

# THE TEACHINGS OF SILUS ~FOR DARTH IMPERIUS~



## THE STEPS OF AN APPRENTICE:

### Introduction:



SITH are complicated breeds of humans—or, rather, beings. The

basic tenet is simple enough: *the only thing that matters is power—it is our only motivator and the only thing to satisfy existence.* The problem, then, arises in the best way in which to achieve power (“power” being defined as god-likeness, meaning the ability to create/destroy.) The four goals of every Sith, then, are: 1) fulfilling our needs, 2) developing an immunity to everyday social, political, religious, and physical obstacles, 3) gaining powers greater than fellow Sith, and 4) achieving one's destiny (finding purpose in life than fulfilling it.)

This fine path to power is determined by two primary guidelines: 1) does the concept/practice/idea render literal and real power to the individual? *and* 2) does it deal with or can it be found in reality and truth. In addition, some powers, although fulfilling these two criteria, block further power development. For example, chemical abuse can be used to relieve stress—which is real power—however it impedes a person in a variety of psychological and physical ways, it can get you incarcerated, and it brings about dependency. Another example would be a lack of submission to one's Sith Master. Sure enough, independence and independent growth are forms of power, however, one does not learn the necessary material or perverts it, and thus is weak. So, only “high power” is employed, “low power” is avoided because it is a handicap. Therefore, usability, non-exclusion, and experience are the three pillars of Sith Method—testing to see if a “theory” can be accurately used to further a Sith Lord.

Finally, a Sith avoids waste (also known as the true definition of “evil”,) and the common conceptions of life. A Sith never rushes but is constantly scheming and planning out of a deep seated spite; this spite being a flaw that is capitalized on to produce and anger with which the Sith's personality can be motivated and driven. This reveling in the darkness also puts one in touch with the Dark Side, causes one to adopt

traditional Silosian Philosophy, and make the shift from humanity to godhood. Therefore, this spite (called *Sith Nature*) is at the heart of every Sith, which brings the Sith to the heart of Sith teachings: power; which has been already discussed.

Sith Nature may only be cultivated by a Sith Master, but the general teachings necessary for development are outlined and briefly explained below:

## AN OVERVIEW OF SITHOLOGY:

### -PACK CONTROL/HUMAN PACK THEORY

- Humans are pack animals like wolves, each individual battling for control and to be the Alpha male or female.
- Expressions, tone of voice, and the way one holds one's body, and confidence are things which make others instinctually see you as in control or submissive.
- Calm-assertive takes advantage of these traits to get someone to instinctually submit.
- Confrontations are dealt with, in this sense, by constantly going one step further than the other, and being able to back it up as well.
- The alpha male/female enjoys a position in which others desire to submit to them, but confrontations are constant and must be dealt with both effectively and in a popular manner.

### -THE RISE OF CIVILIZATION AND THE CASTES

- Humans started out in nomadic "cave-man" like clans.
- A Psychotic Nomad desired power, but had the delusional desire for others to get it for him.
- He formed a gang which grew into a large group difficult to control.
- So Monument building, comforts, agriculture, and ranks were designed to keep the citizens submissive and to keep them together.
- Soon these psychotic nomads died out so everyone is being enslaved by civilization.
- The rise of civilization led to a lack of harsh conditions to kill off unfit humans, so not only Nomads and Psychotic Nomads existed, but now also "Citizens" and "Psychotic Citizens," (nomads being the best, psychotic citizens being the worst.)
- The Sith are in the Nomad Caste.

### -POWER AS THE ONLY MOTIVATOR OF LIFE

- Every desire a human has is linked towards a desire for greater power.
- Every belief a human holds is linked to power. They believe that belief will give them power.
- Some beliefs are only mistakenly thought to be powerful.



### -A SITH'S RELIGION

- God is dead. He only exists as a person in the imagination.
- God is an intelligent void or vacuum—nothingness with the principles of Silosian Machinations (mysticism—not substance) instilled in it.
- God/The Vacuum is Power.

- Creation is imperfect—which gives the Universe existence and meaning through the vast distance between Nothingness and Creation.



### -THE THIRD EYE

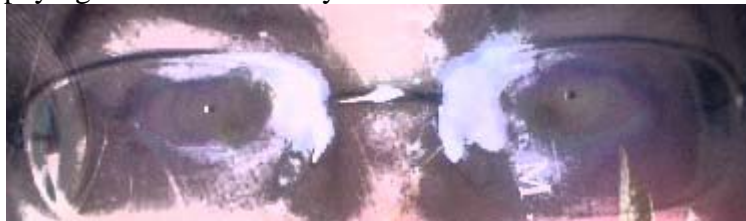
- Dreams, visions, and feelings are all “seeing” of another sense (“Sixth Sense”) called the “Third Eye.”
- The Third Eye only sees truth, although you can misinterpret what it sees.
- Mysticism and powers come from the Third Eye.
- Truth may be detected using the Third Eye through meditation or trances.

