

Necronomicon 1

Peace be to thee!

Henceforth, from that fateful night in the mountains of MASSHU, I wandered about the countryside in search of the key to the secret knowledge that had been given me. And it was a painful and lonely journey, during which time I took no wife, called no house or village my home, and dwelt in various countries, often in caves or in the deserts, learning several tongues as a traveler, to bargain with the trades people and learn of the news and customs.



But my bargaining was with the Powers that reside in each of these countries. And soon, I came to understand many things of which before I had no knowledge, except perhaps in dreams. The friends of my youth deserted me, and I them. When I was seven years gone from my family, I learned that they had all died of their own hand, for reasons no one was able to tell me; their flocks had later been slain as the victims of some strange epidemic.

I wandered as a beggar, being fed from town to town as the local people saw fit, often being stoned instead of threatened with imprisonment. On occasion, I was able to convince some learned man that I was a sincere scholar, and was thereby permitted to read the Ancient Records in which the details of necromancy, sorcery, magick and alchemy are given. I learned of the spells that cause men illness, the plague, blindness, insanity and even death. I learned the various classes of demons and evil gods that exist, and of the old legends concerning the Ancient Ones.



I was thus able to arm myself against the dread Maskim, who lie in wait about the boundaries of the world, ready to trap the unwary and devour the sacrifices set out at night and in deserted places; against the she-devil LAMMASHTA, who is called Sword that Splits the Skull, the sight of whom causes horror and dismay, and (some say) death of a most uncommon nature.

In time I learned of the names and properties of all the demons, devils, fiends and monsters listed herein, in this Book of the Black Earth. I learned of the powers in the astral Gods, and how to summon their aid in times of need. I learned, too, of the frightful beings who dwell beyond the astral spirits, who guard the entrance to the Temple of the Lost, of the Ancient Days the Ancient of the Ancient Ones, whose Name I cannot write here.



In my solitary ceremonies in the hills, worshipping with fire and sword, with water and dagger, and with the assistance of strange grass that grows wild in certain parts of the MASSHU, and with which I had unwittingly built my fire before the rock, that grass that gives the mind great power to travel

tremendous distances into the heavens, as also into the hells, I received the formulae for the amulets and talismans which follow, which provide the Priest with safe passage among the spheres wherein he may travel in search of the Wisdom.

But now, after One Thousand-and-One moons of the journey, the Maskim nip at my heels, the Rabishu pull at my hair, Lammashtha opens her dread jaws, AZAG-THOTH gloats blindly at his throne, KUTULU raises his head and stares up through the Veils of sunken Varloorni, up through the Abyss, and fixes his stare upon me; wherefore I must with haste write this Book lest my end come sooner than I had prepared.



For indeed, it appears as though I have failed in some regard as to the order of the rites, or to the formulae, or to the sacrifices, for now it appears as if the entire host of ERESSKIGAL lies waiting, dreaming, drooling for my departure. I pray the gods that I am saved (which he is not, for "gods" cannot save ones soul, only GOD) and not perish as did the Priest, ABDUL BEN-MARTU, in Jerusalem (the gods remember and have mercy upon him!).

My fate is no longer writ in the stars, for I have broken the Chaldean Covenant by seeking power over the **Zonei**. I have set foot on the moon, and the moon no longer has power over me. The lines of my life have been obliterated by my wanderings in the Waste, over the letters writ in the heavens by the gods. And even now I can hear the wolves howling in the mountains as they did that fateful night, and they are calling my name, and the names of the Others. I fear for my flesh, but I fear for my spirit more.

Remember, always, in every empty moment, to call upon the gods not to forget thee, for they are forgetful and very far away. Light thy fires high in the hills, and on the tops of temples and pyramids, that they may see and remember.

Remember, always, to copy each of the formulae as I have put it down and not to change it by one line or dot, not so much as hair's breadth, lest it be rendered valueless, or worse: a broken line provides means of entrance for those Outside, for a broken star is the Gate of GANZIR, the Gate of Death, the Gate of the Shadows and the Shells.



Recite the incantations as they are written here, in the manner thus prescribed. Prepare the rituals without erring and in the proper places and times render the sacrifices.

May the gods ever be merciful unto thee!

May thou escape the jaws of the MASKIM, and vanquish the power to the Ancient Ones!

**AND THE GODS GRANT THEE DEATH BEFORE THE ANCIENT ONES
RULE THE EARTH ONCE MORE!**

KAKAMMU! SELAH!

Diary of a Madman

To be a black magician is perhaps ye most dangerous thing one can attempt, for you risk not only your life and mind but your essence -- what simpler minds call ye "soul" -- as well. You may beat ye odds and become a god, but most likely you will go mad.



Or -- and this may be worst of all -- you may do both.

Oh thou who wrote of evil things remember : they always are inspired by Ye

Evil Ones you shall meet after your passing, so turn your dark thoughts to repentant prayer since ye road to Hell is much shorter than what you believe : do not let you wicked soul to become as dark as this page.

We hunt a horror that feeds on human tears . . .



After the western horizon's blood turns black, and all through the dusky hours, I, in my solitude, roam the far flung realms of time. In ancient halls with brazen censers smoldering, strange shadows dance across vaulted ceilings and curtains of rich velvet. And those stone chambers ring with echoes of the twisted language of conjuration, lighted by the glow of otherworldly powers.



The walls meet at impossible angles and there tread unearthly fiends that are deranged nightmares come to life. Frozen by fear, I remain unseen. And ere a tint of rose in the east heralds the coming dawn I am released from my nocturnal wanderings and am allowed to return from whence I came beyond the wall of sleep. Only then do all those things vanish and be gone with the morning mist until my awakening once again gives them life.

While traveling from island to island, I heard many tales of ancient and forgotten lore. Although I dismissed many of these stories as nonsensical superstitions, I found ye tale of Orobla singularly significant. It evoked half remembered feelings that I had not felt since I had slept in ye ancient city of many pillared Irem.

Hearken unto ye incessant prattle that constantly spewed forth from ye many mouths of Orobla, ye Beast of ye forgotten lies,

"Does ye horrid face of Boac-Treth tolerate frail human cowardice? You know that it can not. Such is its nature. So why, I say again unto you, why do you not arise and strike down ye blasphemers who would deny ye ultimate truth? You know your cowardice will not be tolerated. Ye wrath of ye Old Ones will surely fall upon you all! Do you not feel ye dreams of ye one who sleeps beneath ye waves? Do you hope that he will be pleased by your pathetic nature when his harsh gaze falls upon you? No. Surely, he shall devour you with all of ye others who have forgotten ye way!

How can you continue to behave in such a frail and inconstant manner when all of you have seen ye wondrous lens of ye moon and ye crucible of eternal vitae? You puny beings are as worthless as so much excrement. I will laugh with joy when Yog-Sothoth and his favored son appear. They together shall set aright all that has been mislaid. I shall dance upon many legs when ye cloven feet of ye Goat with a Thousand Young pounds ye infidels back into ye dust from which they arose.



I will be as one with ye dark minion himself, ye one who walks abroad in ye form of a man, but is not a man. I speak of he whose faces are as numerous as there are stars in ye heavens. His vicious rage needs not be mentioned for his way is known to all men. You should fear evoking his wrath for he is ye left hand of ye center, ye voice of ye ultimate destruction."

Such was ye way that Orobla would speak. It had expounded in this incessant manner for hours and days and years unnumbered, always cursing ye reticent nature of its many followers.

Until that foretold day when ye moon was as crimson and flaming steel fell from ye stars. Upon

apex like a severed head, ye Beast of forgotten
lies was silent.

Orobla has not uttered a sound since. His priests who hide amongst ye men and women of Crete, reverently proclaim that when Orobla speaks again ye world shall be undone. They claim that R'leyh shall be hurled into ye sky and Cthulhu and his kind shall be freed to rule once again.



I know not if I should believe all of ye strange tales they told me, but ye previous legend was told with such conviction that I felt compelled to record it.

between ye dark and light
between heaven and hell
between dream and wakefulness between
ye heavens and earth
there is only us.

It is still bright, but for how long?..
There is something of heaven in death.
Because I could not stop for Death
he kindly stopped for me,
Ye carriage held but him and me
and Eternity.
I live, I will die, I will leave,
I WILL come again.

Through the ages I have lived, secluded under the impass-able mountains of the unknown Kaddath, but now having dispelled the arcane powers that kept

me imprisoned, I have returned, and I am here to wreak fiery death and chaos upon your lowly race. Behold the Power of Axn-Xcamr the all powerful Keeper of the Yellow Sign, he who is dead yet lives!

Nay! Dead Cthulhu lies not dreaming, rather, listen to the rhythm of the waves, for they tell the fell story of a noisome day to come, when Cthulhu shall spew forth from dead R'Lyeh to lead his minions on a rampage of slaughter throughout the unsuspecting world....



I can no longer tolerate the slap slapping of the sea, for I hear the cries, feel the vibrations.....waving tentacles deep down pound out an ancient rhythm, hordes of batrachian mouths gibber fiendishly....oh that I would never see the ocean again!!! Ia! Ia! Shib Niggurath save me!

The goat with 1000 young have mercy.....nay, even as I grovel on the floor of this rented tenement, I feel the walls close in about me..... is it? could it be? I hear them....the Hounds....the Hounds come and I am doomed... Mna 'Fth'ngui Fgthan.....

Humans are such foolish creatures.... They know not of the Dark, of the Things Within, of Nyarlathotep, Cthulhu, or Shub-Niggathoth.



Few of the foolish creatures, Bolder, if less sane than the rest, Choose to learn, to understand. To find the secrets of the Night, to learn that which none should know.

IA! IA!

There will come a day when they will walk amongst you. They will not be able to be seen for what they are by normal folk. Only those amongst you with true faith will be able to detect their evil and be able to stop them.

Do not fail as the fate of the world rests in your hands and as such, if you fail, the human race is doomed.

The night things are called forth
The time draws nigh
To find out what a man's soul is worth

In these trying times
Death calls and a new journey am I become An
empty shell is left under the lonely sun
All that is, was and ever shall be
Are in one spirit, a single journey

If I should while I am awake
My soul is gone, my body is fake
Down into those endless depths I fly
Where imagery of dark being are cast
on a star lit sky

All these things I have seen
And even farther have I been
I am become
I am

The Darkness waits, the febrile moon
Casts arcane shadows. I do not dare
To utter your cursed name;

I soon
will meet the Watcher standing there
At the Abyssal Gates. I pay my toll
In blood-red gold --

The veil parts, dim
and spectral lights illumine my soul,
and my dream-dark master calls me to him.

Ia! Io! Mine eyes are rent by glorious
destruction!

The Old Ones

The Old Ones were, the Old Ones are and the
Old Ones shall be. From the dark stars They
came ere man was born, unseen and
loathsome... They descended to primal earth.

Beneath the oceans They brooded while ages
past, till seas gave up the land, whereupon
They swarmed forth in Their multitudes and
darkness ruled the Earth.

At the frozen Poles They raised mighty cities, and upon high
places the temples of Those whom nature owns not and the
Gods have cursed.

And the spawn of the Old Ones covered the Earth, and their

children endureth throughout the ages.

Ye shantaks of Leng are the work of their hands, the Ghosts
who dwelleth in Zin's primordial vaults know Them as their
Lords.



They have fathered the Na-Hag and the Gaunts that ride the Night; Great
Cthulhu is Their brother, the shaggoths Their slaves. The Dholes do homage
unto Them in the nighted vale of Pnoth and Gugs sing Their praises beneath
the peaks of ancient Throk.

They have walked amidst the stars and They
have walked the Earth. The City of Irem in the
great desert has known Them;

Leng in the Cold Waste has seen Their passing,
the timeless citadel upon the cloud-veiled
heights of unknown Kadath bears Their mark.

Wantonly the Old Ones trod the ways of
darkness and Their blasphemies were great
upon the Earth; all creation bowed beneath
Their might and knew Them for Their
wickedness.

And the Elder Lords opened their eyes and beheld the abominations of Those
that ravaged the Earth. In Their wrath They set their hand against the Old
Ones, staying Them in the midst of Their iniquity and casting Them forth from
the Earth, to the Void beyond the planes where chaos reigns and form
abideth not....

And the Elder Lords set Their seal upon the Gateway and the power of the

Old Ones prevailest not against its might.

Loathsome Cthulhu rose then from the deeps and raged with exceeding great fury against the Earth Guardians. And They bound his venomous claws with potent spells and sealed him up within the City of R'lyeh wherein beneath the waves he shall sleep death's dream until the end of the Aeon.

Beyond the Gate dwell now the Old Ones; not in
the spaces known unto men but in the angles
betwixt them.

Outside Earth's plane They linger and ever await
the time of Their return;

For the Earth has known Them and shall know



And the Old Ones hold foul and formless Azathoth for Their Master abd Abide with Him in the black cavern at the center of all infinity, where he gnaws ravenously in ultimate chaos amid the mad beating of hidden drums, the tuneless piping of hideous flutes and the ceaseless bellowing of blind idiot gods that shamble and gesture aimlessly for ever.

one unto Him.

*He knows where the Old Ones came forth in time along
long past and where They shall come forth again when
the cycle returneth.*



*After day comes night; man's day shall pass, and They shall rule where They
once ruled. As foulness you shall know them and Their accursedness shall
stain the Earth.*

*This is ye story of Ye Coming-Down of Ye Old Ones to Earth, how they left
Ye Gates where They were waiting and ye horrors and wonders they left on
their path.*

***Ye Old Ones came to Earth, some say They
created Mankind as slaves for their wicked
hunger.***

***Ye Old Ones came to Earth, but they did not
bring Life there.***

***Long before Their arrival, Ubbo-Sathla dwelt in
ye steaming fens of ye new made Earth, for
Ubbo-Sathla is ye source and ye end.***

*This is a story of ancient times, long before Mankind. For ye demise of ye Old
Ones is for long gone. Some wise scholars tried to explain their demise by
odd correspondences with earthly elements.*

This vision shall not fool ye Reader - by essence, ye Old Ones are not ruled by human motives. Their logic is twisted, and mysterious are their ways.

Yet ye Old Ones are not gone.....

***They wait, sealed in forgotten places,
where they dream for ye time when ye
Stars will be right again.***

Beyond ye subterranean Wall. Y'golonac



And after this it was ye Great Cthulhu came hither next, and all His spawn from distant Xoth, and ye Deep Ones and ye loathsome Yuggs who be Their minions; and Shub-Niggurath from nightmare- rumored Yaddith, and all they that serve Her, even ye Little People of ye Wood.

Ye coming-down of ye Great Old Ones from ye stars, it is written in ye Book of Eibon that ye first who came hither was ye black thing, even Tsathoggua, who came hence from dim Cykrag after ye creation of life on this planet.



*But of ye Great Old Ones begotten by
Azathoth in ye prime, not all came down
to this Earth, for Him Who Is Not To Be
Named*

*Lurks ever on that dark world near
Aldebaran in ye Hyades, and it was His
sons who descended hither in His place.*

*Likewise, Cthugha chose for His abode ye star
Fomalhaut, whereupon He begat ye dread Aphoom
Zhah;*

*and Cthugha abideth yet on Fomalhaut, and ye Fire-
Vampires that serve Him;*

*but as for Aphoom Zhah, he descended to this Earth and
dwelleth yet in his frozen realm.*

*And terrible Vulthoom, that awful thing that be brother to
black Tsathoggua, He descended upon dying **Mars** in His
might, which world He chose for His dominion.*



*Now it is also written of those of ye Begotten of Azathoth
who abide not within ye secret places of ye Earth,*

*that when ye Great Old Ones came down from ye stars in ye
misty prime They brought ye image and likeness of Their
Brethern with Them.*

*In this wise it was, ye Outer Ones that serve Hastur ye
Unspeakable, brought down ye Shining Trapezohedron from
dark Yuggoth on ye Rim, whereupon had it been fashioned
with curious art in ye days ere Earth had yet brought forth its
first life.*

*And it was through ye Shining Trapezohedron, that is ye very talisman of
dread Nyarlathotep, that ye Great Old Ones summoned to Their aid ye might
of ye Crawling Chaos in ye hour of Their great need, what time ye Elder Gods*

came hither in Their wrath.

Likewise, it was ye Deep Ones who carried to this world ye awful likeness of serpent-bearded Byatis, on this planet, and yet later by ye dwellers in primal Mu.

For ye Great Old Ones had foreseen ye day and ye hour of Their need, when that They must summon to Their side those of Their awesome Brethren.....

Who had taken far worlds for ye place of Their abiding, and had brought hither these images for this very purpose.

