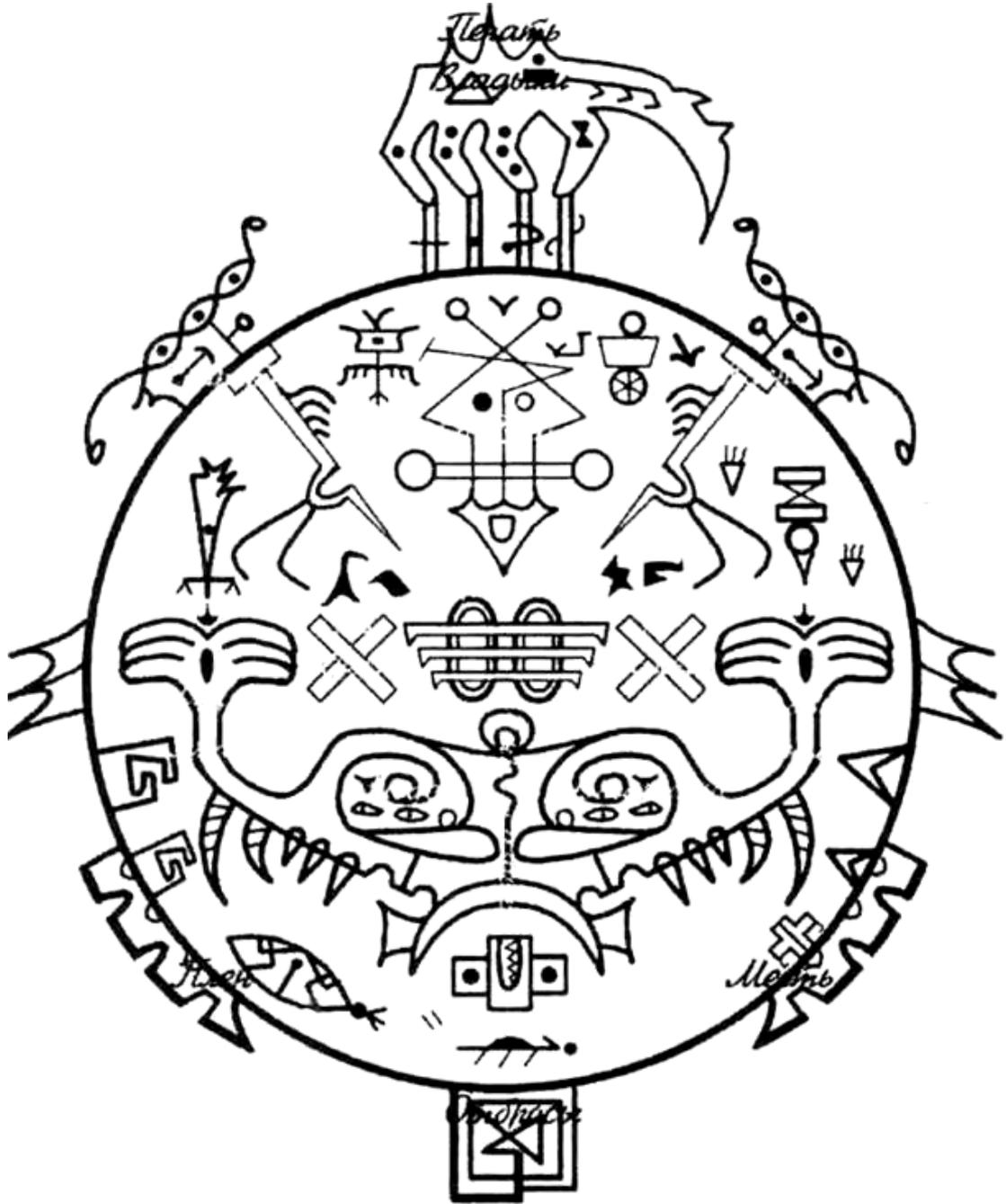


The Book Of Dagon



Cursed Writings Of Assyrian Priests

The Book of Dagon is unique document written by priests of an Ancient Assyria in XV B.C.

Today members of Vermilion Brotherhood unsuccessfully try to blame this writing as fiction of the late medieval times. They come supported with propaganda of some false organizations and have only one goal - to arouse and strengthen distrust to really useful knowledge of Black Practice.

However, the fact that original document, preserved in the library of Gallia Congregation of the Great Black Lodge, was written on oil-paper but not on clay tablets, it can not be strong argument for those, who try to dispute the ancient origin of this book.

It's not a secret that late Sumerian civilization spent its time in degradation. So that it can explain how clay tablets became most popular things for writings instead of coil-paper parchment. The last one was usually used for writings of business and calculations. Nevertheless, parchment was often used by Sumerian priests for writing some magical signs, and as a result it might be that in last centuries of Sumerian civilization parchment begot some sacred meaning and later it was forbidden to write and depict on parchment everything except magical information. It's clear that such a hypothesis doesn't disprove possibility of someone person used oil-paper for writing some document such as The Book of Dagon.

Next problem that disturbs to acknowledge the authenticity of this ancient document is its true title that probably was lost or maybe that was not given at all. We'll try to explain this situation. This Book consists of two parts titled in early akkadian dialect Al Nimlu Kirtag - The Red Scroll and Al Shchera Kirtag - The Black Scroll. Thirst part tells about the formulas and recipes of Forbidden Boundless Demonolatry, and second one looks like some sinister\ominous chronicle - tale of adventure of the King Rakasaul ruler of the land Mot - the land that by statements of Fon Yuntz is not mythical but actual and that is situated in Central America. Interrelation between population of this land and of some high developed ancient civilization of Eurasian continent was not impossible and to hard.

Title The Book of Dagon was given by Dutchman Jeremiah Van-Meier, who lived in Holland in times of Spanish occupation. He was first European occultist addicted and devoted to traditions of Sorcery and worship of Elders and Ancient Ones. He found this rarity when traveling through the Palestine.

Now about the language of this book. As there was a difference between methods of sacred and business information, so the language of priests could not be identical to average citizens. It's known that Assur, Embodiment of the Beast, founder of an Ancient Assyrian Kingdom, granted to his tribe the alphabet UBRASH of 343 signs. It was lost in time, because some symbols were used seldom and only by the most dedicated and devoted people. Usually priests used about seventy signs to make up even very complicated texts and formulas. These signs are the base of alphabet NAHAR, and the rest of signs were used as prefixes, intanacles etc. So language of Red and Black Scrolls is based on the alphabet NAHAR.