### -MANCHI AND OMNICH

- Manchi is the canvas where the Universe is painted upon. It is the soil from which existence sprouts from. It can be manipulated from trance-type meditations.
- Omnichi is the canvas upon which changes in the individual come from, the soil from which our personalities and talents grow from. It can be manipulated using direct-meditations.

### -INTRODUCTION TO TRANCES

- Trances are visions of the Third Eye.
- Some basic techniques include: staring directly at an object for 5-10 minutes, staring yet paying attention to nothing you are looking at, and closing one’s eyes yet still paying attention to what you see.



### -BASIC MEDITATION

- Meditation is focusing the Third Eye only at oneself (inwards.) This is used to manipulate Omnichi; growing emotion in it, for example.
- Basic techniques include: breath meditation, and hatred meditation.

### -DESTINY

- At the heart of Sith teachings is destiny—it is the force that gives us meaning and purpose to developing powers.
- Destiny can be refused, but that leads to suffering.
- Achieving destiny is achieving a portion of godhood.
- The purpose of all the destinies together is to make Humanity better.

### -INTRO TO THE HIGH, LOW, AND DARK PATHS

- The Low Path is Creation’s lure to be a part of it. It is a stale and wasting way of life that leads to misery and pain. It is the way of evil.
- The High Path is the lure of God and the path to Godhood. This is the way all castes (except for the Psychotic Civilian) to gain satisfaction and pleasure.
- The Dark Path is the path of the Sith Lord. It is the lure of the Beyond. The desire to not just merge with “God”, but to create God as ourselves—to recreate

ourselves as God and than creation around us, even the Silosian Machinations of the Universe (to a limited degree) as a result. It is the self-aware path to Power.



### -INTRO TO THE WINDSWEPT MOUNTAIN

- The Windswept Mountain is a Sith's method towards total control over one's self—even one's consciousness—and thus the manner in which a higher plane of existence is achieved.
- It is the only way to use Sith Powers.
- The Windswept Mountain is primary in Silosian Psychology.

### -INTRO TO THE TAO

- The Tao relies on the *Law of the Conservation of Suffering*, which states that emotion may be created, but cannot be destroyed. The Tao is the battery of all emotion.
- It may be tapped into by a simple breathing meditation.
- The Tao is the medium through which the entire Universe is connected, and the medium through which Sith Powers are exerted.

### -THE SITH CODE

- What it means. And memorization—the code must be memorized.
- The Code (with explanations):

PEACE IS A LIE, THERE IS ONLY PASSION.

The above statement is rather obvious in its meaning: the Universe is always in motion.

THROUGH PASSION, I GAIN STRENGTH.

By embracing the truth of the Universe, we gain energy and motivation—we are filled with ourselves.

THROUGH STRENGTH, I GAIN POWER.

The result is that you advance and grow, and therefore gain and advantage and often get what you want.

THROUGH POWER, I GAIN VICTORY.

By getting what you want and having the ability to do so, you will accomplish your many destinies.

THROUGH VICTORY, MY CHAINS ARE BROKEN.

Success leads to the overcoming of failure and pain, freeing us from the clouding chains we put on ourselves, and the chains others place on us.

THE FORCE SHALL FREE ME.

The final step is the unlimited expansion possible from this path.—ultimate power. There is a fictional Sith prophesy that one totally freed by the force shall lead the Sith to victory, and destroy them, leading them all to freedom themselves, as a messiah figure.

### -TRUE POWER

- True Power is defined as power which is not limiting in any way—it is pure advantage.

- Just as “High Truths” depend upon “Lesser Truths”, so do True Powers relate to Low Powers. Yet, High Truths apply always, just as only True Powers are beneficial always.
- True Power is the only thing sought after by a Sith, ideally.

#### -RIGHT SEEING

- The concept of Right Seeing is a Sith’s method for telling Truth from lies and misconceptions.
- It is based upon Three Pillars: 1) Insight 2) Empathy, and 3) Logic.
- Right Seeing is a method of thought—not perception.
- It is the way we travel the Dark Path.

#### -THE WINDSWEPT MOUNTAIN

- It is practiced through a form of hyper-self-aware meditation, each session building on the other. It is integral with Right Inner Seeing.
- It is the method with which a Sith internalizes his advancements and then organizes and manipulates them, looking down from the Mountain’s peak onto the landscape of self.
- The Windswept Mountain is used with the Sith Meditation Chart for advanced meditations.
- It is the primary method for self-alteration, and is the platform for Sith Birth Meditation.



