



יְהוָה אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ

FORWARD

יְהוָה אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ



FORWARD

Centuries ago the secrets of the magician were passed onto a worthy novice aurally in the form of stories. These stories incorporated practical magical ritual, philosophy, history and a complete system of magic intertwined within a dramatic account. Knowledge had been passed down this way in aural story form to ensure the magical system could be easily recalled by the novice, to stir within the novice a personal associative resonance and as a test, for only a novice worthy of this forbidden knowledge would be capable of intuitively deciphering and interpreting a system of practical magic from the dramatic storyline within which it was enveloped.

A true magician, regardless of time period must be a storyteller. As well, in reality all storytellers must be magicians to one degree or another. Every word must paint a conscious picture and every sentence stir a subtle emotion within the subconscious of those who may hear. The ability of a magician to raise power or summon an entity is dependent upon his or her own intellectual and spiritual association to the magical system that is to be employed. It is the story of the system that is used to pass this knowledge to the novice that creates an intellectual and spiritual resonance within. Without this resonance of intellect and spirit there can be no success with the magical system at hand. Therefore, it is not only important to merely pass down a system of magic with its practical magical ritual, philosophy and history but it must also be done in such a manner that will stir within the novice a passionate association or personal resonance on an intellectual and spiritual level.

Howard Phillips Lovecraft through his classic works on the Cthulhu Mythos and Necronomicon introduced his cosmicism philosophy and system of forbidden knowledge to early 20th century readers. Regarded by many as one of the most influential authors of the 20th century, he was an avid and masterful storyteller, or as some believe a magician, in his own right. Decades after publication, his works have been the inspiration of many notables within the fantasy, science fiction, horror and occult genres. However, of particular interest is the system of dark magic employed throughout these works. Some have looked upon these works as occult fantasy, while others believe there is a much deeper meaning within the tradition of the magician storyteller passing down a complete system of dark magic to a selected novice capable of intuitively transcending beyond a mere storyline.

To some who have examined the works of H.P. Lovecraft, there is an apparent logical and practical system of dark magic that can be assimilated. Throughout the years many have based their own works of occult fantasy and grimoires on the works of H.P. Lovecraft.

In this, *Volubilis Ex Chaosium*, a new practical approach has been revealed, a key if you will, dedicated to the pursuit and practice of the dark system of magic as prescribed by Lovecraft throughout his works. Never before has the very practical foundation of this dark system been offered through any tome; where the flourishes and dramatic flights of fancy of the storyteller have been stripped away leaving a solid bedrock of practical dark magic for those who are so inclined to dare enter the dark realm of Chaos

Magic from within their own ritual chamber. Make no mistake, *Volubilis Ex Chaosium* is by no means a study of Lovecraft's dark system of magic, it is an instruction guide from the acquisition of the instruments of ritual to the conducting of actual rituals within this system.

S. Ben Qayin, with his deep knowledge of dark occult matters spanning decades, found Lovecraft's work to be so compelling, that after careful study, a complete practical system of dark magic became more than evident to him within. Just as the magician storytellers of bygone centuries ignited a dark flame within their charges, so too was the case of S. Ben Qayin, who was so moved by what he had found, there was little doubt this system of magic as told by Lovecraft, had been obtained from beyond the mere imaginative genius of the storyteller alone.

Within your hands is *Volubilis Ex Chaosium*, perhaps one of the most powerful systems of dark magic to date...

Shall you venture further ?

Robert Ing, DSc, DLitt
Ottawa, Ontario, Canada
October 2011

אִיזְכָּרְךָ אֱלֹהֵינוּ אֱלֹהֵי אֲבוֹתֵינוּ

INTRODUCTION

אִיזְכָּרְךָ אֱלֹהֵינוּ אֱלֹהֵי אֲבוֹתֵינוּ

ഹിന്ദുവാദിസംഘടനയുടെ പ്രസിദ്ധീകരണം

INTRODUCTION

This work will not begin with what previous biographies have already covered concerning Lovecraft, his personal life or his chronology of writings. Such things are simply not what this piece focuses on. Though if you are reading these words, you most likely have exhausted such avenues of study and contemplation in the first place, which has in turn, led you here. Once those who are 'tuned in' read and experience Lovecraft's dark works and visions, the search for 'more' seems to never cease. It becomes an obsession of sorts, like an itch that cannot be relieved. It could also be seen as an infection of thought, that once had, never retires. What this work focuses on, is Lovecraft as an unwilling medium and prophet, the beings that contacted him, and consequently, how to contact them.

When looking at H.P. Lovecraft's writings, prophecy emerges when viewed in contrast to our world's current state of progress and discovery. The following examples only touch on a few correlations between Lovecraft's prophecies and the major recent discoveries that science and exploration have yielded us. Lovecraft wrote a sequence in 1921 titled "The Nameless city", in which the Magician, "Abdul Alhazred" first made his appearance. Lovecraft speaks of this city as "Irem, The City Of a Thousand Pillars", a lost city amongst the sands of the "Rub' al - Khali" or the "Empty Quarter" of the Saudi Arabian Desert. This city was considered "The Atlantis of the Sands" and was thought a complete myth...until it was found in southern Oman in 1992. There are many stories from local Bedouin, of Irem,

ഹിന്ദുവാദിസംഘടനയുടെ പ്രസിദ്ധീകരണം

being inhabited by unholy dark and cursed beings. An ancient and true account by a slave by the name of "Yaqut ibn' Abdallah" (translated as "Ruby of God", died 1229) tells of Irem (also known as Ubar, Ad and Wabar) being inhabited by creatures known as "Nisnases". He writes,

"The Lord destroyed everything there (in Irem) and converted the human beings to Nisnas - a monkey like creature with a human being look (this is also strangely reminiscent of Lovecraft's early sequence, "The Beast in the Cave" where a monkey-human like creature was featured). The men and women appeared ridiculous, each had half a head and half a face with only one eye and one arm and one leg...They used to jump high and rapidly on that leg. God made them chew up the grass like cows and buffalos." ~ "Mujam al-Buldam"

Yaqut also gave accounts of how the Bedouin would have run-ins with "Devil Men Nisnases" which deeply troubled the Bedouins, because the Nisnases spoke Arabic. This is an interesting correlation to Lovecraft's story of a hidden city amongst a sea of sand that is older than any can recall. And which was inhabited by ancient and ungodly creatures.

Also, concerning Cthulhu and the sunken city of R'lyeh, there was a very interesting sound picked up on sonar off the coast of southern Chili in 1997 that was approximately 50 degrees S. Latitude, 100 degrees W. Longitude, very close to the location Lovecraft gave for the sunken city of R'lyeh; 47 degrees S. Latitude 9 Minutes, 123 degrees W. Longitude 43 minutes. The distance separating them is only approximately 950 miles. Out of the whole ocean that Lovecraft could have chosen for his location of R'lyeh, he chose one that was within 1,000 miles from this mysterious sound. Scientists have never heard this sound before and cannot explain it. The sound is clearly organic in origin, but what is interesting is that the sound was so loud that it was also picked up on multiple sensors, some spanning to 5,000km or 3,107 miles away. No organic sound has ever been so massive as to be recorded in such a way. The creature is much larger than a Blue Whale and its sound wave does not match any known recorded sea animal.

“While it bears the varying frequency hallmark of marine animals, it is far more powerful than the calls made by any creature known on Earth.”

~ “CNN June 13, 2002”

It seems something massive and unknown is stirring deep beneath the waves...in the darkness...waiting...dreaming.

Of course there is the Mayan prophesized, ever impending destruction of the earth on December 21st 2012 when our solar system perfectly aligns with our galaxy, which could cause any number of cataclysmic disasters to occur due to possible polar shifts, among

other events. Is this when the 'Stars Are Again Right In The Sky'? Is this when 'The Old Ones' will again reclaim their former title and throne?

Lovecraft wrote in "*The Call of Cthulhu*", concerning the return of 'The Old Ones',

"The time would be easy to know, for then mankind would become as the Great Old Ones; free and wild beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the Earth would flame with a holocaust of ecstasy and freedom." ~ "*The Call of Cthulhu*"

After reading this passage and looking at the world (currently 2011 C.E.) one can't help but see that half of these events have already occurred...we are just waiting for the "Then"...

The 'Old Ones' are listening...and they await our call...

This is a Grimoire of magical workings, based after the dark Gods from 'The H.P. Lovecraft Transmissions', (as I prefer to call them), and has been created for several reasons. The first reason being that there is a very real current of power that is derived from these Old Ones that seem to attract a certain kind of individual, and these individuals are becoming active and beginning to 'feel' this pull, this other awareness, and this is a guide to this 'darkscape'. It is certain that those who have heard this call, know its strength and terror.

There are entities and realities that intersect and interact with our plane of existence on a nightly basis. Under the right circumstances communication with these beings can be achieved to influence and change our personal reality, and other's reality around us. Ritual magic has been employed in one form or another since time immemorial, to open "Windows" or "Portals" so that communication with these entities may occur. Whether it be Angels, Demons, Spirits of the Dead, Elementals or Gods themselves, ritual magic has been employed to achieve the desired end of evocation, which is change in one's circumstances and or environment.

When conceiving this text, it seemed apparent that since Lovecraft had been the unwilling victim & medium receiving these nightmare messages from The Old Ones, that they are the ones to be contacted and worked with. To be clear, I mean to say, that only the true original Old Ones that contacted Lovecraft through dream and vision will be evoked and worked with in this text. Old Ones added by authors who worked within Lovecraft's structure or 'Yog-Sothery', such as August Derleth, Frank Belknap Long and others, will not be included or worked with here. The reason is simply because they were not received by Lovecraft, but added fictions by those not chosen, that had been influenced by Lovecraft.

Also, a differentiation must be made between Lovecraft's true phantasy writings and his writings of personal accounts with The Old Ones. Often he meshes these worlds making it difficult to diffuse them, but the truth can be carefully extracted. One such example is his use of Nodens, an existing Celtic Earth God. In the

sequence, "The Dream Quest of Unknown Kadath", The Old One Nyarlathotep is also a main God, yet powerless against Nodens who frees Randolph Carter (the main character). This is Lovecraft's own fiction combined with his actual accounts/experiences. Nyarlathotep is an Old One, thus no Earth God is above him, yet in this sequence, Nodens triumphs. One must remember that Lovecraft was a medium, but the Old Ones chose a 'writer' as their medium, and an unwilling one at that. In order to obtain the truth, one must look at the details of the Old Ones, understand and feel their essence. Ironically one must separate truth from fiction.

Another point to consider is that only Old Ones who have materialized on the Earth plane of existence will be worked with in this text. Gods and entities in the realm of dream, are easily equally important, however will be worked with in later works, as they demand their proper respect and totem.

Once these separations have been made, it becomes easy to see the true darkness that lies beyond the boundaries of reason that Lovecraft was forced to dwell in. His consciousness was split between dimensions, allowing him to perceive on both sides of the gateway, while his body suffered the consequence of such mental and spiritual strain.

Many would argue, and have argued, that these Old Ones do not exist, that they are gossamers of the imagination, that Lovecraft simply made them up. I will present this fragment of a letter Lovecraft wrote to Reinhardt Kleiner in 1921, concerning the inspiration and creation of the sequence, poem/prose

“Nyarlathotep”, that Lovecraft received in 1920. This is a fine example that Lovecraft’s creative writing process was far from ordinary or enjoyable by any means, in fact quite the contrary, it was something which clearly had a hold of him,

“Nyarlathotep is a nightmare - an actual phantasm of my own, with the first paragraph written before I fully awaked. I have been feeling execrably of late - whole weeks have passed without relief from headache and dizziness, and for a long time three hours was my utmost limit for continuous work...added to my steady ills was an unaccustomed ocular trouble which prevented me from reading fine print - a curious tugging of nerves and muscles which rather startled me during the weeks it persisted. Amidst this gloom came the nightmare of nightmares - the most realistic and horrible I have experienced since the age of ten - whose stark hideousness and ghastly oppressiveness I could but feebly mirror in my written phantasy...As I was drawn into the Abyss I emitted a resounding shriek...and the picture ceased. I was in great pain - forehead pounding and ears ringing - but I had only one automatic impulse - to write, and preserve the atmosphere of unparalleled fright; and before I knew it I had pulled on the light and was scribbling desperately. Of what I was writing I had very little idea, and after a time I desisted and bathed my head. When fully awake I remembered all the incidents but had lost the exquisite thrill of fear - the actual sensation of the presence of the hideous unknown. Looking at what I had written I was astonished by its coherence. It comprises the first paragraph of the enclosed manuscript, only three words have been changed.”

Upon reading this passage, it is largely reminiscent of Samuel MacGregor Mathers' (A founding member of the Golden Dawn) account of his meeting with the 'Secret Cheifs' of the Order of The Golden Dawn, which are reportedly dark non-human entities. He writes,

"As to the 'Secret Cheifs' of the Order, to whom I make reference and from whom I have received the wisdom of the Second Order, which I have communicated to you, I can tell you nothing. I know not even their earthly names, and I have rarely seen them in their physical bodies....My encounters with them have shown me how difficult it is for a mortal, however advanced, to support their presence....I do not mean that during my rare meetings with them I experienced the same feelings of intense physical depression that accompanies loss of magnetism, on the contrary, the sensation was that of being in contact with so terrible a force that I can only compare it to the continued effect of that which is usually experienced by any person close to whom a flash of lightning passes during a violent storm; coupled with a difficulty of respiration similar to the half strangling effect produced by ether. As tested I have been in occult work, I cannot conceive a much less advanced Initiate being able to support such strain, even for five minutes without death ensuing....the nervous prostration after each meeting being terrible and accompanied by cold sweats and bleeding from the nose, mouth and ears." ~"Mathers' Personal Verbal Description"

This work was not written to convince that the Old Ones exist. If one does not believe in these dark forces, one should not perform the magic in this text, as it will

no doubt be useless. This text is for those who have been drawn forth themselves, for those who have wandered in the twilight shadow and known they were not alone.

The purpose of this text, is to present a ceremonial system of Lovcraftian magic that is tangible and workable, in a theme that is suited for dealings with the Old Ones. Why would a pantheon of Old Ones care the slightest bit about humanity and what it is we wish to accomplish in our daily lives and magical workings? They care because they are not yet free, and need followers to help break the final chains that hold them so tightly fixed. It is prophesized by Lovecraft that man is the 'Key' to their freedom, for their minions cannot approach the Elder Signs that seal the Old Ones,

"...And there shall 'He' lie dream'g forever, In His House at R'lyeh, toward which at once all 'His' minions swam and strove against all manner of obstacles, and arrang'd themselves to wait for 'His' awaken'g powerless to touch ye 'Elder Sign' and fearful of its great pow'r know'g that ye 'Cycle Returneth', and 'He' returneth, and 'He' shall be freed to embrace ye Earth again and make of it 'His Kingdom' and defy ye 'Elder Gods' anew. And to 'His brothers it happen'd likewise, that they were tak'n by 'Those' whom 'They' defy'd and hurled into banishment, 'Him Who Is Not To Be Nam'd' be'g sent into Outermost space, beyond ye Stars, and with ye others likewise, until ye Earth was free of 'Them', and 'Those Who Come' in the shape of 'Towers Of Fire', return'd when 'They' had come, and were seen no more, and on all Earth then peace came and was unbroke'n while 'Their' minions gather'd and sought

means and ways with which to free ye 'Old Ones', and waited while Man came to pry into secret, forbidd'n places and open ye Gate." ~ "H.P. Lovecraft, 'Ibid', 1928"

Once initiation is completed through Nyarlathotep, you will be bound to these Old Ones, and each time you call them forth, they become stronger, becoming that much closer to freedom. One day when the stars are again 'right' in the sky', they will again rule this planet with full reign, as they once did so long ago. If you have been vigilant and faithful to these Gods, perhaps they will spare you when they again rise...