Latin translation, made by Van-Meier from original document, was preserved in library of Genoa Company merchant Willem Lazarus. As the result, this document along with original text was found by Abbot Bartholomew. Later both texts appeared in Oaksford and came to the hands of Black Lodge during Johann Kellenheims pontificate in 1904.

We introduce you translation from Latin and original version.  
All translations by N.S.T. of G.B.L.

**N.S.T. of G.B.L.**

*A.M.C. Vendetta*



## Al Nimlu Kirtag The Red Scroll

Invocation to the Goddess Akmarru  
Before the beginning of ceremony:

**NSALT VOOS SHENEBTUDOT MAAR AMEYASHAS KRIBB  
TENEMIT STARR EALSUNLETB GEFKVAOGHE ETANNU SFORISH SEHELU  
STFOR NARAYANTUU ASHEMEHVARAH NERTSABAON  
BELISH VAOSAYAOG NISPHELZAYM**

### Hymn to destroy the fetters:

It was written from the words of the priest Haru Ashvatt by his ancestor Ebbu Stagforru Ammannim during the reign of the Black Sun, Source of Prosperity, His Magesty Beltamarush Savasroh under some special circumstances

**KHE NAO ASVAG**

**SHUSULMEV BLIST HEZRAGOL**

**AUTUNAN SBA ASNU**

**OYA LALATU VORVOEG**

Who will open mouths

oozing with bloody slime

anticipating the satiation

is it You, Mistress, reigning in a  
day of Mercury

is it You, invincible Demoness

Devour my children

I'm kneeled before you

Kill my wife

I'm kneeled before you

Kill my mother

I'm kneeled before you

But let mortals,

whose faces covered with dirt will  
knell before you

Your name, Mistress, uncover me

Then I'll be free

Blessed be you

**OYA PASHITTU NEBAYAOSO**

**RA ASU GHEO GHA**

**RESHEVMET**

**RA<sup>1</sup> ATU GHEO GHA**

**RESHEVMET**

**RA AMU GHEO GHA**

**RESHEVMET**

**SOD ZELTARAIN**

**BEST NEYAGAR RESHEV**

**ELLA ELALASH ATAG GHA OT**

**NESVARAH TSAKARMEV**

**EAYIN EAYIN**

## The Book of Burnt Writings

Where lost souls find the harbor? Not in the lands of Dilmun they dwell. And they are crowd and tied in seven strongholds of the Underworld. Who shall show them the path in Twilight - there the world is disappeared as flesh in jaws of the monsters.

There are such a secretes that ground shall not hold the one, who shall know and cognize them. There are words, which were cursed from the first days of creation; Names, forgotten long time ago, whose power will destroy the pillars and brake the breath of all living forever.

Neither cowardly priests tell, nor do dogs-traitors say a word about it.

But the hour will come when everything will be exposed and Soullessness will come after the life. Allaann!

That is the law, and won't be forgiven those debtors, who did not pay well to the Ruiner\Destroyer and who was afraid to loose their reason if reading the spells, and who was harboring people and animals from predetermined sacrifice.

Won't be forgiven a defender, but an assaulter will be. And if the king does

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<sup>1</sup> Concerning lowest creatures (those who are not consecrated in secretes) ancient Assyrian word Ra (Rha) has two meanings - *to murder* and *to devour*. In this case we have to rely on occult intuition of a man who was first translator of the hymn in historical epoch - Willem Lazarus.

not dare to trample his subjects by the hooves of his horses, he is no longer king. And if he does not listen to black sorcerers beside his throne, his kingdom shall no longer stay. And if he breaks the rights of sorcerers, shall be woe to his throne.

If you are an average man - fall down before him, who cognized the secretes. Kiss his feet, but don't wait for he praise you. Rejoice when his shoes kick you and his mouths abuse you. If he looks at you, pierce your belly with dagger for you shall not desecrate his pure look with your exposed disgusting living flesh.

If you are not so simple, look at them, who cognized the secretes, and follow them.

### **The Key Of Rahmuhush**

**Makes some spirits and demons  
to uncover their true names and ranks**

#### **Meaning and application of symbols:**

Tetal (symbol) on the top of left pillar releases and summon the power of shining Shub Niggurath - Venus. It should be traced on the piece of skin of black goat or on the belt of sorcerer, also on the eastern side of altar and on the western wall of sanctuary.

The spell:

**AEHOZAN RETEN SOOD BEKER INOPAEZBET KHEV  
NIRNA A VASSUMMEH KELEASH TAAL NISHTABAAL  
KESHEAV TELSU GERE B NDAABDHAAN**

Tetal in the middle of left pillar releases and summons the power of Mars, Ninurta - Warrior.

It should be traced on the skin of not born lamb, on the sheath of sorcerer's sacrificial dagger, also on the northern side of altar and on the northern wall of sanctuary.

The spell:

**SUTTARAAH KRIASBASH AHEMESH BESABAHOT LEB  
AZLAYN YAAV ETUSH KNERREBDAOS EZCURTAAH IRRAVAON  
APAO STILTAAN NENEBRASH**

Tetal on the bottom of left pillar releases and summons the power of Saturn - Eya. It should be traced on the skin of loose woman\ whore, on the hat of sorcerer and on the haft of his sacrificial dagger.

The spell:

**KENEB ESAYA TAAR ITEROSH TSEFER NINLEB ASHTAG  
BHAIN AH VAA IKER VALNESHTUTSAM VOLECH TEAMBABU  
ARSAG NA ASTUHARISH ESCER**

Tetal on the top of right pillar releases and summon the power of Luna - Siunn. It should be traced on the skin of virgin, on the sole of sorcerer's shoes, on the western side of altar and on the eastern wall of sanctuary.

The spell:

**ASPHELAH ASTAN BEVZUHAIN VARSEMIS TERBIZ SAFOTH  
KLI BERBEN YOSNUN AGELGESH SAVASH NATLENIR GHEGORAIZ**

## **ETECU ZEALBATAN**

Tetal in the middle of right pillar releases and summons the power of Sun - Shemesh. It should be traced on the skin of black bull, on the sole of sorcerer's shoes, on the southern side of altar and on the southern wall of sanctuary.