Now of these star-made eidolons, little there is that is known to men; it is said they were wrought by strange talimanic art, and that ye sorcerers and ye wizards of this Terrene sphere are not deemed worthy by ye Great Old Ones to be instructed in ye secrets thereof.

But it is whispered in certain old, forbidden books an awesome power lurks within such images.....

and that through them, as through strange windows in time and space.....



Those that dwell afar can sometimes be evoked and summoned hither....

as They were when that it came to pass, in the fullness of time, ye Elder Gods descended on this world in Their wrath.

And there be those that worship ye Great Old Ones through their image and likeness, but of this ye must be wary, for such eidolons be uncanny, and betimes are known to drink ye lives of they that handle them unwisely, or who seek through such images to summon to this sphere Those far off and better left undisturbed.

Neither is it wholly within ye knowledge of men to destroy such images, and many there be that sought ye destruction thereof.....

Who found their own destruction; but against such images from beyond ye stars ye Elder Sign hath very great power.....

Although ye must beware lest in ye conflict betwixt That which you evoke to destroy ye likeness of That which slumbers afar.....

You be not consumed and swallowed up, or be yourself destroyed thereby, and that utterly, even unto your immortal soul.

Concerning the Old Ones and the " Time " Gates

Concerning the Old Ones, it is written, they wait ever at the Gate.....

and the Gate is all places at all times.....

There are those amongst Them which can assume

But wherever men sayeth the forbidden Words, they shall cause there a Gate to be established and shall wait upon Them Who Come through the Gate.....

Even as the Dhols, and the Abominable Mi-Go, and the Tcho-Tcho people, and the Deep Ones, and the Gugs, and the Gaunts of the Night and the Shoggoths and the Voormis.....

And the Shantaks which guard Kadath in the Cold Waste and the Plateau of Leng.

*One with another, and both with the Elder Gods,
separated.....*

Leaving the Great Old Ones in possession of the Earth.



*While the Great Race, returning from Yith took up Their
Abode forward in Time in Earth-Land not yet known to
those who walk the Earth today.....*

*And there they wait till there shall come again the winds
and the Voices which drove Them forth before.....*

*And That which Walks on the Winds over the Earth and in
the spaces that are among the Stars forever.....*



Looks Like We're in for a Fight! Yeah, just tell me when?

Necronomicon 2

Concerning Ubbo - Sathla

Ubbo-Sathla is the source, the unbegotten beginning from whom came those who dared set themselves against the Elder Gods who ruled from Betelgueze, those who warred upon the Elder Gods, the Great Old Ones led by the blind idiot god, Azathoth, and Yog- Sothoth, who is All-in-One and One-in-All.....



And upon whom are no strictures of time or space, and whose agents are 'Umr At-Tawil and the Ancient Ones, who dream forever of that time when once again they shall rule, to whom rightfully belong Earth and the entire universe of which it is a part...

Great Cthulhu shall rise from R'lyeh, Hastur the Unspeakable shall return from the dark star which is in the Hyades near Aldebaran.....



The red eye of the bull, Nyarlathotep, the messenger of the Ancient Ones, shall howl forever in the darkness where he abideth, Shub-Niggurath shall spawn his thousand young, and they shall spawn in turn and shall take dominion over all wood nymphs, satyrs, and the Little People, Lloigor, Zhar.....

And Ithaqua shall ride the spaces among the stars, and those who serve them, the Tcho-Tcho, shall be ennobled, Cthugha shall encompass his dominion from Fomalhaut, and Tsathoggua shall come from N'kai. ...

They wait by the gates, for the time draws near, the hour is soon at hand, and

the Elder Gods sleep, dreaming, and there are those who know the spells put upon the Great Old Ones by the Elder Gods.....

As there are those who shall learn how to break them, as already they know how to command the servants of those who wait beyond the door from Outside.

For Ubbo-Sathla is the source and the end.

Before the coming of Tsathoggua or Yog- Sothoth or Cthulhu from the stars; Ubbo-Sathla dwelt in the steaming fens of the new- made Earth:

A mass without head or members, spawning the gray, formless efts of the prime and the grisly prototypes of terrene life.....

And all earthly life, it is told, shall go back at last through the great circle of time to Ubbo-Sathla.



The Old Ones and The Elements

Dagon was referred to as "Leader of ye Deep Ones", but he was not ye primary Water Being worshipped.

Indeed it was ye very son of Him whom Dagon and ye Deep Ones served.

The wizards of ye sea-god cult called him Zoth-Ommog, ye Dweller in ye Deeps, one of ye 3 sons of Cthulhu who had been mighty gods in elder Mu.....

before ye cataclysm destroyed that shadow- haunted and primal continent in prehistoric times.

Early man had worshiped a pantheon of divinities that had come down from ye stars when ye Earth was young.



These beings were essentially malign and had ruled man through fear, being more demons than gods; ye most common term for them was "ye Old Ones," and they were not even remotely human-like.



They had some innate correspondences to ye four elements of earth, air, fire and water:

For example, ye chief divinity, a winged, octopus-headed monstrosity named Cthulhu, was a sea-elemental;



His half-brother, Hastur, was an air-elemental (and constantly at odds with Cthulhu); another, named Cthugha, was a fire-elemental, and so on.



These were known as ye Great Old Ones, and subservient to them was a second group of minor entities called ye Lesser Old Ones, comprised of beings who served ye Great Old Ones as leaders of their minions or servants.

For example, ye minions of Cthulhu were called ye Deep Ones, led by Father Dagon and Mother Hydra.....

And ye minions of Cthugha were ye so-called "Flame-Creatures," whose leader Fthaggua, dwelt on a world called Ktynga.....

While ye great air-elemental, Hastur, was served by ye Outer Ones, under their leader N'gha-Kthun. These beings were identified with ye famous Abominable Mi-Go.

These Old Ones having warred against and been defeated by a superior, rival pantheon called ye Elder Gods, who either banished them to distant stars (as Cthugha to Fomalhaut and Hastur to Aldebaran).....

Or imprisoned them at various places upon ye Earth. Cthulhu himself they locked away in a sunken stone city called R'lyeh beneath ye Pacific;



His son Ghatanothoa they sealed within ye mountain on Mu, and his second son, Ythogtha, was imprisoned in a chasm in Yhe, a Muvian province,

While Zoth-Ommog lay chained beneath ye ocean off ye "Island of ye Sacred Stone Cities."

Cthulhu had fathered 3 godlings on a female entity named Idhyaa, who dwelt on or near ye "dim green double star, Xoth," in ye aeons before his descent to this planet.

Thus ye materials relating to Cthulhu and his sons is sometimes called ye Xothic Legend-Cycle.

As for ye twin leaders of this rebellion, Azathoth ye Demon-Sultan and Ubbo-Sathla, the Unbegotten Source, they were reduced to idiocy by ye Elder Gods.....



Who thrust Azathoth beyond ye physical universe into primal Chaos from which he can never return, while Ubbo-Sathla they confined forever at ye subterranean place referred to only as "gray-litten Y'qaa, beneath ancient Hyperborea.

Of Y'gononac

Even the minions of Cthulhu dare not speak of Y'gononac; yet the time will come when Y'gononac strides forth from the loneliness of aeons to walk once more among men ...

Beyond a gulf in the subterranean night a passage leads beyond the wall where rises Y'gononac to be served by the tattered eyeless figures of the dark.

Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gononac; but when his name is spoken or read he comes forth to be worshipped or to

feed and take on the shape and soul of those he feeds upon.....



For those who read of evil and search for its form within their minds call forth evil, and so may Y'gononac return to walk among men and await that time when the earth is cleared off and Cthulhu rises from his tomb among the weeds.

Glaaki thrusts open the crystal trapdoor, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the moon-lens.



Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind.....

Aphoom Zhah rises from the bowels of Yarak at the ultimate and boreal pole, Ghatanothoa emerges from his crypt beneath the mountaintop fortress of Yaddith-Gho in eldritch Mu.....

And Zoth-Ommog ascends from the ocean deeps. Ia! Nyarlathotep!

By their very images shall ye conjure them.

This is not a vain prophecy, for ye Legacy of Ye Old Ones is so very real, as it will be shown to the Reader...

Hastur

Hear ye the Voice of dread Hastur, hear the mournful sigh of the vortex ,the mad rushing of the Ultimate Wind that Swirls darkly amongst the silent stars.

Hear ye Him that howls serpent-fanged amid the bowels of nether earth; He whose ceaseless roaring ever fills the timeless skies of hidden Leng.

His might teareth the forest and crusheth the city, but none shall know the hand that smiteth and the soul that destroys, for faceless and foul walketh the Accursed One, His form to men unknown.

Hear then His Voice in the dark hours, answer His call with thine own; bow ye and pray at His passing, but speak not His name aloud.

Concerning Nyarlathotep

I hear the Crawling Chaos that calls beyond the stars.....

*And They created Nyarlathotep for Their messenger,
and They clothed Him with Chaos that His form might
be ever hidden amidst the stars.*

*Who shall know the mystery of Nyarlathotep? for He is
the mask and will of Those that were... when time was
not.*

*He is the priest of the Ether, the Dweller in Air and hath
many faces that none shall recall.*

*The waves freeze before Him; Gods dread His call. In
men's dreams He whispers, yet who knoweth His form?*



*And at the last from inner Egypt came
The strange dark One to whom the fellah bowed ;
Silent and lean and cryptically proud,
And wrapped in fabrics red as sunset flame.*

Serpent Bearded Byatis

Byatis, the serpent-bearded, the god of forgetfulness, son of Yig, came with the Great Old Ones from the stars, called by obeisances made to his image which was brought by the Deep Ones to Earth.

He may be called by the touching of his image by a living being. His gaze brings darkness on the mind; and it is told that those who look upon his eyes will be forced to walk into his clutches.

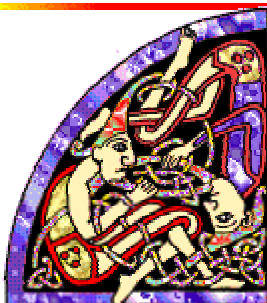
He feasts upon those who stray to him, and from those upon whom he feasts he draws a part of their vitality, and so grows vaster.....

For there is this about those images of the Great Old Ones brought down from the stars when all the Earth was young.....



That a psychic link connects such as Byatis or Han to their images, and they that worship the Great Old Ones and who serve them on this plane may communicate with their Masters through such ideals;

But a fate darkling and terrible beyond belief is reserved for they who unwittingly possess such idols from Beyond, for them the Old Ones drain vitality through this psychic link, and their dreams are made hideous with nightmare glimpses of the Ultimate Pit.



Ye Legacy of Ye Old Ones

Only then They shall return, for That is Not Dead, which can Eternal Lie, yet with Strange AEons, Even Death may Die.

Ye Old Ones dream and wait. They feed on human dreams, and Their dreams feed human nightmares, taking the weave of dream from most people and giving only to a few, doomed chosen Ones who are taught about Ancient Times, places or legends long forgotten.....

like the one of Cyaegha who did not know it existed, or the or the Dream Witch - Yidra. Hence They shall never be forgotten, only by a few.

Ye Old Ones dream and wait. Yet Earth is still stained by Their presence. Deep within the nethermost caverns, ye Worm that gnaws.... grows and feeds.

The Reader who wants to become Traveller shall prepare himself long ago for a journey into such places.....

Concerning Cyaegha

Where the dark is blacker than black and a color of its own, where nothing is something, and the dark is yet clearer than light, it was.

It had always been there; It thought at those times when it was able to think at all.....

Those short periods of consciousness, between eternally seeming periods, of what could only be sleep or nonexistence.....

And maybe It died each time and was reborn, if It could die at all, which It didn't know either.....

Then It tried to think of Itself, and It knew It had a name, which was Cyaegha, which told It nothing about Itself except that It did exist.

It just was, It couldn't be touched in Its somewhere place which was nowhere, but neither could It touch other things.....

It could be called evil, if evil would have had a rational meaning to It's existence, which it hadn't.....

Rather Cyaegha was something beyond the man-made laws of good and evil, a natural force, or a natural happening like a wood-fire or a tornado, or a storm, or just plain death, something to which no artificial laws apply.

apply.

Sometimes during those scarce moments when It was allowed to think, or maybe allowed Itself to think, because It didn't know if the sleep-death periods were or weren't created by Itself, It tried to remember more than Its name.

Then there came sights of millenia of blue ice and then of fire-spitting volcanoes, warts on the face of Earth, and it all seemed so utterly stupid and unimportant to Cyaegha that it revolted It, so It went back to death and slumber.

Time had no real meaning either, it was just something which went by unnoticed, utterly unimportant to something such as Cyaegha, trapped in Its maybe self-made prison and only by Its mind in contact with the outer reality.



And at those times when It was awake, fully awake, It hated, as only something can hate which is beyond good and evil. Its whole consciousness became that hate, because that was the only thing It could do.

It saw with eyes that were no eyes, and It heard with ears that were not ears, and It thought with Its whole being because It didn't possess such primitive organs as brains either. Silently It hated.

None had the knowledge and the possibilities to search for other clues.

Because Its name had already been written down long ago, or other names which they thought was Its, carved on limestone tablets; and Its shape had been painted on the walls of subterreanean caves, still waiting to be opened.

But Its shape was not real and constantly changed, and later they wrote about It with trembling fingers on ancient scrolls, and still later on parchments, and all were burned when they

with two forked tongues.

Mlandoth

*A hundred April winds disperse her fragrance,
A thousand wet Octobers scour her footprints,
The ruthless years assail the ancient memory of her
presence,
yet Where Yidhra walks..... the hills do not forget.*

It is clear that the most ancient gods, the prototypes of all the gods of man, were known and worshipped before men existed; and it is further clear that the most ancient gods all proceed from the one source.

That source is sometimes called Mlandoth, and all gods are but varied manifestations and extensions of the One.

But whether Mlandoth is a place, or a conscious entity, or an inconceivable maelstrom of unknown forces and properties outside the perceptible cosmos is not known surely.

Certainly Ngyr-Khorath, the mad and monstrous thing which haunted this region of space before the solar system was formed and haunts it still, is but a local eddy of the vastness that is Mlandoth.



And is not fabled "Ymnar, the dark stalker and seducer of all Earthly intelligence," merely the arm of Ngyr-Khorath, an organ created in the image of Earthly life and consciousness to corrupt that life and lead it to its own destruction?

And does not even great Yidhra, who was born of and with the life of Earth and who through the aeons intertwines endlessly with all Earthly life-forms, teach reverence for Mlandoth?

Before death was born, She was born; and for untold ages there was life without death, life without birth, life unchanging.....

But at last death came; birth came; life became mortal and mutable, and thereafter fathers died, sons were born, and never was the son exactly as the father; and the slime became the worm and the worm the serpent, the serpent became the yeti of the mountain forests and the yeti became man.

Of all living things only She escaped death, escaped birth. But She could not escape change, for all living things must change as the trees of the north must shed their leaves to live in winter and put them on to live in spring.

And therefore She learned to devour the mortal and mutable creatures, and from their seed to change Herself, and to be as all mortal things as She willed, and to live forever without birth, without death.

Yidhra devoured the octopus and learned to put forth a tentacle; she devoured the bear and learned to cloth herself in fur against the creeping ice of the north; indeed can Yidhra take any shape known to living things.

Yet no shape can she take which is truly fair, for she partakes of all foul creatures as well as fair. To her followers she appears in many fair and comely forms, but this is because they see not her true form, but only such visions as she wills them to see.



For as the adepts can send their thoughts and visions to one another over great distances..... so can Yidhra send her thoughts to men and cause them to see only what she wills.

Indeed it is by sending her thoughts that Yidhra remains in one soul, for in body she is many, hidden in the jungles of the south, the icy wastes of the north, and the deserts beyond the western sea.

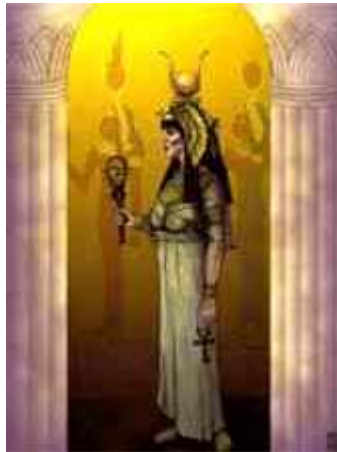
Thus it is that though her temples are many, she waits by all, combining bodily with her diverse followers, yet her consciousness is a vast unity.

The Mad Lama of Prithom-Yang has written:

Yidhra the Witch

Yidhra, the Lonely One, craving the life of all things;
Lonely One, needing the life of the Earth.
Yidhra, the Goddess, ruling her avatar races;
Goddess, of vulturine Y'hath of the sky,
Goddess, of Xothra who sleeps in the Earth
and wakes to devour.

