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- The cast of the Principia
- The Sacred Chao
- The Origins of Discordia
- The Problem - The Curse of Grayface
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- The Obstacles to Enlightenment
- The Solutions
- The End Result: Freedom

What The Principia Teaches Us

DFLA Cabal

May 28, 2007

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Where does the Principia come from?
Whats this Zen business?

Where does the Principia come from?

Written by Greg Hill and Kerry Thornley in 1965 (or thereabouts), currently several editions are available:

- ▶ <http://www.principiadiscordia.com>
- ▶ <http://www.23ae.com/files/PrincipiaDiscordia.pdf>
- ▶ Loompanics “Yellow Cover” version
- ▶ Steve Jackson “Black Cover” version
- ▶ IllumiNet “Purple Cover” version

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Where does the Principia come from?

Whats this Zen business?

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- ▶ Descended from Buddhism, an offshoot.
- ▶ Discordia draws on a number of elements from the Rinzai school.
- ▶ Originally from China in the 7th century (chánna).
- ▶ Emphasises direct practical experience of the world and personal enlightenment, extensive use of zazen and koans to achieve satori. Often seems illogical or nihilistic.

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Who or what is the Buddha according to Zen?

“One made of clay and decorated with gold”

“Even the finest artist cannot paint him”

“The one enshrined in the Buddha Hall”

“He is no Buddha”

“Your name is Yecho”

“See the Eastern mountains moving over the waves”

“No nonsense here”

“The bamboo grove at the foot of Chang-lin hill”

“The mouth is the gate of woe”

“Lo, the waves are rolling over the plateau”

“Here goes a man with the chest exposed and the legs all naked”

“Three pounds of flax”

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Pointing to the moon

The followers of Zen would say, A finger is needed to point at the moon, but what a calamity it would be if one took the finger for the moon! – D. T. Suzuki

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Groups within the Principia

Individuals

Apostles and mystic entities

The Cast of the Principia

- ▶ POEE: Paratheo-Anameta mystikhood of Eris Esoteric
- ▶ JNC/NC: (Joshua) Norton Cabal
- ▶ AISB: Ancient Illuminated Seers of Bavaria
- ▶ HTOTHJ: Hidden Temple of the Happy Jesus (part of the Laughing Christ Sect)
- ▶ Apostles: Not necessarily Discordian, but for-Eris.
- ▶ The Five Orders/The Conspiracy

- ▶ Malaclypse The Younger (Mal²), POEE Polyfather, head of JNC, KSC. (Greg Hill)
- ▶ Lord Omar Ravenhurst, Head of HTOTHJ, associated with AISB, created the law of 5s. (Kerry Thornley)
- ▶ Dr. Mordecai Malignatus (Mord), big with AISB, noted 23 (possibly Robert Anton Wilson).
- ▶ Ho Chi Zen: Is king kong (Kerry Thornley)
- ▶ Rev. Lady Mal: Possibly a female version of Mal²
- ▶ Hassan-i-Sabbah: Head of the assassins, linked to AISB.
- ▶ Emperor Norton: Protector of California, lied by JNC/POEE
- ▶ Dealy Lama: AISB.

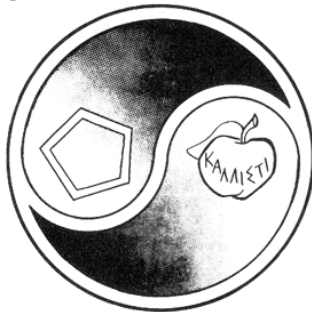
- ▶ Hung Mung: Patron of Chaos, chinese, created sacred Chao
- ▶ Dr. VanVan Mojo: POEE Patron of Discord, from deep Africa, related to Voodoo.
- ▶ Patmunzo Lingananda: LCS/HTOTHJ Patron of Discord
- ▶ Sri Syadasti/St. Gulik the stoned: Patron of confusion, indian/possibly middle eastern mysticism.
- ▶ Zarathud: Patron of Beurocracy, discovered the Pentabarf, christian style hermit.
- ▶ Malaclypse the Elder (Mal¹) Patron of Aftermath, old-style Egyptian/Middle-eastern mystic.
- ▶ Grayface: Cursed humans, possibly the whole universe.
- ▶ Lady Eris Discordia: Goddess.

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The Sacred Chao

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“[The] key to illumination” – pg. 49

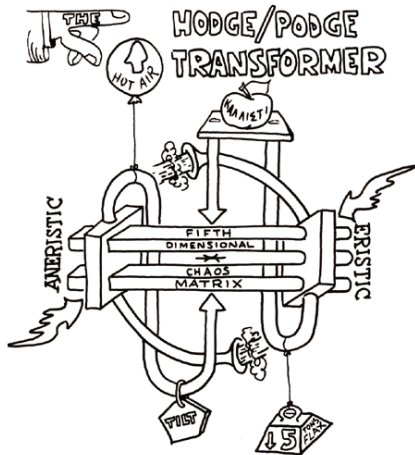


“Symbolises absolutely everything anyone need know about absolutely anything, and more! It even symbolises everything not worth knowing, depicted by the empty space around [it].” – pg 49.

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The Origins of Discordia

The Origins of Discordia

The origins of Eris

- ▶ The original snub (pg. 17)
- ▶ Origins I: Dogma I - Metaphysics #2, "Cosmology". The book of Uterus, from the Honest Book of Truth (pg. 44)
- ▶ Origins II: Dogma III - History #2 "Cosmogony" (pg. 56)

The birth of the Erisian Movement (pg. 7-10)

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The Problem: The Curse of Grayface

The Problem - The Curse of Grayface

- ▶ Originally given (pg. 42) as Serious Order, reality as a straight jacket and “[taking] the game of life as more important than life itself” .
- ▶ Later refined (pg. 63,74) to be making the game of life about order/disorder as the positive/negative split, instead of creative/destructive.
- ▶ The Orders of Discordia created by Grayface’s early followers, blinded by Aneristic illusion, hung up on authority, security and control. People who carry flags, be they for establishment or counter-establishment.

