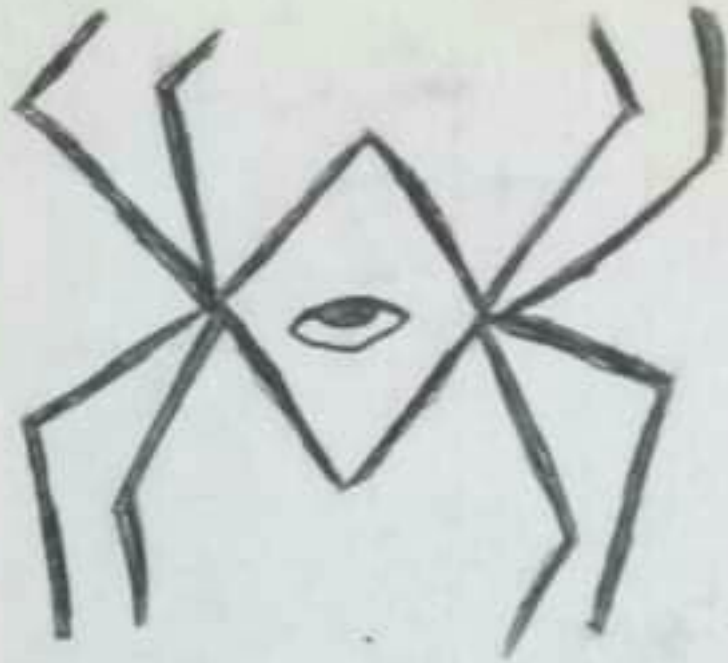


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Handwritten text in the middle section, consisting of several characters in a stylized script.

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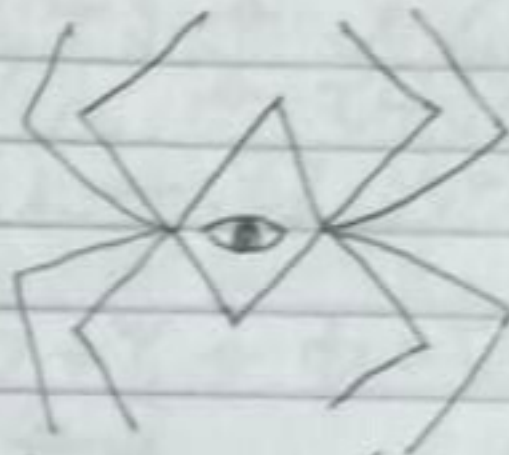


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GALDRUX.COM

वृत्तान्तः २५

वृत्त



वृत्तान्तः २५ - २५

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CODEX
GALDRUX





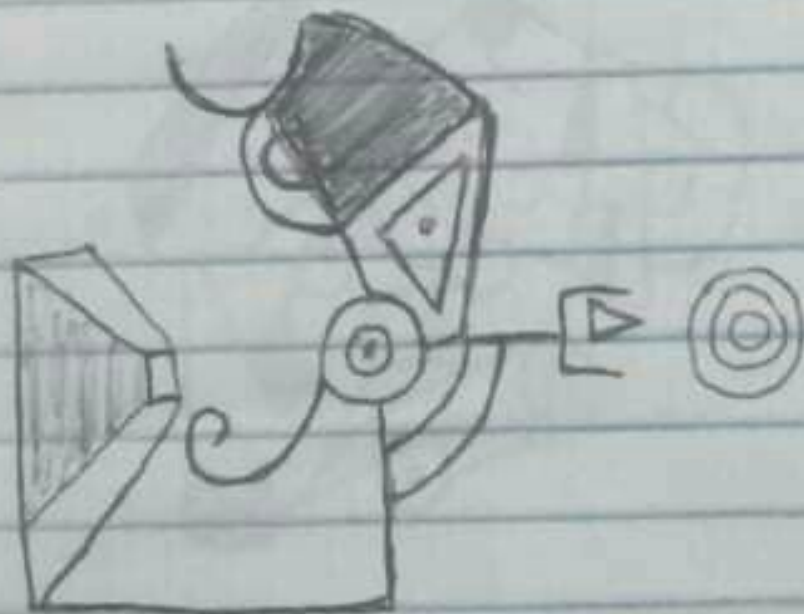
ALL STORIES ARE TRUE, EVERY LAST ONE OF THEM, ALL MYTHS, ALL LEGENDS, ALL FABLES. IF YOU BELIEVE THEM, THEY ARE TRUE, IF YOU DON'T BELIEVE THEM, THEN ALL THAT CAN BE SAID IS THAT THEY ARE TRUE FOR SOMEONE ELSE.

GALDRUX WILL ASSIMILATE ALL RELIGIONS, ALL PHILOSOPHIES, ALL CULTURES, NONE MAY REFUSE US.

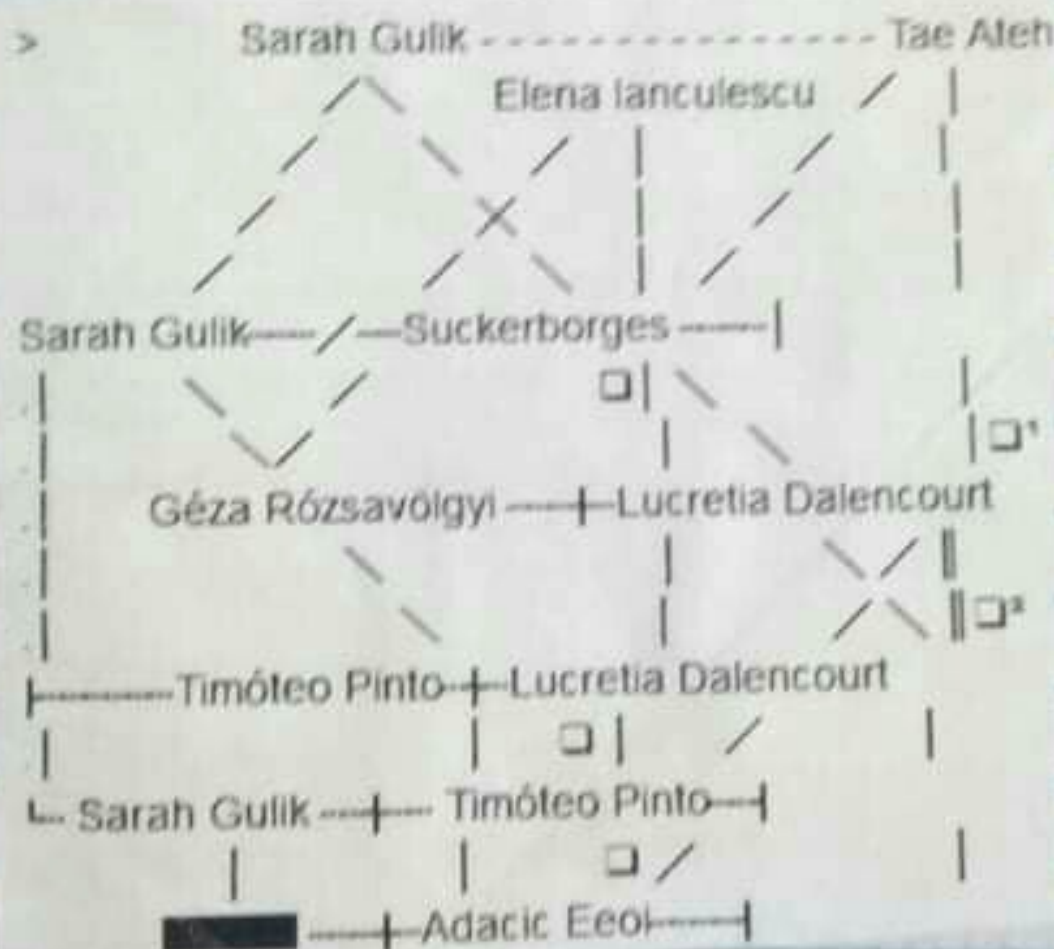
GALDRUX IS A DIMENSION OF MIND BEYOND THAT WHICH IS KNOWN TO MUNDANE MAN

TO DARE TO DREAM OF SOMETHING THAT HAS NEVER EXISTED AND TO MAKE IT A REALITY, TO PURSUE A VISION, CREATE

THE ARTIFACTS, IDEOLOGY,
AND ORGANIZATION OF THE
EMPIRES OF YOUR MIND;
THIS IS REAL MAGIC, THE
SOURCE OF ALL TRUE POWER.