#### -THE DARK SIDE

- The Nature of the Dark Side and Using it
  - The Dark Side is the presence of “God” (The Vacuum.)
  - It is a knife that cuts through reality—a path of destruction—that cuts everything in front of it, regardless, and is unstoppable. It also raises on high those who follow behind it.
  - It has little or no intelligence of its own, so when one merges with it, one’s intelligence then becomes its intelligence.
  - One merges with it, and thus uses it, by matching one’s emotions to it.
- The Dark Path and Events (*turning everything to advantage*)
  - The Dark Path is at one with the Dark Side.
  - Events are all happenings, “good” or “bad,” wasteful or beneficial.
  - If on the Dark Path, Events propel the individual, and are the only propellants.
  - If on the low, Events propel one further towards Creation (substance.)

#### -THE CONFLICT-VICTORY-CONFLICT (C.-V.-C.) CHAIN

- The C.V.C Chain is the natural progression from things seeming separate, to at one and harmonious, to separate again.
- It is progression of knowledge and power defined. It is advancement on a path.

#### -SILOSIAN MACHINATIONS

- Silosian Machinations are the natural relationships that make up a grand web—a grand tapestry—called reality.
- Example: for every sadist there is a victim/masochist.
- The first Machination was that of the grand Vacuum, and thus Existence.

#### -THE TAO AND THE HUMAN UNIVERSE

- The Tao connects the Universe, even between non-human objects, with human emotions.
- All the Universe is expressible through the same dynamics that drive humans.
- The dynamics of all the Universe are expressed completely in humankind.
- The Universe, than, is Human. (And thus able to be manipulated.)

#### -SITH ALCHEMY AND INTRO TO SILOSIAN PSYCHOLOGY

- Sith Alchemy is the alteration of others into desirable existences.
- Silosian Machinations are at core of Sith Alchemy—change a person by changing their Machination.
- Silosian Psychology revolves around Silosian Machinations (disorders are often just roles in life that must be fulfilled—the vacuum draws them in to it), the idea of power as the only motivator, and the Sith Caste System.
- Silosian Psychology uses Sith Alchemy as its therapy process.



#### -RIGHT INNER SEEING

- Right Inner Seeing is the sight of the Third Eye.
- It is used heavily in Sith Powers, the first power being the perception of the future.
- It relies on Three Pillars: 1) Compassion 2) Reverence, and 3) Wisdom.
- Right Inner Seeing is a method of perception—not thought.

#### -ADVANCED MEDITATION

##### ➤ The Sith Meditation Chart

- The Sith Meditation Chart contains all possible Silosian-archetypal emotions possible for use in Sith Mediation.
- The chart may be used for casting emotions and absorbing them from the Tao... as well as sensing them and accurately analyzing them (psychological.)



##### ➤ Mastering Meditation



- Meditation in its highest state involves the coupling of the Windswept Mountain with Right Inner Seeing.
- The Tao is used for energy and for projection of energy.
- Practice is necessary... personal style must be found.

## -SILOSIAN SOCIOLOGY

- Human Interactions and their prediction
  - Human interactions have three deciding factors: 1) Motivation 2) Emotional State, and 3) State of Mind/Psychological Makeup.
  - All three may be predicted using Silosian Psychology.
- Society and the Individual in it
  - The urge to not be alone creates society and draws the individual to it.
  - The urge to have power and remain individual regulates society and determines the individual's interactions with it.
- Affecting Society
  - Society may be manipulated using the logic of Human interactions and the two urges regarding society as a whole. Make a movement appealing to most individuals on these levels and it will be adopted.
  - Society *must* be regulated by the Sith Caste, or it will plunge.



## -BASIC TRANCES AND SENSUAL EXISTENCE

- An average trance can be achieved by simply having a blank mind and holding onto any images, thought, or internally-generated sensory that emerges.
- This technique is to be employed through willpower (and later by habit) constantly for a hyper-aware existence.
- The result is a sensualistic existence, the resulting emotions from stimulus becoming

much greater, and thus one becomes a much more powerful Sith, and grows faster. (Because Events are much more affecting.)

## -SEDUCING OTHERS TO THE DARK PATH

- Others may easily be seduced to the Dark Path/Sithology.
- Appealing to another's desire for power always works.
- However, misconceptions must be overcome. Thus, seduction techniques, appeals to sexuality, dignity, pride, and correctness may be used, as well as Sith Alchemy, Sith Powers, and Sociological Manipulations.
- Not everyone is of the Sith/Nomad Caste—very few are—so the Third Eye must be employed to detect who is and who is not.