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The Goal: Enlightenment

"There are no rules anywhere. The Goddess Prevails"
– pg. 32

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In Eris's own words

I am chaos. I am the substance from which your artists and scientists build rhythms. I am the spirit with which your children and clowns laugh in happy anarchy. I am chaos. I am alive, and I tell you that you are free.
– Eris (pg. 08)

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Starbucks Pebbles



Do these 5 pebbles REALLY form a pentagon?

Those biased by the Aneristic Illusion would say yes. Those biased by the Eristic Illusion would say no. Criss-cross them and it is a star.

An Illuminated Mind can see all of these, yet he does not insist that any one is really true, or that none at all is true. Stars, and pentagons, and disorder are all his creations and he may do with them as he wishes.

Indeed, even so the concept of number 5.

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Mirrors, Monkeys and Cabbages

“This book is a mirror, when a monkey looks in, no apostle looks out” (pg. 22)

“Are ye a human being and not a cabbage or something?” (pg. 29)

“It is also believed that [The sacred order of the Defamation League] have been costuming cabbages and passing them off as human beings. (pg. 46)

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Rules, Permissibility and Truth

Everything is true - everything is permissible! (pg. 58)

Nothing is true - everything is permissible (pg. 70)

Greater Poop: Is Eris True?

Ma²: Everything is True.

GP: Even false things?

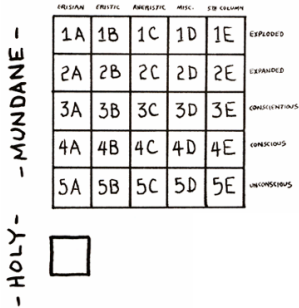
M²: Even false things are true.

GP: How can that be?

M²: I don't know man, I didn't do it!

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Avatars



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The Obstacles to Enlightenment

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The Obstacles to enlightenment

- ▶ Humanity (The Curse of Grayface, pg. 42,63,74)
- ▶ The self, the past, the body and untrained responses (The parable of the bitter tea, pg. 37; The Epistle to the paranoids, pg. 69, Psychic suits of armour, pg. 9)
- ▶ Society as a whole (Ethics and love, pg. 38)

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Reality Grids
The Teachings of the Principia

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Reality Grids
The Teachings of the Principia

The solutions

- ▶ Understand and manipulate Reality Grids
- ▶ Magic (see pg. 1,21,51,61,64)
- ▶ Nonsense As Salvation (pg. 74)
- ▶ Meditate on the teachings of the Principia

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- Reality Grids
- The Teachings of the Principia

Reality Grids: The Eristic and Aneristic

The Aneristic Principle is that of APPARENT ORDER; the Eristic Principle is that of APPARENT DISORDER. Both order and disorder are man made concepts and are artificial divisions of PURE CHAOS, which is a level deeper than is the level of distinction making.

– pg. 49

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Reality Grids: The Eristic and Aneristic Illusion

The belief that "order is true" and disorder is false or somehow wrong, is the Aneristic Illusion. The say the same of disorder, is the ERISTIC ILLUSION.

– pg. 50

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Reality Grids: The Eristic Principal as Higher Assertion

Disorder is simply unrelated information viewed through some particular grid. But, like "relation", no-relation is a concept. Male, like female is an idea about sex. To say that male-ness is an "absence of female-ness", or vice versa, is a matter of definition and metaphysically arbitrary. The artificial concept of no-relation is the ERISTIC PRINCIPAL

– pg. 50

Reality Grids: How to use them

"Pick a grid, and through it some chaos appears ordered and some appears disordered. Pick another grid, and the same chaos will appear differently ordered and disordered.

Reality is the original Rorschach." – pg. 50

Self create reality grids (Pentabarf, pg 4; Law of Fives, pg. 16; Origins story, pg 44,56; Heaven & Hell, pg 13)

Change reality grids (Grids & Reality Tunnels, pg. 49-50; Chaos, pg. 61)

The Teachings of the Principia

- ▶ The Sacred Chao, Ying-yang, Hand of Eris, Hodge-Podge transformer, (pg. 3, 21, 52)
- ▶ The Pentabarf (pg. 4)
- ▶ Psycho-metaphysics: Reality Grids (pg. 49)
- ▶ No two equals are the same (pg. 32)
- ▶ Mandala “no two elements interlock, but all five do” (pg. 43)
- ▶ “tis an ill wind that blows no mind” – Sri Syadasti, pg. 9
- ▶ “Mord says Omar says we are all Unicorns anyway” – pg. 30
- ▶ “Plant you seeds” pg. 67 cf. “Plant your seeds”

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If you can master nonsense as well as you have already learned to master sense, then each will expose the other for what it is: absurdity. From that moment of illumination, a man begins to be free regardless of his surroundings. He becomes free to play order games and change them at will. He becomes free to play disorder games just for the hell of it. He becomes free to play neither or both. And as the master of his own games, he plays without fear, and therefore without frustration, and therefore with good will in his soul and love in his being.

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And when men become free then mankind will be free.
May you be free of The Curse of Greyface.
May the Goddess put twinkles in your eyes.
May you have the knowledge of a sage,
and the wisdom of a child. Hail Eris.

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*“Empty-handed go, and behold the spade is in my hands;
I walk on foot and yet on the back of an ox I am riding;
When I pass over the bridge,
Lo the water floeth not, but the bridge doth flow.”*
– Jenye (Shan-hui)