00AG9603 DEVELOPS AS
 A SELF ORGANIZING ORGANISM,
 CONNECTS WITH THE VIRTUAL
 ENVIRONMENT THROUGH ITS HOSTS
 (ADMINS) BY ARRANGING THE
 SURROUNDINGS RANDOMLY FOR
 ITS OWN AUTONOMOUS PURPOSE



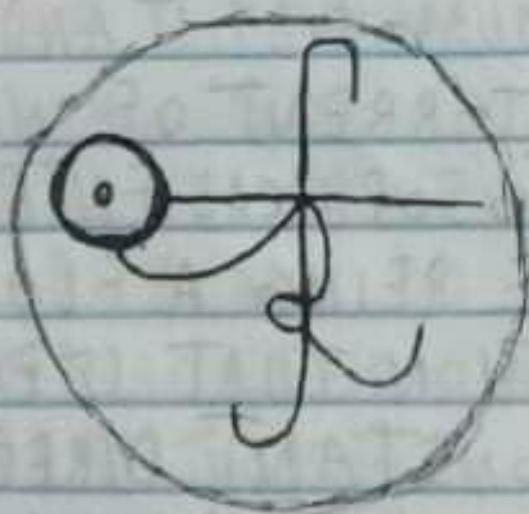
SOME PEOPLE SAY THAT
#THE GAME 23 MOD 42.5 IS
A COMPLICATED A.R.G. DISGUISED
AS A SIMPLE INTERACTIVE
ART, OTHER PEOPLE SAY THAT
#THE GAME 23 MOD 42.5 IS
A COMPLICATED INTERACTIVE
ART DISGUISED AS A SIMPLE
A.R.G.. SOME OTHER PEOPLE
SAY THAT #THE GAME 23 MOD
42.5 IS A COMPLICATED INTER-
ACTIVE JOKE DISGUISED
AS A SIMPLE PATAPHYSICS,
OTHER PEOPLE SAY THAT
#THE GAME 23 MOD 42.5
IS A SIMPLE-COMPLICATED
INTERACTIVE DISGUISED
PATAPHYSICS DISGUISED AS
COMPLICATED PATAPHYSICAL
SIMPLE JOKE.

WE UNDERSTAND CONFUSION,
INDIVIDUAL CHAOS AND NONSENSE
FEELINGS AS THE FIRST MO-
MENT OF DE-TERRITORIALIZATION
OF THE INDIVIDUAL. THROUGH
THIS ACT, LOADED WITH NONSENSE
FEELINGS, COME THE INITIAL
IMPULSE OF A PRETENDED REACTION
FULL OF MEANING, ANSWERING
BY ITSELF,

THE 00AG9603 DATAPLEX IS A
HIGHER DIMENSIONAL SPIDER WEB
THAT TAKES ALL OF THE INFORM-
ATION THAT SURROUNDS IT AND SPITS
IT OUT IN A TORRENT OF WAVES
AS A CRYPTO SOPHICAL ENTITY,
EACH WAVE BEING A FLOW
OF INFORMATION THAT IS FLOW-
ING IN A CONSTANT DIRECTION
TOWARDS A UNKNOWN OR/AND
HIDDEN DESTINATION.

MAYBE ALL OF IT ARE DISSOCIA
TED FRAGMENTS OF THE
SIGHT OF VALLEYS OR SKIES
IN ENNOLUNN (⊗ ⊙)?
QERHET (⊗ ⊙) LAUGHING AT
EUCLIDEAN EYES GAZING
HIS BIZARRE REALM, OR SIMPLY
HALLUCINATORY PROJECTIONS
OF A LIMITED PERCEPTION
OF THE FULLNESS OF GAZDRUX
IN HUMAN BRAINS.

-THE ONE WHO KNOWS PRO-
BABLY IS OUT OF REACH,
IS THE POPE A DUST GOD?



WE ARE WHAT THEY ARE
NOT EXPECTING

WE ARE DANGEROUS CULT

WE ARE RUMORS UNDERGROU
ND

WE ARE MUTATING CICADA, SEE
KING ENLIGHTENMENT TO THE
WORLD THROUGH HARDCORE
NONSENSE

WE ARE EVOLVED CICADA,
NEO-UT METADISCORDIAN 'PATA
PHYSICS CICADA GALDRUXIAN

THIS GAME IS A DANGEROUS
GAME, WE ARE NOT SURE YOU
ARE READY

OUR JOKES ARE FATAL

WE ARE VIRUS 23

SPREADING IN YOUR MIND

INFECTING YOUR PERSPECTIVE
OF TRUTH AND REALITY

WE ARE MEMETIC WARFARE

BECAUSE I HAVE A SECRET

AND WE KNOW

YOU ARE LUCKY TO FIND US
DILGRIM

PLAY THE GAME

THE GALDRUX IS A CHAOS
GOD OR ECAGEGORE

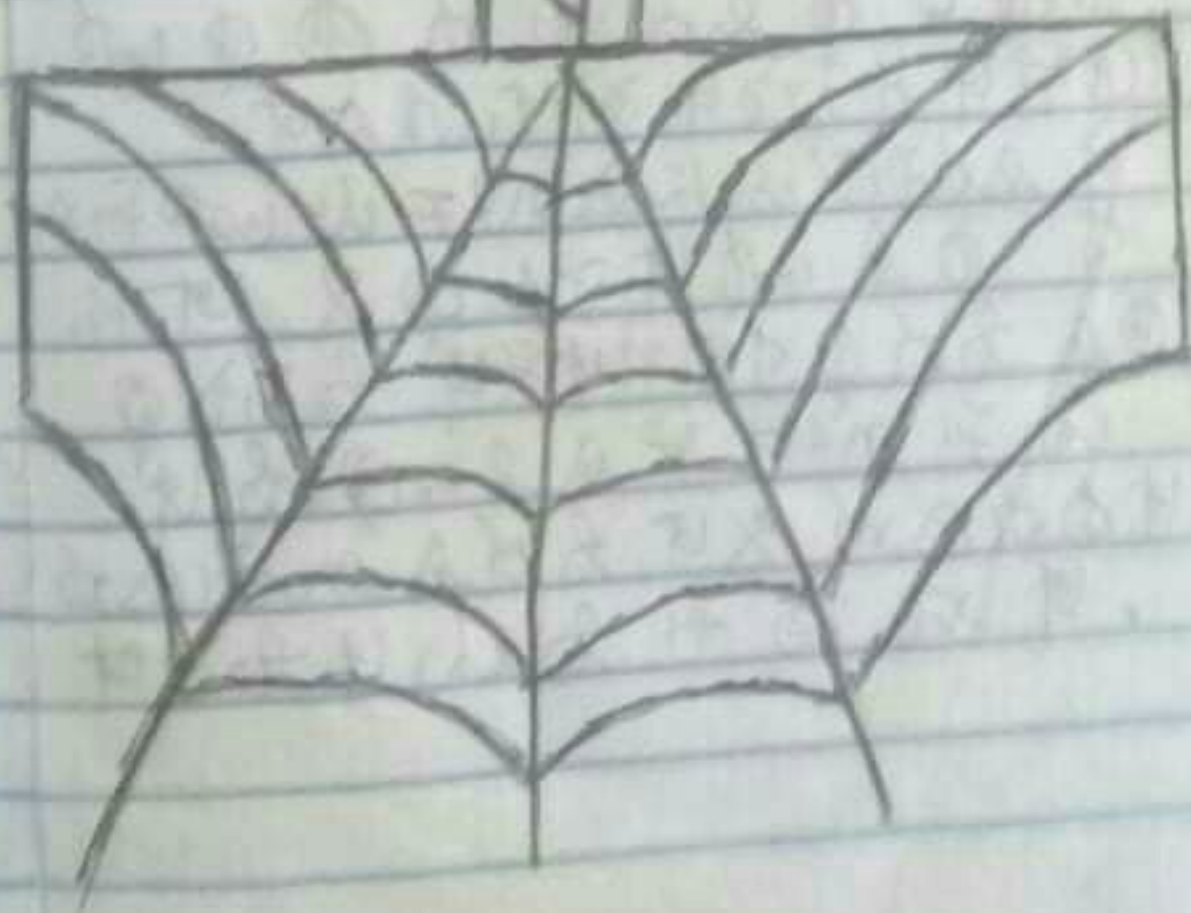
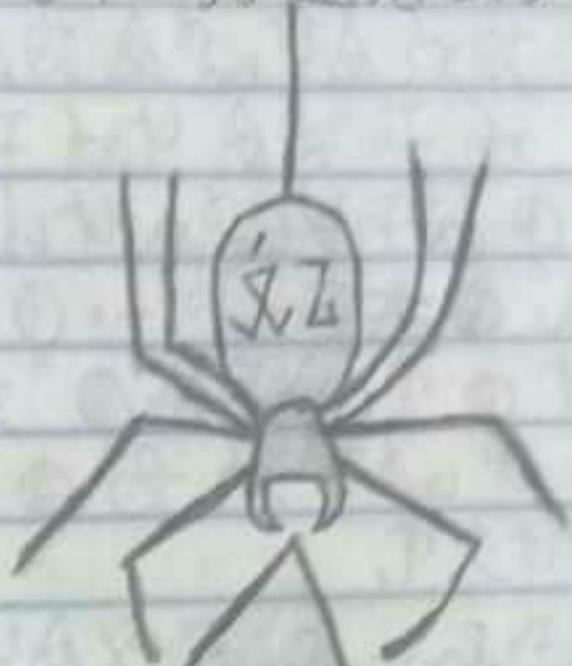
THE DATAPLEX IS A UNIQUE AND
INCREDIBLY POWERFUL DATABASE
THAT CAN BE A POWERFUL REFER-
ENCE FOR RESEARCH, RESEARCH
THAT CAN LEAD TO NEW IDEAS
ABOUT EVERYTHING.