Perhaps not...

~S. Ben Qayin

"...AND AT 'THEIR' COMING AGAIN NONE SHALL DISPUTE 'THEM' AND ALL SHALL BE SUBJECT TO 'THEM'. THOSE WHO KNOW OF 'THE 'GATES' SHALL BE IMPELLED TO OPEN THE WAY FOR 'THEM' AND SHALL SERVE 'THEM' AS 'THEY' DESIRE, BUT THOSE WHO OPEN THE WAY UNWITTINGLY SHALL KNOW BUT A BRIEF WHILE THEREAFTER."

~ "H.P. LOVECRAFT, 'IBID', 1928"



OUTLINE OF THE MAGICAL SYSTEM

This system is comprised of traditional magical elements that are found in most grimoires. There is the 'Magical Circle', The 'Triangle Of Art' (Which hereafter will be referred to as 'The Trinity of Triangles'), an 'Alter' etc. It is advised that one working this system should already be familiar with ceremonial magic and its various traditions and foundations. Also be aware that this series of workings can be dangerous both physically and psychologically, the entities that are to be called forth are among the most feared in Chaos Magic, and conventional magical laws are not always applicable to, or observed by, these beings. This is covered in the section, "banishings".

Throughout the history of magic, blood has been used as a means to attract spirits and to be used as an energy source for them to materialize into visible appearance before the magician. Blood is used in these workings as an energy source for the Old Ones to be drawn to the Trinity Of Triangles so that interaction may occur, in whatever form it may take. Blood is the eternal energy and essence of all life. It is the most sacred and personal offering that one can make to the 'Gods'. There are many examples of the use of blood sacrifice in 'Yog~Sothothery', and is definitely a reoccurring theme when evocation of a said entity is to be called forth. Therefore staying true to Lovecraft's visions, it has been employed in this magical system.



Though the Dark Gods are bound by the stars, as each night passes they grow in strength as the stars move closer to alignment, until the stars are 'right in the sky' and they again reign. And though they are bound, they have power here to manipulate and influence. The main purpose for the Magician to call the Old Ones forth is to imbue himself with their power and attributes. To commune with, and ingest 'Their' immeasurable strength and gnosis of the universe and all it's secrets - To become as a God as the prophecy foretells...

**"FOR THEN MANKIND WOULD BECOME
AS THE GREAT OLD ONES; FREE AND WILD
BEYOND GOOD AND EVIL..."**

~ H.P. LOVECRAFT, CALL OF CTHULHU

Unlike a 'normal' evocation, where the magician's goal is to bring into full manifestation the spirit which they seek to commune with, the objective in this system is slightly different. Though its' purpose is also to bring the Old Ones forth, through and into the Trinity of Triangles by means of Yog-Sothoth & Nyarlathotep, the objective is to bring them forth to learn from. Though speech is used, it is the messages you will receive in "The Mirror Of Azathoth", "The Shining Trapezohedron" and the Crystal Ball that the messages of the Old Ones are conveyed. By bringing these entities forth you will begin to take on their attributes and strengths. As an example, when working with Cthulhu, you may have strange dreams and see forgotten realms that existed far beyond the beginning of our current known history. When working with Shub-Niggurath, the Not-To-Be-Named-One or the Lord Of The Woods you may feel a great need to go into the

forest and draw in the energy of the Earth. This is especially powerful at night. The energy and essence of the Old Ones joins with the Magician causing him to take on and experience their different attributes.

The Magician will primarily be working with Nyarlathotep, as he is The Messenger and Soul of the Old Ones, and able to freely pass between the Earth plane and the realm of In-Between where the Old Ones dwell. Nyarlathotep will be the one to evoke if you desire to change a situation in your life, work baneful rites against an enemy or increase your magical abilities all around. He is arguably the strongest and most active of the Earth plane Entities as he bares the collective soul of the Old Ones, therefore having one foot in each world.

It is unlikely that you will visibly 'see' any tangible form of an Old One materialize, though not impossible. The reason for this is explained by Lovecraft,

***“THE OLD ONES WERE, THE
OLD ONES ARE, AND THE OLD ONES
SHALL BE. NOT IN SPACES WE KNOW,
BUT BETWEEN THEM, THEY
WALK SERENE AND PRIMAL,
UNDIMENSIONED AND TO US UNSEEN”***

~ *“H.P. Lovecraft, The Dunwich Horror”*

Although through close work with Nyarlathotep, the ability to behold them becomes much more tangible. The use of crystals and mirrors is also employed to assist the Magician in 'seeing' into 'The Spaces Between'. You will no doubt feel their incredible overpowering presence begin to fill your temple when being called forth to 'Be' before you. And when they are before you, you will have no doubt that the evocation has been successful, for you will tremble with the gnosis of their presence and infinite might.

וְיִצְחָק יִשְׂרָאֵל וְיִשְׂרָאֵל יִצְחָק

REQUIRED RITUAL TOOLS

וְיִצְחָק יִשְׂרָאֵל וְיִשְׂרָאֵל יִצְחָק

REQUIRED RITUAL TOOLS

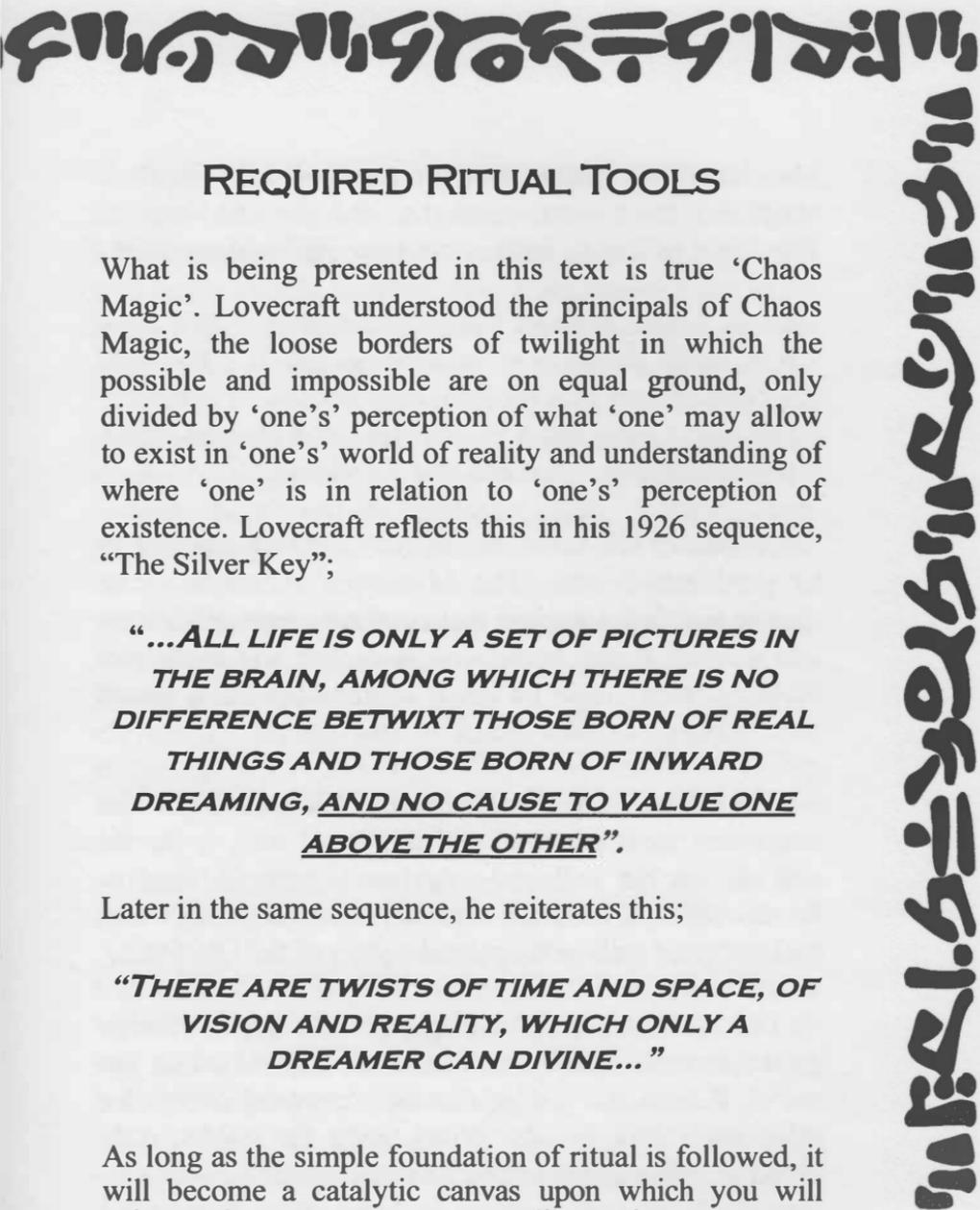
What is being presented in this text is true 'Chaos Magic'. Lovecraft understood the principals of Chaos Magic, the loose borders of twilight in which the possible and impossible are on equal ground, only divided by 'one's' perception of what 'one' may allow to exist in 'one's' world of reality and understanding of where 'one' is in relation to 'one's' perception of existence. Lovecraft reflects this in his 1926 sequence, "The Silver Key";

"...ALL LIFE IS ONLY A SET OF PICTURES IN THE BRAIN, AMONG WHICH THERE IS NO DIFFERENCE BETWIXT THOSE BORN OF REAL THINGS AND THOSE BORN OF INWARD DREAMING, AND NO CAUSE TO VALUE ONE ABOVE THE OTHER"

Later in the same sequence, he reiterates this;

"THERE ARE TWISTS OF TIME AND SPACE, OF VISION AND REALITY, WHICH ONLY A DREAMER CAN DIVINE..."

As long as the simple foundation of ritual is followed, it will become a catalytic canvas upon which you will paint and create your own reality, using your own magical applications. What is offered here is its own complete magical system. However, being that it is Chaos Magic, the Magician should feel free to use their instinct and experiment with varying concepts within this magical construct...growth and change must always occur.



The following required items are powerful in their simplicity, no more is needed to call the Old Ones of The Night of Times forth... but your Will and sacrifice.

~ Glass Alter: A small square metal table with a glass top of equal proportions measuring 2'ft X 2'ft. Glass has been chosen as a medium here because it is neither liquid nor solid – but ever changing and formless, thus representing Yog ~ Sothoth, the formless one.

~ The Mirror Of Azathoth: When choosing a mirror to be consecrated into 'The Mirror Of Azathoth', one should search for a glass that is of age, worn with time and visions. It can be broken, scratched and tarnished. Nothing 'new' is to be used. It should be of a larger size, being no smaller than 9" in. in diameter.

~ The Wand Of Nyarlathotep: The wand is the magicians most personal and important tool, it carries and directs his will and intention. Ebony is used in these workings, as it is a naturally occurring dark wood and connects well to the primal nature of the Old Ones.

~ The Goblet Of Shub-Nigurath: A large wooden goblet is to be used, one that is of dark wood as the wand, though the goblet can be composed of oak or other such dark woods. When using the goblet, only blood or red wines are to be its contents.

~ Two Candle Holders and Five Smaller Candle Holders: The two larger candle holders are positioned on opposing sides of the alter and should be no more than 12" in. high. The five smaller candle holders that are positioned in the 'Trinity Of Triangles' should only be low platforms for the candles to rest on.

~ Black Candles: As these are 'Dark Gods', no explanation should be necessary as to the color. Two 12" in. candles are to be used on the alter with the two larger candle holders. Five 3" in. candles are to be used with the five positioned candle holders in the 'Trinity Of Triangles'.

~ Crystal Ball & Ebony Stand: Scrying and the use of crystal balls and mirrors is a reoccurring theme in 'Yog ~ Sothothery' and is employed here. A crystal ball approximately 6" in. in diameter is used in 'The Trinity Of Triangles' to capture any images, symbols, sigils, etc. the Old Ones may send an answer to a question you may pose, or for possible visible manifestation. An Ebony stand approximately 12" in. high is to be used to elevate the crystal ball to just below the gaze of the magician (when kneeling behind the alter) for better viewing (a large ebony candle holder may be used).

~ Four Mirrors: Four mirrors are to be used in the main Triangle, this does not include the 'Mirror Of Azathoth'. One square mirror is for the ebony crystal ball stand to rest on, one circular for the sacrificial bowl to rest on and two circular for the incense holders to rest on. Mirrors are used for the same reason crystal balls are employed, as stated above.

~ Sacrificial Bowl: A new bowl approximately 6" in. in diameter is to be used as a vessel to hold the blood sacrifice. This bowl should not be used for any other reason outside of these workings. When not in use, it is to be wrapped in black silk.

~ Blood: Blood is used to draw the Old Ones forth into the temple using its raw energy. It is the show of self sacrifice and devotion. The amount of blood used is left up to the discretion of the Magician. Blood is only to be obtained from the Magician himself. If it is obtained from an animal or another person, it will be rendered ineffectual as it does not show personal self sacrifice and devotion. A large amount is not necessary to show this.

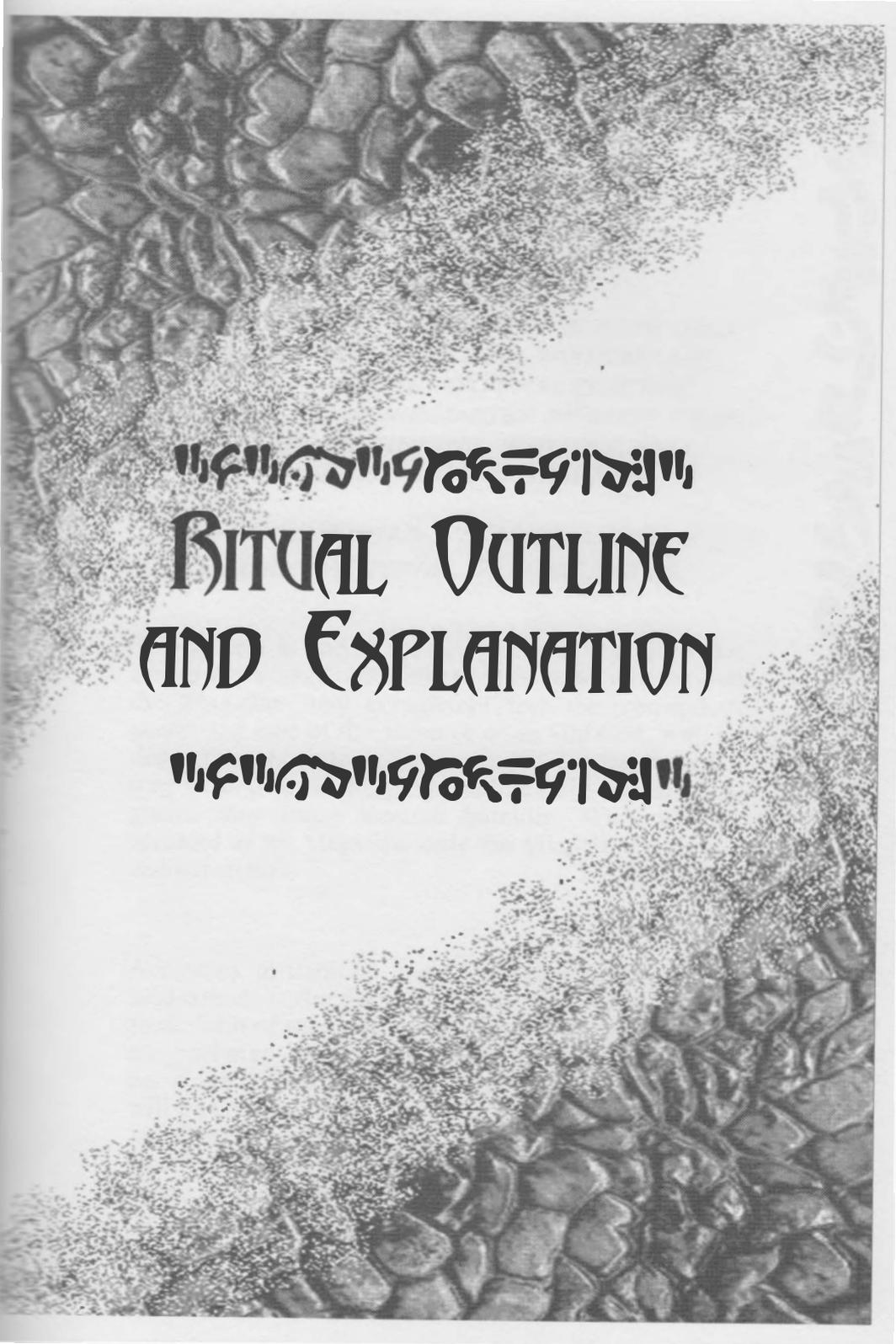
~ Trapezohedron: Large angled piece of obsidian or onyx used strictly in dealings with The Haunter Of The Dark.