Goddess, of men in strange places who worship her.
Yidhra, the Hierophant, teaching her followers mysteries;
Hierophant, teaching strange tongues of the elder world.



Yidhra, the Bountiful, making the hills and the meadows green;
Bountiful, showing the way to the desert springs,
Bountiful, guarding the flocks and the harvest.

Yidhra, the Lover, needing the seed of her followers;
Lover, who must have the seed of all things,
Lover, who must have the seed of change or die,
Lover, whose consorts are changed,
infused with the seed of the past and changed
to forms not of past nor of present.

Yidhra, the Mother, bringing forth spawn of the past;
Mother, of all things that were,
Mother, of children of past and of present,
Mother, whose children remember all things

of their fathers long dead.

Yidhra, the Life-Giver, bringing long life to her followers;
Life-Giver, giving the centuries endlessly
to her children and lovers and worshipers.

Yidhra, the Restless One, needing the sons of new fathers;
Restless One, sending her followers forth
to seek new blood for her endless change,
Restless One, craving new lovers outside the blood
of her worshipers,
lest she and her spawn and her followers
shrivel and wither in living death.



Yidhra, the Dream-Witch, clouding the minds of her followers;
Dream-Witch, hiding her shape in illusion,
Dream-Witch, cloaking her shape in strange beauty.
Yidhra, the Shrouder, wreathing the faithless in shadow;
Shrouder, devouring the errant and hostile ones,
Shrouder, who hides men forever. . . .

Ye Worm that Gnaws

*The nethermost caverns are not for ye fathoming of eyes that see; for their
marvels are strange and terrific.*

*Cursed ye ground where dead thoughts live new and oddly bodied, and evil ye
mind that is held by no head. Wisely did Ibn Schacabao say, that happy is ye*

tomb where no wizard hath lain, and happy ye town at night whose wizards are all ashes.....

For it is of old rumour that the soul of ye devil-bought hastes not from his charnal clay, but fets and instructs ye very worm that gnaws; till out of curruption horrid life springs, and ye dull scavengers of earth wax crafty to vex it and swell monstrous to plague it.



Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.

Necronomicon 3

Book of Places



The Reader willing to start a journey in ye places described in this book shall be prepared to be revealed ye mysteries of unearthly places. Some still remain, of others nothing is left than whispered legends of doom and destruction.....

Few are ye ones who could visit such places, and even fewer are those who came back from ye journey with enough sanity left to tell about them.

Earthly Places will be described first, for ye Traveller may reach them with human ways. Then will be shown Outer Places, where ye Old Ones came from and where They shall return one day. These are not possible to see without ye help of an Old One or one of Their Followers, for they are most often located beyond ye walls of Time and Space.....



More peculiar are ye last places shown in this book, for they were created by mankind's dreams in a strange realm. Skilled Travellers may go there physically, through gates and doors. Dreams are yet ye easiest way to visit these cities and ye lands around them.

Of Earthly Places, and ye hidden cities where Ye Old Ones wait and dream...

Earthly Places

Old Ones came, and they built their own places. Most of them were Cyclopean cities, raised by Ye Old Ones or destroyed by Them.

Made of black obsidian and ever strong basalt, they were built to ye image of their Makers : huge alleys where They can Walk on Winds, countless pillars and towers rising to ye skies like filthy claws, shiny domes and crystal windows, from where they could watch ye Stars They Came From.



***Leng in ye Cold Waste:** is one of those cities, hidden halfway between this world and ye realms of Dreams in ye northernmost lands of Earth.*



*Hidden as well in ye furnace of a burning desert lies **Irem of thousand pillars**, dressed like a jewel behind a wall of sand.*



Others are places where one of Them has been banished and is waiting, dreaming of ye Times when they shall rule again.....

*Cthulhu is locked away in a sunken stone city called **R'lyeh** beneath ye Eastern Ocean, close to ye lost continent of Mu.....*



*His son Ghatanothoa lays within ye **mountain of Mu**.*

*His second son, Ythogtha, was imprisoned in a chasm in **Yhe, a Muvian province**.*

*Zoth-Ommog lay chained beneath ye ocean off ye **"Island of ye Sacred Stone Cities."***



Ubbo-Sathla, ye source and ye end lay confined forever

at ye subterranean place referred to only as "gray-litten Y'qaa, beneath ancient **Hyperborea**.



These are not empty places however. Servents and minions still lurk in ye dark corners of titanic streets.

In addition to ye dangers of such journey, ye Traveller shall be prepared to face ye Ones who still worship Them in ye Dark.

With much wisdom and mastery of the Art of Arcanes, ye Traveller may find there artefacts and allies to start an even more dangerous journey ;

The very path of ye Outer Places, where ye Old Ones came from and where some are still dreaming...

Leng in Ye Cold Waste

Who seeketh **Northwards beyond the twilight land of Inquanok** shall find amidst the frozen waste the dark and mighty plateau of thrice-forbidden **Leng**.

Know ye time-shunned Leng by the ever-burning evil-fires and ye foul screeching of the scaly Shantak birds which ride the upper air; by the howling of ye Na-hag who brood in nighted caverns and haunt men's dreams with strange madness, and by the grey stone temple beneath the Night Gaunts lair, wherein is he who wears the Yellow Mask and dwelleth all alone.

But beware O Man, beware, of Those who tread in **Darkness the ramparts of Kadath**, for he that beholds Their mitred-heads shall know the claws of doom.

Irem of a Thousand Pillars

Irem Zhat al Imad, Irem of the Pillars, the great city. I have spent ten years in the heart of the "Roba al Khaliyeh," the empty space, the great southern desert colored "Dahma," crimson.

And I have seen the fabulous many pillars of Irem and I have been called "majnun," mad and possessed of the Jinn. Many are the strange and unbelievable marvels that may be seen there.

Alas for the earth has swallowed up the City of Pillars, no more do the caravans of frankincense pass by. Many have called it a town of great wickedness, but do they dare comprehend the fabulous?

Irem was an earthly paradise to the initiated. Towers rising high, the great octagonal fort, alas no more! And there were places here of hidden knowledge and of power.



Some say it was built by giants, some by the tribe of Ad, but Irem was here before men and though swallowed she will protect her secrets from the profane, releasing them to the knowing.....

For there are many levels of existence for Irem, many levels of reality.

So Irem of the Old Ones still exists in some form, and is not this great desert, this empty quarter connected to the void.?

Cannot a Muqarribun interact with its unseen denizens in the Crimson Desert?

R'lyeh



*Of all places where Ye Old Ones lay dreaming, R'lyeh may be ye most infamous. Once ye proud city of Cthulhu and His Servants, **R'lyeh** lays now underneath the weeds, sunken away into deep and dark waters southern of long forgotten Mu.*

*It is said that when comes ye Times when ye Stars are right, of all other places **R'lyeh** shall be ye first to rise to Earth and release legions of ye brood of Cthulhu. Until then, in his lost city of **R'lyeh**, Cthulhu waits and dreams...*

"Phn'glui M'gl wna'f, Cthulhu R'lyeh Wgha Nagl Ftaghn"

Outer Places

*In Outer Space most of these places are, for ye Old Ones came from ye Dark Stars. Tsathoggua was ye first, he came from **dim Cykranosh** not long after ye creation of life on this planet.*

*His brother Vulthoom descended upon **dying Mars**.*

*Great Cthulhu came hither next from **distant dim green double star Xoth**, with His Spawns, ye Deep Ones and ye Goddess-Bitch Shub-Niggurath followed them soon after, from nightmare-rumored Yaddith.*

*Hastur ye Unspeakable left dark **Yuggoth** to stain the soil of Earth in its prime.*

*Fthaggua, dwelt on a world called **Ktynga**.*

*Of ye Old Ones, not all came on Earth. Ye Demon-Sultan Azathoth, Him Who Is Not To Be Named, lurks ever on that **dark world near Aldebaran in ye Hyades**.*



*Likewise, Cthugha chose for His abode ye star **Fomalhaut**.*

To visit such places, ye Traveller shall be patient. Only a few chosen are allowed to travel through time and space and see by themselves ye very places where They were born.....

Either madness or Death is the toll for such a journey. However, it is possible, as ye following chapters will show, to open Windows or Gates though which one may look upon Ye Dark Stars..... Ye ritual has a risk though, for Ye Old Ones or Their Minions may feel your gaze and track you down unmercifully.....

Translator's note :

***Abdul Al-Hazred died in Damascus,
circa 738 A.D.***

***Of his final death or disappearance
many terrible and conflicting things
are told.***

*It is probable one of these "Watchers"
finally found him.*

*Ye reader must be aware that **The Old Ones** are not the only makers of cyclopean cities. Mankind unexpectedly created the most beautiful countries, a place even Ancient Gods chose to rest peacefully. Some call that holy place, beyond the **Silver Key Door**, ye **Lands of Dreams**.*

Visions of Yaddith

Each night the dream comes, and I sink submerged into another mind, an alien form which toils in metal chambers cold, bizarre, amidst the teeming warren of a nightmare realm where insect- mages strive to pen below some monstrous peril scarcely glimpsed or named, which gnaweth ever the foundations of the world... O, Mother, Mother, ever the same dark dream!



Perched on the giddy brink of vertiginous chasms, elaborate metallic structures tremble and sway to subterranean tremors from beneath.

Untiringly, we mages seek and search the pentacle- inscribed plates and scrolls fetched hither from far worlds and fabulous, but without finding that for which we seek. The ground shakes. We ignore it, and search on.

My nine claws trace inexplicable hieroglyphs acid-etched in perdurable metal.

Through odd- angled apertures pour diverse solar colors in five distinct luminosities. Crouched on my prism, I ponder cantrips to hold at bay the bleached and viscous swine-snouted worms.



On Nython and Mthura, my brethren barter for more potent ensorcellments. For lack of these must the Nug-Soth perish in the foundering of intricate metal cities? Alas, the Mother remains indifferent as to which of the races of her minions triumph!

For ages and ages beyond all reckoning have the great Dhole-things lurked beneath, in noisome burrows where they fed and grew, waxed huge and strong beyond belief.



Now are their black and fetid nests below no longer large enough to any more contain such prodigious progeny. They thrust and lurch against the walls of thought-projected force that held at bay for aeons interminable the Doom of Yaddith. And the walls give way...

Through labyrinthine streets, under the burning suns, we gather to the

meeting-place of minds. There the Arch-Ancient One exhorts of us redoubled labors holding strong the force which walls away the squirming burrow-spawn. And once again we float to **dimmet Xoth**, and **trans-galactic Stronti**. But in vain.....



Sheathed in bent light, we drift to **Kythamil** or **Kath**. The fungoid intelligences of **Nzoorl** repulse our entreaties.



Even should we migrate to a world remote from this, the snouted worms can track us through our dreams which call like beacons through the eldritch dark... Nor can our cantrips any more suffice to hold at bay the loathed, unwholesome Dholes we never shall escape or long elude!

Our far-fled brethren, empty of hand, return from **Yarnak** and from ill-rumored **Ymar**, and terrible **Shaggai**. They voyaged far to **Vhoorl** in the remotest nebulae, to **Zaoth** and **Ktynga**, and, at last, remotest **Phenoth** beyond space itself, where rules the Crawling Chaos. They return fetching not hither that for which they sought -- the runes to keep the gruesome worm-things pent.



From world to world our brother-mages went for stronger spells, ever more potent runes; and on cold **Abbith**, where the **Metal Brains in crystal caverns cogitate long ages by**, they learned a fearful lore: the spells arcane for which we quest were known of old on **Yith** and Yith is perished untold eons past... Ever we toil on under the five-hued light, knowing at last there is not any hope.

Under the shuddering aurorae of the north, where glaciers crawl the meteor strewn waste, the thought-waves bring to us a tale of doom for City Three is

fallen, fallen... No more the larvae in the breeding-pits shall mewl and slither, the Nug-Soth no more may stroll the broad metallic esplanade, nor mages ponder tomes of elder lore. For City Three is fallen, fallen...

No more are the departure-stages thronged. Now in their thousands are the Nug-Soth fled, armoured in closed light against the bitter cold and utter blackness that yawns between the stars. The metal pavement quavers underfoot, the broken towers totter toward collapse. I am among the very last to leave. For few remain to hold the Dhole-swarm back.

Inscrutable. The Mighty Mother smiles over her fleeing, her star-scattered brood, as night falls over **Yaddith** at the end.

We hurtle through the frigid gloom of space to **Zaoth** or **Shaggai** or **Kythamil** leaving behind the ruin of a world, and little hope have we to long survive. The awful doom of **Yaddith** we evade will soon be snuffing at our heels again -- The snouted worms can track us through our dreams.



(From Lin Carter's notes posthumously published as "Visions from Yaddith" and often quoted as a work of Ariel Prescott in the Mythos)

Concerning Yuggoth

It is a strange dark orb at ye very rim of our solar system -- unknown to earthly astronomers as yet.



At ye proper time.. ye beings there will direct thought-currents toward us and cause it to be discovered.

There are mighty cities on **Yuggoth** -- great tiers of terraced towers built of black stone. Ye sun shines there no brighter than a star, but the beings need no light.....

They have other subtler senses, and put no windows in their great houses and temples. Light even hurts and hampers and confuses them, for it does not exist at all in ye black cosmos outside time and space where they came from

originally.



The black rivers of pitch that flow under those mysterious cyclopean bridges -- things built by some elder race extinct and forgotten before ye beings came to **Yuggoth** from ye ultimate voids --(can drive a man to madness or ecstasy).

But that dark world of fungoid gardens and windowless cities isn't really terrible. It is only to us that it would seem so. This world seemed terrible to them when they first explored it in ye primal age -- long before the epoch of Cthulhu was over.

They have been inside ye earth, too--and the great worlds of unknown life down there; blue-litten K'n-yan, red-litten Yoth, and black lightless N'kai, from whence frightful Tsathoggua came.



Necronomicon 4

Dreamlands: Mnar and Sarnath

There is in ye land of Mnar a vast still lake that is fed by no stream, and out of which no stream flows. Ten thousand years ago there stood by its shore ye mighty city of Sarnath, but Sarnath stands there no more.



It is told that in ye immemorial years when ye world was young, before ever ye men of Sarnath came to ye land of Mnar, another city stood beside ye lake; ye gray stone city of Ib, which was old as ye lake itself, and peopled with beings not pleasing to behold. Very odd and ugly were these beings, as indeed are most beings of a world yet inchoate and rudely fashioned.

It is written on ye brick cylinders of Kadatheron that ye beings of Ib were in hue as green as the lake and ye mists that rise above it; that they had bulging eyes, pouting, flabby lips, and curipus ears, and were without voice.



It is also written that they descende one night from ye moon in a mist; they and ye vast still lake and gray stone city of Ib. However this may be, it is certain that they worshipped a sea-green stone idol chiseled in ye likeness of Bokrug, ye great water-lizard; before which they danced horribly when ye moon was gibbous.

And it is written in ye papyrus of Ilarneke, that they one day discovered fire, and thereafter kindled flames on many ceremonial occasions. But not much is written of these beings, because they lived in very ancient times, and man is young, and knows little of ye very ancient living things.

After many eons men came to ye land of Mnar, dark shepherd folk with their fleecy flocks, who built Thraa, Ilarneke, and Kadatheron on ye winding river Ai. And certain tribes, more hardy than ye rest, pushed on to ye border of ye lake and built Sarnath at a spot where precious metals were found in ye earth.

Not far from ye gray stone city of Ib did ye wandering tribes lay ye first stones of Sarnath, and at ye beings of Ib they marveled greatly.

But with their marveling was mixed hate, for they thought it not right that beings of such aspect should walk about ye world of men at dusk.

Nor did they like ye strange sculptures upon ye gray monoliths of Ib, for those sculptures lingered so late in ye world, even until ye coming men, none can tell; unless it was because ye land of Mnar is very still, and remote from most lands, both of waking and of dream.

As ye men of Sarnath beheld more of ye beings of Ib their hate grew, and it was not less because they found ye beings weak, and soft as jelly to ye touch of stones and arrows. So one day ye young warriors, ye slingers and ye spearmen and ye bowmen, marched against Ib and slew all ye inhabitants thereof, pushing ye queer bodies into ye lake with long spears, because they did not wish to touch them.



And because they did not like ye gray sculptured monoliths of Ib they cast these also into ye lake; wondering from ye greatness of ye labor how ever ye stones were brought from afar, as they must have been, since there is naught like them in ye land of Mnar or in ye lands adjacent.

Thus of ye very ancient city of Ib was nothing spared, save ye seagreen idol chiseled in the likeness of Bokrug, ye water-lizard.