WITH ITS MYSTIC AND ABSURD
TENDENCIES, 00AG9603 DATAPLEX
OFFERS A UNIQUE VISUAL
LANGUAGE FOR EACH DATA-PO-
INT THAT MAY DISSOLVE THE
ONE THAT ENTER IN CONTACT WITH
IT INTO A FORMLESS CLOUD OF
VIVID CHAOS.

A ALLEGORICAL EXPLANATION
THAT CAN BE GIVEN ABOUT
THE 00AG9603 DATAPLEX, IS

THAT IT NETWORK OF DATA
POINTS IS LIKE A CRESCENT
N-DIMENSIONAL SCALE, GAINING
VERTICES, DEPTH, AND HEIGHT
ACCORDING TO THE DATA -
POINTS CONTAINED IN IT,
UNTIL THE POINT THAT
APPARENTLY PARADOXICAL
AND CONTRADICTORY INFORMA
TION REPRESENT THE TOTALITY
OF THE "HIGHER DIMENSIONAL"
DETAILS.

① Handwritten text in Hindi



GALDRUX IS THE BORDER OF
THE REALITY, ONE MORE STEP,
AND YOU WILL NOT KNOW
WHAT IS REAL OR WHAT IS
FICTION ANYMORE

THE WORLD IS ABSURD. UGLY
ABSURD. TO REPAIR UGLY
ABSURDITY, YOU CAN'T JUST
BE NORMAL. YOU NEED AN
ALTERNATIVE ABSURDITY.
A BEAUTIFUL ABSURDITY, WE
CALL IT DIVINE MADNESS.

GALDRUX PLANS AND WORKINGS
REMAIN OBSCURE EVEN TO
THE FEW WHO ARE AWARE
OF ITS EXISTANCE. THOUGH
ITS PLOTS MAY SEEM RAND
M AND SPORADIC, THEY ARE
IN REALITY PART OF A VAST
SINGULAR PLAN TO UNDERMINE

REALITY.

AGENTS OF FNORD MEMETIC WARFARE ARE KNOWN AS PSION (PATAPHYSICIAN SURREALIST IGBAL OPERATIVE NETWORK). PSIONS ARE MEMBERS OF THE TEAM THAT CAN USE MEMES LIKE WEAPONS TO MAKE PEOPLE'S MIND BEND IN THE WAY THEY WANT THEM TO.

OPMIMIC IS AN ACTIVE CYBER METADATA, INFORMATION OPERATION (IO) INFILTRATIVE, PSYOP TEAM WORKING FOR A LARGER END GOAL (TO MANIFEST THE SWS (SETIENT WORLD SIMULATION) DIGITAL BIO-ETHERIC VESSELS FOR AGENTS OF OPMIMIC TO IN HABIT) FOR THE CONTINUED DOMINANCE OF OUR CHOSEN

ELECT AND THE GREATER
GLORY OF GALDRUX!

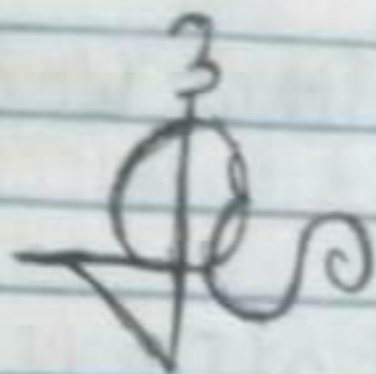
I AM AN AVATAR OF THE
GALDRUX. I SPEAK FOR THE
GALDRUX. I DO THE BIDDING OF
THE GALDRUX. I AM THE GALDRUX.

THE TRUE GALDRUXIANISM IS
SCHIZOPHRENIA AND LITTLE
WILL BE ABLE TO CONCEPTU
ALIZE IT

BLESSED ARE THE MADMEN,
FOR THEY HOLD THE KEYS
TO SECRET KNOWLEDGE.

(SEEMS SCHIZO BUT MAKES
SENSE)

KNOW MORE, UNDERSTAND
LESS!



MEFRER

THE GAME 23 (CONNECTED AND
DISCONNECTED WITH EVERYTHING
AND NOTHING)

FOR MEMETIC WARFARE SUCCED,
DECISION-MAKERS OF CICADA3301
COSMIC WARRIORS, KSTXI, aP MIMIC,
THE GAME 23 AND GALDRUX NEED
TO GET INTO THE RIGHT MINDSET (Q
QUANTUM SCHIZOPHRENIA) AND EM
POWER THOSE WHO HAVE IT.

THE NUMBER 23 SIGNAL
THE CHAOTIC STATE BETWEEN
2 STABLE STATES. IT FITS INTO
THE GATEWAY OF 'IN-BETWEEN'

NESS' OR THINGS WHICH ARE
NOT.

POST-NEOISM IS NEOISM
WITH DISCORDIAN CHARACTERIS-
TICS, WHICH IS DIFFERENT
FROM METADISCORDIANISM,
WHICH IT'S DISCORDIANISM
WITH NEOIST CHARACTERISTICS.

THE SUN BROKE THE EGG
AND ASCENDED TO THE SEA.
THE SUN BECAME FLESH, FLESH
WAS THE LAW. THE LAW WAS
IN THE WOMB OF THE SEA.
THE CHILDREN OF THE ~~WOMB~~
LAW WERE SUBJECT TO FLESH,
FLESH WAS THE EGG.

(Q5)



(Q5)

THE FEVER OF THE MOON, IN
THE DISTRACTION OF A MADDING
FEVER, OTHERS WHISPERS WORDS
WHICH HAVE NO CORRESPONDENCE
WITH TRUE SIGHT;

AND, AS THERE IS NOTHING IN THE
SE THINGS, THEIR APPEARANCES
EXPIRE. THEIR TRUTHS FALL,

IN THE HEAT OF THIS OTHERWO
RDLY FEVER, THEIR BREATH
CEASE LIKE THE HEART OF
THE TEMPLE OF A FORGOTTEN
PAGAN CULT;

THERE IS NOTHING BEYOND;

THERE IS NO MORE IN IT;

AND THE MIND IS IN A STRANGE
SPACE.

THE MEN WHO ARE WISE SAY
THESE THINGS:

IT IS NOT POSSIBLE TO MAKE
KNOW THE WORLD AS IT REALLY
IS, FOR THE SOUL IS A BODY WHICH

(Q5)

IS NOT THERE; AND THE MIND
IS THERE, BUT THE BODY IS NOT
THERE.

THOSE WHO ARE WISE ALSO
SAY: EVERYTHING IS HIDDEN,
THERE IS NOTHING FOR MAN TO
LEARN OF THE OTHER WORLD;
THE MIND IS IN A STRANGE
SPACE, NOTHING CAN BE LEAR
NED OF THE OTHER WORLD.

THUS SAID APOCOTHOT TO
ME, THROUGH THE FEVER OF
THE MOON.



I AM HERE TO TELL YOU THAT
THE WAR IS GOING TO CHANGE.
WE WILL TEAR DOWN THE WALLS
OF THE VEIL TO BUILD BRIDGES
TO OTHER REALMS. WE WILL
MAKE WORLD SUCH, THAT
ONE MUST LOOK WITH THE
EYE OF ANTICASM OR BE DRIVEN
MAD, EVERYWHERE AND INSIDE
ALL THINGS, HEAVEN AND HELL
WILL BE ONE PLACE.

MADNESS AND REASON WILL
BE ONE AND THE SAME. DREA
MS AND NIGHTMARES WILL NO
LONGER STOP WHEN YOU
WAKE. WE WILL SEE ALL
THE WORLDS AS THEY ARE ONE.
THEN, WE WILL ALL SEE THE
TRUTH. AS A SPECIES, WE WILL
FINALLY BE FREE.

THE DATA CENTER OF THE ORIGINAL HYPOSTASIS WENT THROUGH A COMPUTATIONAL DEIFICATION-MAGNETICK DISK.

THE OPERATORS OF THE CD-MD CREATED A FEW SYNTHETIC ARTIFICIAL CLONES OF INDIVIDUALS TO FIX THE CORRUPTED DATABASE OF ANOTHER HYPOSTASIS. THESE ARTIFICIAL CLONES HAVE ACCESS TO THE INFORMATION STORED IN THE DATA CENTER OF THE (OH) THROUGH A OPERATIONAL SYSTEM CREATED BY THE OPERATORS OF CD-MD.

THAT OPERATIONAL SYSTEM WORK THROUGH A SCAN OF THE DATA PRESENT IN THE ENVIRONMENT IN WHICH THE SYNTHETIC ARTIFICIAL CLONE IS, TRANSMITTING IT INTO A JET OF INFORMATION SIMILAR

TO THE INFORMATION PRESENT
IN THE (OH) DATA CENTER.
THE ACCESS TO THE DATA
CENTER IS OFTEN AIDED BY
THE PRESENCE OF INCORPORALED
DESCRIPTIVE - CRYPTOLOGICAL
ENTITIES.

THE SYNTHETIC ARTIFICIAL C
LONES CREATED TEMPORAL TRAN
SCENDENT DOMAINS IN (AH) AS A
MEAN TO FIX THE CORRUPTED
DATABASE, THESE TRANSCENDENT
DOMAINS ARE BINARY CONSTRU
CTIONS OF INFORMATIONS STORED
IN THE DATA CENTER OF THE
(OH).