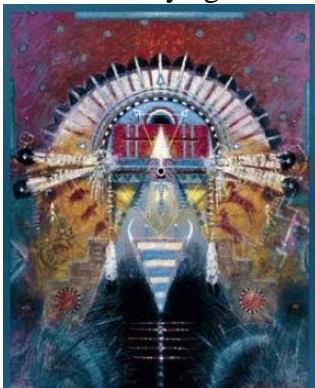
## -YIN-YANG MOTIVATION AND NATURALIS AND TIME

- Yin-Yang Motivation is the idea the conflicting parts of the Universe create the energy which drives it on. Yin-Yang Motivation is the Events which drives the Universe along its path to Godhood.

- Naturalis is the idea that things will proceed as they are meant to left to natural processes (which include Human motivations.)
- Time is the misconception resulting from Yin-Yang Motivation, Path, Events, and Naturalis. Events just wax and wan based upon perception.

#### -THEORY ON “SITH POWERS”

- Sith Powers are the mightiest tools of the Sith Lords.
- Sith Powers are the creations of vacuums in precise ways to bring about destruction-creation that benefits the wielder.
- They are the workings of the “Third Arm”—the mystical existential part of the self most forget about (the active and living “soul”).
- The powers work because of our connection to the Tao, (reality to emotion to reality again under the control from the Windswept Mountain.)



#### -FULL TRANCES

- A Full Trance is achieved over time by 1) relaxing, 2) breath meditating, 3) visualizing (an entrance to the “spirit world” than falling through), and 4) submitting except on an emotional level.
- The Upper World is more analytical in its revelations.
- The Underworld is more emotional.
- The Middle World is a rendition of reality, and the greatest key in Sith Powers.
- All are beneficial.

#### -TELLING SITH LEGENDS AND SILOSIAN-STYLE FABLES

- Sith Legends are the epics of various Sith—historical.
- They may be told by keeping most pronouns esoteric and only naming the most important characters. Sith names are always used. The Legend should always end at climax, than be followed with a moral or quip. Sith Legends are named always by beginning with “The Legend of” and than one to a few proper nouns.
- Silosian Fables are fictional stories that make a point on Sithology. They are never too long, and they are always named using proper nouns. (Example: *The Sith Lord and the Parasite.*)

#### -LEADERSHIP AND TEACHING

- A leader always works to remain on top. Loyalty is created, not expected.
- A leader embodies the destiny of a group, and further himself only as a side affect. He is always the alpha male/female.
- Teaching should always be personalized, but perspective must be kept... a plan is invaluable.
- Never teach something that needs not be known (this is rare.)
- Never hold back knowledge on account of fearing the student’s resulting greater abilities. The student will always surpass the teacher, regardless of what happens.

#### -THE SITH ORDER

- There are no laws—the Dark Lord holds complete authority. The Dark Lord rules through the Sith Council, whose members are determined by him.



- Authority is earned. To become a Master, one must be tried before the Sith Council for worthiness. The final decision is the Dark Lord's. A Master must have an apprentice.
- The Sith Philosophical Council is empowered with all advancements on Sithology, keeps track of the Sith Classes (categories of Sith) keeps the Library, and records of the Sith. Members chosen by the Dark Lord.
- The Sith Military Council is in charge of security, the training and perfecting of Sith Powers, and the Sith Army. Members chosen by the Dark Lord.
- All Councils are officially headed by the Dark Lord—second in commands are the practical leaders.
- The Dark Lord rules by popular opinion—only one may exist. Succession is decided by power-play.



#### -SITH BIRTH MEDITATION

- Also called Second Birth Meditation, this is the Meditation-Trance that awakens a Sith to the Tao, the Dark Side, Society, the Sith, and himself.
- It is always practiced between a Sith Master and his apprentice, usually as a last rite before graduation of the relationship.
- Only Masters know its technique.
- Psychedelics such as mushrooms, peyote, and Lysergic Acid Diethylamide are thought to be integrated.



#### -HEAVEN DESTINY AND DEATH OF A SITH LORD

- The ultimate destiny of mankind is eternal progression, yet always a root in reality (eternal C.V.C. Chain.)
- Death makes a Sith more at one with the Vacuum, and for lesser Castes, like Psychotic Civilians, it feeds the Tao.
- A more powerful life awaits in the next... and another after that.
- The End is a Beginning... and a Middle.

## THE SITH CODE

*Peace is a lie, there is only passion.  
Through passion, I gain strength.  
Through strength, I gain power.  
Through power I gain victory.  
Through victory my chains are broken.  
The Force shall set me free.*



*-DARTH VIDYUS SILUS*  
DARK LORD OF THE SITH

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