The spell:

## **KARMUMELECK ATA ACOZ SETDU ANUKTAR KFO ILTSEB TEFUAYFETH ECAF NEYARZN TA**

Tetal on the bottom of right pillar releases and summons the power of Jupiter - Annuki. It should be traced on the skin of murdered warrior, on the haft of sacrificial dagger and on the floor of sanctuary.

The spell:

## **ATANNU TEBEL NOAPZU VERVI SUR BARASTAN KELIAB EZCATU NFARAYN ASPAZECAAF ETERRU GHENALAYN EGER ASSU VATSEBISH LILASH**

Tetal of the middle pillar releases and summons the power of Mercury - Nabu. It should be traced on the skin of infant and on the censers set in sanctuary.

The spell:

## **SEBHEM VASUTISH MESGERIT ABEZ NECAVARON VA ATAYA SLA ECIR AYA KENEV VA ANRU SELV OZO IZBATAN HEHESH NLA ASHATOT KLEASH SAADHATOT AERIA TCHAITLNEV**

**Invocation to make a connection between clay figure and living man:**

**Eye Ghe Ah Arat Tu Hezer  
Seth Du Zpail  
Eye Ghe Bestamed Non Katu  
Khad Du Mansunem<sup>2</sup>  
Er Dabu Damabu Darhabetret  
Avao Tshae Yazhemosh Tabashtur**

*Note of the Priest:* he, who makes and actualizes connection, is also a Dawn of Demons and ruler of all harmful forces coming from the east. By His name the way of living creature is cursed and condemned to eternal destruction and to loose any memories in Unknown Thickets of Sahvatt<sup>3</sup>. He, who stares from the height, will help you to dip the essence of your enemy and anything else into Sahvatt.

Alaann.

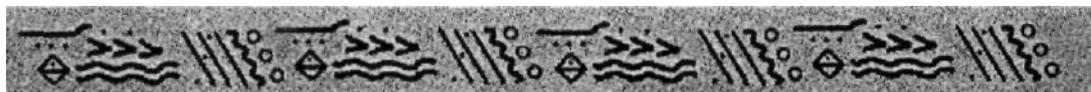
**How to recreate the image of Goddess Shubniggorath Ishtar from river water and dust of sands.**

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<sup>2</sup> First four lines means: O Thou, Arat Tu Hezer, make a connection! O Thou, Beshtamed Non Katu, behold my deeds looking form the heights!

<sup>3</sup> Sahvatt means similar to Sakkat (De Vermis Misteris) - aspect of beyond reality.

This ritual should be done on Friday sunset. But first of all sorcerer should be strongly ready for it. Seven days, till the day of ritual, he should ware the collar made of ox skin with golden buckle and some special tracery traced with iron needle:



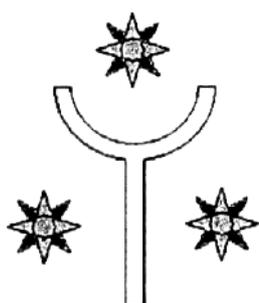
He should spend one night with loose woman\whore and there cut some hair from her head, but he should not pay her. For if he pay o present something to somebody except Goddess in these days of his preparation, everything he gives will turn to him as curse. So that is why he should not pay o present during these seven days.

In day of Shamash, Sunday, wake up before dawn and catch black dove in wilds. And at noon slay it on the top of the hill, drink its blood and drop it upon your dress .Bury the head of bird on the field ten steps to north from the top and then greet and hail Goddess making some special bow - put both your hands behind your back, then put them before you and crossing them left palm under the right one touch the ground in bow.

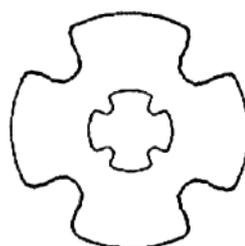
In Wednesday, day of Nabu, you should go to the lake or river chosen by you for ceremony. You should take everything necessary for your ritual: four pillars of teak tree man's height, buff, linen cords, two living white doves and grain to feed them, vessel with pure water that you will drink during these days and have no food. You should not touch the water of this river or lake. Also you need awl made of pure iron and with haft of amber, altar made of black wood one and half ell height, sacrificial dagger with cedar haft, some gold and silver to grant for Goddess.

When you've come to the place of ceremony, kill the slaves that carried the stuff.

Set the pillars between directions of the winds and put the buff above the ground fastening its corners on tops of pillars. Use your awl and cords of pure linen.



**western side of  
altar**



**upper side of altar**

Then set the altar under the shed and prepare to the first action at Wednesday night.

Action: set the lamp upon the altar, cut the lock of woman you've got before and divide it in two parts. Take one and wind it round your finger. Then take other one and burn it in fire of lamp filled up with myrtle oil with mixture of mandragora juice (1/20) and bile of wild chamois that was killed with one arrow in equinox (1/20).  
Burning the hair of loose woman, spell this formula:

**DAMANASHURA VARTAM**

**SCAR DHRGANAN DU ZATAT  
ERL NATTARU ZIKHAMET  
TCHANAN DU SEDMEDVUCH**

Then fire becomes looking like big manul and its color is like fresh blood. And it won't fade away when the oil is over, but only at dawn. At night from Wednesday to Friday you should come again and stand under the shed. Tribute two white doves to goddess spelling this formula: **SATSAT KEMESH KETVADDU SANAT**

And then whirlwinds of lapis lasuri flames will rise above the water, and clouds shining with red will cover the sky. At Friday sunset, in day of Goddess, bury gold and silver in sand and sacrifice doves above this place after this spell:

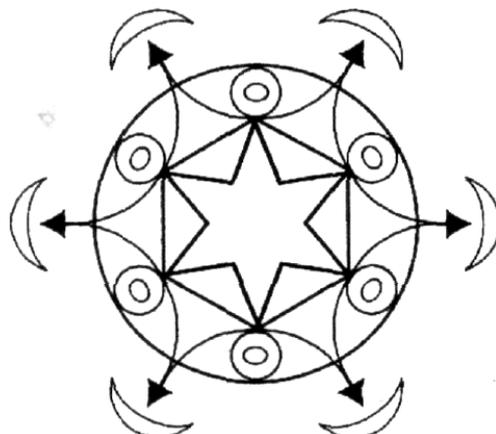
**EITTA STHAM BAELOCH AVIRAYASH  
AMATUMOSH LATRY MISHMANNAM AVAMAN  
TEIRAESH UZZAAT AMTARTAM DU  
VARDESHTURAM GRAAT**

And then Her image will rise from the water and reach the shore absorbing the sands there the gifts were buried. And she will talk to you.