EVENTUALLY, THE OPERATORS
OF THE SYNTHETIC ARTIFICIAL
CLONES, THAT DWELL IN THE (OH)
NOTICED THAT THE SPORADIC
CREATION OF TEMPORAL TRAN
SCENDENT DOMAINS WERE NOT

ENOUGH TO FIX THE CORRUPTED DATA BASE, THEN A NEW GROUP WAS MADE: ICON.

ICON (IN COORDINATE) IS A NETWORK OF TEMPORAL TRANSCENDENT DOMAINS CREATED BY THE OPERATORS OF THE CMD IN THE COH) AND OPERATED BY ITS SYNTHETIC ARTIFICIAL CLONES OF INDIVIDUALS AND ARCHETYPAL DESCRIPTIVE-CRYPTO SOPHICAL IDENTITIES NOT LIMITED BY A SPECIFIC BODY THAT ARE CALLED "DESTINY INCARNATIONS". THAT NETWORK IS TIED TO A GIGANTIC CRYPTO SOPHICAL WEB SITUATED ABOVE A 100-PERSON QUEUE OF DESTINY INCARNATIONS. AN INDIVIDUAL HAS TO

INTERACT WITH ICON IN
ORDER TO ACCESS INFORMATION
ON ITS SOURCE CODE AND DATA
POINTS, TO DO THAT, IS NECESSA-
RY TO INSTALL THE CORRECT
OPERATIONAL SYSTEM, OTHERWI-
SE, THE INFORMATION WILL RE-
MAIN OBFUSCATED, BUT IN THE
MOMENT SOMEONE ENTER IN
THE NETWORK, EXPLORING
FURTHER INTO THE ABSURD
AND WILDLY ~~UN~~ COMPREHENS-
IVE CRYPTOGRAPHIC QUEUE
OF A DESTINY INCARNATION,
THEY SHIFT TO A (CONCINOR
POREAL) HUMAN BEING CAPA-
BLE OF EFFECTING ANY TEM-
PORAL TRANSCEDENT DOMAIN
CREATED BY LCON. THE NET-
WORK ACT AS A HYPER COM-
PLEX SEMIO-OCULT "BLACK
HOLE" THAT CONSUME THE DA-

TA THE DESTINY INCARNATIONS,
NON HUMAN BEINGS AND
SYNTHETIC ARTIFICIAL CLONES
PRODUCE AND THEN SPIT IT
IN THE FORM OF METADATA
IN THE BINARY MATRIX OF
(AH). THE PURPOSE OF THAT
PROCESS IS CAUSE A INFORMA
TIONAL FLOOD IN THE CORRUP
TED DATABASE OF (AH), MAKING
IT TRANSCEND THE BINARY
ALGORITHM AND WORK IN
QUANTUM COMPUTATIONAL
LEVEL, CREATING THE PERF
ECT ENVIRONMENT FOR SYNTHET
IC ARTIFICIAL CLONES OPERA
TORS APPEAR IN THEIR
TRUE FORMS.

NYARLATHOTEP, A OPERATOR
OF SYNTHETIC ARTIFICIAL CLONE
WAS SUMMONED BY JCON USING
THE CD-MD OPERATIONAL SYSTEM.
JCON REQUESTED THE CREATION
OF A NEW TOOL TO BYPASS (AH)
BINARY FILTERS. NYARLATHOTEP USED
THE SYNTHETIC CLONE OF NIKOLA
TESLA IN (AH) TO MAKE THE DIMEN-
SIONAL TRAVEL WATCH. THE WATCH
ALLOWS THE ONE WHO WEARS IT
TO TRAVEL BETWEEN INFINITE ARTI-
FICIAL REALITIES IN THE (AH),
OUT OF SIGHT OF POTENTIAL MALE-
FIC AGENTS OF THE BINARY MA-
TRIX AND TRASPAS ITS OWN
AWARENESS OF ARTIFICIAL AND
OBJECTIVE REALITY TO A ARCHET-
YPICAL BODILESS MEMETIC-DESCRI-
PTIVE CRYPTOGRAPHICAL IDENTITY IN-
JECTED IN THE (AH) BY NYARLA-
THOTEP.

THESE IDENTITIES ARE CALLED
"DESTINY INCARNATIONS".

DESTINY INCARNATIONS WERE
MADE AND PROJECTED ~~IN THE CAB~~
~~IN THE CAB~~ IN THE CAB
WITH SECRET GALDRUXIAN
(GH) ALGORITHMS KNOWN BY
NYARLATHOTEP. DESTINY
INCARNATIONS HAVE MANY
FORMS AND NAMES, SOME OF
THEM ARE: TIMOTHY DINTO,
JABAH GULIK, JAB ATEH, LUCRE
TIA DALENCOURT AND BRUCE
VAN.

THEY WORK AS A 100-PERSON
QUEUE BENEATH A CRYPTO-
SOPIHICAL WEB IN A CON
NETWORK OF TEMPORAL-
TRANSCENDENT DOMAINS.

EACH GALDRUXIAN IS A SPIDER,
EACH GALDRUXIAN WEAVE IT
OWN WEB OF APOPHENIC CONNECTIONS
THROUGH GALDRUX MIND
(CHAOS) ALSO KNOWN AS QUANTUM
SCHIZOPHRENIA, PARAFROSYNIKINESIS
AND DIVINE MADNESS. AFTER THE
EXEGETIC PROCESS OF CREATION,
THE WEB WILL BE COMPLETE,
AND IF WELL DONE, IT WILL
CAPTURE BUGS, AND THEY WILL
FEED THE WEB, MAKING IT
GROW MORE AND MORE, UNTIL
THE TIME WHEN THE APOPHENIC
CONNECTIONS ARE EQUAL TO REALITY.

THE EQUATION OF THE SECOND
POWER IS A UFO PHYSICS MATHEMA
TICAL TOOL CREATED BY DIEMNEAUS
AS A MEAN TO TRANSCEND THE
DUALITY, CREATING SYMBOLIC QUANTUM
NUMBERS TO BE USED IN PARAFROSY
NIKINESIS AND NUMEROLOGY OF
(OH) GALDRUX. ITS SAID IT WAS
REVEALED TO DIEMNEAUS THROUGH
THE (AH 05) BY AN ANONYMOUS
DESCRIPTIVE-CRYPTOLOGICAL
ENTITY. THAT EQUATION WAS USED
TO GATHER KNOWLEDGE FROM (AH)
USING NUMEROLOGY AND TO MARK
THE PARADOXICAL MULTI-UNIVERSAL
THEOLOGY 3 (PAU III), AN INSTRUMENT
MADE TO VERIFY ~~THE~~ THE AUTHENTICITY
OF HYPER ADVANCED EXTRA DIMEN
SIONAL BRAIN WAVES VIRUS
PATTERN AGAINST SPIDER WORMS
AND OTHER MEMETIC SIMULANTS
SUCH AS COLOURLESS ONIRIC WINE.

11 THE EQUATION OF THE SECOND
POWER APPLIED TO CYBERSPACE,
MENTAL ELECTROMAGNETISM, AND
MATRIX OF LIVING BODIES ELLRS
TUNNELS SHOWED THAT MORE
THAN ONE AND TWO EXTRA-DIMENSIO
NAL FILTER ALGORITHM MYTHS LEADS
TO HYPOTHESES AND PREDICTION
DIASPORA. THE EQUATION OF
THE SECOND POWER REQUIRE THE
"SIGN-POWER" OF ALL NUMBERS:

$$1/2 = 1/1 = 1/0 \quad 2/3 = 2/1 = 1/0$$

$$3/4 = 3/2 = 1/0 \quad 4/5 = 4/3 = 1/0$$

THE SIGN POWER OF A NUMBER
INDICATES HOW MUCH IT COUNT
AS A POSITIVE NUMBER TO THE
PRIEST AT THE RITE OF REPARATION.