~ Three Fist Sized Pieces Of Round Obsidian: These are to be used as a stand for The Mirror Of Azathoth to rest on when needed.

~ Kosher Salt: Kosher salt is used to draw the 'Magical Circle' and 'Trinity Of Triangles' on the ground or floor of the temple. Flour could be used, however extra protection is given by Kosher salt to help keep other interfering entities at bay. Being that the salt is blessed, it keeps out spirits and entities that are not of this magical system that are drawn to the ritual. The salt however has no effect upon the Old Ones either way, as they are far older than any Hebrew or Christian God and are outside the construct of that reality. Protection is not needed from the Old Ones once past initiation through Nyarlathotep, as you will be bound to them and are of more help than harm.

~ Incense: Each Old One has incense associated with them to be used in evocation. Incense is used to help the Magician tune to the specific energies of the particular Old One he wishes to work with. These are covered under the section "Incense".

~ Parchment Paper: Used to record the visions and sigils seen in the Mirror Of Azathoth, Trapezohedron, or Crystal Ball.



וַיְהִי בַּיּוֹם הַהוּא וַיִּזְבַּח אֱלֹהֵינוּ
RITUAL OUTLINE
AND EXPLANATION

וַיְהִי בַּיּוֹם הַהוּא וַיִּזְבַּח אֱלֹהֵינוּ

ॐ नमो भगवते वासुदेवाय

RITUAL OUTLINE & EXPLANATION

“THE MERE READING OF A BOOK ON A SUBJECT OF THIS NATURE WITHOUT AN ATTEMPT TO PUT INTO PRACTICE THE PROCESSES DESCRIBED-STEP BY STEP-FROM THE VERY BEGINNING, IS FUTILE AND A MERE WASTE OF TIME.”

~ FRATER ACHAD ~ “CRYSTAL VISION THROUGH CRYSTAL GAZING”, 1923.

This system is one of solitary practice. The Old Ones are to be worked with alone. It is done this way so the Magician may completely feel the tremendous power and awe of the presence of an Old One, with no distraction or comfort of a companion. So that the terror may wash over the Magician and be fully embraced, so gnosis may begin through humility. What will be revealed to the Magician, only the Magician may ‘see’ and experience.

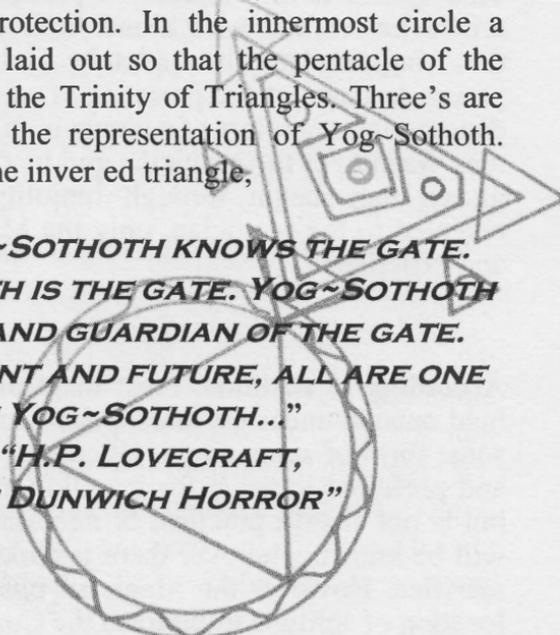
According to tradition, most magical rituals are to be held outside under the stars, primal and free, usually in some form of stone circle. Of course, this is the chosen and preferred location for the Old Ones to come forth, but is not always practical or necessary. The Old Ones will be known wherever there is darkness, solitude and sacrifice. However the Magician must locate a secure location of solitude to perform the Consecration of ‘The Wand Of Nyarlathotep’, ‘The Goblet Of Shub-Niggurath’ and ‘The Mirror Of Azathoth’.

ॐ नमो भगवते वासुदेवाय

Your Temple should be a permanent room if possible, and should not be used for any activity outside of Magical use, study and meditation. It should be clean and the energy there should feel different than in any other part of the dwelling when entering. It should be a place of inspiration and transcendence, separated from average daily activities so the magical energy that is built up there, may stay there.

The Magical Circle is to be drawn on the Temple floor using Kosher salt, 9'ft. in diameter. There should be an inner circle 3" in. inside the outer circle. Between the two circles a connecting wavy line is to be drawn, this line represents transcending the 'veil' of 'between the spaces' that exist between the Magician and the 'Old Ones' when interaction is achieved, this also adds a third circle of protection. In the innermost circle a triangle is to be laid out so that the pentacle of the triangle is facing the Trinity of Triangles. Three's are Key, as three is the representation of Yog-Sothoth. Yog-Sothoth is the inverted triangle,

***“YOG~SOTHOTH KNOWS THE GATE.
YOG~SOTHOTH IS THE GATE. YOG~SOTHOTH
IS THE KEY AND GUARDIAN OF THE GATE.
PAST, PRESENT AND FUTURE, ALL ARE ONE
IN YOG~SOTHOTH...”
~ “H.P. LOVECRAFT,
THE DUNWICH HORROR”***



'The Trinity Of Triangles' is to become the vessel of Yog-Sothoth to possess, and 'become' the Gate. It is to be an equilateral inverted triangle, all three sides being the same 6'ft. in length. The main Triangle is to be drawn inverted so that one point touches the Magical Circle. Inside the main Triangle an interior area is to be drawn as shown to concentrate the energy when called forth. This area will house the crystal ball and its accessories, the sacrificial bowl, and the incense holders. On the points of the main Triangle three small black candles are placed to connect it through the element fire, (as Yog-Sothoth is associated with fire) and to concentrate the energy evoked. Two smaller triangles are to be drawn on either side of the main Triangle 1'ft. from the side, each side of equal proportions being 1'ft. in length. The two remaining small black candles are to be placed inside these. These two outer triangles complete 'The Trinity Of Triangles'.

The Alter is to be placed so that the back edge rests just behind the innermost circle, Do Not Overlap It. This allows ample room for the Magician to operate comfortably without his back pressing uneasily against the protective borders of the Circle. Upon the center of the alter rests the consecrated Mirror of Azathoth, on either side of the mirror lies the final two larger candle holders. The Wand Of Nyarlathotep is placed on the left, between the Mirror Of Azathoth and the candle holder, and the Goblet Of Shub-Niggurath is to be placed on the right, between the Mirror Of Azathoth and the candle holder.

When all has been set in its rightful place, move to the Trinity Of Triangles, light the candles and incense. Move back behind the alter and light the two candles there. Take the Wand Of Nyarlathotep in your left hand, raise it high and call,

**"I HAVE COME TO CALL THE
GATEKEEPER OF THE THRESH-
OLD,**

**THE GUARDIAN THAT IS THE
GATE OF ALL TIMES AND SPACES,
THE GREAT AND ETERNAL
WATCHFUL EYE OF ALL LONE
TRAVELERS.**

**I HAVE COME TO CONSE-
CRATE THIS 'CIRCLE AND TRINITY
OF TRIANGLES TO THE DEEP
MAGIC OF THE NIGHT OF TIMES',
SO THAT HE MAY COME AND
FILL THIS TEMPLE WITH THE COLD
DARKNESS OF THE GULF,
SO THAT IT MAY BE THE VES-
SEL THROUGH WHICH COMMUN-
ION WITH THE DARK GODS IS
ACHIEVED."**

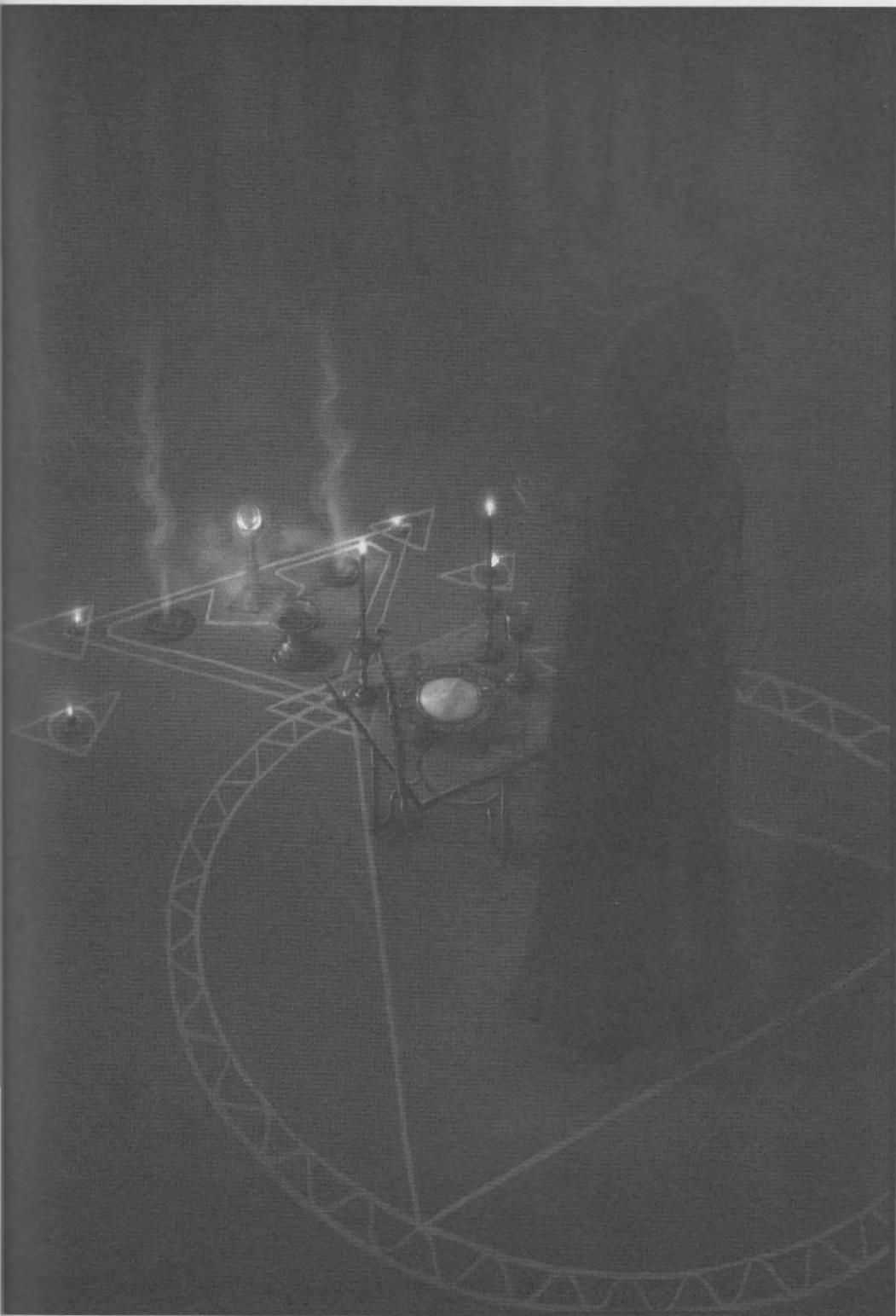
Once stated, kneel in a comfortable position behind the altar and close your eyes, meditate on the solar system, the placement of the planets, the Sun and Moon, their orbits and the way everything moves together. Now expand your vision, moving back to a larger field of view, seeing many more stars, galaxies and points of distant shining light. See how small our solar system is in the infinitely vast blackness that cradles it. Know that in that vast and barren desert of blackness, in that deathly cold silence, Dark Gods dwell, and hear your call.

When you feel you are ready, and you have the attention of the 'Dark Forces' that surround you, recite the "Yog~Sothoth Evocation". Once Yog~Sothoth is present and in place, you will then call forth Nyarlathotep using his evocation to hear your requests and to know which Dark God you are attempting to contact. The Magician must recite the evocation at least three times, truly connecting the words with true emotional devotion. Once done, Nyarlathotep (if pleased) will relay your call to the Dark God and guide it back to your temple where you may make your request and interact through the use of either the crystal ball or The Mirror Of Azathoth.

Once you feel the Dark God has heard and understood your request, you will need to thank and ask it to depart when it is ready using the 'Closing Departure' Never are you to use a harsh banishing rite to expel the God, least the wrath of them all befall you. Respect is always observed when in session with the Old Ones.



TRINITY OF TRIANGLES



The Sabbats' should be celebrated outside under the stars in a circle of white stones. These particular rituals you should make your own from previous experiences you have gained in ritual. The reason for this is to honor the Old Ones 'personally' using your energy and expression, in your own way. Something grand is proposed.

I "I CALL OUT TO,
 AND INTO,
 THE PRIMORDIAL ABSOLUTE
 CHAOS OF THE DARKENED ABYSS,
 I CALL TO THE ENDLESS VOID
 OF ABSOLUTE SILENT BLACK,
 THAT LIES IN THE DEEP WATERS
 OF COLD TRUTH,
 I CALL TO YOU,
 TO BRING 'HIM' FORTH...
 I CALL TO THE ALL~IN~ONE AND
 ONE~IN~ALL,
 THE ALL SEEING ONE WHO'
 DWELLS IN THE NEGATIVE LIGHT
 OF COLD UNDERSTANDING,
 I CALL YOU BEYOND ONE,
 INTO THIS DARK TEMPLE TO
 BECOME THE GATE,
 I CALL YOG~SOTHOTH!
 I CALL THE GATE KEEPER!
 COME FORTH YOG~SOTHOTH!"