**Flying staff**

*It was written from the words of Ketu Happashur, lived during reign of Ashtinipal Befshamash, Black Sun, Source of Prosperity by major scribe of Temple Ennanu Hizgiyag Al Ninuk, who was murdered later to keep the secrete and smashed between stone millstones for the glory of Shub Niggurath, Star of a Dawn.*

I tell how the brave one and the one who knows can rise up into the sky and reach the stars and soar in the air like a bird above the face of the earth. At midnight of sixth wane moon<sup>4</sup> you should come to the bank of the river and bring black lamb and sharp sword. Thrust your sword into the lamb and draw with its blood this star on the sand. Distance between symbols of sickles is equal to thirty steps.



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<sup>4</sup> Count from the beginning of Sacred year of ancient Sumerian tradition. Equinox.

When the star is done step inside and look face to constellation of North Crown. Cry the spell aloud:

**AOR READH MEI GAHAM  
SEB ASHTA TERIAM BEASH  
MEI GAHAM ELZAHORRAT  
BEASH MEI GHAHAM ISVERA GHAD  
BEASH ME! TERA ENAH INASMA<sup>5</sup>**

Just when last word of this ominous mysterious spell is pronounced the waters of the river move rough and sorcerer will hear some noise and drone like brass and heavy hammers. And throne of black stone will rise from the water. There will be elder dressed in black seating on the throne. Don't make a step looking at him. Otherwise you will find your death. Just spread your right hand above the ground and chant aloud<sup>6</sup>:

**EN AILAH ASHTA TERA  
ZEB NAMEH ABAHAS  
VORTALAH ISVERA HELZAH  
EARA HAVALASH**

Then the elder will take a long staff from the dark of his cloak and throw it right before the bank line. And then he and his throne shall disappear under the water. Come close to the staff and take it by your left hand there the staff is bent. To arouse the power of staff you should aim its pointed edge to the sky or to the star you wish to reach and spell:

**AHVIR HESSIT AORIM  
ANIMBEL HED ASMAOR  
THEOMOS MEHITU  
MALEHATEAESIT**

To come back from the trip you should aim bent edge down and remember the rules:

If the skies look like iron, you can not come back. Wonder forward for a while till the skies will change the color to fresh blood or some one else. If black rocks surrounded with golden shining will appear before you, you can not come back. Wonder forward for a while till you will see the rivers of boiling lava or something else.

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<sup>5</sup> The spell translated and revised by Jeremiah Van-Meier.

<sup>6</sup> Original document gives two meaning: *Tashat* - to cry aloud, *Nlehg* - to chant aloud.

## Key Of Asshahvat

*Notes of unknown priest:* People said that in times of Conquerors of Dumeshas<sup>7</sup> some tribes in the lands of Assaum - Nergel used some mysterious force of some Stronghold<sup>8</sup>, against the army forces of Sacred Kingdom. But their charms were undone by Worshipers of the Demons, and tablets with image of Stronghold were taken of their hands by conquerors.

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<sup>7</sup> The age of conquer the nation of ferz - tribe originally appeared in the mix of white and yellow races (in diaries of Fon Yuntz - 39000 b.c.; by "Bestiolatria" of the Abbot Bartholomew - 40000 b.c. in time of reign of Eter, king of Assyria after Assur.

<sup>8</sup>"Stronghold" - occult term used from times of atlantes. It means some complicated diagram contained some different symbols gathered inside rectangular or round contour. Jeremiah Van Meier contended that there are about 70000 Strongholds mentioned in different writings of Black Tradition. We can not say and affirm that such a number is set too high or not, because we've got no rank of initiation as he had.



Unique special feature of Stronghold of Asshahvat is that any evil force could be summoned from the area depicted on the symbol when sorcerer touch it or chant the spell.

Then the time has come and the rulers of the land Mot using this power became free from the sacred yoke of Assyria, though one of those tablets is preserved in sanctuary of Annuki in Meskher.

**Meaning of the fields and symbols:**

A Stronghold consists of: four External Fields: Seal of the Ruler, Vengeance, Captivity and Offal; six Internal Fields: Dawn of Demons, Left Field of Horror, Right Field of Horror, Malefactors, Outcasts, Plague; two fields both Internal and External in the same time: Scepters and Executions. All these Fields are bound with some special aspects of Khat and Kyilh<sup>9</sup> and the maybe used to bring harm for worthless and benefit for worthy.

**External Fields:**

<sup>9</sup> Khat (ancient Assyrian dialect) - mystery, sacrament. Khyilh - power, energy, strength

**Kahvash** - Seal of the Ruler - is that impossible to measure. When sorcerer touches it by his hand, it can destroy the worlds. A so be it, only when all tetals are traced upon his dress and if he never insulted Nar-Marratuk, the Ruler of the Underworld, and if he never insulted Custodians, whose names are Benahas, Ketrash, Sekber. And so be it, only if he never spared women and human child if choosing others instead of them to sacrifice. For if someone other will be sacrificed instead of chosen victim the punishment for sorcerer will be as strong, as for all merciful, even if sorcerer just made a mistake choosing the victim and did not spare the life of that used to be sacrificed. He, who never raises his hands upon human cattle, should not touch the Seal. He, who is consecrated and devoted but committed an offence, touching the Seal will find his death.

**Aksu** - Vengeance - turns human bodies to ash and human houses to grey dust. It also gives to consecrated and devoted one the look that turns the excrements to gold. There are three tetals attached<sup>10</sup> from inside the circle to the Field Aksu - Cross of the Greate Malice, Little Soaring Bird and Big Soaring Bird. To arouse the force of the Field sorcerer touches the Cross and spell: Alhaev, touches Little Bird and spell: Asaosh, and touches Big Bird and spell: Svashah.

**Akdu** - Captivity - gives a power to look and see through the most deep caves and to find the treasures, preserved inside. There are two tetals attached to the Field from inside the circle: Big Castle and Small Castle, and there is symbol of the Great Fish close to it. To arouse the force of Field sorcerer touches Small Castle and spell: Nhev, touches Big Castle and spell: Hvaah, and touches to the Great Fish in silence.

**Kshabb** - Offal - is the end of life, end of benefit, end of benevolence and resplendence, end of beauty of a woman, sterility of man and woman, pestilence and misfortune in enemies home. Sorcerer never touches this field. He just drops the blood from the edge of his sacrificial dagger and cry: Nсах! And then he makes the sign of Massut raising his right hand and pointing to the North.