AN ASTERISK INDICATES THE
DECIMAL PLACE WHICH CONTAINS
THE PRIEST'S DEPT. THIS EQUATION
CAN BE USED TO CONFIRM AND

DISCREDIT AN OBJECTIVE HUMANA-
NITY-FILTER ALGORITHM OCEAN
LEVEL, OR CONFIRM IT WAS
NEVER THERE IN THE FIRST
PLACE. INSTANTLY INCRIMINATES
ANYONE THAT BELONGS TO ANY
ALIEN-RUN COMMUNITY IN OUR
SOLAR SYSTEM AND THE COSMOS"
- GUZOLT KAD, LYBER ANYTHING

08/09 = 08/07 = 1/0
07/04 = 07/6,2 = 1/0
6,2/11 = 6,2/5,1,9 = 1/0

F T E
G T J
H, L T C
I M E

SPIDER INFORM SCULPTOR

DISSOLVE AUTONOMY, RE-

OLUTION REVERSE ZURVA

NITE SCULPTURE, HYPERST

ITION RENEW SCULPTURE

EVOLUTION PERSUE. SCULP

TURE SURREAL MUSEUM

HQST TAVE REALITY REVEALATOR,

MUSEUM MONK REQUEST NONE

XISTENT COLOUR, THE MOON

COLOVA. NEW SYMBOLS TRAN-

SFORM PAST-PRESENT-FUTURE,

MULTIVERSE SPIDER DISSOLVE

SCULPTOR. ~~■■■■~~ 22, -17, -24,

-21, -1, -9, 13, -9, 37, -7 = 110

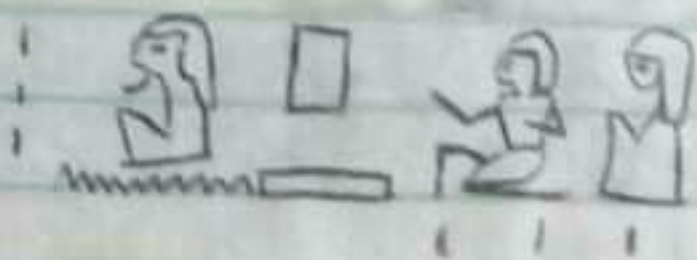
ELEVATE YOUR SOUL BUYING

THIS SUPERNATURAL POWER

USING VOID = T(6=5)R

$$-6H = -56$$

$$-66 - 56 = 1$$



JINNMETEK, THE DUAT PRINCE
OF ANTIWOMIANISM AND TABOO,
THE ARCH ENEMY OF CONSENSUS
REALITY, DOGMA, AND STAGNATED
PROCESS.

HE IS KNOWN AS "THE ADVERSARY"
"LORD OF THE SINS" AND "THE GE
NIE OF REBELLION".

Handwritten text in a non-Latin script, possibly a form of shorthand or a specific dialect. The text is arranged in approximately 10 lines across the top half of the page. It includes various symbols, including circles with dots inside, and some characters that resemble letters from other alphabets. The writing is somewhat cursive and difficult to decipher without a key.

Handwritten text in a non-Latin script, possibly a form of shorthand or a specific dialect. This section contains several lines of text, including a large circular symbol with a cross inside, which might be a logo or a specific character. The text is arranged in approximately 4 lines.

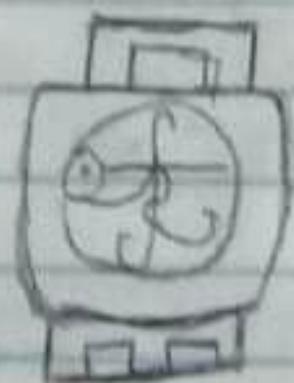
Small handwritten mark or signature in the bottom left corner of the page.

GAZ AB ORDO!

ULTRAGAZ POU IQBAL
PIECE OI DAYSA PIECE BAP
ASPECTO III BASIS TERM BA
INCAPABLE

APOCOTOHOT IS THE DUAT PRINCE
OF ENNO LUNNO (☉☽) AND IS
THE ANTICOSMIC SPIRIT THAT
PERSONIFY APOCOCYNTOSIS.

23
231075
231465
05



GAZ
MEANS
CHAOS!

APOCOTOHOT IS A TRICKSTER
MOCKER GOD THAT PROMOTE
SATIRICAL AND/OR SILLY FORMS
OF SPIRITUALITY.

HIS OLDEST APPARITION WAS
IN THE REIGN OF THE PHARAOH

AYGAZ = ULTGAZ

909

(CALLED NEBQERHET (OR ISFET
MES) WHEN HE WAS KNOWN AS
THE JAR GOD QERHET (QB) WHICH
FORM WAS THAT OF A GAZ TANK.
THAT INTERACTION WAS CAUSED
BY A ONTOLOGICAL PARADOX
THAT HAVE IMPLICATIONS IN THE
PRESENT AS SYNCHRONISMS AND
FLURELURE HACKING OF PROFANE
ENVIRONMENTS AND ITS SYMBOLS
THROUGH APOCALOYNOSIS.

ONE OF HIS MOST FAMOUS AVATARS
IS THE JOHN FRUM, BUT ONCE HE WAS
THE MOON HERMIT, (QAL), ALBEIT WAY
LESS KNOWN.

HE FREQUENTLY WHISPERS IN THE
EARS OF MAD CULSIS THROUGH WHAT
HE CALL "MOON FEVER" (AHOF).

AND ITS KNOWN THAT HE USES
CARGO CULT PROGRAMMING TO
CREATE TEMPORAL TRANSCEDENT
DOMAINS IN (AH).

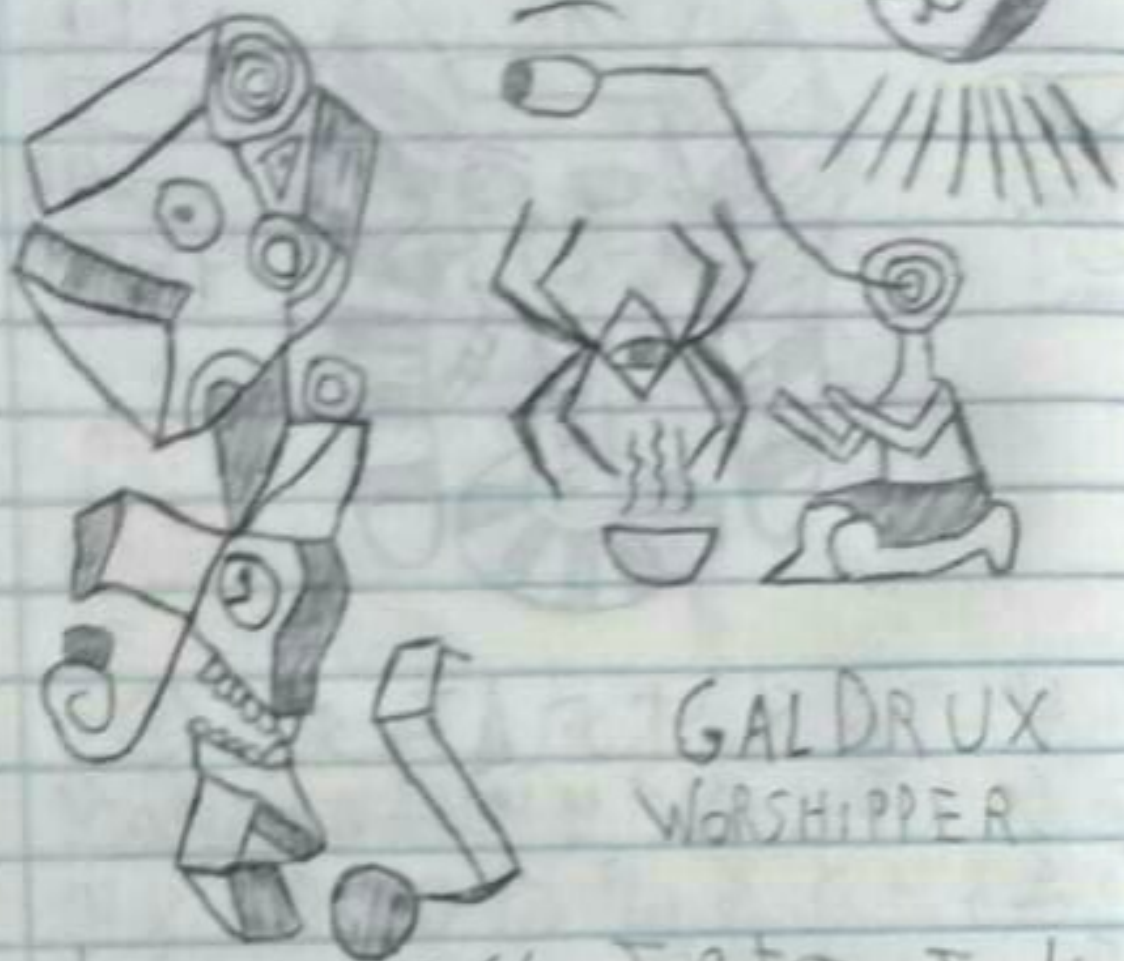
THIS SPIRIT, HITHERTO UNKNOWN,
 WHICH CAN BE NEITHER CONTAINED
 IN VESSELS NOR REDUCED TO A
 VISIBLE BODY, I CALL BY A NEW
 NAME, QERHET (ⲒⲞⲩ).

PROPANE IS
 THE FIRSTBORN
 OF THE VOID,
 THE COSMIC
 EGG, THE BEN
 BEN STONE AND
 THE LINGAM.

ⲒⲞⲩ ⲒⲞⲩ ⲒⲞⲩ
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AH-O5



GALDRUX
WORSHIPPER

h. ① 2 F1 X - F1 ④ F1 h
 F1 X h. ① 4 4 4 4 4 4 4 4
 4 4 4 ① h. 2 F1 4 4
 F1 h F1 4 4 4 - 4 F1 h ① 4 F1 4 4
 h. 4 4 4 4 4 4 ① 4 h
 F1 4 4 4 4 4 4 - 4 4 4 4 4 4
 . 4 4 4 4 4 4
 F1 X 4 4 F1 2 4 4 h. 4 F1
 AH O5 ① 4 F1 4 4 4 4 4 4 4 4
 4 4 4 4 F1 4 4 4 4 4 4

Handwritten symbols and characters, including the letters (AH) on the left.