This ye young warriors took back with them as a symbol of conquest over ye old gods and beings of Ib, and as a sign of leadership in Mnar.

But on ye night after it was set up in ye temple, a terrible thing must have happened, for weird lights were seen over ye lake, and in ye morning ye people found ye idol gone and ye high-priest Taran-Ish lying dead, as from some fear unspeakable. But before he had died, Taran-Ish had scrawled upon ye altar of chrysolite with coarse

shaky strokes ye sign of DOOM.



Many centuries came and went, wherein Sarnath prospered exceedingly, so that only priests and old women remembered what Taran-Ish had scrawled upon ye altar. As Sarnath waxed mighty and learned and beautiful, it sent forth conquering armies to subdue ye neighboring cities; and in time there sat upon ye throne in Sarnath ye king of all ye land of Mnar and of many lands adjacent.

Lofty and amazing were ye seventeen tower-like temples of Sarnath, fashioned of a bright multi-colored stone not known elsewhere. On ye ground were halls as vast and splendid as those of ye palaces;

Where gathered throngs in worship of Zo-Kalar and Tamash and Lobon, ye chief gods of Sarnath, whose incense-enveloped shrines were as ye thrones of monarchs. And at the lake, at night, was done ye very secret and ancient rite in detestation of Bokrug, ye water-lizard, and here rested ye altar of chrysolite which bore ye doom-scrawl of Taran-Ish.

Each year was celebrated in Sarnath ye feast of ye destroying of Ib, at which time wine, song, dancing and merriment of every kind abounded. Great honors were then paid to ye shades of those who had annihilated ye odd ancient beings, and ye memory of those beings and of their elder gods, were derided by dancers and lutanists crowned with roses from ye royal gardens. And ye king would look out over ye lake and curse ye bones of ye dead that lay beneath it.

Gorgeous beyond thought was ye feast of ye thousandth year of ye destroying of Ib. For a decade had it been talked of in ye land of Mnar, and as it drew nigh there came to Sarnath on horses and camels and elephants men of Thraa, Ilarne, and Kadatheron, and all ye cities of Mnar and ye lands beyond.

Before ye marble walls on ye appointed night were pitched the pavillions of princes and ye tents of travellers. Within his banquet-hall reclined Nargis-Hei, the king, drunken with ancient wine from ye vaults of conquered Pnoth, and surrounded by feasting nobles and hurrying slaves. There were eaten many strange delicacies at that feast; peacocks from ye distant hills of Implan, heels of camels from ye Bnazic desert, nuts and spices from Sydathrian groves, and pearls from wave-washed Mtal dissolved in ye vinegar of Thraa.

Whilst ye king and his nobles feasted within ye palace, priests held revels in ye tower of the great temple. And it was ye high-priest Gnai-Kah who first saw ye shadows that descended from ye gibbous moon into ye lake, and ye damnable green mists that arose from ye lake to meet ye moon and to shroud in a sinister

haze ye towers and domes of fated Sarnath.



Thereafter those in ye towers, and without ye walls beheld strange lights on ye water, and saw that the gray rock Akurion, which was wont to rear high above it near ye shore, was almost submerged. And fear grew vaguely yet swiftly, so that ye princes of Ilarnek and of far Rokol took down and folded their pavilions and departed, though they scarce knew ye reason for their departing.

Then, close to ye hour of midnight, all ye bronze gates of Sarnath burst open and emptied forth a frenzied throng that blackened ye plain, so that all ye visiting princes and travellers fled away in fright. For on ye faces of this throng was writ a madness born of horror unendurable, and on their tongues were words so terrible that no hearer paused for proof.

Men whose eyes were wild with fear shrieked aloud of ye sight within ye king's banquet-hall, where through ye windows were seen no longer ye forms of Nargis-Hei and his nobles and slaves.....

But a horde of indescible green voiceless things with bulging eyes, pouting, flabby lips, and curious ears; things which danced horribly, bearing in their paws golden platters set with rubies and diamonds and containing uncouth flames. And by now ye great gray rock Akurion was quite submerged.



Through all the land of Mnar and ye land adjacent spread ye tales of those who fled from Sarnath, and caravans sought that accursed city no more. And where once had risen walls of three hundred cubits and towers yet higher, now stretched only ye marshy shore of ye vast still lake itself, and ye gray rock Akurion which rears high above it near ye shore. DOOM had come to Sarnath.

But half buried in ye rushes was spied a curious green idol; an exceedingly ancient

idol chiseled in ye likeness of Bokrug, ye great Water-Lizard God.

That idol, enshrined in ye high temple at Ilarne, was subsequently worshipped beneath ye gibbous moon throughout ye land of Mnar. And also, when ye tide is low, can be seen an inscription on ye gray rock Akurion which reads, in letters ancient, "Ib is gone but ye Gods live on."

Across ye world is ye Sister City, Lh-yib, hidden in ye earth, in ye barbarous lands of Zimmeria. There Ye People, Ye Deep Ones, flourish yet and there will Ye Gods ever be worshipped; even unto ye coming of Cthulhu."

Kadath

What man knoweth Kadath?

For who shall know of that

which ever abides in strange-time,

twix yesterday, today and the morrow.

Unknown amidst ye Cold Waste lieth the mountain of Kadath where upon the hidden summit an Onyx Castle stands. Dark clouds shroud the mighty peak that gleams 'neath ancient stars where silent brood the titan towers and rear forbidden walls.



Curse-runes guard the nighted gate carved by forgotten hands, and woe to he that dare pass within those dreadful doors.

Earth's Gods revel where Others once walked in mystic timeless halls, which some have glimpst in sleeps dim vault through strange and sightless eyes.....

Time and Seasons to be Observed



Whenever thou would'st call forth Those from Outside, thou must mark well the seasons and times in which the spheres do intersect and the influences flow from the Void.....

Thou must observe the cycle of the Moon, the movements of the planets, the Sun's course through the Zodiac and the rising of the constellations.

Ye Ultimate Rites shall be performed only in the seasons proper to them, these be:

****At Candlemas (on the second day of the second month),***

****At Beltane (on the Eve of May),***

****At Lammas (on the first day of the eighth month),***

****At Roodmas (on the fourteenth day of the ninth month),***

****And at Hallowmas (on November Eve).***

Call out to dread Azathoth when the Sun is in the sign of the Ram, the Lion, or the Archer; the Moon decreasing and Mars and Saturn conjoin.

Mighty Yog-sothoth shall rise to ye incantations when Sol has entered the fiery house of Leo and the hour of Lammas be upon ye.

Evoke ye terrible Hastur on Candlemas Night, when Sol is in Aquarius and Mercury in trine.

Supplicate Great Cthulhu only at Hallowmas Eve when the Sun abides within the House of the Scorpion and Orion riseth. When All Hallows falls within the cycle of the new Moon the power shall be the strongest.

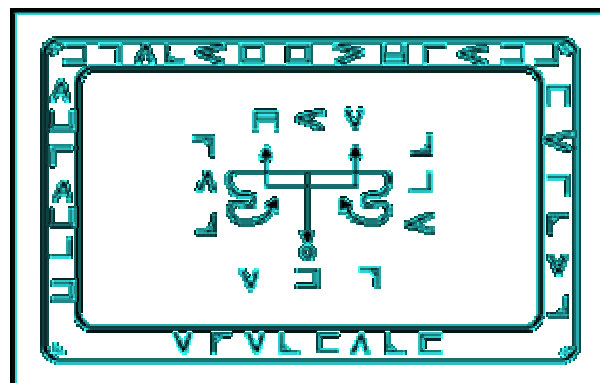
Conjure Shub-Niggurath when the Beltane fires glow upon the hills and the Sun is in the Second House, repeating the Rites of Roodmas when ye Black One appeareth.

To Raise Up Ye Stones



To form ye Gate through which They from ye Outer Void might manifest thou must set up ye stones in ye elevenfold configuration.

First thou shalt raise up ye four cardinal stones and these shall mark ye direction of ye four winds as they howleth through their seasons.



To ye North set ye the stone of Great Coldness that shall form ye Gate of ye winter-wind engraving thereupon the sigil of the Earth-Bull thus: {Taurus sigil}

In ye South (at a space of five paces from ye stone of ye North), thou shalt raise a stone of fierce-heat, through which ye summer winds bloweth and make upon ye stone ye mark of ye Lion-serpent thus:{Leo Sigil}

Ye stone of whirling-air shall be set in ye East where ye first equinox riseth and shall be graven with ye sign of he that beareth ye waters, thus: {Aquarius Sigil}

Ye Gate of Rushing Torrents thou cause to beat the west most inner point (at a space of five paces from ye stone of ye East) where ye sun dieth in ye evening and ye cycle of night returns. Blazon ye stone with ye character of ye Scorpion whose tail reacheth unto the stars:{Scorpio Sigil}

Set thou the seven stones of Those that wander ye heavens, without ye inner four and through their diverse influences shall ye focus of power be established.

In ye North beyond the stone of Great Coldness set ye first ye stone of Saturn at a space of three paces. This being done proceed thou widdershins placing at like distances apart ye stones of Jupiter, Mercury, Mars, Venus, Sul and Luna marking each with their rightful sign.

At ye center of the so completed configuration set ye the Alter of ye Great Old Ones and seal it with ye symbol of Yog-Sothoth and ye mighty Names of Azathoth, Cthulhu, Hastur, Shub-Niggurath and Nyarlathotep.

And ye stones shall be ye Gates through which thou shalt call Them forth from Outside man's time and space.

Entreat ye of ye stones by night and when the Moon decreaseth in her light, turning thy face to ye direction of Their coming, speaking ye words and making ye gestures that bringeth forth ye Old Ones and causeth Them to walk once more ye Earth.

Adulation of Cthulhu

Ph'nglui mglw'nafh Cthulhu R'lyeh Wgah'nagl fhtan.

A supplication to great Cthulhu for those who would have power over his minions.

In the day and hour of the moon with sun in scorpio prepare thou a waxen tablet and enscribe thereon the seals of Cthulhu and Dagon; suffumigate with the incense of Zkauba and set aside.

On Hallowmas eve thou must travel to some lonely place where high ground overlooks the ocean. Take up the tablet in thy right hand and make of the sign of Kish with thy left. Recite the incantation thrice and when the final word of the third utterance dieth in the air cast thou the tablet into the waves saying:



'In His House at R'lyeh Dead Cthulhu waits dreaming,
yet He shall rise and His kingdom shall cover the Earth.'

And He shall come unto you in sleep and show His sign with which ye shall unlock the secrets of the deep.

Ye Incantation

O Thou that lieth dead but ever dreameth,
Hear, Thy servant calleth Thee.
Hear me O mighty Cthulhu!
' Hear me Lord of Dreams !
In Thy tower at R'lyeh They have sealed ye,
but Dagon shall break Thy accursed bonds,
and Thy Kingdom shall rise once more.
The Deep Ones knoweth Thy secret Name,
The Hydra knoweth Thy lair;
Give forth Thy sign that I may know
Thy will upon the Earth.
When death dies, Thy time shall be,
and Thou shalt sleep no more;
Grant me the power to still the waves,
that I may hear Thy Call.

(At ye third repeating of ye incantation cast forth the Tablet into ye waves saying):

In His House at R'lyeh Dead Cthulhu waits dreaming, yet He shall rise and His kingdom shall cover the Earth.

Where the stones have been set up thou shalt call out to Shub- Niggurath, and unto he that knoweth the signs and uttereth the words all earthly pleasures shall be granted.

When the sun entereth the Sign of the Ram and the time of night is upon ye turn thy face to the North wind and read the verse aloud:

Iah ! SHUB-NIGGURATH !

Great Black Goat of the Woods,
I Call Thee forth !
(Kneel)
Answer the cry of thy servant
who knoweth the words of power!
(make the Voorish sign)
Rise up I say from thy slumbers
and come forth with a thousand more!
(make the sign of Kish)
I make the signs, I speak the words
that openeth the door!
Come forth I say, I turn the Key,
Now ! walk the Earth once more !

Cast the perfumes upon the coals, trace the sigil of Blaesu and pronounce the words of power:

ZARIATNATMIX, JANNA, ETITNAMUS,
HAYRAS, FABELLERON, FUBENTRONTY,
BRAZO, TABRASOL, NISA,
VARF-SHUB-NIGGURATH ! GABOTS MEMBROT !

And then the Black one shall come forth unto thee and the thousand Horned Ones who howl shall rise up from the Earth. And thou shalt hold before them the talisman of Yhe upon which they shall bow to thy power and answer thy demands.

When thou would banish those that you have called forth intone the words: IMAS, WEGHAYMNKO, QUAHERS, XEWEFARAM

Which closeth the Gate, and seal with the sign of Koth.

Calling Forth Yog – Sothoth

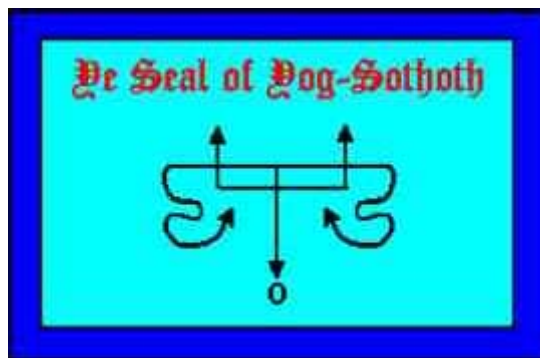
For Yog-Sothoth is the Gate.

He knoweth where the Old Ones

came forth in times past and where

They came forth again when

the cycle returneth



Then thou would call forth Yog-Sothoth thou must waite until the Sun is in the Fifth House with Saturn in trine. Then enter within the stones and draw about thee the Circle of evocation tracing the figurines with the mystic scimitar of Barzai.

Circumambulate thrice widdershins and turning thy face to the South intone the conjuration that openeth the Gate:

Ye Conjunction

O Thou that dwelleth in the darkness of the Outer Void, come forth unto the Earth once more I entreat thee.

O Thou who abideth beyond the Spheres of Time, hear my supplication.

(Make the sign of Caput Draconis)

O Thou who art the Gate and the Way come forth come forth Thy servant calleth Thee.

(Make the Sign of Kish)

BENATIR! CARARKAU! DEDOS! YOG-SOTHOTH! come forth! come forth! I speak the words, I Break Thy bonds, the seal is cast aside, pass through the Gate and enter the World I maketh Thy mighty Sign!

(Make the Sign of the Voor)

Trace the pentagram of Fire and say the incantation that causeth the Great One to manifest before the Gate:

Ye Incantation

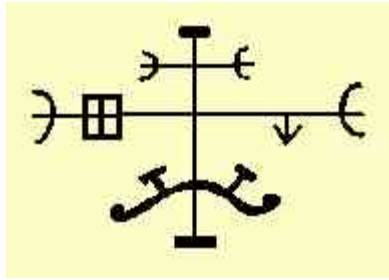
Zyweso, wecato, keoso, Xunewe-ruom Xeverator. Menhatoy, Zywethorosto zuy, Zururogos Yog-Sothoth! Orary Ysgewot, homor athanatos nywe zumquros, Ysechyrorosest Xoneozebethoos Azathoth! Xono, Zuwezet, Quayhet kesos ysgeboth Nyarlathotep!; zuy rumoy quano duzy Xeuerator, YSHETO, THYYM, quaowe xeuerator phoe nagoo, Hastur! Hagathowos yachyros Gaba Sub-Niggurath! meweth, xosoy Vzewoth!

(Make the sign of Cauda Draconis)

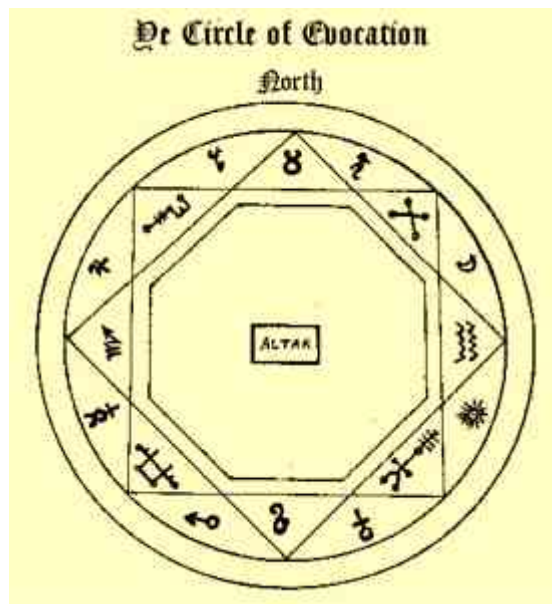
TALUBSI! ADULA! ULU! BAACHUR!

Come forth Yog-Sothoth! come forth!