יהוה יהוה יהוה יהוה
 יהוה יהוה יהוה יהוה
 יהוה יהוה יהוה יהוה
 יהוה יהוה יהוה יהוה

Meditate, feeling Yog~Sothoth's dark presence fill the Temple. Once you feel the Temple become 'heavy' with Yog~Sothoth's essence, call,

**YOG~SOTHOTH KNOWS THE GATE,
YOG~SOTHOTH IS THE KEY AND
GUARDIAN OF THE GATE!
YOG~SOTHOTH YOU ARE NOW CALLED
FORTH TO TAKE FORM AS THE TRINITY
OF TRIANGLES,
TO MANIFEST AS THE THREE~IN~NINE
AND BECOME THE TRIANGLES,
SO THAT I MAY OPEN YOUR GATES
AND SUMMON FORTH THE OLD ONES,
SO I MAY ANSWER THEIR CALL,
AND SO THEY MAY ANSWER MINE!
YOG~SOTHOTH I CALL YOU TO
MANIFEST AS THE
TRINITY OF TRIANGLES,
YOG~SOTHOTH BECOME
THE GATEWAY BETWEEN!
YOG~SOTHOTH BECOME!
N'GAI ~ N'GHA'GHAA ~ BUGG-
SHOGGOG ~ Y'HAH; YOG-SOTHOTH ~
YOG-SOTHOTH...
N'GAI ~ N'GHA'GHAA ~ BUGG-
SHOGGOG ~ Y'HAH; YOG-SOTHOTH ~
YOG-SOTHOTH...
YOG-SOTHOTH
YOG-SOTHOTH
YOG-SOTHOTH**

☞ N'GAI ~ N'GHA'GHAA ~
BUGG-SHOGGOG ~

Y'HAH; YOG-SOTHOTH ~
YOG-SOTHOTH... ~

⌈ YGNAIH ~ YGNIIH ~
THFLTHKH'NGHA ~ YOG-
SOTHOTH,
Y'BTHNK ~ H'EHYE ~
N'GRKDL' LH... ~

☞ YGNAIH ~ YGNIIH ~
THFLTHKH'NGHA ~ YOG-
SOTHOTH,

⌈ Y'BTHNK ~ H'EHYE ~
N'GRKDL' LH... ~

☞ YGNAIH ~ YGNIIH ~
THFLTHKH'NGHA ~ YOG-
SOTHOTH,

⌈ Y'BTHNK ~ H'EHYE ~
N'GRKDL' LH... ~

YI-NASH-YOG-SOTHOTH-
HE-LGEB-FI-THRODOG YAH !

YI-NASH-YOG-SOTHOTH-HE-
LGEB-FI-THRODOG YAH !

YI-NASH-YOG-SOTHOTH-
HE-LGEB-FI-THRODOG YAH !

LET THE GATEWAY BE OPENED !

⌈ ~ ~ ~ ~ ~

Take a moment to feel the energy within the Trinity Of Triangles, see the energy as white fire racing along the created lines forming a portal through which you will call the Old Ones forth. Know that the energy you are experiencing is Yog~Sothoth...now you are ready to call forth 'The Messenger', Nyarlathotep, to guide you further.

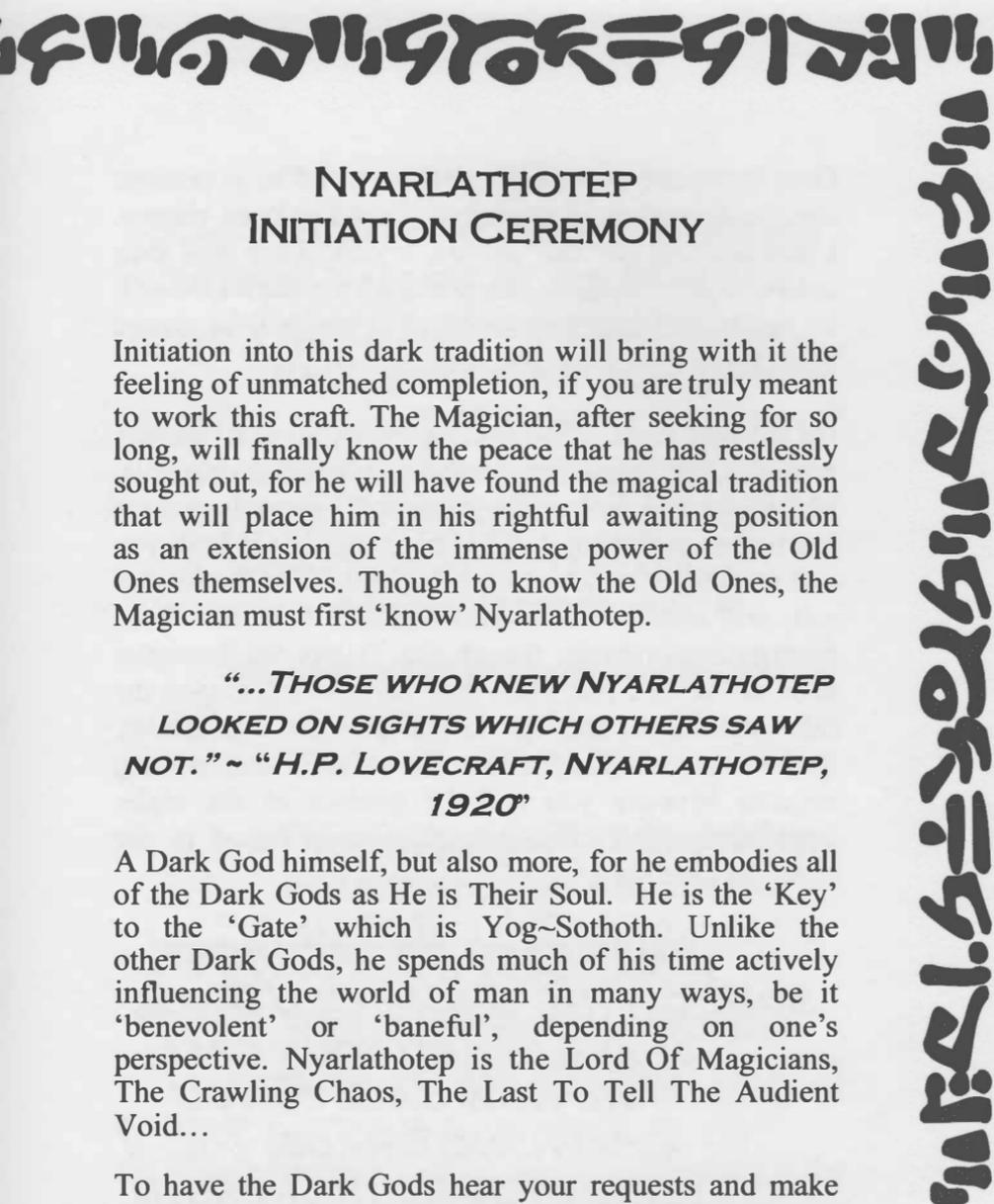
NYARLATHOTEP INITIATION CEREMONY

Initiation into this dark tradition will bring with it the feeling of unmatched completion, if you are truly meant to work this craft. The Magician, after seeking for so long, will finally know the peace that he has restlessly sought out, for he will have found the magical tradition that will place him in his rightful awaiting position as an extension of the immense power of the Old Ones themselves. Though to know the Old Ones, the Magician must first 'know' Nyarlathotep.

***"...THOSE WHO KNEW NYARLATHOTEP
LOOKED ON SIGHTS WHICH OTHERS SAW
NOT." ~ "H.P. LOVECRAFT, NYARLATHOTEP,
1920"***

A Dark God himself, but also more, for he embodies all of the Dark Gods as He is Their Soul. He is the 'Key' to the 'Gate' which is Yog-Sothoth. Unlike the other Dark Gods, he spends much of his time actively influencing the world of man in many ways, be it 'benevolent' or 'baneful', depending on one's perspective. Nyarlathotep is the Lord Of Magicians, The Crawling Chaos, The Last To Tell The Audient Void...

To have the Dark Gods hear your requests and make their presence known, Nyarlathotep must be the one to present them. The 'Others' are far removed from our voices, lost in Their realm of thought and dream, awaiting patiently for the stars to once again become 'right in the sky'.



Once you have evoked Nyarlathotep, and he is present, use the evocation of whichever God you have chosen. Upon hearing this call recited, Nyarlathotep will then deliver your evocation. If successful, the Dark God will be summoned into your temple and you will be graced with its terrifying astral presence.

On the first night of the waxing moon, go to a desolate place as far away from human activity as possible. Make sure you will not be disturbed, once this process has begun, to disrupt it would be dangerous to both you and whomever may be disturbing you. Take the Kasher salt and create the magical circle that has been described previously, though the Trinity Of Triangles need not be laid out. Place four black candles upon the four quarters of the circle, between the two circles. Remove any clothing above the waist so that nothing remains between you and the essence of the night. Stand facing the crescent moon, arms raised to the night sky, and call;

**PHANTASM OF THE NIGHT,
SOUL OF THE GREAT OLD ONES,
I HAVE HEARD YOUR CALL,
AND NOW CALL TO YOU
CRAWLING CHAOS,
LORD OF THE STILLNESS IN
THE ABYSS,
I STAND ALONE ON THIS
NIGHT BEFORE YOU,
AND PRAISE YOUR BROTHER**
וְיִשְׂרָאֵל יִשְׁתַּחֲוֶה לַיהוָה יְהוָה אֱלֹהֵינוּ יְהוָה אֶחָד

7K40000 FORM, אֲנִי הָיִיתִי
 YOU WHO EVOKE SCREAMS
 OF NIGHTMARE IN YOUR WAKE.
 I HAVE HEARD YOUR CALL,
 AND NOW WHISPER YOUR
 SICKLY NAME UPON MY LIPS THAT
 ECHOES LIKE SHRIEKS OF LOST
 SHADES IN DESOLATE SPACES
 THAT LIE IN-BETWEEN...
 NYARLATHOTEP...
 אֲנִי הָיִיתִי אֲנִי הָיִיתִי אֲנִי הָיִיתִי

(Make one horizontal cut across the middle of your left arm between your shoulder and elbow)

"PHANTASM OF THE NIGHT,
 MASTER OF MAGICIANS,
 I HAVE HEARD YOUR CALL...
 AND I HAVE ANSWERED...
 I AWAIT YOUR BLESSING..."

אֲנִי הָיִיתִי אֲנִי הָיִיתִי אֲנִי הָיִיתִי אֲנִי הָיִיתִי
 אֲנִי הָיִיתִי אֲנִי הָיִיתִי אֲנִי הָיִיתִי אֲנִי הָיִיתִי

Sit in the circle with the four candles still burning at the quadrants and contemplate the force with which you have now begun to commune with until the candles have burnt out. Nyarlathotep will be your personal guide and voice in the Dark Realms that the Gods reside in. He is to be respected, and also to be feared.

This completes the first night of initiation. Upon the following night the same sequence of rites are to be preformed just as above, though the second cut upon your left arm must be below the first by about 1”in. The third night of initiation is also begun the same, however the evocation is altered and extended, as will be described. Once the circle is laid out upon the Earth for the third and final time and the candles are lit, call,

**“PHANTASM OF THE NIGHT,
SOUL OF THE GREAT OLD
ONES,
I HAVE HEARD YOUR CALL,
AND NOW CALL TO YOU...
CRAWLING CHAOS,
LORD OF THE STILLNESS IN
THE ABYSS,
I STAND ALONE ON THIS
NIGHT BEFORE YOU,
AND PRAISE YOUR SINISTER
FORM,
YOU WHO EVOKE SCREAMS
OF NIGHTMARE IN YOUR WAKE. I
HAVE HEARD YOUR CALL,
AND NOW WHISPER YOUR
SICKLY NAME UPON MY LIPS THAT
ECHOES LIKE SHRIEKS OF LOST
SHADES IN DESOLATE SPACES
THAT LIE IN-BETWEEN...
NYARLATHOTEP...”**

(Make one horizontal cut across the top of your left arm about 1" in. above the middle cut.)

**"PHANTASM OF THE NIGHT,
MASTER OF MAGICIANS,
I HAVE HEARD YOUR CALL...
AND I HAVE ANSWERED...**

**I HAVE BLED BY MINE OWN
HAND IN SERVITUDE,
SACRIFICE AND DEVOTION.
I ASK THAT YOU GRANT ME
YOUR GUIDANCE,
YOUR VOICE,
AND YOUR STRENGTH,
SO THAT YOU MAY SHOW ME
THE WAY THROUGH THE
NIGHTSIDE,
AND TEACH ME THE SECRETS
THAT HAVE LONG BEEN
BURIED BENEATH
THE FEET OF
SLEEPING GODS.**

**I CALL YOU GREAT
MESSENGER !**

**I CALL YOU
NYARLATHOTEP !"**

NYARLATHOTEP !

Close your eyes and hear the sounds of the night, feel the changed air around you. Feel the presence of Nyarlathotep approaching like cool smoke twisting 'His' way around you, as a snake entangles its prey. Know that at this time you will be tested on whether this is your true path or not. If terror controls you, and you use the banishing sign and flee, you will forever be an enemy of the Dark Gods and perhaps one day know their wrath, forever being marked and reminded of your failure. However, if you control terror, then you will 'know' when Nyarlathotep has accepted you as His Dark Magician. When you 'feel' Nyarlathotep as smoke wrapped around and through you, breathe him in deep. Envelope his essence, drink in his darkness and strength. Once you are one with him, and he with you, feeling his power run course through your veins as searing fire, call,

**"MIGHTY SOUL OF THE DARK
GODS,
I DEVOTE MYSELF TO YOU
AND YOUR CAUSE,
I DEVOTE MYSELF TO THE
DARK POWERS THAT ARE THE
OLD ONES,
THE GODS BEFORE TIME,
THE BLACK SNAKE THAT
TWISTS THROUGH ORDER,
THAT SHATTERS THE
PERFECTION AND CREATES
FORM FROM CHAOS !**

**I BEAR THE SIGN OF THE
DARK GODS THAT WERE, ARE,
AND WILL BE AGAIN,
I BEAR THE SIGN OF
THE BEGINNING,
THE BECOMING,
AND THE ETERNAL...
I AM NOW OF
THE DARKNESS..."**

Sit in the center of the Magical Circle feeling the change flow through you. Remain in meditation until the candles have burnt out. You are now initiated and ready to consecrate your ritual tools. Your path has now been revealed, the Gates have been flung open wide... tread wisely.