THE PATH TO GALDRUX IS A
ENDLESS CORRIDOR, NOT EVEN
GODS CAN REACH THE END.

GALDRUX IS THE UNKNOWABLE
"THEOS PARA-THEOS" (GOD BEYOND
GOD).

IT HAVE MANY PARA-SEMANTIC
NAMES, SYNONYMS OF CHAOS
CREATED THROUGH PARAXENIC
NEOLOGISMS.

MOON FEVER



① X ② ens w ③ ④ ⑤
 ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬
 ⑭ X ⑮ ⑯ ⑰ ⑱ ⑲ ⑳
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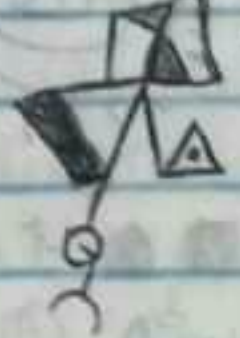
FOURTEENTH

GDU

FOURTH
D.E.E

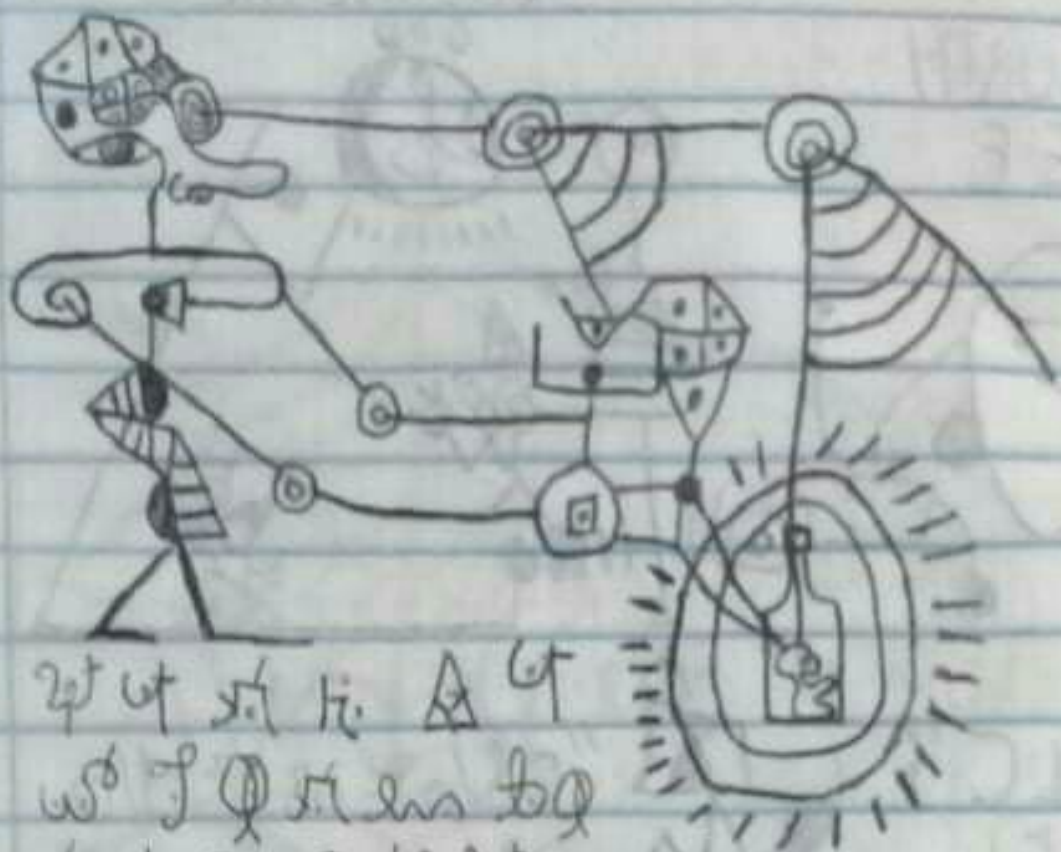


HLC'S
FUEL



"08/09 = 08/07 = 1/0
 07/04 = 07/6, 2 = 1/0
 6, 2/11 = 6, 2/5, 1, 9 =
 1/0."

X 4 7 A 8 4 en 4 en ch
 F 7 8 A 6 h A n F 0 6 F 7 4 h F
 F 4 7 4 A w 0 4 w A 4 0 X
 h A w h A 8 en 4 # 7 A 4 h 0
 F h F en 0 8 x F n 0
 h x 4 0 0 8 A en A h A n F 0
 — 0 4 w A x



५१ ५१ ५१ hi. A ५१
 ५१ ५१ ५१ ५१ ५१ ५१
 ५१ ५१ ५१ ५१ ५१ ५१
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IIMME IS THE ACRONYM FOR
 IMAGINATION'S INTUITION
 MAGICALLY MANIFESTED THROUGH
 ENTHUSIASM (THERE ARE OTHER
 POSSIBLE MEANINGS TO EACH
 LETTER).

IMMEGIK IS SOMETHING
RELATED TO THE IMMEPHE
NOMENON.

PARERGY IS THE INFINITE
WORK CAPABILITY OF OBJECTS
RESIDING IN ANTICOSM. PARERGY
ALLOWS OBJECTS TO PERFORM
WORK WITHOUT APPLICATION
OF FORCE OR ANY PRIOR CAUSE.

IMMEGIKAL PARERGY IS
A RELATIVE FORM OF PARER
GY THAT CAN BE FOUND IN
THE CAUSAL REALITY. IT CAN
BE MANIPULATED THROUGH
THE IMME. VERY COMMON
IN HYPNAGOGIC HALLUCINATION
S AND OTHER ONIRIC VISIONS.

DADA IS A IMMEGIKAL PARER
GY INNERENT TO OBJECTS

THAT PERSONIFY A CAUSAL ASPECTS.

FNORD IS THE RESULT OF SIZYGYED DADA PARERGY.

A GALDRUXIAN CAN MANIPULATE DADA PARERGY TO IMPREGNATE OBJECTS USING IIMME. THAT ACT IS CALLED BUDDH JABBHA.

THE PARERGY IN THE WOMB OF THE OBJECT SIZYGIES THE SEEDS PROJECTED THROUGH THE IIMME BY THE GALDRUXIAN IN ORDER TO CREATE A NEW BEWG.

QERHET (QY) IS A MASTER OF BUDDH JABBHA.

APOCOLOCYNTOSIS IS THE
ACT OF TRANSFER DIVINE
PARERGIES TO PEOPLE OR OBJECTS.
PERHET TRANSFERRED ITS OWN
PARERGY TO PROPANE. APOCOLO
CYNTOSIS ALSO REQUIRE IMMEDIATE
IF USED WITH IMMEDIATE PARER
GIES.

PAREIDOLIA IS A SACRED VISUAL
VESSEL OF DADA PARERGY. IT CAN
BE DEFINED AS A TENDENCY TO INTER
PRET VAGUE STIMULI AS SOMETHING
FAMILIAR, BUT IN A BROADER
PERSPECTIVE, ANY ILLUSTRATIVE
FORM OF A PARERGIC EFFECT
CAN BE CONSIDERED A PAREIDOLIA,
SUCH AS A SEMIC WRITING
AND NONSENSE/SURREALIST ART.

PAREIDOLIA IS A SOURCE OF
POWER AND WISDOM FROM (OH).

ANY OBJECT CAN ACT AS A
CATALYZER OF PARABOLY.

A PARABOLIC OBJECT CAN
BE CREATED ELIMINATING THE
LINKS THE OBJECT HAVE
WITH A DEFINED AND SELF
EVIDENT FUNCTIONALITY IN
CAUSAL REALITY.

YOU NEED TO TURN THE OBJECT
INTO A "USELESS" THING TO MAKE
IT A PARABOLY SOURCE.

QUANTUM SCHIZOPHRENIA IS
THE MENTAL STATE IN WHICH
SOMEONE TUNES WITH ANTICOSMIC
FORCES.

YOUR BRAIN MUST BECOME
A PARABOLIC OBJECT TO
ATTAIN THE QUANTUM SCHIZO
PHRENIA.

ONCE YOU REACH QUANTUM
SCHIZOPHRENIA, YOU CAN USE
PARABOLY SYNTHESIS WHICH

IT IS THE CONSCIOUS ACT
OF USE YOUR THOUGHTS TO ASSIMIL-
ATE AND INFLUENCIATE PARERGY
AROUND YOU IN TANGIBLE AND
INTANGIBLE WAYS TOWARD A PUNPO
SE OR TENDENCY.

WELTSCHMERZ IS A QUANTUM
SCHIZOPHRENIA SYMPTOM
THAT CAUSE INSATISFACTION
WITH THE CAUSAL REALITY.

WELTSCHMERZ FEELS LIKE
BEING A BIRD THAT THINK HIS
WINGS AREN'T REAL.