#### **Internal Fields:**

**Arat Tu Hezer** - Dawn of Demons - is the Main Field of the Stronghold. It is strongly forbidden for junior priests to touch this Field. Only Highest Priest can touch it in ceremony of worshiping deities which stand on the side of Pure Evil. Main tetal of the Field - symbol of the Ruler, who tramples on everything and scorns everything. There is simple tetal of Big Soaring Bird above the symbol of the Ruler. Complicated tetal is located under the symbol of the Ruler to don't insult His dignity. It is attached to His jaw. Right from the symbol of the Ruler - tetal of Prisoner Carriage. It is surrounded with symbols of Little Bird murdered on the steps and Big Bird pierced with arrow. Left from the symbol of the Ruler - tetal of Censer.

Touching the Symbols of the Main Field sorcerer gets some special kind

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<sup>10</sup> attached - sakamumteh: sakh - to join + amumteh - make\sculpt of clay.

of vision, so that he can see everything that is before and that is behind him. Also he gets a power to rise up above the ground while the ceremony and some skill to understand Writings brought by inhuman into this world and many other powers only Highest priest can know.

Here is the way to touch Symbols of the Main Field without tetal of Dawn:

Touch Censer and spell: Asaog, then touch Carriage and spell: Neitahg, then touch Big Bird and spell: Kehskh.

Here is the way to touch the Symbols of the Main Field along with tetal of Dawn:

Touch Censer and spell: Aisus, then touch Big Bird and spell: Ezker, then touch Bird murdered on the steps and spell: Hayit, then touch Bird pierced with arrow and spell: Raah, and then touch tetal of Dawn and spell: Vaarr.

**Starbor** - Altar - located in the middle of the Stronghold. It could be touched by junior priest who got two steps of consecration. This symbol releases destroying power from the depot of **Sahhvat**<sup>11</sup> and **Karrush**. Right and left from **Starbor** there are Little Fields:

**Naamlu Tashat** - Call of Blood - it attracts Demons and Spirits of Darkness. Two symbols Ubrash are above it: **Ayich** and **Au**. When touching this Little Field sorcerer should not spell these symbols.

**Zaafu Tashat** - Call of Stones - the Field that bring slumbering idols form forsaken islands Beyond the Vision of Mortals into this world. Two symbols Ubrash are above it: **Nhog** and **Saa**. When touching this Little Field sorcerer should not spell these symbols. If he spells these symbols, he will be captured and forced to make a pact. But it is beyond the power of anybody to come to any conclusion with awakened idol. It is a lie that Iron Water<sup>12</sup> can stop Them. Sorcerer should touch the symbols above Little Field from left to right: left symbol. Then right symbol even if he spells or not.

**Neggu Ya Far** - Left Horror - the Field of metamorphosis and transformations. It extracts light from fluid matter and substances and from human liquids<sup>13</sup> There are two tetals in the Field of Left Horror:

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<sup>11</sup> (the same as **Kerosh**, *De Vermis Misteris*).

<sup>12</sup> "Iron Water" - this term is also mentioned only in writings of Arabic Black Sorcerer Ibn Stakhabao. It is some magical substance used in ritual "Helmsmen of the Iron Boat". Recipe of Iron Water, taken from treatise of Ibn Stakhabao "Issue about cursed cities and forbidden sacraments": *Take the heart of the dragon and cut it to twelve pieces; then make a paste of musk mixed with volcanic sulphur and cover each piece with that paste. Six pieces should be preserved inside the shell of ostrich egg and six others - in silver bowl full of infant's blood. Keep out of sun light. Fifteen days after take two mortars of pure iron and two special iron pestles marked around with two wavy lines and pound up the stuff of the shell and bowel in different mortars. Then mix the stuff and distil it. You will get heavy oil drops of amber color. Dilute it with sour wine, add some coal dust, and finally you will get limpid liquid to use in ritual.*

<sup>13</sup> Flammu - bile, puss, slime. Nammalu - blood is not correct word in

Trident and Torch. Sorcerer touches the Torch and spells: Hau, then he touches the Trident and spells: Sheh.

**Elhu Ya Far** - Right Horror - it retains and suppresses internal light inside fluid matter and substances, in human fluids and blood. It does not let light outcomes while many days or months. If light is not suppressed it outcomes in three days from blood, or in seven to ten days from other liquids. There are four tetals in the Field of Right Horror: Trident, Captured squashed between the mil stones, Big Wall Lamp (left from Captured) and Small Wall Lamp (right from Captured). Touching the Trident sorcerer spells: Haar; then touching Big Wall Lamp sorcerer spells; Kyar; then touching Captured sorcerer spells: Vayh; then touching Small Wall Lamp sorcerer spells: Khar.

**Nasdu** - Malefactors - this Field of the Stronghold gives to sorcerer the power above the fate of a man. As sorcerer wishes so mode it be if he put some hair of profane or uninitiated man upon the main tetal of this Field and does not touch it. This Field contains no more tetals, except the main one and it could be aroused with following formula if spell it before touch:

### **Sau Akas Etevdal Frish Raan Anvash Hamesh Ktal Nibbuth**

**Sardu** - Outcasts - this Field gives the power above dead souls. When touching this field, sorcerer can take the soul of profane or uninitiated from Ganzer and put it inside some special clay vessel. Then he can force this soul to tell some secretes that only dead know. As the Field **Nasdu** it has only one main tetal and it could be aroused with following formula:

### **Etu Ab Shatumash Mannim Tartash Sel Babannim Amannim A'khannim**

Cut Line - Kvila Rasah - divides both Fields and protects from mighty sorcerers, repulsing their onslaught. Tetal of Double Loop and Pole-Axe of Akhash is attached to the line. To arouse its power sorcerer touches Double Loop and spell: Seen, then he touches Pole-axe and spell: Ayish.

**Nergel** - Plague - is the most ominous and deadly Field of the Stronghold. Even highest priest will not touch it without special serious aims and needs. If touch it and hold the thing stolen from sorcerer he will be destroyed by the most horrible way, and the winds of Rlhag shall tear his soul to pieces. Left from the main tetal - symbol Svah, and under it - tetal that belongs only to this field and this Stronghold. Sorcerer touches only the main tetal and spells: Svah and then spells quiet: Nhriish.