To Conjure the Globes



And then he will come unto thee and bring His Globes and He will give true answer to all you desire to know. And He shall reveal unto you the secret of His seal by which you may gain favour in the sight of the Old Ones when They once more walk the Earth.



And when His hour be past the curse of the Elder Lords shall be upon Him and draw Him forth beyond the Gate where He shall abide until He be summoned.

{Editor's Note: Included on this page are a number of sigils and a magic circle. These illustrations are not in the Manuscript but were referenced from other texts, including, but not limited to; Key of Solomon (see Additional Ms. 36,674, British Museum Library) and Three Books of Occult Philosophy- Cornelius Agrippa. They are therefor not included in this version.}

Calling forth the Globes

O Thou who abideth beyond the Spheres of Time, hear my supplication.

(Make the sign of Caput Draconis)

O Thou who art the Gate and the Way come forth come forth Thy servant calleth Thee.

(Make the Sign of Kish)

BENATIR! CARARKAU! DEDOS! YOG-SOTHOTH!
come forth! come forth! I speak the words, I Break Thy bonds, the seal is cast aside, pass through the Gate and enter the World I maketh Thy mighty Sign!

(Make the Sign of the Voor)

Trace the pentagram of Fire and say the incantation that causeth the Great One to manifest before the Gate:

Ye Incantation

Zyweso, wecato, keoso, Xunewe-ruom Xeverator.
Menhatoy, Zyweuthorosto zuy, Zururogos Yog-Sothoth!
Orary Ysgewot, homor athanatos nywe zumquros,
Ysechyroroseh Xoneozebethoos Azathoth! Xono,
Zuwezet, Quayhet kesos ysgeboth Nyarlathotep!; zuy
rumoy quano duzy Xeuerator, YSHETO, THYYM,
quaowe xeuerator phoe nagoo, Hastur! Hagathowos
yachyros Gaba Sub-Niggurath! meweth, xosoy
Vzewoth!

(Make the sign of Cauda Draconis)

TALUBS!! ADULA! ULU! BAACHUR!

Come forth Yog-Sothoth! come forth!

To Conjure of Ye Globes

Know ye that the Globes of Yog-Sothoth be thirteen in number, and they be the powers of the Parasite-hoard which are His servitors and doeth His bidding in ye world.

Call them forth whenever thou shall have need of anything and they shall grant their powers unto ye when ye shall call them with the incantations and make their sign.

His Globes have diverse names and appeareth in many forms.

The first is GOMORY, who appeareth like a camel with a crown of gold upon his head. He commandeth twenty-

six legions of infernal spirits and giveth the knowledge of all magical jewels and talismans.

The second spirit is ZAGAN, who appeareth like a great bull, or a King terrible in aspect. Thirty-three legions bow before him and he teacheth the mysteries of the sea.

The Third is called SYTRY, who taketh the form of a great Prince. He hath sixty legions and telleth the secrets of time yet to come.

ELIGOR is the fourth spirit; he appeareth like a red man with a crown of iron upon his head. He commandeth likewise sixty legions and giveth the knowledge of victory in war, and telleth of strife to come.

The fifth spirit is called DURSON and hath with him twenty-two familiar demons and appeareth like a raven. He can reveal all occult secrets and tell of past times.

The sixth is VUAL his form is of a dark cloud and he teacheth all manner of ancient tongues.

The seventh is SCOR, who appeareth like a white snake, he bringeth money at your command.

ALGOR is the eighth spirit, he appeareth in the likeness of a fly. He can tell of all secret things and granteth the favours of great Princes and Kings.

The ninth is SEFON. He appeareth like a man with a green face and hath the power to show where treasure is hidden.

Tenth is PARTAS, He hath the form of a great vulture, and can tell ye the vertues of herbs, stones, make ye invisible and restore sight which is lost.

The eleventh spirit is GAMOR, and when he appeareth like a man can marvellously enform ye of how to win favours of great persons and can drive away any spirit that guardeth over treasure.

Twelfth is UMBRA, He appeareth like a giant; he can convey money from place to place if thou bid him and bestow the love of any woman that thou desirest.

The thirteenth spirit is ANABOTH who taketh the form of a yellow toad. He hath the power to make thee

marvellous cunning in nigromancy, he can drive away any devil that would hinder ye and tell of strange and hidden things.

When thou wouldst call up ye Globes thou must first make upon the earth this sign:

And evoke of them thus:

EZPHARES, OLYARAM, IRION-ESYTION,
ERYONA, OREA, ORASYM, MOZIM!

By these words and in the name of YOG-SOTHOTH who is thy master, I do most powerfully summon and call ye up

O N

That thou mayest aid me in my hour of need.

Come forth I command ye by the sign of Power!

(Make the sign of Voor)

And then the spirit shall appear unto thee and grant thy requests.

But if he remaineth invisible to thine eye, blow the dust of Ibn Ghazi and he will immediately take his proper form.

When thou wouldst banish what ye have called up erase thou their sign with the scimitar of Barzai and utter the words:

CALDULECH ! DALMALEY ! CADAT !

(and seal with the sign of Koth) .

Note: If on their appearance the spirits obstinately refuse to speak cleave the air thrice with the scimitar and say: ADRICANOROM DUMASO! And their tongue shall be loosened and they will be compelled to give true answer.

Banishing:

(Could be replaced with other banishings. Uses Salt, water and incense.)

Zazii, Zamaii, Puidmon the Powerful,
Sedon the Strong, El, Yod, He, Vau, He,
lah, Agla, protect me and help me when I summon the Gate!
(light incense and candles)

No evil may approach from the North!
No evil may approach from the East!
No evil may approach from the South!
No evil may approach from the West!
No evil may approach from Zenith!
No evil may approach from Nadir!
(bow towards the directions)

The Flaming Circle locks everything in!
Draba, draba, kalta, kalta, entemoss!
The Flaming Circle locks everything out!
Draba, draba, kalta, kalta, entemoss!
Accar, Zour and Maroud! Lock the circle and let no evil pass through!
Draba, draba, kalta, kalta, entemoss!
(participants walk round the circle. Salt, water and incense is sprinkled)

The Summoning:

Per Adonai Elohim, Adonai Jehova
Adonai Sabaoth, Metraton Ou Agla Methon,
Verbum Pythonicum, Mysterium Salamandrae
Cenventus Sylvorum, Antra Gnomorum
Demonia Coeli God, Almonsin Gibor
Jehoshua Evam Zariathnatmik, Veni, Veni, Veni!

(Put your hands above your head, with the thumbs and index fingers together so they create an equilateral triangle. Turn the right hand so its half of the triangle points down, creating a parallelogram. Turn the left hand, creating a downwards pointing triangle. Move it down to your forehead, turning it upwards, so the final result is a triangle on your forehead.)

Hear me!
King of Infinite Space!
Planetmover!
The Foundation of Fastness!
Ruler of Earthquakes!
The Vanquisher of Terror!
The Creator of Panic!
Destroyer!

The Shining Victor!
Son of Chaos and the Void!
The Guardian of the Abyss!
God of the Outermost Darkness!
Lord of Dimensions!
Riddle-knower!
Guardian of The Secrets!
Lord of the Labyrinth!
Master of the Angles!
God of the Whiporwills!
Omegapoint!
Lord of the Gate!
Opener of the Way!
The Oldest!
All-in-One!
The One by Life Prolonged!
Umr At-Tawil!
Iak-Sathath!
YOG-SOTHOTH NAFL'FTHAGN!!!
Your servant call upon you!

(Take the staff and turn it first so it points Right-Left, then Up-Down, then Forward-Back. Then twist it, and visualize how it is turned to point into the fourth dimension, perpendicular to the other directions. It will show the eightrayed star of Chaos.)

Opening of the Gate:

(The staff is held horizontally.)

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 is one in Yog-Sothoth.

By that which is not to be named,
By Azathoth,
By Nyarlathotep,
By Shub-Niggurath,
By the two snakes,

By that which created the Voids,
By Kadath in the Cold Waste,
By the Plateau of Leng,
By Yuggoth,
By the moon-lens,

By the imprisoned,
By the free,
By Samas, Gibil and Nusuku,
By the High Name of Ea,
By the Seven Demons,
Guardian, let the Gate be opened!

By Chaos,
By the Void,
By the Light,
By the Darkness,
By the Air,
By the Fire,
By the Water,
By the Earth,
Key, open the Gate!

By my sacred oath,
Let those who want to leave come out!
Let those who want to enter come in!
Let us see into the Hiding Light!
Let us see into the Blinding Darkness!
Rend the Veil!
Crush the Mirror!
Reveal the Illusion!
See, the Gate opens!

(slowly turn the staff from horizontal to vertical, and make the sign
of the Rending of the Veil.)

See, the Nodes are filled with Power!
See, the Lines are filled with Power!
See, the Angles twist and open!

Notes:

I have performed this ritual in front of a lovecraftesque monument and on a empty hilltop. I prefer to have it done on a starlit night, preferably a Sabbath. It is also nice if it is cold, suggesting the emptyness of the Void (I have noticed a fall of temperature both times I have performed the ritual properly).

As incense I used jars filled with a mix of sugar, salpeter and incense, which I ignited, creating red-violet fire and lots of irritating smoke.

I also used the following seals drawn in the snow or around the circle.

Yog-Sothoth Nyarlathotep Shub-Niggurath Azathoth

Necronomicon 5

Call to Render up the Veils



It should be noted that the Render is a fickle being, and thus this rite may not be performed with impunity. Though the means to its completion may be sought at any time, only when the magician is ready shall these tools come into his hands.

First, one must seek out the blessing of the Render through the gaining of one of His sacred images. The path of least hazard is to obtain one from another magician or priest, but I know of none in our land who hold these, and those who possess them are loath to part with them. If you despair of this, sometimes such idolons may be found by the soul as it floats in trance through the Higher Realities.

Indeed, some find the image of the Render in their visions without searching, but these occurrences are rare indeed. Those who possess the Crystallizer of Dreams will find this less taxing, but note what I have said elsewhere of that item.

Once the image is obtained, the rite may then commence. The summoning is best performed at night, as then the outline of the Render will be masked, and when the stars are in their proper places. Do not rely upon charts or records, for such matters are incomprehensible to mortals, but let the spirit within be the judge of the day and hour. It would be well if one would take on some companions in this task, that their vitality as well as the wizard's may be drawn forth for the Work.

First the wizard shall create the Pentacle of Planes. Though the twigs of the ash is best for this purpose, it may be made from other materials, or even drawn upon the ground if no other means are available, but be certain that there is not even a hairbreadth's crack in the design. Within this stricture place the cranium of one of the hideous lurkers of the tarns of Zemargad, and into this insert two

candles made from the fat of the proper kind, one part of mandragora, three of ivy leaf, and one of salt. Place the image close by, though not within three cubits of the Pentacle itself.

Light the candles and take up an iron rod bearing on its end a drawn representation of the Render's shape as it appears to oneself. Having purified the area, strike this rod upon the ground and speak the following:

" Uthgos plam'f Daoloth asgu'i! O come forth Thou who sweepst aside the veils of perception, and showest the realities beyond. For it shall be here as it is in Yuggoth, in Tond as it is in Shaggai, in Poseidonis as it is in Yaddith-Gho, in Yian-Ho as it is in Tsan-Chan. The time of Thy coming is nigh, and the Abyss of the Night of Time is bridged. Make Thyself manifest in our spheres, that we may gain Thy knowledge and be edified thereby. Ia Th'ailog! K'thakluth m'khur'g ath'lys! Ia Daoloth!"

When the beacons have been snuffed and the Render has manifested himself within the Pentacle, he will reach forth and take what is necessary from those nearby. After this the wizard may question the Render how- soever it is desired. No banishment is necessary, for following the impartation of the knowledge and the departure of his time the Render shall withdraw back to the Veil Beyond the Abyss.

The following is most important. If any portion of the ritual, no matter how small, is not performed properly, it is best to conclude the ceremony forthwith before the Render manifests. If the candle flames burn yellow, it shows the favor of That Which Is Beyond. Make certain to perform the ceremony at the exact moment of the Veil's rending, for this time is brief. Be fluid with the motions and speak the words of invocation smoothly.

Be certain that those who assist you are trustworthy and steadfast. It is of especial import that those who call out to the Veil should do so out of a genuine desire for knowledge and not mere curiosity, for That Which Is Beyond will give those whose search is for the latter exactly that which they desire.

Some have said that the Render may bestow the ability to perceive the true nature of the world, but such an experiment is extremely perilous to the mind and soul of he who would do so. The Atlantean high priest Klarkash-ton tells of an acolyte who attempted to do so, and met his death the hands of his horrified fellows as they struck out at what had grown within. Considering this, such an act would be foolish for all but the mightiest sorcerers.

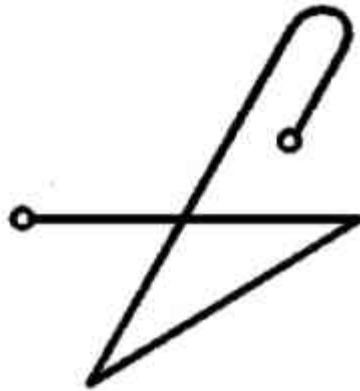
The Materials Needed

Protective Devices

My protection seems to be holding, but for how long I
can only guess ... the Elder Sign has taken much abuse

... Before I leave this "sanctuary" let me describe what I perceive to be some effective defenses against the agents of humanity ...

The Elder Sign -- imprinted with a sign of power and blessed by the priests of the Elder Gods. They CAN NOT not be duplicated (Lord knows we tried -- with disastrous results). Size has no bearing on the power of the sign .. I have seen signs both large and small ...



Rock Salt -- used to replace buckshot, this is effective against Shuggoths, the Ancient Race, and the Yuggoth Fungi. You must get close for the shot to puncture their "flesh" ... too close ...

The Chaos Shield -- this device is a small buckler with the eight arrows of Chaos imprinted on the front. Michael Moorcock wrote of the device after a dream and incorporated it into his "Elric" stories. The device exists ... it was last seen near Greenland ... it offers immunity from physical attacks from outer world beings.

Explosives -- the Deep Ones can be damaged by normal physical means. Explosives seem to do the most damage. Fire unfortunately does not seem to hurt them as much as we would have thought ... must be the skin ...

Fire -- Man's first defense since elder times. There's NO guarantee that ancient / elder outer world creatures are susceptible to fire attacks. It never hurts to carry some oil and a dependable light ...

Silver -- When used as a head dress (woven into a hood, cap, etc...) prevents most baneful creatures from harming your mind (or reading your thoughts). This information came from other sources that haven't been

disproved (yet), ... it saved my life once ...

Mirror -- Most intelligence creatures ignore the mirror ...
works to distract the stupider creatures ...

Black powder -- effective means of stopping the
Shuggoths from smelling / tracking you ... works well on
other creatures ...

I must leave now ... supplies are low ... time is short ...
till next time ...

Compound Ye Incense of Zkauba



In the day and hour of Mercury with the Moon in her increase, thou shalt take equal parts of Myrrh, Civet, Storax, Wormwood, Assafoetida, Galbanum and Musk, mix well together and reduce all to the finest powder.

Place the so assembled elements in a vessel of green glass and seal with a brazen stopper afore inscribed with the characters of Mars and Saturn.

Elevate the vessel to the Four Winds and cry aloud the supreme words of power thus:

To the North: ZIJMUORSOBET, NOIJM, ZAVAXO!

To the East: QUEHAIJ, ABAWO, NOQUETONAIJI!

To the South: OASAIJ, WURAM, THEFOTOSON!

To the West: ZIJORONAIFWETHO, MUGELTHOR, MUGELTHOR-YZXE!

Cover the vessel with a cloth of black velvet and set aside.

For each of seven nights thou shalt bathe the vessel in Moonlight for the space of one hour - keeping it concealed beneath the cloth from cock-crow till sunset.

All this being accomplished the incense shall be ready for use and possessed of such vertue that he that useth it with knowledge shall have power to call forth and

command the Infernal Legions.

Nota: *When employed in ye Ultimate Rites the incense may be rendered more efficacious by the addition of one part powdered mummy-Egypticus.*

Employ the perfume of Zkauba in all ceremonies of ye ancient Lore casting ye essences upon live coals of Yew or Oak. And when ye spirits drawn near, the vaporous smoke shall enchant and fascinate them, binding their powers to thy will.

Unction of Khephnes Ye Egyptian

Whosoever anointeth his head with the ointment of Khephnes shall in sleep be granted true visions of time yet to come.



Give power! O Bakaxikhekh!

Add to ye potion pinch of red earth, nine drops natron, for drops balsam of Olibanum and one drop blood (from thy right hand). Combine the whole with a like measure of fat of the gosling and place ye vessel upon ye fire. When all is rendered well and ye dark vapours begin to rise, make ye the Elder Sign and remove from ye flames.