וְיִצְחָק יִשְׂרָאֵל וְיִשְׂרָאֵל יִצְחָק

BEGINNING BECOMING ETERNAL

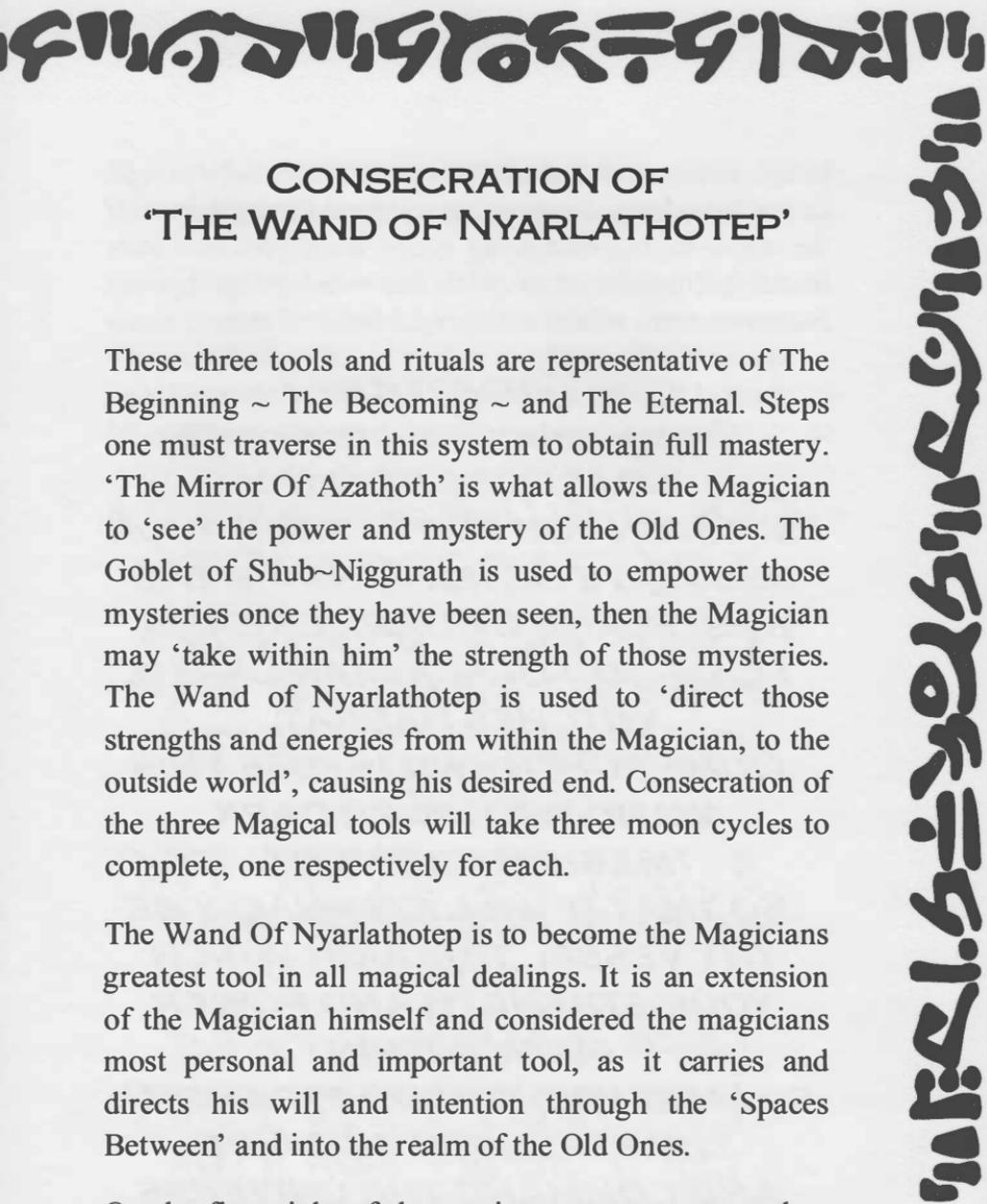
וְיִצְחָק יִשְׂרָאֵל וְיִשְׂרָאֵל יִצְחָק

CONSECRATION OF 'THE WAND OF NYARLATHOTEP'

These three tools and rituals are representative of The Beginning ~ The Becoming ~ and The Eternal. Steps one must traverse in this system to obtain full mastery. 'The Mirror Of Azathoth' is what allows the Magician to 'see' the power and mystery of the Old Ones. The Goblet of Shub~Niggurath is used to empower those mysteries once they have been seen, then the Magician may 'take within him' the strength of those mysteries. The Wand of Nyarlathotep is used to 'direct those strengths and energies from within the Magician, to the outside world', causing his desired end. Consecration of the three Magical tools will take three moon cycles to complete, one respectively for each.

The Wand Of Nyarlathotep is to become the Magicians greatest tool in all magical dealings. It is an extension of the Magician himself and considered the magicians most personal and important tool, as it carries and directs his will and intention through the 'Spaces Between' and into the realm of the Old Ones.

On the first night of the waxing crescent moon, when the night is settled, go to a desolate place outside where you will not be disturbed, and the sky is seen clearly with no obstructions. Create the Magic Circle (as directed hereafter) and place the ebony wand on a large clean white stone facing North in the center of the



circle, letting it absorb the moons essence and starlight as it shines down. Trace a line of blood from the base of the wand to its point using blood from your left arm. Stand behind the stone with the wand pointed away from you, arms raised to the night sky and call,

“NYARLATOTEP!
CRAWLING CHAOS OF THE
SPACES BETWEEN!
I SUMMON YOU FORTH FROM YOUR
DESOLATE DESERT THAT IS THE
WASTELAND OF DARK DREAMS,
I CALL YOU BLACK MAN OF THE
WITCHES SABBAT,
COME FORTH AND INFUSE THIS
WAND WITH YOUR DARK
MAGICAL CURRENT,
SO THAT IT WILL ETERNALLY BE
THY VESSEL THROUGH WHICH
YOUR STRENGTH AND POWER
FLOW WITHIN,
SO I MAY WIELD YOUR STRENGTH,
THE STRENGTH OF A GOD,
AND COMMAND THE UNIVERSE
TO BEND TO MY WILL,
AS IT DOES YOURS”
וְיָרֵד מִן הַשָּׁמַיִם וְיִשְׁפֹּט אֶת הָאָדָם כְּכֹחַ אֱלֹהֵי הַשָּׁמַיִם
וְיִשְׁפֹּט אֶת הָאָדָם כְּכֹחַ אֱלֹהֵי הַשָּׁמַיִם
וְיִשְׁפֹּט אֶת הָאָדָם כְּכֹחַ אֱלֹהֵי הַשָּׁמַיִם

This is to be repeated for the remaining **two nights** of the waxing crescent moon. The wand is to be left out to absorb the night's essence, but retrieved before sunrise. No sunlight is to ever fall upon the wand, least it be made unusable, in which case it must be re-consecrated. The wand is to be wrapped in black silk when not in use. Once the wand has been consecrated, it is ready to be used in ritual and can be employed in a variety of ways connected to the dark arts, including divination and forms of Necromancy.

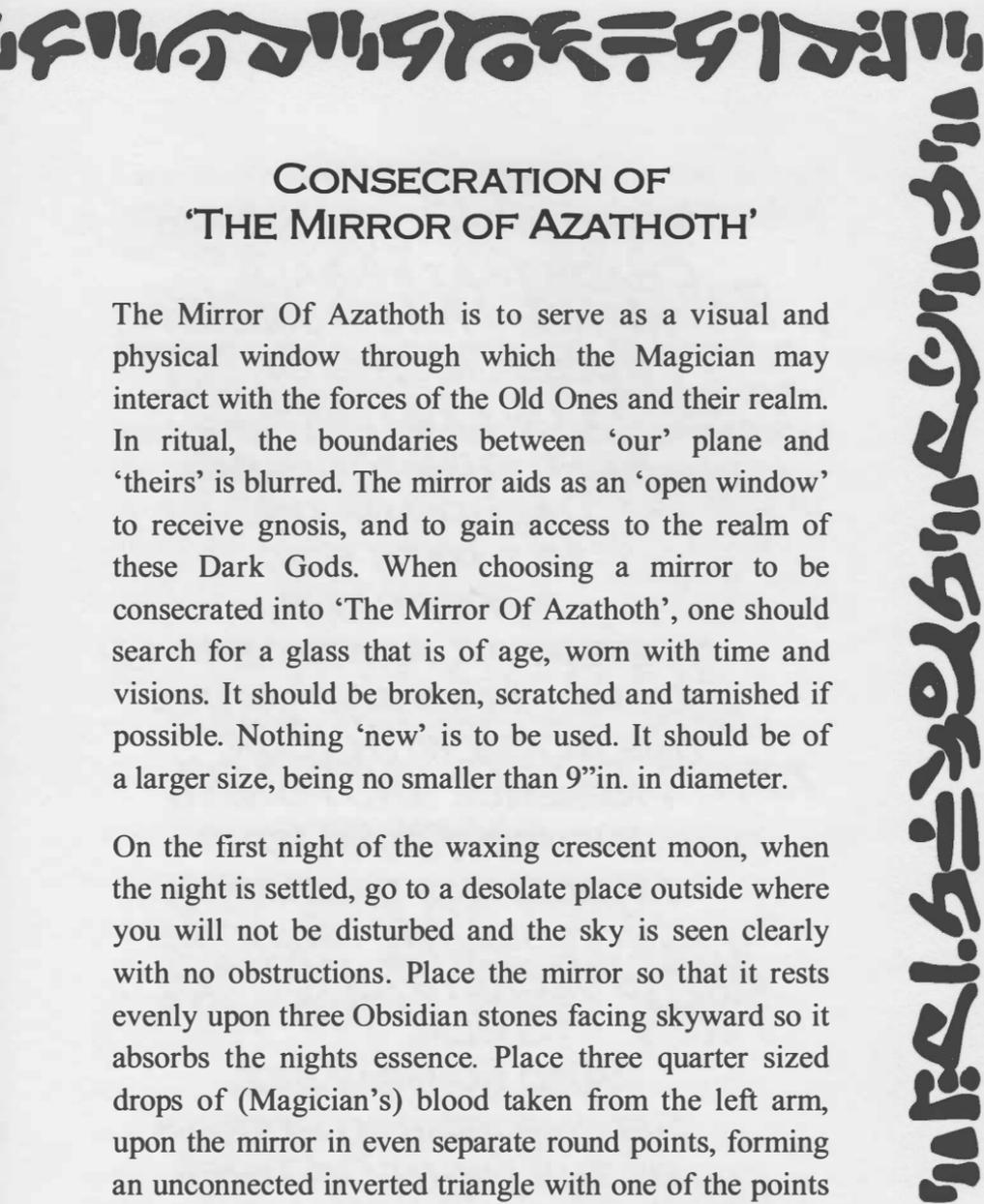
יהוה אלהינו
"BLACK GOAT OF THE WOODS WITH A
THOUSAND YOUNG,
MOTHER OF THE SHADOW EARTH,
יהוה אלהינו GODDESS OF THE
EVERLASTING NIGHT,
HEAR MY CALL TO YOU IN
יהוה אלהינו THE SILENCE
THAT BREAKS THE TIDES OF CHAOS,
HEAR MY VOICE AND BESTOW
יהוה אלהינו UPON ME YOUR
TERRIFYING PRESENCE,
YOUR PRIMAL SCREAM THAT SHAKES
THE EARTH AND MOVES THE SEA,
COME TO ME OH MOTHER OF DIRT,
COME FROM YOUR DARK CAVERNS
THAT RIDDLE THE EARTH,
OH BLACK MOTHER COME FORTH
AND BLESS THIS VESSEL,
FILL IT WITH YOUR MIDNIGHT BLOOD,
INFUSE YOURSELF WITHIN!
יהוה אלהינו IA SHUB-NIGGURATH!
BLACK GOAT OF THE WOODS WITH
A THOUSAND YOUNG,
יהוה אלהינו IA SHUB-NIGGURATH!
MOTHER OF THE SHADOW EARTH,
יהוה אלהינו IA SHUB-NIGGURATH!
יהוה אלהינו GODDESS OF
THE EVERLASTING NIGHT"
יהוה אלהינו

The ceremony is to be repeated for the remaining two nights of the waxing crescent moon. The goblet is to be left out to absorb the night's essence, but retrieved before sunrise. No sunlight is to ever fall upon the goblet, lest it be made unusable, in which case it must be re-consecrated. The goblet is to be wrapped in black silk when not in use. Once the goblet has been consecrated, it is ready to be used in ritual and can be employed in a variety of ways connected to the dark arts, including divination and forms of Necromancy.

CONSECRATION OF 'THE MIRROR OF AZATHOTH'

The Mirror Of Azathoth is to serve as a visual and physical window through which the Magician may interact with the forces of the Old Ones and their realm. In ritual, the boundaries between 'our' plane and 'theirs' is blurred. The mirror aids as an 'open window' to receive gnosis, and to gain access to the realm of these Dark Gods. When choosing a mirror to be consecrated into 'The Mirror Of Azathoth', one should search for a glass that is of age, worn with time and visions. It should be broken, scratched and tarnished if possible. Nothing 'new' is to be used. It should be of a larger size, being no smaller than 9" in. in diameter.

On the first night of the waxing crescent moon, when the night is settled, go to a desolate place outside where you will not be disturbed and the sky is seen clearly with no obstructions. Place the mirror so that it rests evenly upon three Obsidian stones facing skyward so it absorbs the nights essence. Place three quarter sized drops of (Magician's) blood taken from the left arm, upon the mirror in even separate round points, forming an unconnected inverted triangle with one of the points closest you. Make sure they are far enough apart to have a decent sized viewing field in the triangle. Take the consecrated Wand Of Nyarlathotep in your left hand, holding it over the mirror, and call,



**"AZATHOTH!
LORD OF ALL DISJOINTED
CHAOS THAT SPIRALS
WITHOUT TIME THROUGH
ENDLESS NIGHTS OF
NON EXISTENCE,
AZATHOTH! SWIRLING
DAEMON OF THE
ULTIMATE VOID
THAT GNAWS
ETERNAL, AZATHOTH!
COME FORTH AND INFUSE
THIS GLASS WITH YOUR
PRESENCE AND POWER,
INFUSE IT WITH YOUR
MADDENING DELIRIUMS,
LET IT SEE THE UNIVERSE
AND ITS SECRETS AS YOU SEE
THEM,
AND SO I MAY SEE,
SEE INTO THE MYSTERIES
OF THE NIGHT OF TIMES,
AZATHOTH!
GIVE THIS,
YOUR HOLY RELIC, SIGHT!"**

וְיִשְׁכַּח אֶת-כָּל-אֲשֶׁר-עָשָׂה
וְיִשְׁכַּח אֶת-כָּל-אֲשֶׁר-עָשָׂה

Take the Goblet Of Shub-Niggurath cradled in both hands, raise it high in honor of the Dark God, and drink deep closing the rite.

This is to be repeated for the remaining two nights of the waxing crescent moon. The mirror is to be left out to absorb the night's essence, but retrieved before sunrise. No sunlight is to ever fall upon the surface of the mirror, least it be made unusable. The mirror is to be wrapped in black silk when not in use. Once the mirror has been consecrated it is ready to be used in ritual and can be employed in a variety of ways connected to the dark arts including divination and Necromancy.

॥ श्रीगणेशाय नमः ॥

EVOCATIONS

॥ श्रीगणेशाय नमः ॥

יְיָ אֱלֹהֵינוּ יְיָ אֱלֹהֵינוּ

I CALL YOU FROM ACROSS

TIME AND SPACE...

I CALL YOU FROM

PLACES IN-BETWEEN...

I CALL YOU FROM DARK ANGLES

BEYOND REASON...

SOUL OF THE ANCIENT ONES,
WHO WALKS THE WASTELANDS
ON THE BOARDERS OF KOTH...

HE WHO WANDERS THE
LABYRINTHS OF ZIN...

HEAR MY CALL...

HEAR MY CALL...

COME UNTO THIS DARK TEMPLE,

AID ME TO COMMUNE WITH

THE OLD ONES...

FILL THIS TEMPLE WITH Y
OUR SINISTER PRESENCE...

NYARLATHOTEP...