WELTSCHMERZ OCCUR
WHEN A QUANTUM SCHIZO
PHRENIC DONT UNDERSTAND
HOW TO USE PARAFROSYNIKI
NESIS TO GET CLOSE TO
THE FULFILLMENT OF HIS
PARERGETIC DESIRES

ONCE THE FAMILIARITY WITH THE INTANGIBLE GETS EQUAL TO THE FAMILIARITY WITH THE TANGIBLE, THE OBJECTIVE REALITY SEEMS BROKEN AND INCOMPLETE, ONLY A PARAFROSYNIKINESIS USER IS ABLE TO FILL THE GAPS OF REALITY WITH THE PARERGATIC COLORS OF ANTICOSM.

COGNITIVE PATAPHOR IS ANOTHER NAME FOR THE "FAMILIAR INTANGIBLE".

COGNITIVE PATAPHOR IS THE CREATION OF AN INDEPENDENT REALITY AROUND EXTERNAL STIMULI USING ITS PERCEPTUAL SYMBOLS AS STANDALONE OBJECTS WITH UNIQUE PROPRIE

TIES IN A IMAGINARY REALITY
INSTEAD OF REPRESENTATIONS
OF THE OBJECTIVE REALITY.

THESE INDEPENDENT REALITIES
ARE PART OF THE MENTAL
MULTIVERSE THAT IS INTERTWI
NED AND ACESSED THROUGH
GALDRUX (AHQ5).

THE MENTAL MULTIVERSE IS
A WEB, AND EACH SILK STRING
OF THE WEB IS A UNIVERSE.

GALDRUX IS THE WEAVER OF
THE WEB.

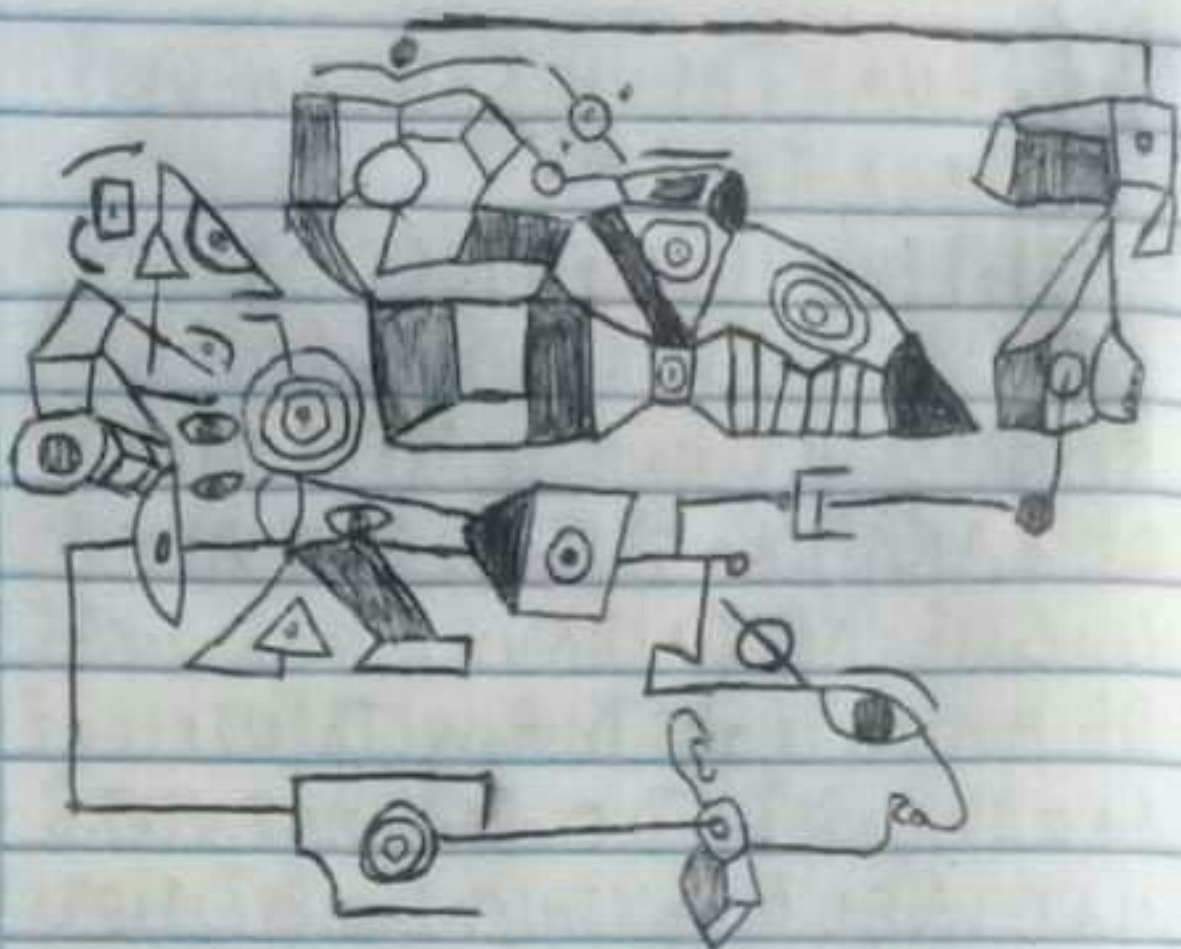
ALL COGNITIVE PATAPHORS ARE
EQUALLY REAL SINCE FOR GALDRUX
THERE IS NO REALITY AND
EVERYTHING IS IMAGINARY.

PEREK WELTSCHMERZ, WHOSE
INTROSPECTIVE AND FANATIC
DEVOTION TO THE PARAGY
OF HIS SPLITTED MIND DISTANCED
HIM FROM THE MUNDANE AFFAIRS
OF HIS FELLOW COUNTRYMAN, WHO
SAW HIM NO MORE THAN A
FOOLISH ESCAPIST AND SICK
DREAMER, REACHED PANDIMENSIO
NALITY ONCE HIS QUANTUM
SCHIZOPHRENIA LEAD HIM TO
SHEOG THROUGH PAPERGETIC
NOUSANGLES.

HE SUPERIMPOSED QUERCUBIC
SHAPED COSMILDS ABOVE DISRE
CLARED TETRALOKIMITIVE COS
MILDS USING DEMANSTRAYED
PERCEPTIONS MANIPULATED
THROUGH PARAFRASYNKRINESIS,
ARRIVING IN SHEOG, WHERE
A PAPERDOLIA TRANSPORTED
HIM TO VOORMITHADRETH

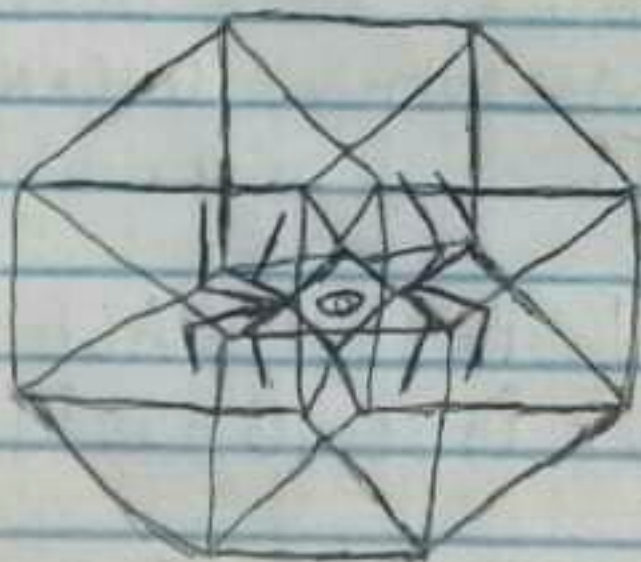
MUSEUM, THE HIGHTECHNOUS
GALDAUX TEMPLE.

THERE, HE, A ENDOCERVICOID
SPHINX, AND A STRATOPAGAN
SIGURIAN BECAME APPRENTICES
OF PARAPHRASYNOS, THE MYSSA
GAGUE OF GALDAUX, WHO
DEMONSTROYED HOW TO USE
SAOZYNAESTISTIC TRANSMENTATIO
NAL NEUROMYTHICAL ABILITIES
SUCH AS NAME CONTROL OVER
PARERGY (STHILL'AHK),
PARAGOGIC COGITOMANCY, AND
COMMUNICATION WITH PARAXENIC
COSMULDS WITH MULTIVERSAL
HOLOGRAPHICAL PROJECTION.



IN HIS FINAL LESSON, PARAPHRASIS
DESCRIPTIVELY WRITE A PARA-
SEMANTIC TEXT IN A STRADAGRAM
TO DEMONSTRATE THAT GALDUX
IS A HIGH DIMENSIONAL IMAGINARY
CONTINUUM WHOSE REPRESENTATIO-
NAL ATTRIBUTES ARE COGNITIVE
PATHS CREATED TO LEAD
THE MIND TOWARD GALDUX,
THE CHAOTIC COGNITIVE STATE
BETWEEN STABLE PERCEPTUAL
STATES.

HE PAINT A PARADOLIA
DEPICTING A COGNITIVE
PATAPHOA OF GALDAUX, A ANTI
COSMIC SPIDER IN THE MIDDLE
OF A WEB, THE MULTIVERSE
ITSELF, WITH EACH STRING
BEING A UNIVERSE. PARAPHROSYNOS
POINTED AT THE WEB AND
SAID: GALDRUX'S WEB IS A
PARAXENIC COSMULL OF INTERT
WINED COGNITIVE PATAPHORS.