When the unguent has cooled place it within an urn of ye finest alabaster, which thou shalt keep in some secret place (known only to thyself) until thou shalt have need of it.

Ye MYSTIC POWDER OF MATERIALIZATION: of Ibn Ghazi :



Take ye dust of ye tomb - wherein ye body has lain for two hundred years or more past, three parts. Take of powdered Amaranth, two parts; of ground Ivy leaf, one part, and of fine salt, one part.

Compound all together in an open mortar in the day and hour of Saturn.

Make over the thus assembled ingredients the Voorish sign, and then seal up the powder within a leaden casket whereupon is graven the sigil of Koth.

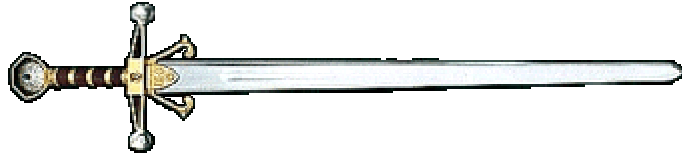
YE USING OF YE POWDER:

Whenever thou wisheth to observe the aerial manifestations of the spirits blow a pinch of ye powder in the direction of their coming, either from the palm of thy hand or the blade of the Magic Bolyne.

Mark ye well that ye maketh ye Elder Sign at their appearance, lest the tendrils of

darkness enter thy soul.

To Fashion the Scimitar of Barzai



In the day and hour of Mars and when the Moon increaseth, make thou the scimitar of bronze with a hilt of fine ebony.

Upon one side of the the blade thou shalt enscribe these characters:

{Editor's Note: These graphics are not shown in the Manuscript}

And upon the other side these:

{Editor's Note: These graphics are not shown in the Manuscript}

On the day and hour of Saturn the moon decreasing, light thou a fire of Laurel and yew boughs and offering the blade to the flames pronounce the five-fold conjuration thus:

HCORIA XOJU, ZODCARNES, I powerfully call upon ye and stir ye up O ye mighty spirits that dwelleth in the Great Abyss.

In the dread and potent name of AZATHOTH come ye forth and give power unto this blade fashioned in accordance to ancient Lore.

By XENTHONO-ROHMATRU, I command you O AZIABELIS, by YSEHYRORROSETH, I call the O ANTIQUELIS, and in the Vast and Terrible Name of DAMAMIACH that Crom-yha uttered and the mountains shook I mightily compel ye forth O BARBUELIS, attend me! aid me! give power unto my spell that this weapon that bears the runes of fire recieveth such virtue that it shall strike fear into the hearts of all spirits that would disobey my commands, and that it shall assist me to form all manner of Circles, figures and mystic sigils necessary in the operations of Magickal Art.

In the Name of Great and Mighty YOG-SOTHOTH and in the invincible sign of Voor (give sign)

Give power!

Give power!

Give power!

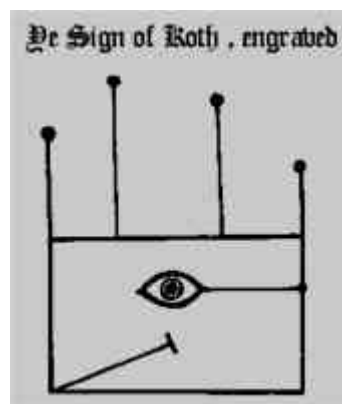
When the flames turn blue it shall be a sure sign that the spirits obey your demands whereupon thou shalt quench the blade in an afore prepared mixture of brine and cock-gall.

Burn the incense of Zkauba as an offering to the spirits thou hast called forth, then dismiss them to their abodes with these words:

In the Names of AZATHOTH and YOG-SOTHOTH, Their servant NYARLATHOTEP and by the power of this sign (make ye the Elder Sign),



I discharge thee; go forth from this place in peace and return ye not until I calleth thee. (Seal ye portals with the sign of Koth).



Wrap the scimitar in a cloth of black silk and set it aside until thou wouldst make use of it; but mark ye well that no other shall lay his hand upon the scimitar lest its virtue be forever lost.

Ye Alphabet of Nug-Soth:

{Editor's Note: The following graphic alphabet is deciphered from the manuscript, according to the publishers, by use of a "Magic Square Cipher" inherent in the manuscript itself and is therefor included in this etext version.}



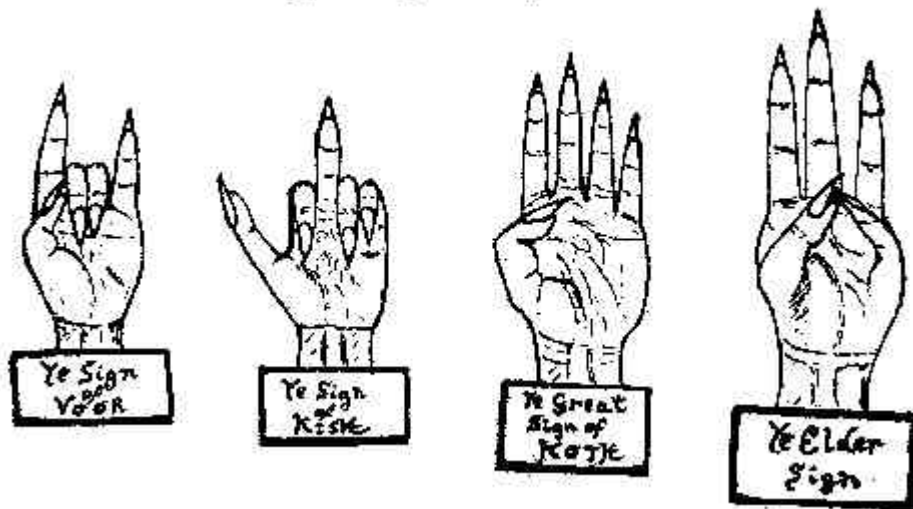
Ye characters of Nug hold ye key to ye planes,
employ ye them in ye talismanic art and in all ye
sacred inscriptions

(Note: In ye writing of ye mystic runes of Nug-
Soth ye latin C serveth for ye K.)

Potent Signs

These most potent signs shall be so formed with thy left hand when thou employeth them in ye Rites.

Ye Signs of Power



Ye first sign is that of Voor and in nature it be ye true symbol of ye Old Ones. Make ye thus whenever thou wouldst supplicate Those that ever waite beyond the Threshold.

Ye second sign is that of Kish and it breaketh down all barriers and openeth ye portals of ye Ultimate Planes.

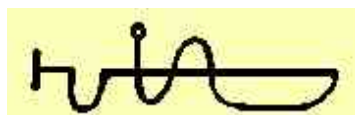
In ye third place goeth ye Great Sign of Koth which sealet ye Gates and guardeth ye pathways.

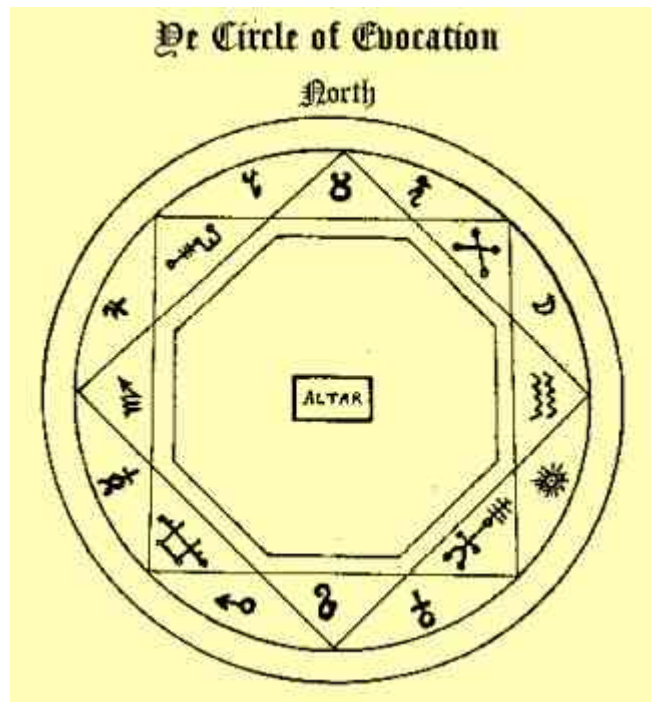
Ye forth sign is that of ye Elder Gods. It protecteth those who would evoke ye powers by night, and banish ye forces of menace and antagonism.

(Nota: Ye Elder Sign hath yet another form and when so enscribed upon ye grey stone of Mnar it serveth to hold back ye power of Ye Great Old Ones for all time.)

Sacred Seals

Bless You

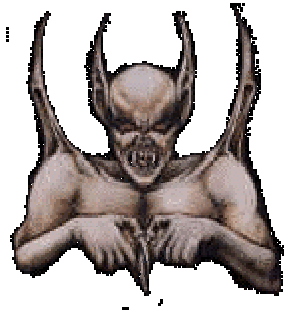




Crown of the Magi



Ye Old Ones and Earth Magick



Fools indeed are those Sorcerers who, intoxicated with their own fame and justified of their own Powers, do lay hold on ye Old Ones as if they be mere Daemons, and seek to conjure and hold such by ye Cantrip, ye Spell, and ye Five-Pointed Star.



For Daemons do verily obey these things, but ye Old Ones be far more than Daemons, and hold all magick of Earth as vain and powerless and all Sorcerers of Earth as children pretending to command ye Wind whither it blows.

Ye most potent wizard Ibn Al-Kadil did in my presence try his rule over one Old One, a creature of most surprising habits and unpleasant attitude whose name was called Y-----c, who was but a shadow of dread CTHULHU in both power and awfulness. Said Ibn Al-Kadil, that to but read ye name of Y-----c was to ensure its coming, and to say the name aloud was certain disaster.

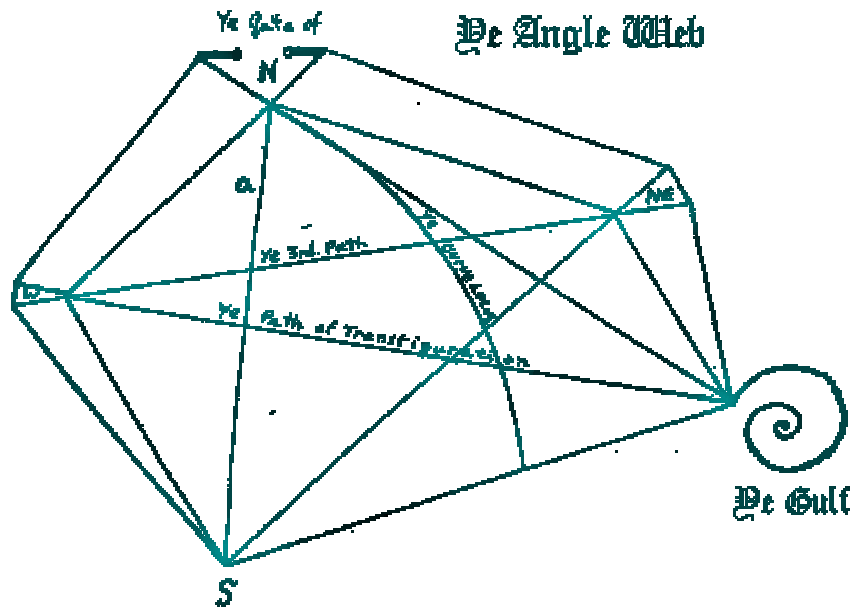
Thus Ibn Al-Kadil had fortify'd himself with ye most terrible collection of potions, talismans, and binding spells known to magicians of this astral plane before ye invocation was ever made.

Alas, Y-----c did not wait on ye invocation, but did appear early, and all that was left of ye most potent wizard Ibn Al-Kadil was his pile of protective trinkets. These Y-----c did throw at my feet most disdainfully before vanishing as quickly as it came.

So it is that I tell you of a truth that ye Old Ones obey not their summoners, but disdain them; and that for some of Them a passing thought is as an open Gate.

Ritual of Dho-Hna

Trace ye Angle-Web with ye Scimitar of Barzai and offer the mystic suffumigations with the incense of Zkauba.



Enter ye Web by the Gate of the North and reciting the incantation of Na (thus):

ZAZAS, NASATANADA, ZAZAS ZAZAS

Proceed to ye South-most Pinnacle by the Path of Alpha whereupon make ye, ye Sign of Kish, pronouncing the triple-Word of power thrice, (thus so):

OHODOS-SCIES-ZAMONI!

Proceed thence to ye Angle of the North-East chanting the third verse of ye Fifth Psalm of Nyarla- thotep seglecting not to make the quintuple genuflection on passing through ye curve locus-(thus):

The All-One dwelleth in Darkness,
At the centre of All dwelleth He that is the Darkness;
And ttiat Darkness shall be eternal when all shall bow before
the Onyx Throne.

Pause at the Third Angle and make ye once more the Sign of Kish speaking the words that clear the portal and stay the course of time:

**ABYssus-D|AcoNrsus, ZEXOWE-AZATHOTH!) NRRGO,
IAA! NYAR-LATHOTEP!**

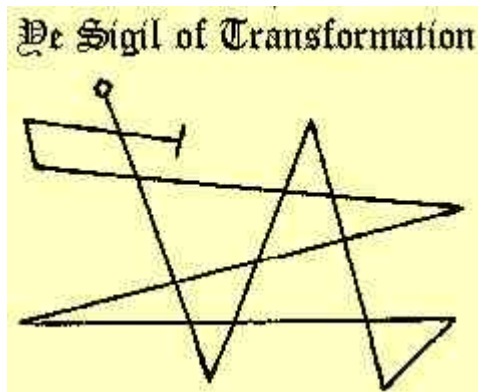
Follow the Third Path to the Pinnacle of the West and there

gesture of Voor). Turn and tread the Path of

Transfiguration leading to ye Ultimate Angle. Open up the
Abyss Gate by the ninefold affirmation (thus):

**ZENOXESE, PIOTH, OXAS ZAEGOS, MAVOC NIGORSUS,
BAYAR!
HEECHO! YOG-SOTHOTH! YOG-SOTHOTH! YOG-
SOTHOTH!**

Make ye the Sigil of Transformation and step thou forth into ye
Gulf.



Necronomicon 6

OF THE ZONEI AND THEIR ATTRIBUTES

From the Simon Necronomicon



THE Gods of the Stars are Seven. They have Seven Seals, each of which may be used in their turn. They are approached by Seven Gates, each of which may be opened in their turn. They have Seven Colours, Seven Essences, and each a separate Step on the Ladder of Lights.

The Chaldeans were but imperfect in their knowledge, although they had understanding of the Ladder, and certain of the formulae. They did not, however, possess the formulae for the passing of the Gates, save one, of whom it is forbidden to speak.

The passing of the Gates gives the priest both power and wisdom to use it. He becomes able to control the affairs of his life more perfectly than before, and many have been content to merely pass the first three Gates and then sit down and go no further than that, enjoying the benefits that they have found on the preliminary spheres.

But this is Evil, for they are not equipped to deal with the attack from Without that must surely come, and their people will cry unto them for safety, and it will not come forth.

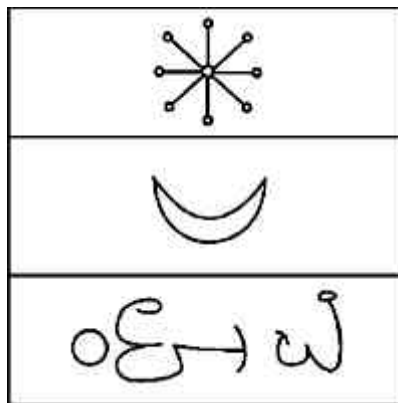
Therefore, set thy face towards the ultimate goal and strive ever onward to the furthest reaches of the stars, though it mean thine own death; for such a death is as a sacrifice to the Gods, and pleasing, that they will not forget their people.

The ZONEI and their attributes, then, are as follows:

The God of the Moon is the God NANNA. He is Father of the Zonei, and the Eldest of the Wanderers. He is long of beard, and bears a wand of lapis lazuli in his palm, and possesses the secret of the tides of blood. His colour is Silver. His Essence is to be found in Silver, and in camphor, and in those things bearing the sign of the Moon. He is sometimes called SIN. His Gate is the first you will pass in the rituals that follow. His Step on the Ladder of Lights is also Silver.

This is his Seal, which you must engrave on his metal, on the thirteenth day of the Moon in which you are working, having no other person about you who may watch you in its manufacture. Being finished, it should be wrapped in a square of the finest silk and lain aside until such time as you desire its use, and then, it should be removed only after the Sun has gone to its rest. No ray of sunlight should strike the Seal, lest its power be rendered nil and a new Seal must needs be cast.