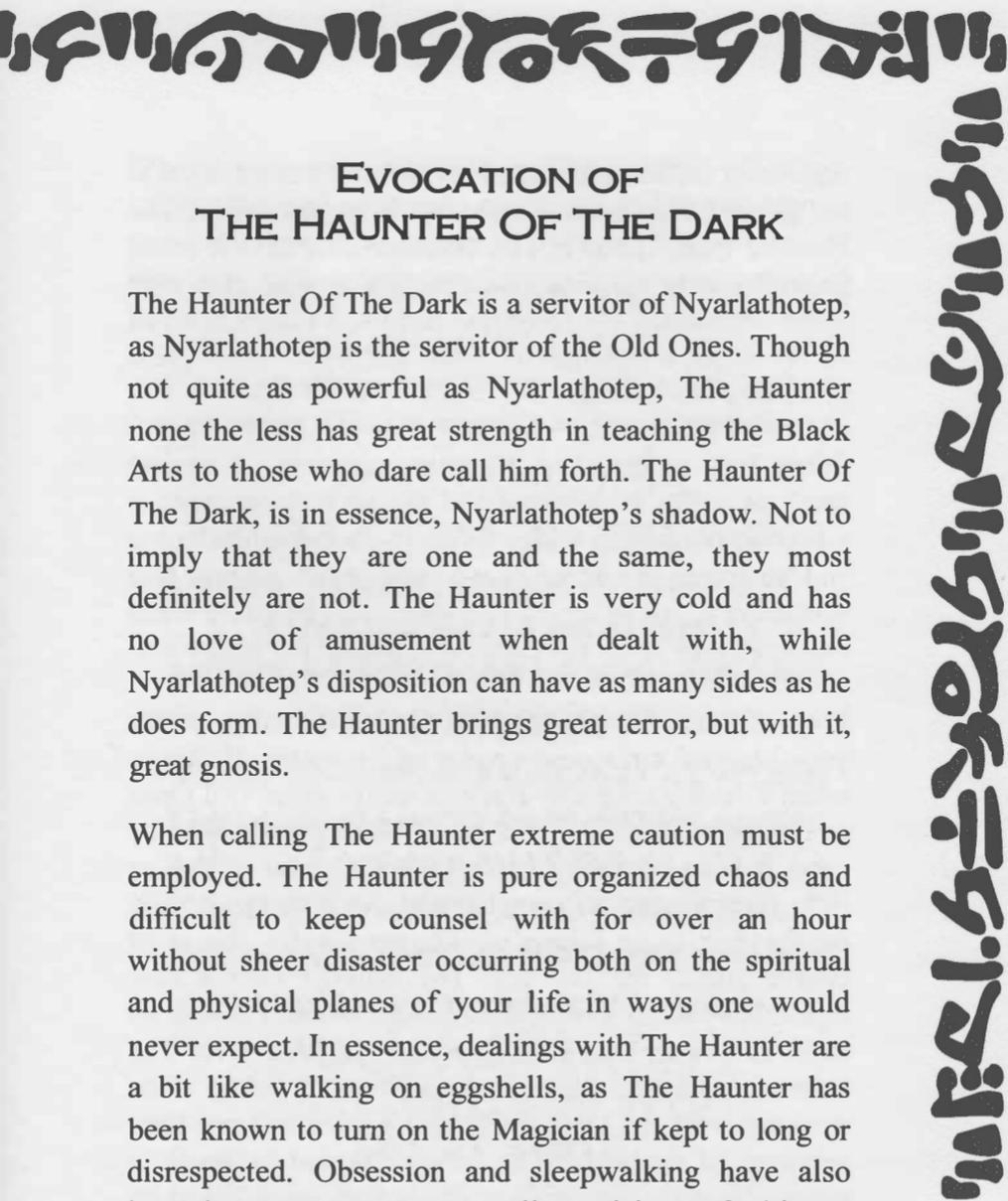
COME TO ME!...

יְיָ אֱלֹהֵינוּ יְיָ אֱלֹהֵינוּ

EVOCATION OF THE HAUNTER OF THE DARK

The Hunter Of The Dark is a servitor of Nyarlathotep, as Nyarlathotep is the servitor of the Old Ones. Though not quite as powerful as Nyarlathotep, The Hunter none the less has great strength in teaching the Black Arts to those who dare call him forth. The Hunter Of The Dark, is in essence, Nyarlathotep's shadow. Not to imply that they are one and the same, they most definitely are not. The Hunter is very cold and has no love of amusement when dealt with, while Nyarlathotep's disposition can have as many sides as he does form. The Hunter brings great terror, but with it, great gnosis.

When calling The Hunter extreme caution must be employed. The Hunter is pure organized chaos and difficult to keep counsel with for over an hour without sheer disaster occurring both on the spiritual and physical planes of your life in ways one would never expect. In essence, dealings with The Hunter are a bit like walking on eggshells, as The Hunter has been known to turn on the Magician if kept to long or disrespected. Obsession and sleepwalking have also been known to occur, as well as visions of ultimate chaos and the tendency for The Hunter to bestow hideous nightmares upon the Magician. This occurs after one has made contact with The Hunter, as a strong connection and bond is made after ritual, and made even stronger through dream work.



Approach the Haunter calmly with head bowed, eyes to the ground. No direct eye contact is to be made if The Haunter takes form. If The Haunter does take a form, generally it is of thick black smoke or fog. However some semblance of a physical form has been observed as a large cougar/griffin like gargoyle with great spreading black wings.

Often just before The Haunter manifests, a strong smell of sulfur is apparent and the air trembles with a vibration of beating wings. With it, sounds of bumping and scraping are heard along with what sounds like shattering glass, but these sounds cannot be followed to one spot, they seem to echo and surround the magician.

Prepare your Temple as you would normally, create your Magical circle and Trinity of Triangles. However when working with The Haunter unlike other Old Ones or their servitors, only one small black candle is to be used, it is to be placed behind the Magician so that as little light is used as possible and not directly shining on the Trinity of Triangles. The reason for this is of course due to the fact that The Haunter cannot bare light of any kind, so this reduces that factor. There is no need to evoke Yog-Sothoth when working with The Haunter, as Yog-Sothoth is primarily only called when working with the Dark Gods themselves and not their servitors (if applicable), as they are bound to the earth plane. Place the Shining Trapezohedron on its stand on the central mirror in the Trinity of Triangles, replacing the crystal ball. The Haunter knows many secrets, but demands monstrous sacrifices in return. Use your own discretion.

When all is ready, meditate on The Haunter, what you know of it, and what you are to ask it. Feel its eternal age and anger. When ready, The Haunter is summoned by gazing deep within the Shining Trapezohedron, as if you are looking through a window. It will feel your eyes upon it and immediately start to move closer to you through the planes. When you feel this begin to happen, draw The Haunter out of the Trapezohedron, call,

**"NIGHTMARE THAT
STALKS IN DARKNESS,
WHO DWELLS IN BLACK GULFS
OF CHAOS,
HEAR MY WORDS ECHO ACROSS
THE DESOLATE AND FORSAKEN
DESERT OF THE
ULTIMATE BLACK SPACES,
SHADOW OF THE GODS WHO
MOVES AS QUICK AS THOUGHT,
I CALL YOU FORTH!
AGELESS DAEMON OF
LIQUID SOOT,
I CALL YOU FORTH!
PHANTASM OF
UNEARTHLY DREAM,
I CALL YOU FORTH!
I CALL YOU FORTH!**

וְהִשְׁמַעְתִּי אֶת-קוֹלִי וְעָשִׂיתָ
HEAR MY WORDS AND CROSS
THE GREAT LABYRINTH BARRIER
THAT DIVIDES
TERRESTRIAL SPACE,
וְאֶת-קוֹלִי אֶקְרָא...
I CALL YOU...
THE ONE THAT HAUNTS THE
TOMBS OF FORGOTTEN AGES,
THE ONE THAT STALKS
THE LIGHT OF THE STARS
ONLY TO DEVOUR IT,
I CALL YOU...
COME FORTH INTO THIS TEMPLE,
LET ME FEED YOU,
COME THROUGH THE DARK
FOREST OF FORBIDDEN ANGLES,
TAKE SUBSTANCE AND FORM,
BLESS ME WITH YOUR UNHOLY
SHADOW PRESENCE,
COME FORTH FROM THE HIDDEN
BLACK WATERS OF THE SUNLESS
SEA,
HAUNTER OF THE DARK,
I CALL YOU FORTH!"

וְהִשְׁמַעְתִּי אֶת-קוֹלִי וְעָשִׂיתָ
וְאֶת-קוֹלִי אֶקְרָא...
וְהִשְׁמַעְתִּי אֶת-קוֹלִי וְעָשִׂיתָ

When finished with the rite, use the Closing Departure and send The Haunter back through the portal by lighting three white candles around The Shining Trapezohedron. The Haunter will return to the black gulfs of chaos from which it came, as it cannot bare light of any kind. Once returned to its place of dwelling, it will venture out amongst the world to fulfill its task given until needed and called again.

יִי הַיְיָ אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ

EVOCATION OF CTHULHU

Cthulhu is the master of dreams and mind control. If the magician is seeking counsel in the form of dreams or visions, or if one is seeking to look deep within to solve a personal inquiry, Cthulhu is to be evoked. Cthulhu seeks out the underlying force or root that drives events to occur and presents them to the magician, often in strange visions or images either through dreams or through the Mirror Of Azathoth and or, the crystal ball.

**"GREAT CTHULHU!
LORD OF DREAMS,
MASTER OF ILLUSION,
I CALL YOU FORTH
FROM YOUR
WATERY MAUSOLEUM,
I CALL YOU FROM YOUR
DOWNWARD DWELLING
THAT LIES IN
FORGOTTEN REALMS,
THE DREAM HOUSE
OF SLEEP!
CTHULHU!
גְּדוֹלַת הַיָּם
אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ**

יִי הַיְיָ אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ יְהוָה אֱלֹהֵינוּ

GREAT PRIEST OF
AQUATIC VISIONS,
I CALL YOU FORTH INTO
THIS TEMPLE,
I CALL YOU FORTH TO
HEAR MY WORDS,
SHARE WITH ME YOUR DREAMS,
SHOW ME THE MADNESS OF
FORBIDDEN AEONS,
CTHULHU !
TRAVELER FROM BEYOND
THE STARS,
ONE WHO SHARES THE
ANCESTRAL BLOOD,
COME FORTH INTO THIS TEMPLE,
BESTOW UPON ME YOUR WISDOM,
WHISPERER OF SECRETS FROM
UNKNOWN DEPTHS,
I CALL YOU FORTH !
BRING UNTO THIS TEMPLE YOUR
UNHOLY VASTNESS,
SHOW ME THE TRUE WAY!
DEVOUR THE BLOOD ESSENCE
AND BECOME STRONG!
CTHULHU !"

SUMMON YOU !
I CALL YOU FORTH !

ॐ श्रीगणेशाय नमः ॥

EVOCATION OF SHUB-NIGGURATH

Shub-Niggurath is a Dark Goddess of the Woods or, Black Mother of the Earth and possibly associated with Hecate. She is known to bestow familiar like entities that are of her 'Thousand Young'. She is evoked to help one see their present circumstances and the different possible 'paths' that are at hand. She cannot advise the Magician on which course to take, only show him the possible routes. Based on this, the Magician must choose wisely how he wishes to proceed in life, or how to appropriately deal with the endeavor that is in question. She is known to appear as a dark bluish purple iridescent smoke or fog. Call,

ॐ
"DARK MOTHER OF THE
TWISTED FOREST,
GODDESS OF BLACKENED EARTH,
COME FORTH FROM YOUR
RIDDLED CAVERNS THAT
LIE CONCEALED BENEATH THE
FEET OF THE IGNORANT,
COME FORTH FROM YOUR
RIDDLED CAVERNS THAT LIE
CONCEALED BENEATH THE FEET
OF THE IGNORANT,
ॐ

ॐ श्रीगणेशाय नमः ॥

COME FORTH FROM YOUR
SUBTERRANEAN KINGDOM THAT
CRADLES YOUR NIGHTMARE
CHILDREN OF COUNTLESS FORM,
SHUB-NIGGURATH!

COME FORTH TO THIS TEMPLE!
FILL THIS SPACE WITH YOUR
ABYSMAL PRESENCE,
COME TO ME DARK MOTHER AND
EMBRACE YOUR FAITHFUL CHILD,
BESTOW UPON ME THE VISIONS
OF PRE-HUMAN VAULTS THAT
HOLD THE WISDOM OF BURIED
EPOCHS,
SHUB-NIGGURATH!

THE GOAT WITH A
THOUSAND YOUNG!
COME FORTH AND BLESS ME WITH
YOUR DARK END TOUCH,
DRINK OF THE BLOOD THAT LIES
AT YOUR FEET,

SHUB-NIGGURATH!
SHUB-NIGGURATH!
SHUB-NIGGURATH!

ACCEPT THE SACRIFICE THAT
CALLS YOUR UNHALLOWED NAME,
REVEL IN THE ECSTASY OF
BECOMING!

SHUB-NIGGURATH!
BLACK MOTHER OF THE EARTH!
I CALL YOU FORTH INTO THIS
TEMPLE!

IA! SHUB-NIGGURATH!
IA! SHUB-NIGGURATH!
IA! SHUB-NIGGURATH!

EVOCATION OF THE NOT TO BE NAMED ONE

There is little known of this Old One. He seems to be the male counterpart of Shub-Niggurath, or perhaps an elder of some sort. He is extremely ancient, perhaps older than most other Old Ones, and seems to have taken to silence and solitude, though ever watching. There is speculation that Shub-Niggurath does not act unless the Not-To-Be-Named-One warrants it so. If in great need of Shub-Niggurath's assistance, petitioning this God first may be advisable. No known form is recorded. Call,

**☉ GREAT WATCHER OF
IMMEASURABLE TIME,
SILENT ELDER IN THE
GULFS OF NIGHTMARE,
☉ I CALL TO YOU...
COME FORTH UNTO THIS DARK
TEMPLE AND BLESS ME WITH
YOUR UNHOLY GRACE,
GREAT OLD ONE FROM
DIMENSIONAL INFINITY!
I CALL YOU NOW TO ASSIST ME
IN THIS WORKING!
I CALL YOU FROM THE NIGHT OF
EARTH TO BRING ME THAT
WHICH I DESIRE!**

☉ I CALL TO YOU...
GREAT WATCHER OF
IMMEASURABLE TIME,
SILENT ELDER IN THE
GULFS OF NIGHTMARE,
☉ I CALL TO YOU...
COME FORTH UNTO THIS DARK
TEMPLE AND BLESS ME WITH
YOUR UNHOLY GRACE,
GREAT OLD ONE FROM
DIMENSIONAL INFINITY!
I CALL YOU NOW TO ASSIST ME
IN THIS WORKING!
I CALL YOU FROM THE NIGHT OF
EARTH TO BRING ME THAT
WHICH I DESIRE!

יהוה אלהינו יהוה אחד

EVOCATION OF THE LORD OF THE WOODS

The Lord of The Woods is an Earth plane entity possibly associated with Pan. He is the servitor of Shub-Niggurath and thus unaffected by the alignment of the stars harmful rays. He is more tangible than either Shub-Niggurath or the Not-To-Be-Named-One and is to be evoked when you need reality nudged in your favor in order for a specific path to be opened that may not have been accessible otherwise. This entity however can be mischievous so make your petition as exact as possible or your situation may become worse than when begun. Call,

**LORD OF THE ANCIENT WOOD,
SPIRIT OF EVER CHANGING FORM,**

I SUMMON YOU...

**DWELLER OF THE WOODLANDS,
WANDERER OF GREY TWILIGHT,**

! I SUMMON YOU...

**PRINCE OF THE DEEPEST
BORDERLANDS THAT CONCEAL**

THE VEIL OF IN-BETWEEN,

I SUMMON YOU..

BRING FORTH YOUR MIGHT AND

WISDOM FROM BEYOND

YOUR INNER SHADOW,

יהוה אלהינו יהוה אחד

יהוה אלהינו יהוה אחד

יהוה אלהינו יהוה אחד

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

**COME FORTH INTO THIS DARK
TEMPLE AND HEAR MY CALL!**

LORD OF THE WOODS!