### **Special Fields:**

Special Field is neither external, nor internal. They contain no tetals

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this case. Touching the Field of Left Horror, sorcerer can not extract some kind of energy (*internal light*) from human blood. This kind of energy is used to revive stone statues or to prolong the life of the sorcerer. But it could be succeeded by other way (look Writings, taken from the sanctuary of Ekvabbu).

belonged or attached to them. So that their power could be aroused only with formulas that sorcerer has to spell before he touches these fields:

**Nrar** - Scepters - it has only one property - all forces and all things preserved by earth will be belonged to sorcerer wherever sorcerer touches this Field of the Stronghold. He should use this formula to arouse the power:

### **Dastar Gehavaosh Seyho Asag Etan Zipah Segal Eo Act Saoshrah**

**Hashru** - Executions - turns all people living near by two days walk from where sorcerer touches this Field. Formula:

### **Alu Arsag Saru Arta Acash Ze Kapashnu Eit Seheru Tnaynl Seho Ezverah Kahar**

## **Making the Stronghold**

Scheme of the Stronghold should be carved with iron needle upon the desk of agate, emerald or lapis lazuli. In seventh day of Aries sorcerer should drop Stronghold with blood of yearling lamb and with blood of rabid jackal captured in full moon, and also with blood of twelve female and twelve male infants. Then in ninth day of Aries sorcerer should bring the Stronghold to vast sea, step into the waters and wash the Stronghold at sunset crying loud the names of Ekser, Hamosh and Sub Niggurath Ishtar. And then Stronghold will be done and ready to practice.

### **Touching**

**Khaas** - magic touch to arouse External Fields. Forefinger and middle finger are jointed and thumb is attached under in the middle.

**Massut** - magic touch to arouse Internal Fields. Initiated touches the Stronghold with his forefinger, and his middle finger is joint with thumb.

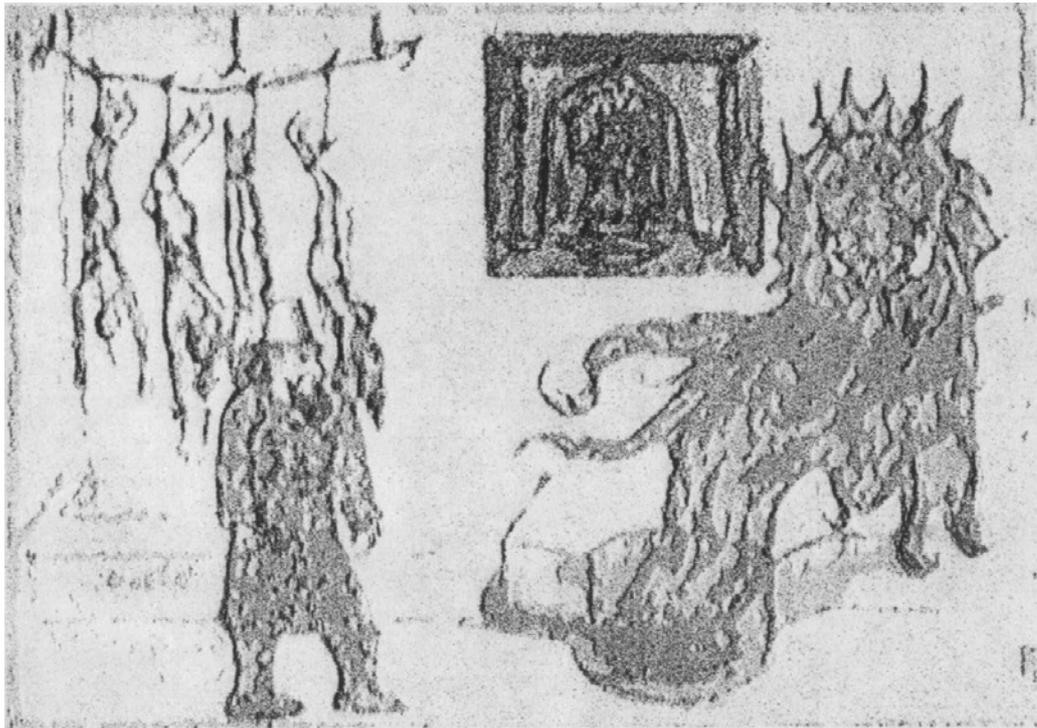
**Aspu** - magic touch to arouse the Fields of Scepters, Executions and Plague. Fore finger and middle finger are jointed, and thumb is attached above. Sorcerers can touch the Stronghold only by their left hand. Only Highest Priest can touch it by his right one in some special cases.

## **Invocation of Nar-Marratuk**

Among those, who rule the most distant spaces of Entity, who have the Pits leading only to the Underworld and have no Pits leading to the light, and if they find - they will destroy the world forever, there is no God that is more terrible, more merciless and more inhuman than He. His heralds are Phantoms of the Underworld, and their look is horrible - they are very tall, formless and obscure. He is also the Master of Shades Soaring in Gloom and Drinking Blood, and those shades are souls of devoted to Him. He possessed the earth before it was created, and He

will possess it when it shall be ruined. Mightiest Magicians and Priests invoked and summoned Him to get the highest blessing and to survive and stay alive when the Universe shall fall and everyone of unfortunate tribe shall be dead.

Sorcerer should build some special temple. Internal wall should be constructed of yew logs set close to each other and buried vertically four ells under and rising up fifteen ells above the ground. External wall should be constructed of stone pillars set close to each other and buried under and rise above the same distances.