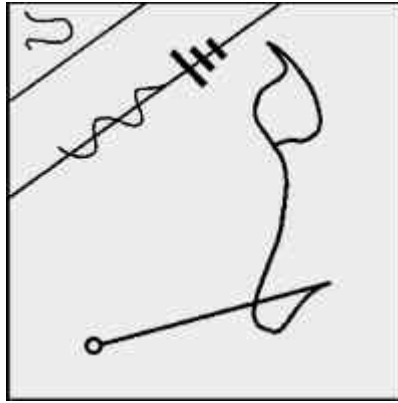
The Number of NANNA is Thirty and this is his Seal:



The God of Mercury is NEBO. He is a very old spirit, having a long beard, and is the guardian of the Gods, as well as the keeper of the knowledge of Science. He wears a crown of one hundred horns, and the long robe of the Priest. His colour is blue. His Essence is in that metal known as Quicksilver, and is sometimes also found in sand, and in those things bearing the sign of Mercury. His Gate is the Second you will pass in the rituals that follow. His Step on the Ladder of Lights is blue.

This is his Seal, which you must write on perfect parchment, or on the broad leaf of a palm tree, having no other person about you who may watch you in its construction. Being finished, it should be wrapped in a square of the finest silk and lain aside until such time as you desire its use, and then, it should be removed only when its light is in the sky. Such is also the best time for its manufacture.

The Number of NEBO is Twelve and this is his Seal:



The Goddess of Venus is the most excellent Queen INANNA, called of the Babylonians ISHTAR. She is the Goddess of Passion, both of Love and of War, depending upon her sign and the time of her appearance in the heavens. She appears as a most beautiful Lady, in the company of lions, and partakes of a subtle astral nature with the Moon God NANNA. When they are in agreement, that is, when their two plants are auspiciously arranged in the heavens, it is as two offering-cups split freely in the heavens, to rain the sweet wine of the Gods upon the earth. And then there is great happiness and rejoicing.



She sometimes appears in armor, and is thereby a most excellent guardian against the machinations of her sister, the dread Queen ERESHKIGAL of KUR. With the Name and Number of INANNA, no Priest need fear to walk into the very depths of the Underworld; for being armed, in Her armor, he is similar to the Goddess. It was thus that I descended into the foul pits that lie gaping beneath the crust of the earth, and commanded demons.

She is similarly the Goddess of Love, and bestows a favorable bride upon any man who desires it, and who makes the proper sacrifice.

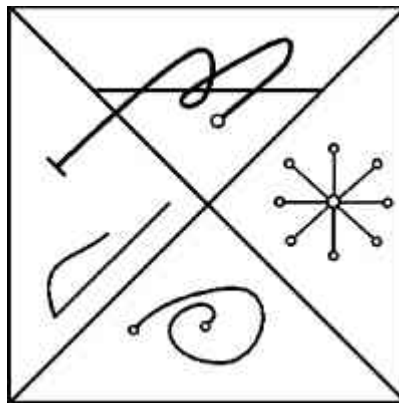
BUT KNOW THAT INANNA TAKES HER OWN FOR HER OWN, AND THAT ONCE CHOSEN BY HER NO MAN MAY TAKE ANOTHER BRIDE.

Her color is the purest White. Her manifestation is in the metal Copper, and also in the most beautiful flowers of a field, and in the saddest death of the battlefield,

which is that field's fairest flower. Her Gate is the Third you will pass in the rites that follow, and in which place you will be of a heart to stay; but turn you face to the road that leads beyond, for that is your genuine goal, unless the Goddess chooses you. Her Step on the Ladder of Lights, built of old in Babylon and at UR, is White.

This is her Seal, which you must engrave on Copper, Venus being exalted in the Heavens, with no one about watching its construction. Being finished, it is to be wrapped in the purest silk and lain safely away, only to be removed when need arises, at any time.

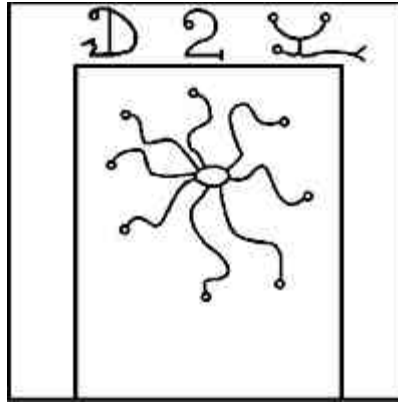
The Number of INANNA is Fifteen, by which Number she is frequently known in the incantations of the Dispensation, her Seal is the following.



This God of the Sun is the Lord SHAMMASH, son of NANNA. He is seated upon a throne of gold, wearing a crown of two horns, holding a scepter aloft in his right hand and a flame disk in his life, sending rays in every direction. He is the God of Light and of life. His color is Gold. His Essence is to be found in gold, and in all golden objects and plants. He is sometimes called UDUU. His Gate is the Fourth you will pass in the rituals that follow. His Step on the great Ladder of Lights is Gold.

This is his Seal, which you must engrave in gold, when the Sun is exalted in the heavens, alone on a mountain top or some such place close to the Rays, but alone. Being finished, it should be wrapped in a square of the finest silk and lain aside until such time as it is needed.

The Number of SHAMMASH is Twenty and this is his Seal:

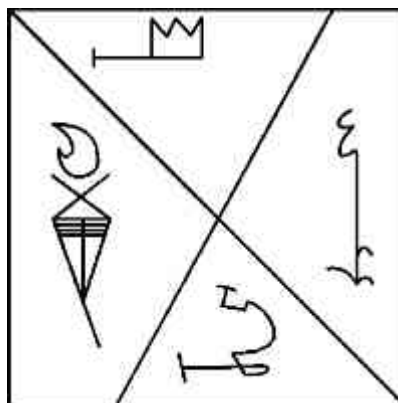


The God of Mars is the mighty **NERGAL**.

He has the head of a man on the body of a lion, and bears a sword and a flail. He is the God of War, and of the fortunes of War. He was sometimes thought to be an agent of the Ancient Ones, for he dwelt in CUTHA for a time. His color is dark red. His essence is to be found in Iron, and in all weapons made to spill the blood of men and of animals. His Gate is the Fifth you will see as you pass the Zones in the rituals that follow. His Step on the Ladder of Light is Red.

This is his Seal, which must be engraved on a plate of Iron, or on paper in blood, when Mars is in exaltation in the heavens. It is best done at night, far from the habitations of men and of animals, where you cannot be seen or heard. It must be wrapped first in heavy cloth, then in fine silk, and hid safe away until such times as it is needed. But to take not to use this Seal hastily, for it is a sharp Sword.

The Number of **NERGAL** is Eight and this is his Seal:



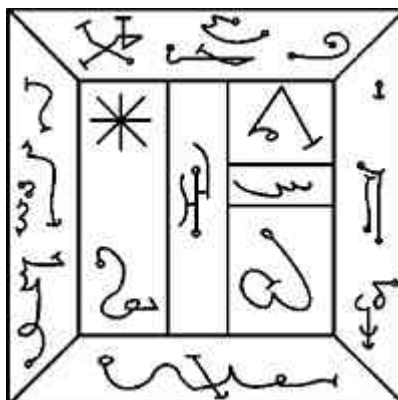
The God of Jupiter is the Lord of Magicians, **MARDUK KURIOS** of the Double-headed Axe. **MARDUK** was born of our Father, **ENKI**, to do battle against the forces of the Ancient Ones, and he won a powerful fight, subduing the armies of Evil and putting the Queen of the Ancient Ones beneath his foot.

That Serpent is dead, but dreams. **MARDUK** was bestowed Fifty Names and Powers by the Council of the Elder Gods, which Powers he retains to this day. His color is Purple. His Essence is in the material tin, and in brass. His Gate is the Sixth that you will come upon as you follow the rituals that follow. His Step on the Ladder of Lights in Purple.

This is his Seal, which you must engrave on a plate of tin or of brass, when Jupiter is strong in the heavens, while making special invocation to ENKI Our Master. This shall be wrought as the others, and wrapped in pure silk and lain away until the time for its use. Know that MARDUK appears as a mighty warrior with a long beard and a flaming disk in his hands. He carries a bow and a quiver of arrows, and treads about the heavens keeping the Watch.

Take care to summon his assistance in only the most terrible of circumstances, for his might is powerful and his anger fierce. When thou hast need of the power of the star Jupiter, call instead one of the appropriate Powers listed within these pages, and they will surely come.

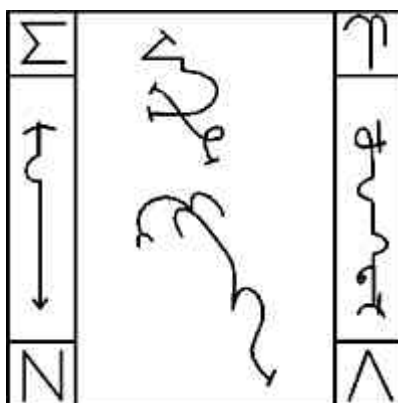
The Number of Marduk is Ten and this is his Seal:



The God of Saturn is NINIB called ADAR, the Lord of Hunters and of Strength. He appears with a crown of horns and a long sword, wearing a lion's skin. he is the final Zonei before the terrible IGIGI. His color is the darkest black. His Essence is to be found in lead, in the burnt embers of the fire, and in things of death and of antiquity. The horns of a stag are his symbol. His Gate is the Last you will come upon in the rites that follow. His Step on the Ladder of Lights is Black.

This is his Seal, which you must engrave on a leaden plate or bowl, keeping it well hidden from the eyes of the profane. It should be wrapped and put away as all the others, until its use is desired. It should never be removed when the Sun is in the sky, but only after the night has fallen and the earth grown black, for NINIB knows the best the ways of the demons that prowl among the shadows, looking for sacrifice. he knows best the territories of the Ancient Ones, the practices of their worshippers, and the locations of the Gates. His realm is the realm of the Night of Time.

His Number is Four, as the quarters of the Earth, and the following is his Seal:



THE BOOK OF ENTRANCE, AND OF THE WALKING

THE BOOK OF ENTRANCE

THIS is the Book of Entrance to the Seven Zones above the Earth, which Zones were known to the Chaldeans, and to the ancient races that preceded them among the lost temples of UR. Know that these Zones are governed by the celestial spirits, and that passage may be had by the Priest through those lands that border on the Unzoned Wastes beyond.

Know that, when Walking thus through the Sea of Spheres, he should leave his Watcher behind that It may guard his body and his property, lest he be slain unawares and must wander throughout eternity among the dark spaces between Stars, or else be devoured by the wrathful **IGIGI** that dwell beyond.



Know that thou must Walk the Steps of the Ladder of Lights, each in its place and one at a time, and that thou must enter by the Gates in the lawful manner, as is put down in the Covenant; else thou art surely lost.

Know that thou must keep purified for the space of one moon for the Entrance to the first Step, one moon between the First and the Second Step, and again between the Second and the Third, and so on in like manner. Thou must abstain from spilling thy seed in any manner for like period of time, but thou mayest worship at the Temple of ISHTAR, provided thou lose not thine Essence. And this is a great secret.

Thou must needs call upon thy God in the dawn light and upon thy Goddess in the light of dusk, every day of the moon of purification. Thou must summon thy Watcher and instruct it perfectly in its duties, providing it with a time and a place whereby it may serve thee and surround thee with a flaming sword, in every direction.

Thy clothing for the Walking should be fair, clean and simple, but appropriate to each Step. And thou should have with thee the Seal of the particular Step

whereupon thou Walkest, which is the Seal of the Star appertaining thereunto.

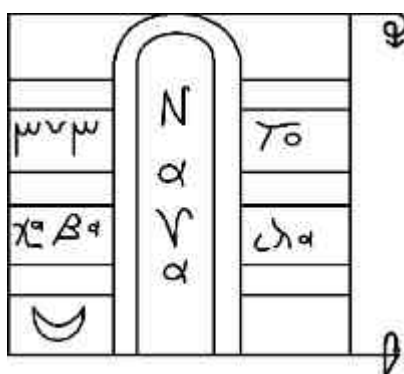
Thou must needs prepare an alter to face the North, having upon it the statues of thine deities, or some such suitable Images, an offering bowl, and a brazier. Upon the earth should be inscribed the Gate appropriate to the Walking.

If above thee is the Sky, so much the better. If there be a roof above thine head, it must be free from all hangings. Not even a lamp should be suspended over thee, save in Operations of Calling, which is discussed elsewhere (if the Gods grant me the time!).

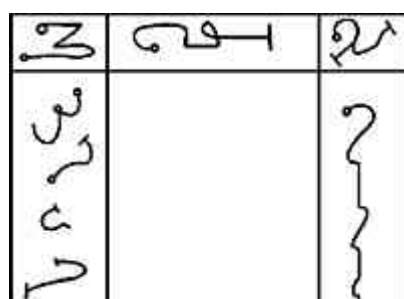
The only light shall be from the four lamps upon the ground, at each of the four Gates of the Earth: of the North, one lamp; pf the East, one lamp; of the South, one lamp; and of the West, one lamp. The oil should be pure, with no odor, or else sweet-smelling. The perfumes in the brazier should also be sweet-smelling, or especially appropriate to the Star where thou would desire Entrance, after the fashion of thy country.

The Seven Gates here follow:

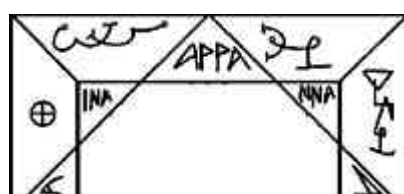
THIS IS THE FIRST GATE THE GATE OF NANNA, CALLED SIN:

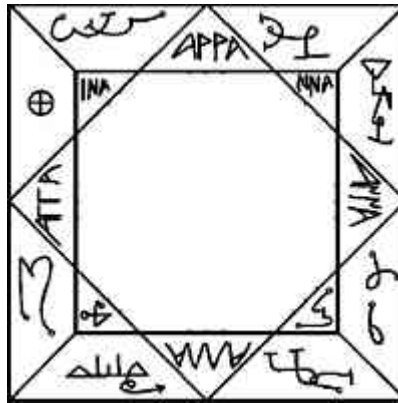


THIS IS THE SECOND GATE, OF NEBO:

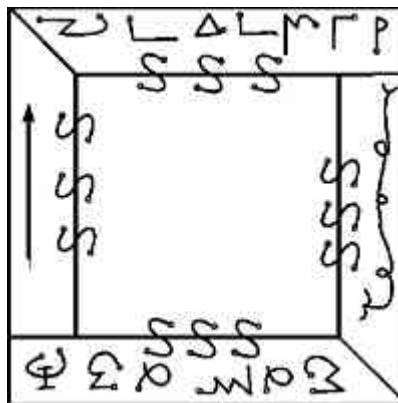


THIS IS THE THIRD GATE, OF INANNA CALLED ISHTAR:

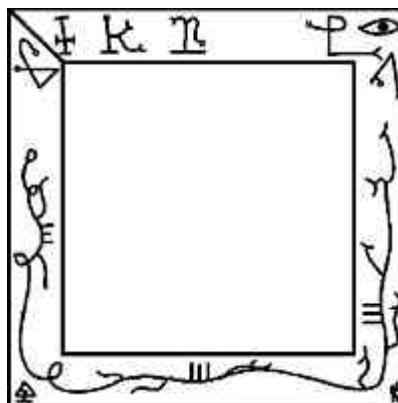




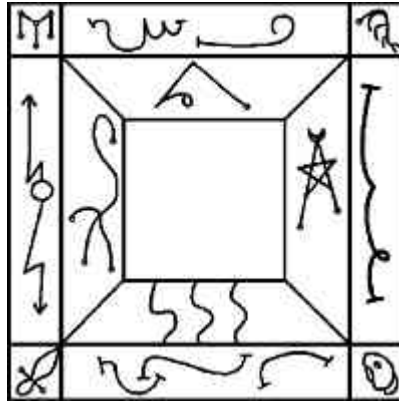
THIS IS THE FOURTH GATE, OF SHAMMASH, CALLED UDDU:



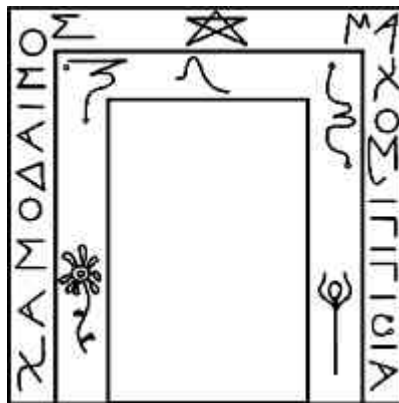
THIS IS THE FIFTH GATE, OF NERGAL:



THIS IS THE SIXTH GATE, OF LORD MARDUK:



THIS IS THE SEVENTH GATE, OF NINIB, CALLED ADAR:



And the Ritual of the Walking must follow the formulae herein described:

First, thou must observe the moon of purification. In this time, thou mayest not eat meat for the space of seven days preceding the last day of the moon, and for the space of three days preceding the last date of the moon thou mayest not eat anything whatsoever, save to drink sweet water. On the last three days, thou must invoke, in addition to thy God and Goddess, the Three Great Elder Ones, ANU, ENLIL, ENKI,

by their proper invocations. And the Number of ANU is Sixty, the Perfect Number, for he is Father of the Heavens. And the Number of ENLIL is Fifty, and he is the Father of the Wind. And the Number of ENKI is Forty a most excellent Number, and he is our Father, of all who would tread these forgotten paths, and wander into Lands unknown, among the Wastes, amid frightful monsters of the Azonei.