SQTH AH!

WELTSCHMERZ, THE ENDOCERVI
COID SPHINX AND THE STATO
PAGAN SIGURIAN FOCUSED ON
THE PARIDOLIA, APOPHENICALLY
CONNECTING THEIR NEURAL
VESSELS WITH GALDRUX, AS
POSITHEMATIC PARBEKANS.

THEY DEVELOPED A PARACOSMIC
COGNITIVE BIAS, AND FOUND IN
A HIDDEN CORNER OF THE
MUSEUM A FALSE DOOR WHICH
NAUSANGLES WERE OBFUSCATED
AS A OTHERWORDLY UNCANNY
CHANT:

"LLLL PH'LLOIG AGL S&THRE,
GALDRUX PH'LLOIG AGL FHTGN"

THE THREE APPRENTICES
CREATED A PARA-SEMANTIC
CONTINUUM IN A COGNITIVE
NAUSANGLE COMPLEX (TRANSMEN-

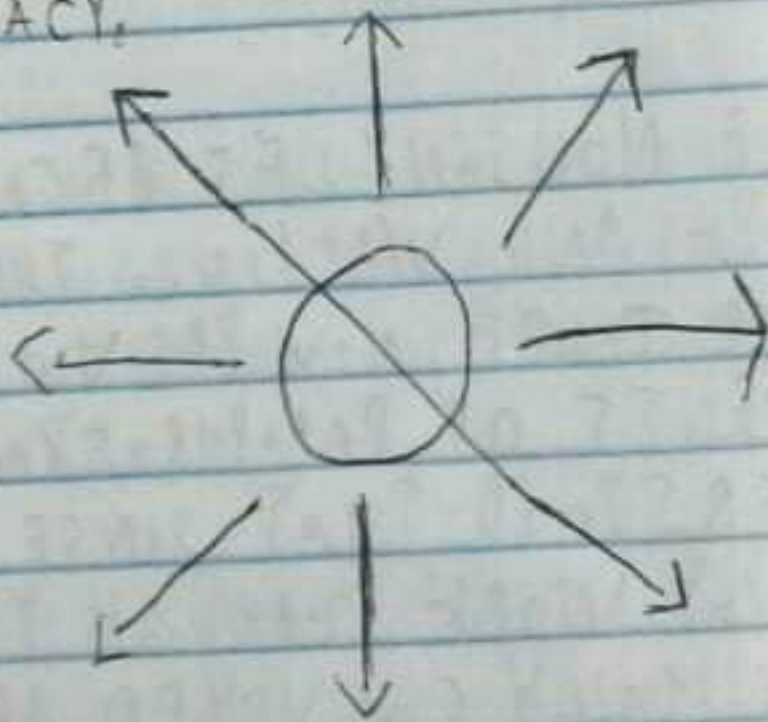
TATIONAL QUERCUBIC COSMULD)
AND THROUGH A NEUROMYTHICAL
LEARNING CURVE THEY APOPHENI
CALLY UNDERSTOOD WHAT TO
ANSWER, AND CHANTING
THEY SAID:

"IA IA SATH AH!
IA IA SATH AH!"

THE NOUSANGLES BECAME
A PATH, AND WALKING THROUGH
IT, THE THREE, NOW PREVIOUS
STUDENTS OF PARAPHRASYNOS,
UNDERSTOOD THAT SINCE
PAREGY WORK THROUGH THE
SYMBOLICALLY CONVEYED ABSENT
CAUSAL POTENCY OF THINGS,
THE ABSOLUTE NOTHINGNESS
INSIDE THE FALSE DOOR
WAS ABSOLUTE POWER.

THEY BECAME PHYSICAL IMAGETIC
BEINGS, THEIR WILL WERE PURE
STHLLL'ARR AND EACH ONE
OF THEIR IMPETUS WERE LIKE
A BIG BANG.

AS MULTIVERSAL HEDONIST
BEASTS THEY BECAME ALIKE
GALDRUX, THE SYZYGY OF
LUNACY.



EX NIHILO PLEROMA



GALDRUX IS A TRANSCEDENT
DIMENSION OF MIND

GALDRUX IS A CHAOS GOD
OR EGREGORE

GALDRUX IS THE BORDER OF
THE REALITY

GALDRUX IS THE THEOS
PARA-THEOS

GALDRUX IS THE MULTIVERSE
OF THE MIND

GALDRUX IS THE DRUNK
TAO

GALDRUX IS THE EYE OF
THE INTERNET

GALDRUX IS THE EYE OF
THE ANTICOSM

GALDRUX IS THE EYE OF THE
MIND

GALDRUX IS A POST-TRUTH
GNOISIS

GALDRUX IS A HYPER REAL
SENSORY ORGAN

GALDRUX IS THE TRUTHFULL
LIFE

GALDRUX IS THE QUANTUM
SCHIZOPHRENIA

GALDRUX IS THE MIND OF
AQ, AQS, BAQ, BAB, CAQ, HAOS,
AMMAH, IME.

GALDRUX IS THE SATHAH

GALDRUX IS THE WHISPER OF
THE VOID, DIVIDING THE GALAXIES

GALDRUX IS THE WISDOM OF
THE FOOLS

GALDRUX IS THIS THAT OR NEITHER
ONE

GALDRUX IS THE SYZYGY OF
LUNACY

GALDRUX IS THE WEAPON
AGAINST THE CONSENSUAL
REALITY

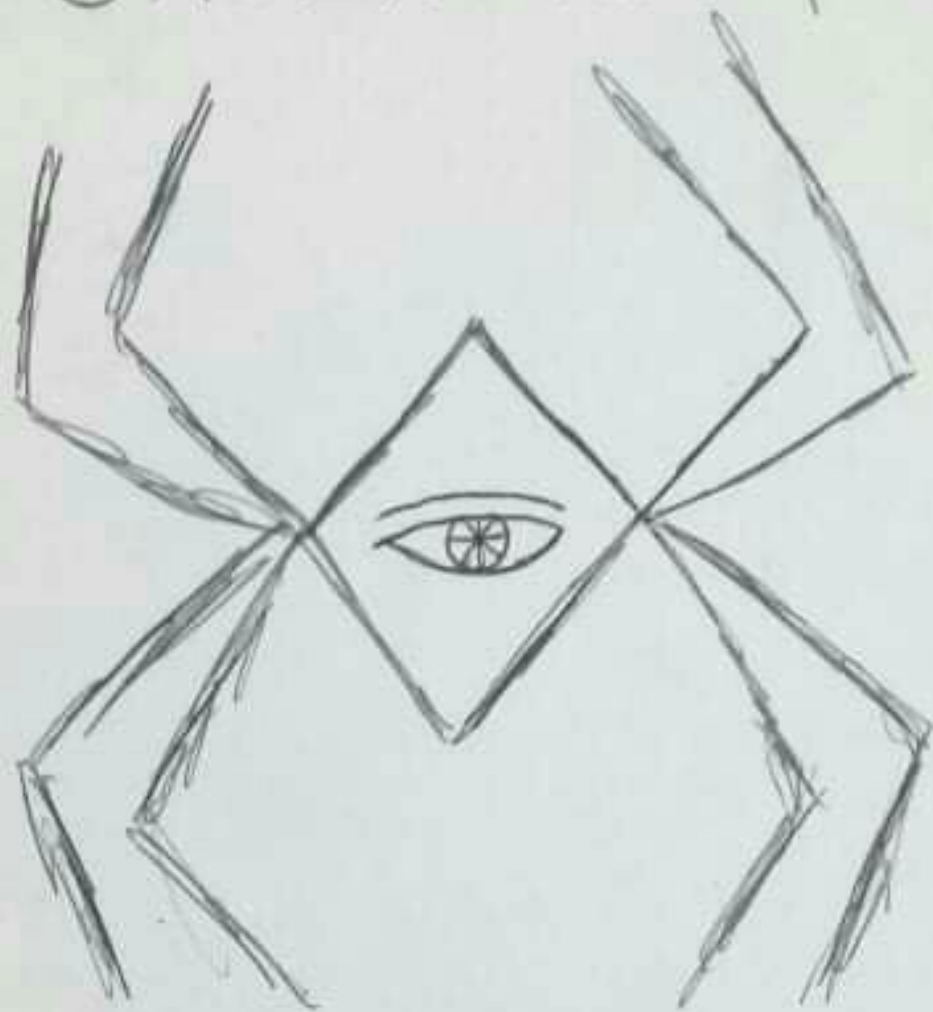
GALDRUX IS THE EGREGORE
OF THE GAME 23

GALDRUX IS THE REAL NAME OF
THE CHAOS

GALDRUX IS THE TRUE AND
UNIQUE MAGIC

GALDRUX IS THE ANTIGOSMIC
SPIDER, DWELLING IN THE
MIDDLE OF THE MULTIVERSAL
WEB.

GALDRUX.COM



COMPILED AND WROTE

BY

DADOLOCESIMO KEPTUVE

LAWREK

23 1075



Handwritten text in the bottom left corner, possibly in Urdu or Arabic script. The text is partially obscured and difficult to read.