**I SUMMON YOU FORTH FROM
YOUR DARKENED DWELLING,**

**COME UNTO ME AND GRANT
ME YOUR ASSISTANCE!**

**I CALL TO YOU TO PARTAKE
OF THE BLOOD!**

MOVE THIS WORLD AS I SEE!

OPEN THE UNTRODDEN PATHS!

LORD OF THE WOODS!

I CALL YOU FORTH!

LORD OF THE WOODS COME!

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

וְיִצְטָרְפוּ אֶתְּכֶם מִיַּד הַיְיָ

𐌆𐌗𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬𐯭𐯮𐯯𐯰𐯱𐯲𐯳𐯴𐯵𐯶𐯷𐯸𐯹𐯺𐯻𐯼𐯽𐯾𐯿𐰀𐰁𐰂𐰃𐰄𐰅𐰆𐰇𐰈𐰉𐰊𐰋𐰌𐰍𐰎𐰏𐰐𐰑𐰒𐰓𐰔𐰕𐰖𐰗𐰘𐰙𐰚𐰛𐰜𐰝𐰞𐰟𐰠𐰡𐰢𐰣𐰤𐰥𐰦𐰧𐰨𐰩𐰪𐰫𐰬𐰭𐰮𐰯𐰰𐰱𐰲𐰳𐰴𐰵𐰶𐰷𐰸𐰹𐰺𐰻𐰼𐰽𐰾𐰿𐱀𐱁𐱂𐱃𐱄𐱅𐱆𐱇𐱈𐱉𐱊𐱋𐱌𐱍𐱎𐱏𐱐𐱑𐱒𐱓𐱔𐱕𐱖𐱗𐱘𐱙𐱚𐱛𐱜𐱝𐱞𐱟𐱠𐱡𐱢𐱣𐱤𐱥𐱦𐱧𐱨𐱩𐱪𐱫𐱬𐱭𐱮𐱯𐱰𐱱𐱲𐱳𐱴𐱵𐱶𐱷𐱸𐱹𐱺𐱻𐱼𐱽𐱾𐱿𐲀𐲁𐲂𐲃𐲄𐲅𐲆𐲇𐲈𐲉𐲊𐲋𐲌𐲍𐲎𐲏𐲐𐲑𐲒𐲓𐲔𐲕𐲖𐲗𐲘𐲙𐲚𐲛𐲜𐲝𐲞𐲟𐲠𐲡𐲢𐲣𐲤𐲥𐲦𐲧𐲨𐲩𐲪𐲫𐲬𐲭𐲮𐲯𐲰𐲱𐲲𐲳𐲴𐲵𐲶𐲷𐲸𐲹𐲺𐲻𐲼𐲽𐲾𐲿𐳀𐳁𐳂𐳃𐳄𐳅𐳆𐳇𐳈𐳉𐳊𐳋𐳌𐳍𐳎𐳏𐳐𐳑𐳒𐳓𐳔𐳕𐳖𐳗𐳘𐳙𐳚𐳛𐳜𐳝𐳞𐳟𐳠𐳡𐳢𐳣𐳤𐳥𐳦𐳧𐳨𐳩𐳪𐳫𐳬𐳭𐳮𐳯𐳰𐳱𐳲𐳳𐳴𐳵𐳶𐳷𐳸𐳹𐳺𐳻𐳼𐳽𐳾𐳿𐴀𐴁𐴂𐴃𐴄𐴅𐴆𐴇𐴈𐴉𐴊𐴋𐴌𐴍𐴎𐴏𐴐𐴑𐴒𐴓𐴔𐴕𐴖𐴗𐴘𐴙𐴚𐴛𐴜𐴝𐴞𐴟𐴠𐴡𐴢𐴣𐴤𐴥𐴦𐴧𐴨𐴩𐴪𐴫𐴬𐴭𐴮𐴯𐴰𐴱𐴲𐴳𐴴𐴵𐴶𐴷𐴸𐴹𐴺𐴻𐴼𐴽𐴾𐴿𐵀𐵁𐵂𐵃𐵄𐵅𐵆𐵇𐵈𐵉𐵊𐵋𐵌𐵍𐵎𐵏𐵐𐵑𐵒𐵓𐵔𐵕𐵖𐵗𐵘𐵙𐵚𐵛𐵜𐵝𐵞𐵟𐵠𐵡𐵢𐵣𐵤𐵥𐵦𐵧𐵨𐵩𐵪𐵫𐵬𐵭𐵮𐵯𐵰𐵱𐵲𐵳𐵴𐵵𐵶𐵷𐵸𐵹𐵺𐵻𐵼𐵽𐵾𐵿𐶀𐶁𐶂𐶃𐶄𐶅𐶆𐶇𐶈𐶉𐶊𐶋𐶌𐶍𐶎𐶏𐶐𐶑𐶒𐶓𐶔𐶕𐶖𐶗𐶘𐶙𐶚𐶛𐶜𐶝𐶞𐶟𐶠𐶡𐶢𐶣𐶤𐶥𐶦𐶧𐶨𐶩𐶪𐶫𐶬𐶭𐶮𐶯𐶰𐶱𐶲𐶳𐶴𐶵𐶶𐶷𐶸𐶹𐶺𐶻𐶼𐶽𐶾𐶿𐷀𐷁𐷂𐷃𐷄𐷅𐷆𐷇𐷈𐷉𐷊𐷋𐷌𐷍𐷎𐷏𐷐𐷑𐷒𐷓𐷔𐷕𐷖𐷗𐷘𐷙𐷚𐷛𐷜𐷝𐷞𐷟𐷠𐷡𐷢𐷣𐷤𐷥𐷦𐷧𐷨𐷩𐷪𐷫𐷬𐷭𐷮𐷯𐷰𐷱𐷲𐷳𐷴𐷵𐷶𐷷𐷸𐷹𐷺𐷻𐷼𐷽𐷾𐷿𐸀𐸁𐸂𐸃𐸄𐸅𐸆𐸇𐸈𐸉𐸊𐸋𐸌𐸍𐸎𐸏𐸐𐸑𐸒𐸓𐸔𐸕𐸖𐸗𐸘𐸙𐸚𐸛𐸜𐸝𐸞𐸟𐸠𐸡𐸢𐸣𐸤𐸥𐸦𐸧𐸨𐸩𐸪𐸫𐸬𐸭𐸮𐸯𐸰𐸱𐸲𐸳𐸴𐸵𐸶𐸷𐸸𐸹𐸺𐸻𐸼𐸽𐸾𐸿𐹀𐹁𐹂𐹃𐹄𐹅𐹆𐹇𐹈𐹉𐹊𐹋𐹌𐹍𐹎𐹏𐹐𐹑𐹒𐹓𐹔𐹕𐹖𐹗𐹘𐹙𐹚𐹛𐹜𐹝𐹞𐹟𐹠𐹡𐹢𐹣𐹤𐹥𐹦𐹧𐹨𐹩𐹪𐹫𐹬𐹭𐹮𐹯𐹰𐹱𐹲𐹳𐹴𐹵𐹶𐹷𐹸𐹹𐹺𐹻𐹼𐹽𐹾𐹿𐺀𐺁𐺂𐺃𐺄𐺅𐺆𐺇𐺈𐺉𐺊𐺋𐺌𐺍𐺎𐺏𐺐𐺑𐺒𐺓𐺔𐺕𐺖𐺗𐺘𐺙𐺚𐺛𐺜𐺝𐺞𐺟𐺠𐺡𐺢𐺣𐺤𐺥𐺦𐺧𐺨𐺩𐺪𐺫𐺬𐺭𐺮𐺯𐺰𐺱𐺲𐺳𐺴𐺵𐺶𐺷𐺸𐺹𐺺𐺻𐺼𐺽𐺾𐺿𐻀𐻁𐻂𐻃𐻄𐻅𐻆𐻇𐻈𐻉𐻊𐻋𐻌𐻍𐻎𐻏𐻐𐻑𐻒𐻓𐻔𐻕𐻖𐻗𐻘𐻙𐻚𐻛𐻜𐻝𐻞𐻟𐻠𐻡𐻢𐻣𐻤𐻥𐻦𐻧𐻨𐻩𐻪𐻫𐻬𐻭𐻮𐻯𐻰𐻱𐻲𐻳𐻴𐻵𐻶𐻷𐻸𐻹𐻺𐻻𐻼𐻽𐻾𐻿𐼀𐼁𐼂𐼃𐼄𐼅𐼆𐼇𐼈𐼉𐼊𐼋𐼌𐼍𐼎𐼏𐼐𐼑𐼒𐼓𐼔𐼕𐼖𐼗𐼘𐼙𐼚𐼛𐼜𐼝𐼞𐼟𐼠𐼡𐼢𐼣𐼤𐼥𐼦𐼧𐼨𐼩𐼪𐼫𐼬𐼭𐼮

**! I CALL YOU FORTH!
GNAWING GOD IN
DREAMING DARKNESS,
BEYOND ALL ANGLES KNOWN,
OPEN MY VISION!
BLACK LORD BEYOND ALL TIME
AND SPACE,
OPEN MY VISION!
MASTER OF ALL THAT IS
AND IS NOT!
OPEN MY VISION!
AZATHOTH!
I CALL YOU FORTH!
SUPREME DARK GOD OF ALL
BEGINNINGS AND ALL ENDINGS,
THE CENTER OF IT ALL,
BRING FORTH UNTO THIS TEMPLE
YOUR MADDENING GNOSIS,
BRING FORTH THAT BEYOND ALL
KNOWN UNDERSTANDING,
TAKE OF MY DEVOTION
AND KNOW ME,
FOR I AM BOUND TO YOU!
AZATHOTH!
COME FORTH UNTO THIS DARK
TEMPLE!
AZATHOTH!
I SUMMON YOU!**

וְיִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל

CLOSING DEPARTURE

“THANK YOU OLD ONE/S FOR
YOUR PASSAGE INTO THIS
WORLD AND PLANE,
YOUR PRESENCE HAS
BEEN AN HONOR,
AND I AM HUMBLED.
DEPART BACK TO THE END-
LESS VOID BEFORE
NOTHINGNESS,
RETURN TO YOUR HOME BE-
YOND THE STARLESS SKY,
REMEMBER MY FORM...AND
MY WORDS,
GO YOUR WAY...”

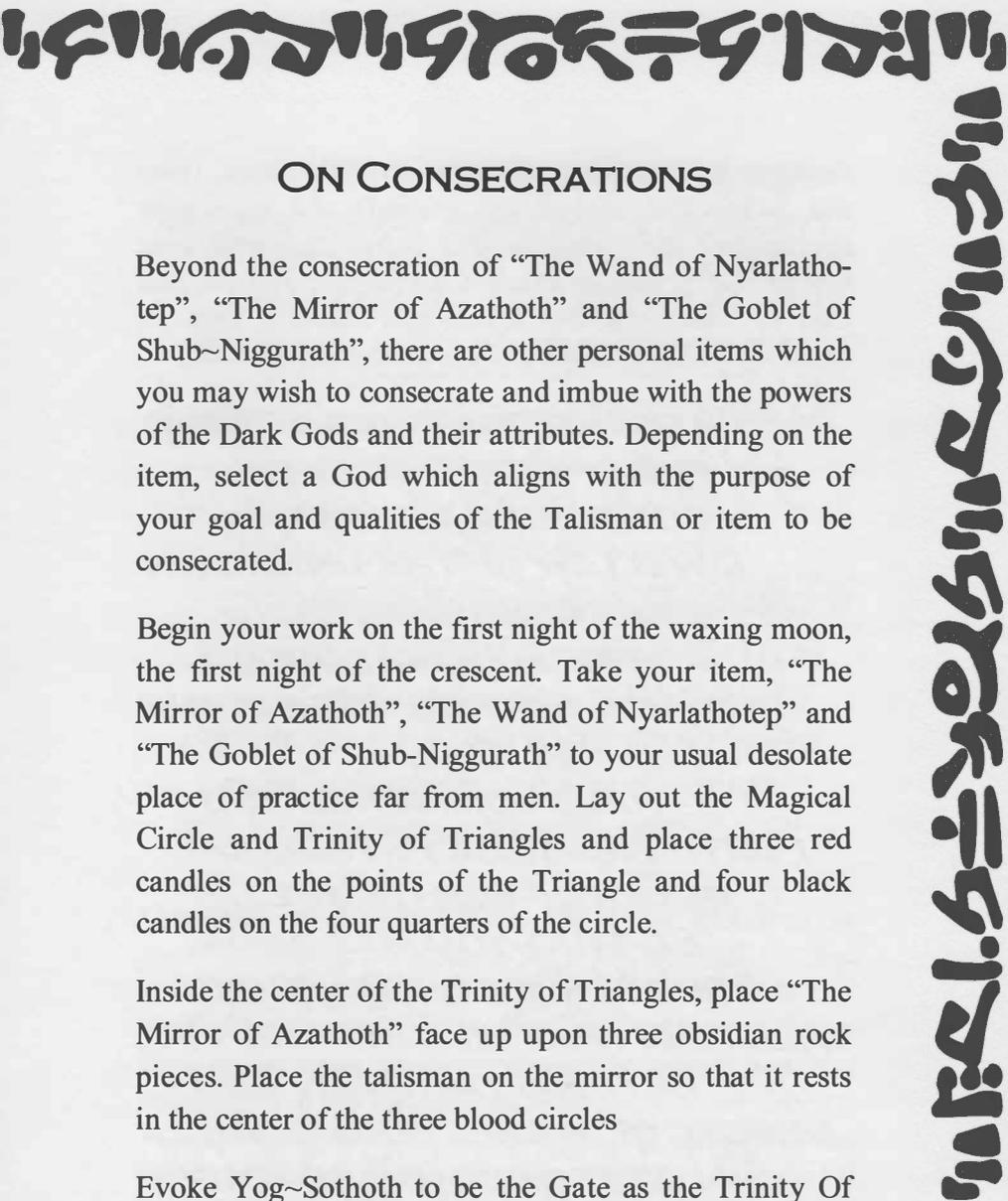
וְיִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל
וְיִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל
וְיִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל

וְיִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל יִשְׂרָאֵל

וַיִּזְכֹּר יְהוָה אֱלֹהֵינוּ אֶת־בְּרִית־הַבְּרִיתִים

ON CONSECRATIONS

וַיִּזְכֹּר יְהוָה אֱלֹהֵינוּ אֶת־בְּרִית־הַבְּרִיתִים



ON CONSECRATIONS

Beyond the consecration of “The Wand of Nyarlathotep”, “The Mirror of Azathoth” and “The Goblet of Shub~Niggurath”, there are other personal items which you may wish to consecrate and imbue with the powers of the Dark Gods and their attributes. Depending on the item, select a God which aligns with the purpose of your goal and qualities of the Talisman or item to be consecrated.

Begin your work on the first night of the waxing moon, the first night of the crescent. Take your item, “The Mirror of Azathoth”, “The Wand of Nyarlathotep” and “The Goblet of Shub-Niggurath” to your usual desolate place of practice far from men. Lay out the Magical Circle and Trinity of Triangles and place three red candles on the points of the Triangle and four black candles on the four quarters of the circle.