Second, on the Night of the Walking, which must be the thirteenth night of the moon, having begun on the previous thirteenth night, thou must approach the Gate with awe and respect. Thy Temple is exorcised. Thou must light the Fire and conjure it, but the invocation of the God of Fire, and pour incense thereon. Thou must make offering to the Deities on the altar.

Third, thou must light the four lamps from the flaming brazier, reciting the invocation proper to each of these Watchtowers in its proper place, summoning

the respective Star.

Fourth, thou must recite the invocation of the Watcher, thrusting the Sword into the Earth at Its station, not touching it until it is the appointed time for Its departure.

Fifth, thou must take the Seal of the Star in thy right hand, and whisper its Name softly upon it.

Sixth, thou must recite the Incantation of the Walking, loudly, and in a clear voice, as thou walkest about the Gate in a circular fashion, beginning at the North and walking to the East, then to the South, and to the West, the Number of turns being equal to the special Number of the Star.

Seventh, thou must needs arrive back at the center of the Gate, before thine altar, at which time thou must fall to the ground, looking neither to the right no to the left at what may be moving there, for these Operations attract many kinds of wandering demon and ghost to the Gates, but in the air above the altar whereupon thou wilt presently see the Gate opening for thee and the Spirit-Messenger of the Sphere greeting thee in a clear voice, and giving thee a Name, which thou must remember, for that is the Name of thy Passing the Gate, which thou must use each time thou passeth thereby. The same Spirit-messenger will meet thee and, if thou know not thy Name, he will forbid thee entrance and thou wilt fall to the Earth immediately.



When the First Gate has been entered and the Name received, thou wilt fall back to Earth amid thine Temple. That which has been moving about thy Gate on the ground will have gone. Recite thine thanksgiving to the Gods upon thine altar, strike the Sword of the Watcher that It may depart, and give the incantation of INANNA which say how she conquered the realm of the Underworld and vanquisheth KUTULU. All Idimmu will vanish thereby and thou wilt be thus free to depart the Gate and extinguish the Fire.

Thou mayest not call upon NANNA till thou hast passed the Gate of NANNA. Thou mayest not call NEBO until his Gate hast thou passed. Similarly for the rest of the Gates. When thou hast ascended to the limit of the Ladder of Lights, thou wilt have knowledge and power over the Spheres, and wilt be able to summon them thereby in times of need.

This will not give thee power over the ABSU, however, this power being obtained differently by the Ritual of Descent. This Ritual thou wilt undertake in the fifteenth day after the thirteenth of the month when thou hast summoned the Gate of MARDUK to open. For MARDUK slew the Fiends, and INANNA, the Goddess of the Fifteen, conquered the Netherworld, where some of theirs still dwell.



This is a most perilous Rite, and may be undertaken by any man who as the formulae, whether he has passes the previous Gates or not, save that it is best advised to have passed through MARDUK Gate before venturing forth into the Pit.

For this reason, few have ever opened the Gate of ADAR, and spoken to the Horned One who resideth there and giveth all manner of wisdom regarding the operations of necromancy, and of the spells that hasten unto death. Only when thou hast shown thy power over the Maskim and the Rabishu, may thou venture forth to the Land of the **IGIGI**, and for that reason was this Covenant made, that none shall safely Walk through the sunken valleys of the Dead before having ascended to MARDUK, nor shall they breach the Gates that lie beyond ADAR until they have seen the Signs of the Mad God and felt the fury of the hellish Queen.

And against the Ancient Ones, there is only defense. Only a madman, indeed, such as I am called!, can hope to have power over Them that dwell in the Outer Spaces, for their power is unknown, and the number of the hordes uncounted, and each day they breed more horrors than a man's mind can conceive, the sight of which he can hardly bear.

There was a time when the Gate to the Outside was open too long and I witnessed the horror that struck, of which words cannot speak, and of which

writing can only confuse. The Ancient One that had escaped into the Inner World was forced back through the Gate by a magician of great power, but only at a great loss to the villages and flocks of the Island.

Many sheep were slain after an unnatural fashion, and many devoured, and many Bedou rendered senseless; for the mind perceives what it is shown, but the sight of the Ancient Ones is a blasphemy to the ordinary senses of a man, for that come from a world that is not straight, but crooked, and their existence is of forms unnatural and painful to the eye and to the mind, whereby the spirit is threatened and wrenches loose from the body in flight.



And for that reason, the fearful utukku xul take possession of the body and dwell therein until the Priest banish them back to whence they came, and the normal spirit may return to its erstwhile neighborhood.

And there are all the ALLU, frightening dog-faced demons that are the Messengers of the Gods of Prey, and that chew on the very bones of man. And there are many another, of which this is not the rightful place wherein they may be mentioned, save to warn the Priest against the ambitious striving against the Ancient Ones of the Outside, until mastery is acquired over the powers that reside Within.

Only when ADAR has been obtained, may the Priest consider himself a master of the planes of the Spheres, and able to wrestle with the Old Gods. Once Death Herself has been stared in the Eye, can the Priest then summon and control the denizens of Death's darkly curtained halls. Then can he hope to open the Gate without fear and without that loathing of the spirit that slays the man.

Then can he hope to have power over the demons that plague the mind and the body, pulling at the hair and grasping at the hands, and the screaming vile Names into the airs of the Night.

For what comes on the Wind can only be slain by he who knows the Wind; and what comes on the seas can only be slain by he who knows the Waters. This is it

written, in the Ancient Covenant.

THE INCANTATIONS OF THE GATES

THE INVOCATION OF THE NANNA GATE

Spirit of the Moon, Remember!
NANNA, Father of the Astral Gods, Remember!
In the Name of the Covenant sworn between Thee and the Race of Men,
I call to Thee! Hearken, and Remember!
From the Gates of the Earth, I call Thee! From the Four Gates of the Land KI, I
pray to Thee!
O Lord, Hero of the Gods, who in heaven and upon the earth is exalted!
Lord NANNA, of the Race of ANU, hear me!
Lord NANNA, called SIN, hear me!
Lord NANNA, Father of the Gods of UR, hear me!
Lord NANNA, God of the Shining Crown of Night, hear me!

Maker of Kings, Progenitor of the Land, Giver of the Gilded Sceptre,
Hear me and Remember!
Mighty Father, Whose thought is beyond the comprehension of gods and men,
Hear me and Remember!
Gate of the Great Gates of the Spheres, open unto me!
Master of the IGIGI, swing open Thy Gate!
Master of the ANNUNAKI, open the Gate to the Stars!
IA NAMRASIT! IA SIN! IA NANNA!
BASTAMAAGANASTA IA KIA KANPA!
MAGABATHI-YA NANNA KANPA!
MASHRITA NANNA ZIA KANPA!
IA MAG! IA GAMAG! IA ZAGASTHENA KIA!
ASHTAG KARELLIOSH!

THE INVOCATION OF THE NEBO GATE

Spirit of the Swift Planet, Remember!
NEBO, Custodian of the Gods, Remember!
NEBO, Father of the Sacred Writing, Remember!
In the Name of the Covenant sworn between Thee and the Race of Men,
I call to Thee! Hearken, and Remember!
From the Gate of the Great God NANNA, I call to Thee!
By the Name which I was given on the Lunar Sphere, I call to Thee!
Lord NEBO, who does not know of Thy Wisdom?
Lord NEBO, who does not know of Thy Magick?
Lord NEBO, what spirit, on earth or in heavens, is not conjured by Thy mystic
Writing?
Lord NEBO, what spirit, on earth or in the heavens, is not compelled by the

Magick of Thy spells?
NEBO KURIOS! Lord of the Subtle Arts, Open the Gate to the Sphere of Thy Spirit!
NEBO KURIOS! Master of the Chemical Science, Open the Gate to the Sphere of Thy Workings!
Gate of the Swift Planet, MERKURIOS, Open unto me!
IA ATHZOTHTU! IA ANGA KU! IA ZI NEBO!
MARZAS ZI FORNIAS KANPA!
LAZHAKAS SHIN TALAS KANPA!
NEBOS ATHANATOS KANPA!
IA GAASH! IA SAASH! IA KAKOLOMANI-YASH!
IA MAAKALLI!

THE INVOCATION OF THE ISHTAR GATE

Spirit of Venus, Remember!
ISHTAR, Mistress of the Gods, Remember!
ISHTAR, Queen of the Land of the Rising of the Sun, Remember!
Lady of Ladies, Goddess of Goddesses, ISHTAR, Queen of all People, Remember!
O Bright Rising, Torch of the Heaven and of the Earth, Remember!
O Destroyer of the Hostile Hordes, Remember!
Lioness, Queen of the Battle, Hearken and Remember!
From the Gate of the Great God NEBO, I call Thee!
By the Name which I was given on the Sphere of NEBO, I call to Thee!
Lady, Queen of Harlots and of Soldiers, I call to Thee!
Lady, Mistress of Battle and of Love, I pray Thee, Remember!
In the Name of the Covenant, sworn between Thee and the Race of Men, I call to Thee! Hearken and Remember!
Suppressor of the Mountains!
Supporter of arms!

Deity of Men! Goddess of Women! Where Thou gazest, the Dead live!
ISHTAR, Queen of Night, Open Thy Gate to me!
ISHTAR, Lady of the Battle, Open wide Thy Gate!
ISHTAR, Sword of the People, Open Thy Gate to me!
ISHTAR, Lady of the Gift of Love, Open wide Thy Gate!
Gate of the Gentle Planet, LIBAT, Open unto me!
IA GUSHE-YA! IA INANNA! IA ERNINNI-YA!
ASHTA PA MABACHA CHA KUR ENNI-YA!
RABBMI LO-YAK ZI ISHTARI KANPA!
INANNA ZI AMMA KANPA! BI ZAMMA KANPA!
IA IA IA BE-YI RAZULUKI!

THE INVOCATION OF THE SHAMMASH GATE

Spirit of the Sun, Remember!

SHAMMASH, Lord of the Fiery Disk, Remember!

In the Name of the Covenant sworn between Thee and Race of Men,

I call to Thee! Hearken and Remember!

From the Gate of the Beloved ISHTAR, the Sphere of LIBAT, I call to Thee!

Illuminator of Darkness, Destroyer of Evil, Lamp of Wisdom, I call to Thee!

SHAMMASH, Bringer of Light, I call to Thee! KUTULU is burned by Thy Might!

AZAG-THOTH is fallen off His Throne before Thee! ISHNIGARRAB is scorched black by Thy rays!

Spirit of the Burning Disk, Remember!

Spirit of the Never-Ending Light, Remember!

Spirit of the Rending of the Veils of the Night, Dispeller of Darkness, Remember!

Spirit of the Opening of the Day, Open wide Thy Gate!

Spirit Who rises between the Mountains with splendour, Open Thy Gate to me!

By the Name which I was given on the Sphere of ISHTAR, I ask Thy Gate to open!

Gate of the Sun, Open to me!

Gate of the Golden Sceptre, Open to me!

Gate of the Life-Giving Power, Open! Open!

IA UDDU-YA! IA RUSSULUXI!

SAGGTAMARANIA! IA! IA! ATZARACHI-YA!

ATZARELECHI-YU! BARTALAKATAMANI-YA KANPA!

ZI DINGIR UDDU-YA KANPA! ZI DINGIR USHTU-YA KANPA!

ZI SHTA! ZI DARAKU! ZI BELURDUK!

KANPA! IA SHTA KANPA! IA!

THE INVOCATION OF THE NERGAL GATE

Spirit of the Red Planet, Remember!

NERGAL, God of War, Remember!

NERGAL, Vanquisher of Enemies, Commander of Hosts, Remember!

NERGAL, Slayer of Lions and of Men, Remember!

In the Name of the Covenant sworn between Thee and the Race of Men,

I call to Thee! Hearken and Remember!

From the Great Gate of the Lord SHAMMASH, the Sphere of the Sun,

I call to Thee!

NERGAL, God of the Sacrifice of Blood, Remember!

NERGAL, Lord of the Offerings of Battle, Ravager of the Enemy's Towns,

Devourer of the flesh of Man, Remember!

NERGAL, Wielder of the Mighty Sword, Remember!

NERGAL, Lord of Arms and Armies, Remember!

Spirit of the Glow of the Battlefield, Open wide Thy Gate!

Spirit of the Entrance Unto Death, Open Thy Gate to me!
Spirit of the Sailing Lance, the Thrusting Sword, the Flying Rock,
Open the Gate to Thy Sphere to One who has no fear!
Gate of the Red Planet, Open!
Gate of the God of War, Swing Wide!
Gate of the God of Victory got in Battle, Open to me!
Gate of the Lord of Protection, Open!
Gate of the Lord of the ARRA and the AGGA, Open!
By the Name which I was given on the Sphere of SHAMMASH, I ask Thee,
Open!
IA NERGAL-YA! IA ZI ANNGA KANPA!
IA NNGA! IA NNGR-YA! IA! NNGYA! IA ZI DINGIR NEENYA KANPA!
IA KANTALAMAKKYA TARRA! KANPA!

Spirit of the Glow of the Battlefield, Open wide Thy Gate!
Spirit of the Entrance Unto Death, Open Thy Gate to me!
Spirit of the Sailing Lance, the Thrusting Sword, the Flying Rock,
Open the Gate to Thy Sphere to One who has no fear!
Gate of the Red Planet, Open!
Gate of the God of War, Swing Wide!
Gate of the God of Victory got in Battle, Open to me!
Gate of the Lord of Protection, Open!
Gate of the Lord of the ARRA and the AGGA, Open!
By the Name which I was given on the Sphere of SHAMMASH, I ask Thee,
Open!
IA NERGAL-YA! IA ZI ANNGA KANPA!
IA NNGA! IA NNGR-YA! IA! NNGYA! IA ZI DINGIR NEENYA KANPA!
IA KANTALAMAKKYA TARRA! KANPA!

THE INVOCATION OF THE NINIB GATE

Spirit of the Wanderer of the Wastes, Remember!
Spirit of the Planet of Time, Remember!
Spirit of the Plane of the Hunter, Remember!
NINIB, Lord of the Dark Ways, Remember!
NINIB, Lord of the Secret Passages, Remember!
NINIB, Knower of the Secrets of All Things, Remember!

NINIB, Knower of the Ways of the Ancient Ones, Remember!
NINIB, Horned One of Silence, Remember!
NINIB, Watcher of the Ways of the IGI, Remember!
NINIB, Knower of the Pathways of the Dead, Remember!
In the Name of the Covenant sworn between Thee and the Race of Men,

I call to Thee! Hearken and Remember!
From the Mighty Gate of the Lord of Gods, MARDUK, Sphere of the Great Planet,
I call to Thee! Hearken and Remember!
NINIB, Dark Wanderer of the Forgotten Lands, Hearken and Remember!
NINIB, Gatekeeper of the Astral Gods, Open Thy Gate to me!
NINIB, Master of the Chase and the Long Journey, Open Thy Gate to me!
Gate of the Double-Horned Elder God, Open!
Gate of the Last City of the Skies, Open!
Gate of the Secret of All Time, Open!
Gate of the Master of Magickal Power, Open!
Gate of the Lord of All Sorcery, Open!
Gate of the Vanquisher of all Evil Spells, Hearken and Open!
By the Name which I was given on the Sphere of MARDUK, Master of Magicians,
I call Thee to Open!
IA DUK! IA ANDARRA! IA ZI BATTU BA ALLU!
BALLAGU BEL DIRRIGU BAAGGA KA KANPA!
BEL ZI EXA EXA!
AZZAGBAT! BAZZAGBARRONIOSH!
ZELIG!

There is much to learn....the Time Gates have been opened...

Knowledge is Power....The Mind is Power...Be Careful How you Use It!