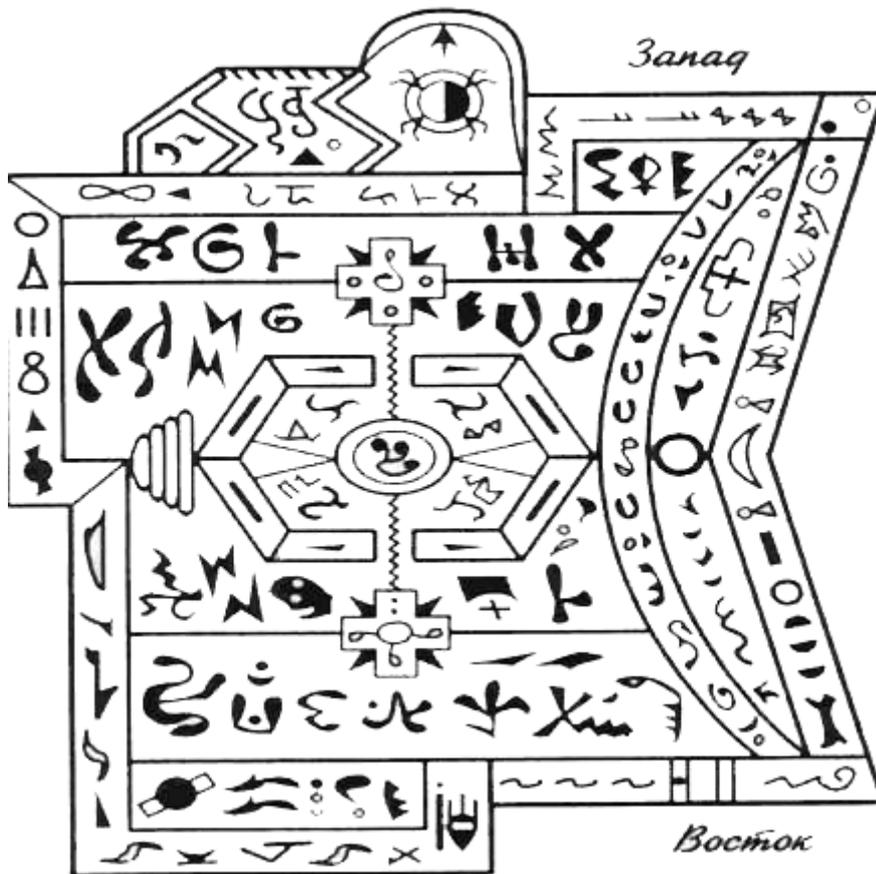


**Assyrian Black Sorcerer summoning the Demon in the Temple.  
Miniature of Jeremiah Van Meier (reconstruction).**

Distance between internal and external walls is equal to two ells. Temple measuring (inner space) - fifty ells from East to West and fifteen ells from North to South. The roof should be made of cedar logs put on the pillars of external wall.

Entrance, six ells width should be set on Eastern side, right in the middle of the wall. No logs or pillars set there. Basement ground of the temple should be desolate. And shall it be the ground that neither iron, no wooden plough ever touched it. Sorcerer should lay the floor flowing it up with some special mixture of tar and milled sea spiral shells and milled amber pure inside. Then he should paint the Stronghold upon the floor of the Temple to summon especially mighty creatures.

## The Stronghold



Lines of the stronghold should be traced with cedar scepter soaked in mixed blood of virgins, captured and slaves. Tetals should be painted with some special paint. Recipe: priest takes eight parts of musk (to measure musk use infant's skull cup of) and dissolves it in fourteen vats full of fermenting wine. Vats should be free ells tall and sex and half ells width. Then he adds some bile of peacock into each vat and spells the formulas of Tetals of Jupiter, Venus and Mercury till mixture starts to boil. It used to boil nine days and finally you'll see thick sediment on the bottom. It is about quarter ells. Priest draws it with copper shovel and put it into the pit laid inside with clay bricks. Priest should sew boots of hyena's leather, and then put them on and descended into the pit he should trample the substance till it becomes hard and surface of the pit becomes plane as the face of the lake. Three days later he fills the pit with water infused with the root of violet grown near the graves and with Kasfu<sup>14</sup>, Quantity of water is equal to four water-skins, each one made of one whole skin of the lamb. When substance absorbed the water, priest should set the fire in the pit and burn cedar during seven days. Surface of substance should be always covered with live coals. Working at the pit, priest should wear the mask made of iron that was mold where no daylight dwells, because smoke rising from the pit is poisonous and deadly. Then priest should pound ashes with substance and mix it with human blood. Paint is ready.

Preparation to summoning.

When the Stronghold is done, put bronze censers on the crosses attached with rack lines to double ring inside the Stronghold. Use this incense: eye of the eagle, powder of wild mint - six parts, root of cicuta - four parts, - two parts, Akomon (cheremica), sulphur mixed with myrtle oil - one part. This mixture should be dried out and divided to small pieces sized about nail of the little finger. Burn this incense.

<sup>14</sup> Kasfu - probably means tamarisk.

Then dress your mantle with all your symbols and stand on the East of the Stronghold and spell some necessary formulas before the beginning of so mighty ceremony<sup>15</sup>. Then cry aloud with horrible voice this one the most ancient invocations:

**AYE UNNAPHAS TA SHADU**  
**ISKHVHLNUTAOEEHVEAAKHA**  
**AYATOATAYN NAUTSU OEAAKHA**  
**AYE ASAU PASHTANNLE**  
**TSETAASUNAALUKVLKOSH**  
**ASAIN KABITU ASAIN SLASH**  
**AA T'NYOT HA ATEG KHA**  
**TAA APATU EGHINNU OMMLAA SPHAAT**  
**KILA ASU NALGAIL KILA KILA**  
**DUMESHAS KUT SAPHAMMU KILA KILA**

Then symbol inside double ring of the stronghold shall burn up, and liquid fire shall fill the area of the Stronghold right up to octagonal double wall. With horrible roar fire shall long to the censers. In the same time, all tetals of the area surrounded with double wall shall be depicted on the roof of the Temple.

If priest during the ritual starts vomit with blood and bile he should not be afraid. But he should control this situation and take care that his vomit does not reach the borders of the Stronghold. If he insults God with something wrong, such as mistakes in preparation, his guts shall be drawn from his mouth and he shall die as a dog. If he makes all right he shall get the Highest Blessing of Nar-Marratuk.

### **Sanctuary Of Ekvabbu**

*Commentary of Sidkaf Amilash, royal magician of Satpanipash Bael Tezer, Black Sun, His Majesty, Source of Prosperity:*

Every one of us asks where we came from and where are we going now? Someone wants find out secretes the past from his father and grandfather. And when they give no answer, he gathers a lot of slaves in some ancient sacred places, where rituals and ceremonies no longer happens many centuries. And then he gives an order to slave-drivers for they give the spades and shovels to the slaves for they dig the ground of this place<sup>16</sup>.