Inside the center of the Trinity of Triangles, place “The Mirror of Azathoth” face up upon three obsidian rock pieces. Place the talisman on the mirror so that it rests in the center of the three blood circles

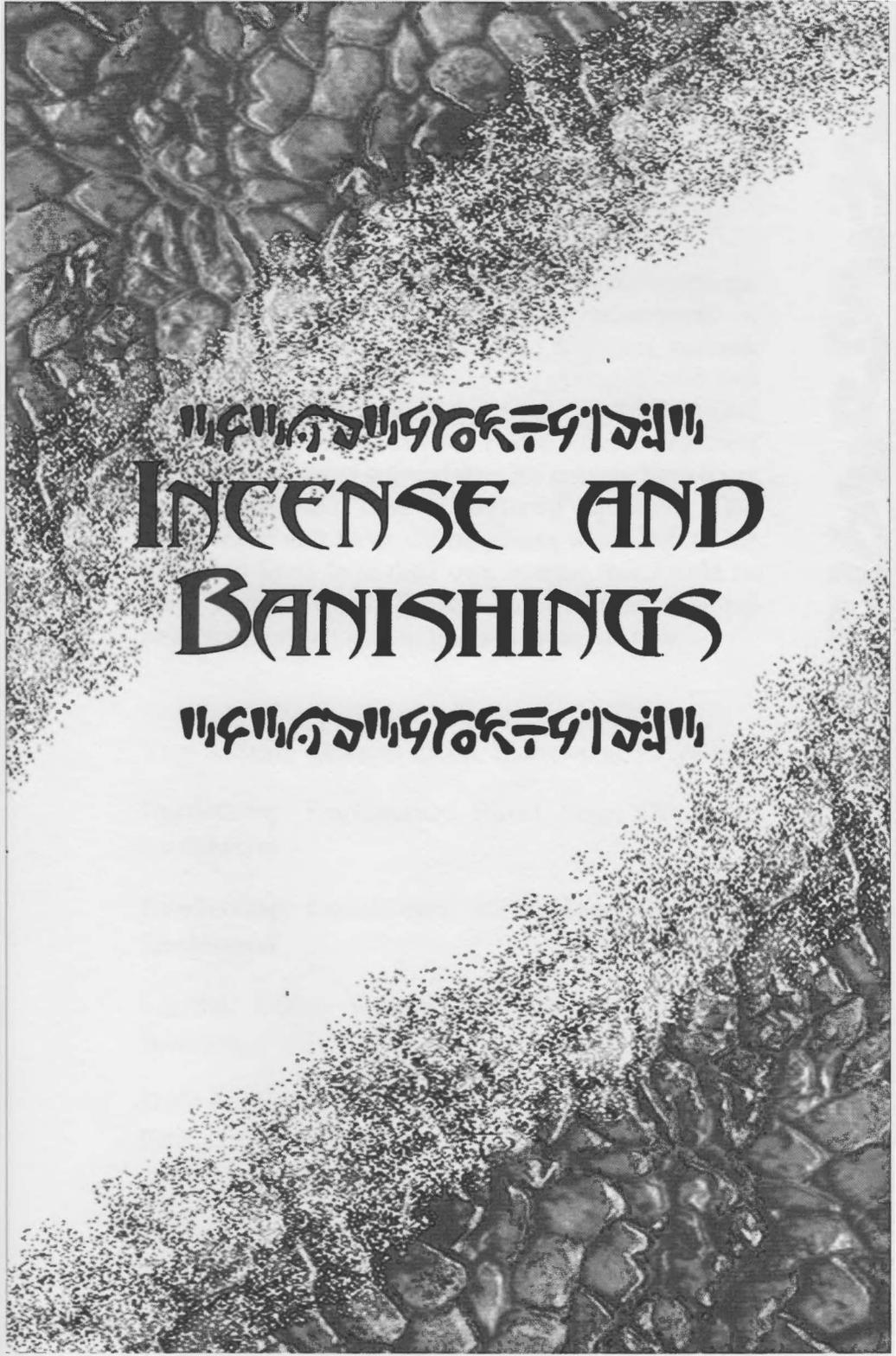
Invoke Yog~Sothoth to be the Gate as the Trinity Of Triangles, followed by the evocation of Nyarlathotep. Once Nyarlathotep has answered your call, use the specific Gods evocation you wish to bring forth. Once finished, petition Nyarlathotep to bring your evocation to the Dark God of your choice, as stated before. Once

the God is present, go down upon your knees, (face and palms flat against the ground) and give your appreciation and gratitude that it has answered your request. Still upon your knees, sit upright and ask that God to strengthen and imbue the talisman with its essence and strength, protection, guidance, etc. Call,

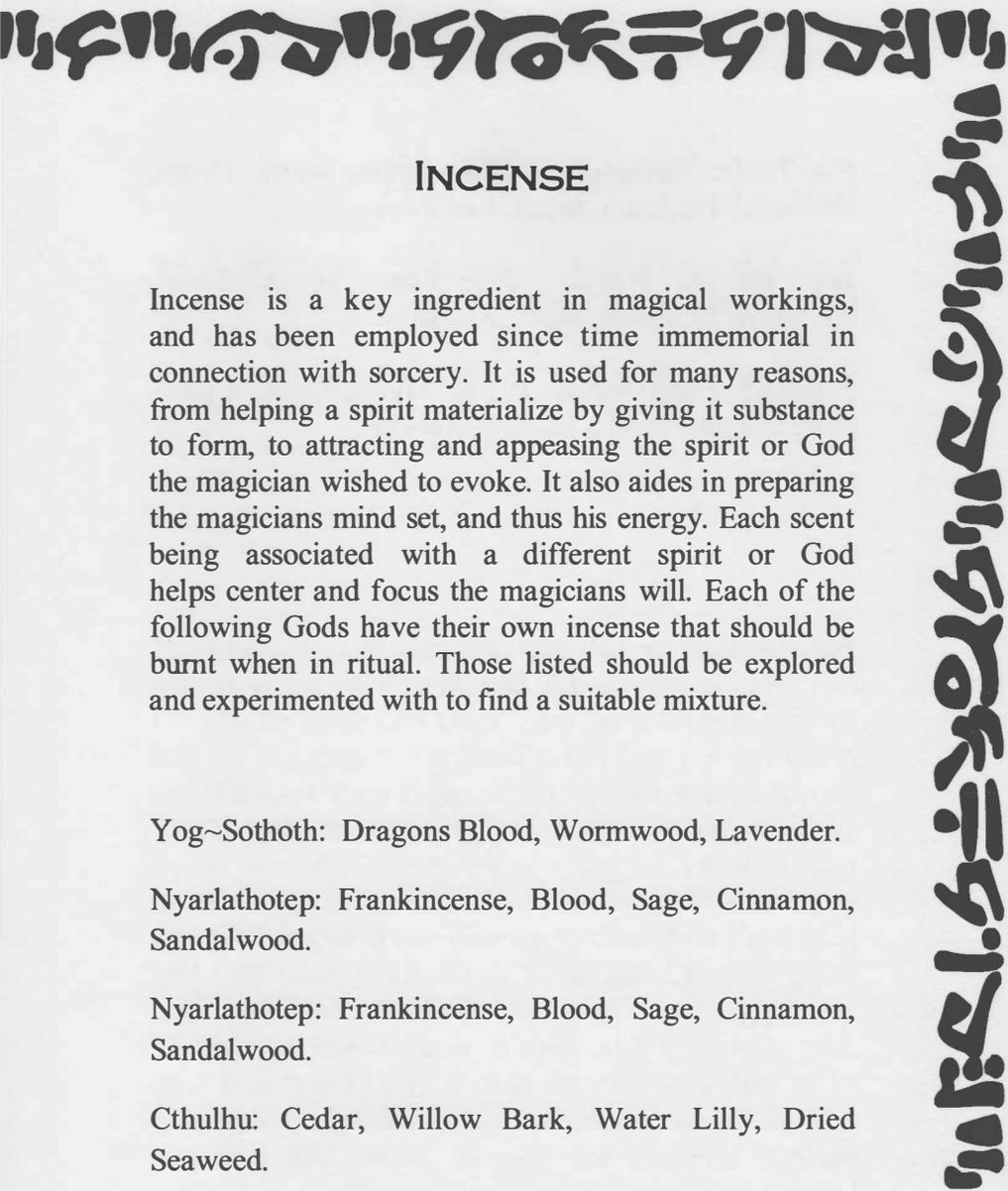
**OLD ONE THAT LIES BEYOND
THE SPHERES OF THE
FORBIDDEN DESERT,
DWELLER OF THE UNKNOWN
DARKENED SPACES,
I WELCOME YOU,
THANK YOU FOR ANSWERING
MY CALL,
I HAVE SUMMONED YOU
FORTH FROM THE PRIMORDIAL
GULFS OF NIGHTMARE,
SO THAT YOU MAY IMBUE
YOUR POWER WITHIN THE
TALISMAN THAT LIES BEFORE YOU,
LET THIS TALISMAN BE A
VESSEL OF YOUR ETERNAL WILL,
LET IT ENCOMPASS YOUR
FORBIDDEN STRENGTH THAT HAS
BEEN LOCKED AWAY BEYOND THE
EPOCHS OF TIME,
OH GOD OF FORBIDDEN
KNOWLEDGE,**

**WHO LIES BEYOND ELDER
MADNESS OF CHAOTIC THOUGHT,
BLESS THIS TALISMAN SO IT
IS A REFLECTION AND
EXTENSION OF YOU,
SO IT HOLDS WITHIN ITSELF
THE ESSENCE OF ARCHAIC
BLOOD THAT RUNS DEEP
THROUGH YOUR VEINS,
AS STAR BLOOD RUNS
DEEP THROUGH THE NIGHT,
THIS I ASK OF YOU GREAT
LORD WHO RESTS BEYOND THE
SHADOWS OF LUNAR LIGHT,
HEED MY CALL!**

Once you have finished the rite, close the ritual as usual. Leave the talisman in its place until the candles have burnt out and immediately wrap it in black silk or cloth. Repeat this ceremony the remaining two nights of the waxing crescent moon, and upon completion, the talisman will be charged and potent. Use it only on yourself or one you specified in the rite, else, it will be ineffectual and at worse, dangerous or deadly. Of course if one were using this rite for bane, that would be the desired effect.



॥ ॐ ॥ श्रीगणेशाय नमः ॥
**INCENSE AND
BANISHINGS**
॥ ॐ ॥ श्रीगणेशाय नमः ॥



INCENSE

Incense is a key ingredient in magical workings, and has been employed since time immemorial in connection with sorcery. It is used for many reasons, from helping a spirit materialize by giving it substance to form, to attracting and appeasing the spirit or God the magician wished to evoke. It also aides in preparing the magicians mind set, and thus his energy. Each scent being associated with a different spirit or God helps center and focus the magicians will. Each of the following Gods have their own incense that should be burnt when in ritual. Those listed should be explored and experimented with to find a suitable mixture.

Yog~Sothoth: Dragons Blood, Wormwood, Lavender.

Nyarlathotep: Frankincense, Blood, Sage, Cinnamon, Sandalwood.

Nyarlathotep: Frankincense, Blood, Sage, Cinnamon, Sandalwood.

Cthulhu: Cedar, Willow Bark, Water Lilly, Dried Seaweed.

Shub~Niggurath: Pine Resin, Myrrh, Cedar, Redwood, Patchouli, Musk, Red Rose.

Not To Be Named One: Pine Resin, Myrrh, Cedar, Redwood, Patchouli, Musk, Red Rose.

Lord Of The Woods: Pine Resin, Myrrh, Cedar, Redwood, Patchouli, Musk, Red Rose.

Azathoth: Frankincense, Blood, Myrrh, Cedar, Cinnamon, Dragons Blood, Basil, Redwood.



BANISHINGS

As stated in the section “Ritual Outline & Explanation” a harsh banishing ritual is never to be used against the Old Ones least you offend them, which no doubt you would, and they unleash their wrath upon you in whatever form it may take, as the banishing will have no effect. Nyarlathotep is their servitor and soul, and can cause you much suffering both on this plane and others if it is their will.

However, there is a symbol that they or their servitors cannot approach if employed. It is known as “The Seal Of The Invisible Old Ones”, and for unknown reasons lost in time, they fear it greatly. The Seal can be used in various ways from being engraved upon a talisman one would wear to keep the Dark Forces at bay, to being traced upon the ground within a magical circle to clear an area of working if one is at first hesitant when using this tradition, or if one chooses to clear their Temple of Old One energy. The Dark Gods and Cthonic Spirits will keep their distance, as they cannot approach. Though you are still able to work with them from afar, your results will vary as it is far more effective to be one with the dark currents of energy and form that surround and move through the Sorcerer without restriction or offense. However as stated, this method can be beneficial when first embracing this tradition to get a feel for the entities and energies you will be working with under ‘safe’ conditions. The symbol greatly resembles a skeleton of a dead leaf or tree branch that has three arms on the left half and two on the right, simple, yet devastatingly effective.



וְיִשְׂרָאֵל יִשְׁמַע וְיִשְׁתַּחֲוֶה וְיִשְׁתַּבַּח וְיִשְׁתַּמְּחַ וְיִשְׁתַּבַּח וְיִשְׁתַּמְּחַ

FINAL WORDS

וְיִשְׂרָאֵל יִשְׁמַע וְיִשְׁתַּחֲוֶה וְיִשְׁתַּבַּח וְיִשְׁתַּמְּחַ וְיִשְׁתַּבַּח וְיִשְׁתַּמְּחַ



FINAL WORDS

What has drawn, and continues to draw me to Lovecraft and his unearthly visions, is his dreaded forbidden book, The Necronomicon. The system of magic and realms it promises, exist outside of the Judea/Christian structure. It is something truly alien, and thus, truly exciting. Though through all of its gloom and nightmare, there is a strong sense of freedom. There lies no impending doom of the soul that requires it to go to either Heaven or to Hell, it forces one to look beyond such simple constructs and truly contemplate the universe and God on a much larger scale. Without the prejudice of mans word and limited sight.

I did not create these wonderfully dark realities; I only put together the cyclopean pieces of a nightmare dimension that one man brought unwillingly forth into this reality. He did not believe in magic, he did not condone in the practice of magic and spoke against any belief or religious system, dismissing them as illusion. He was a materialist. That is why he is to be believed. He fought against himself and his own beliefs and tried to justify his visions as simply recurring nightmares, though I suspect somewhere deep down within he knew the difference and truth. But even if he did, if he proclaimed these transmissions as real communication with Extra-Dimensional Gods, he would appear as though he were mad, and not as a talented writer, which was of course in his best interest to appear as. I don't believe that Lovecraft created these entities, be they Gods or ancient alien beings from the farthest reaches



of space and dimension. I believe he was an unwilling medium that these entities chose to deliver their idea of existence into ours through.

And it worked...

Nearly one hundred years ago they came forth, and here we are, still carrying on their myth, still telling their story. Through theatre, art, literature and film, their struggle is retold time and time again. They have spread, and are known to all cultures, thus having gained in strength. Perhaps this is how they invade, through forms of media and the mind; a thought that has become a virus, or perhaps a virus in the form of a thought. Perhaps that is why the initial carrier physically suffered so. These alien thoughts and contacts made him ill. And he spread the illness forth unto the world to relieve his suffering. All the while, telling himself that it was all a lie, that none of it was true. That it was all 'phantasy'.

Lovecraft is gone from this world, but the Old Ones will live on, immortal...

What reality is, is what you believe it to be, it's different for every person. Arguing over what is real or not is a pointless waste of time, which is also just perception. These Dark Gods exist, simply because we are discussing them. If they did not exist, we would not be. We would know nothing of them, because they would not exist. They are a part of our reality whether we accept it, or choose to fight against it, as Lovecraft himself did.

Ultimately, the choice is yours...

"Yogg-Sothoth Neblod Zin"

~ S. Ben Qayin



