes and

the narrow spaces under doors. It is in this form that the wraith is most dangerous.

The best defense against a wraith is to remove yourself from its vicinity immediately. If you encounter a wraith in the astral world, stop projecting and return to your material body at once. Strong counter-mentalism will help against an aether drain, and is best performed while in your material body.

LETTERS TO THE CAMELOPARD

To the Public and the Press: The editor seeks questions and commentary regarding this pamphlet, as well as results from the experiments described herein. Address all correspondence to *The Camelopard*, 1204 Neilson Street, Berkeley, Calif. 94706. Email your letters, if you must, to marsh@wonderella.com. Letters should include the correspondent's full name and address.

Dear Editor,

Why do you insist on the "ae" spelling of aether? Isn't that a bit antiquated?

— D.A., San Francisco, Calif.

I chose the "ae" beginning for the word because I wanted to differentiate the lesson of *The Camelopard* from other theories, and for the substance to be recognizably different from the vapor ether, which no doubt deserves its own series of pamphlets, judging from the response I've received from ether enthusiasts. It's also a nod to my predecessors from the nineteenth and eighteenth centuries, who wrote in a time that encouraged ligatures like the æ combination.

Dear Editor,

Thank you for showing me your work. After reading "The Nature of Aether" and

attempting the exercises, I can see that mentalism is a powerful system. But I have a concern. If truly everyone has the potential for mentalism, it leads me to believe that this power might be used by bad people. Is mentalism used to harm people?

— O.S., Iowa City, Iowa

Mentalism can be used to harm others, but happily, it rarely is. Like all studies and practices, our ethics in mentalism mirror our everyday ethics. So if I am a basically "good" person, one who spends time helping others and not harming them, then my use of mentalism will reflect that. On the other hand, if I am "bad," I will likely use mentalism to the detriment of mankind. Consider this, though: there are so many ways to hurt someone else that take little or no effort at all, unlike men-

talism. If someone studies mentalism for his own personal development, he is taking time and energy away from all the other things he could be doing. Spiteful or vengeful thought distracts the aspirant and detracts from the learning. The skilled mentalist is one that can clear his mind of all other thoughts, good or ill, and focus on aether. You have it right when you say that mentalism is a powerful system. How will you use it?

Dear Editor,

Can animals manipulate aether? Can plants?

— N.H., San Francisco, Calif.

The thought processes of animals are too basic for aetheric work, which is not to say there aren't instances of mentalism in animals. Bouts of strong emotion can trigger mentalism in animals just as in humans. Plants, by and large, think too slowly for humans to measure. They are undoubtedly manipulators of aether, but the effects are too subtle to be noticed by humans. Ancient material beings like the redwood tree and the Galapagos tortoise are potent mentalists in their kingdoms of Vegetable and Animal.

Dear Editor,

What happens to old thoughts and emotions on the aetheric plane?

— D.I., Oakland, Calif.

Thoughts in the aether age as they do in your mind, eventually dissipating and disappearing. Stronger thoughts are longer thoughts on the aetheric plane, though, as

is evidenced by the existence of the vapors (see entry on page 30). All moments in history, including the aetheric counterparts to emotions, thoughts, and objects, are cataloged in the Akashic Records, a kind of library of aetheric history. The Records are accessible from the astral world as well as the elysian, and are a very powerful tool in mentalism, albeit one that can be used for irreparable harm.

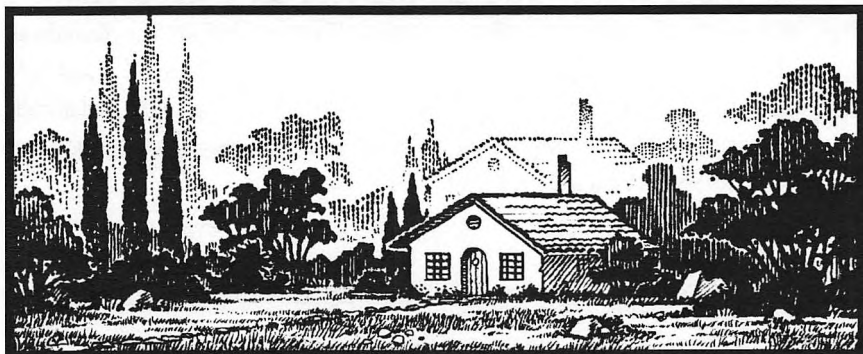
Dear Editor,

What happens to an aetheric double when its material counterpart dies?

— T.R., Portland, Oreg.

I'll make no attempt to skirt the issue of the afterlife — it's as prickly a subject among mentalists as it is among the rest of humanity. Theories of the afterlife vary from place to place and religion to religion. As far as The Camelopard Series is concerned, (i.e. "The viewpoint of this author is . . .") the soul and the aetheric body are one and the same. The aetheric body lives on the aetheric plane during the lifetime of its material body and remains there after death. This "aetheric survival" is the upside of consciousness. The same can't be said of the chair you're sitting in or the car you drive. They're both has-beens on the aetheric plane as soon as they're destroyed in the material world. Souls in the aether wait around for a time after death, until their next material form is ready for inhabitation. At that point they join with the material world once again and resume their dual nature in the material and the aetheric.

What good is the AETHERIC PLANE?



This is a valid question, especially today, when time is a valuable commodity and so much of it is required for the study of mentalism.

Here is your answer. Think back to every extraordinary story you have ever heard, every anecdote or legend that involved supernatural beings or abilities. Recall every example of haunting, supernatural strength, *déjà vu*, or extra-sensory perception. Do you know what common element is shared by all these stories, what factor lies behind the fantastic feats or occurrences described? If you haven't guessed it yet, know this: **It is the aetheric plane.**

All things tangible and intangible in our world are manifest on the aetheric plane in very real, palpable ways. There, a thought can be as mighty as a hurricane wind, destroying cities and ruining

ecosystems. One person's emotion can profoundly affect another person's movement. A sound can build a civilization. An image can start a

fire. All things are part of a common system, a common language understood by those tapped in to the aetheric plane.

That said, the aetheric plane is not a place that can be known easily. Years of practice and study are required to understand mentalism, the manipulation of aether through will. The payoffs of this study are extraordinary. For if aether and the aetheric plane are part of a language, then those who speak that language fluently are no less than masters of reality.

Now can you see the good in learning of such a place? All is revealed in the new instructional pamphlet from Wonderella Printed:



“THE NATURE OF AETHER”

Pamphlet No. 1 of The Camelopard Series ❖ A Course of Study for Aspiring Mentalists

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"What's mentalism, some kind of disease?"

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Above, below, and throughout the world you and I call home, the aetheric plane dwells also. Everything we see, hear, touch, and think has a counterpart in this place, and when you visit the aetheric plane, you will see how the material and mental qualities of these things begin to blur and intermingle. "Aether" is the word used to signify the substance that makes up the aetheric plane.

Everything we are taught about science refutes the theory of the aetheric plane, yet it is not scientists who bring us knowledge of aether, but mentalists. These men and women are pioneers in the newest and yet most ancient science: mentalism.

The Camelopard Series instructs readers in three of the mentalist's most common uses of aether, namely psychisms (telepathy and telekinesis, for example), astral projection (travel using our aetheric bodies), and spiritism (communication with the dead).

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