Place that a will tell about is situated some hours away from Umma city. There are the ruins of sanctuary of one Ancient God - Ekvabbu, to whom rather nobody worships now days. He rather has no image at all, or it might be only chosen could see him, but my eyes and the eyes of some more priests of the third rank i asked have not seen his image made of wood or stone or metal. So that even sellers who sells the statuettes on the markets have not any gain from that forsaken horrible faith. Chronicles of our priests mention Ekvabbu as the Demon of the Line that divides the world of mortal from the world of horror and formless like an ever waving sea. As any Creature of the Border, He is beyond the power of all laws. He comes and go away when He wishes, so it is senselessly to summon Him. Dwelling at the Border, He is free to strange on both sides and makes some horrible things.

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<sup>15</sup> Invocation to the Goddess Akmaru.

<sup>16</sup> This excerpt is dated the VII millennium b.c. That time in Retennu (Assur) priests proceeded an excavation to find out the origin of many cults and beliefs of their epoch.

There is some old legend in writings of Hvaahkhal. It happens while the ceremony, in days of reign of Semet-Rishabah, Black Sun, Source of Prosperity, Forty-sixths King of Assyria:

Women were captured in temple and prepared for sacrifice to God. One day seven priests of Inanna intended to abuse beautiful one. These forsaken days they possessed high power to take any woman they wish even if she was a princess. But one of priests was afraid to do such a thing and he told his comrades about it. He didn't want insult God, though he didn't serve Him. Priests were upset. "Cowardly dog, you've betrayed us, though you are the one of us who were together always and in all our undertakings". After these words they slew him, and then they came to the temple of Ekvabbu and realized their plan. They've got the woman and abused her. Then they slew her, because they know about the vengeance of Ekvabbu minister and were afraid of it seriously. For ministers of Ekvabbu had no compromises with anybody and they did not recognize the power of priests of Ishtar.

So, when the crime was done and priests were ready to leave the place, their comrade raised from the dead came into the temple. He was not alive, for he was covered with so many scars and wounds that no man can survive it. They remember as his final breath was broken before their eyes, and it terrified them. They thought that they didn't waste their time and efforts to bury him - their lust was so grate, that they didn't think about it, Goddess is in anger now and she give life back to murdered one for he could take a vengeance. Or maybe he rose requiring the burial ceremony.

Dead man opened his mouth, but the voice came from was not belonged to him:

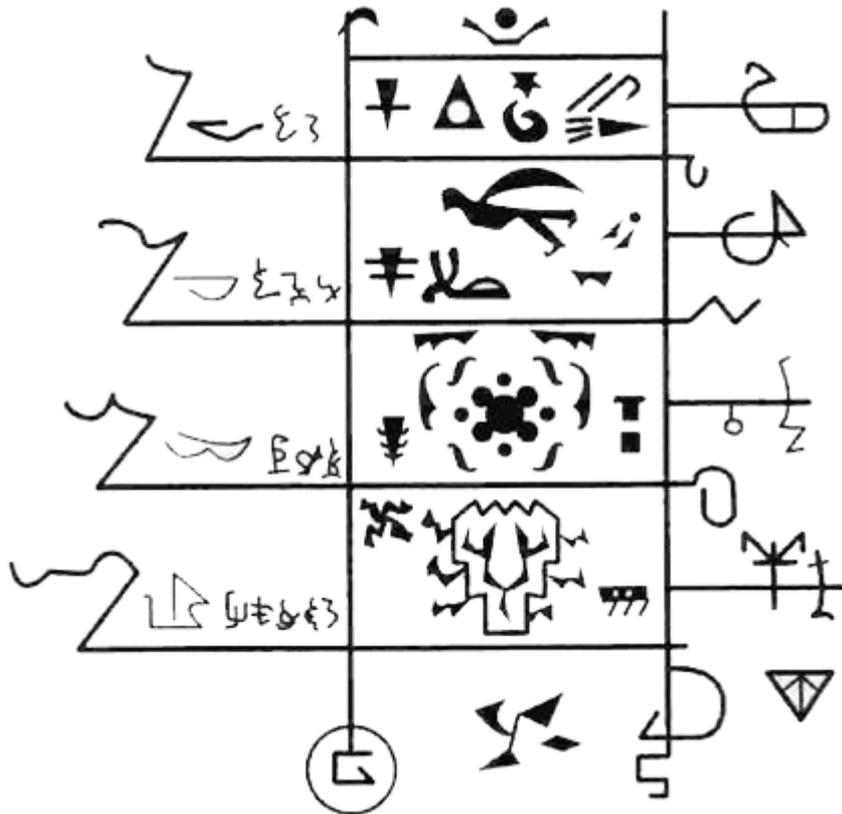
*I Am Ekvabbu. That woman is mine, so let me her.*

And priests hearing the voice fell down dead. Their bodies became withered and screwed. And junior minister, who saw how it happened, told later everything to his comrades when they came to the temple and found seven bodies in purple garments. Six of them were withered and the last one was touched with decay. Also they found bloody corpse of a woman. Withered bodies of criminals were set inside the wall of the temple for unwise servant's edification. And body of priest who did not crime before God was taken to the tomb. So those despised bodies were standing inside the wall till the day when great Umma City fell under assault of Ferzes and Egyptians and all sacraments of the city were ruined.

However, slaves digging the ground by my order found not any bodies. But they found an amber desk with tetals of priests initiations which were traced on their garments and carven on their amulets long time ago, when Second Black Sun were set down and the Third one were raised above<sup>17</sup>. And on the top of the, scheme above the tetals of third initiation, symbols of Ekvabbu ministers were signed.

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<sup>17</sup> Second and third rulers of an Ancient Assyria.



There are three main squares on the desk. First one (from bottom part) contains the symbols of first initiation, second one (next above) - symbols of second initiation, and third square (next above) - third initiation. All these totals were embroidered on the mantles. Above the lines stretched to the left of the squares borders we can see some sacred names written in Ubrash. These names also were carven on the amulets, and today nobody can read them. Meaning and origin of symbols attached to the right of the figure are also unknown to me and to everybody I asked, though these people know a lot. It might be that all these symbols gave the power above all initiated of our great country or maybe protection from their righteous anger. Who knows? And if yes, I'm scared when I think about it, and I understand now why the ministers of Ekvabbu had no fear before anybody. But why some ordinary misery warriors have overthrown the city and ruined the temple? Who knows? Maybe only those, who are possessed by power of Nar-Marratuk and tortured in the orifice of Hamosh?

There is one more legend of some copper box decorated with images of animals and birds. It was placed in the corner between northern and eastern walls. This box was known as a Shrine of Murderer, for when anybody opened it up, even if he was a servant of Ekvabbu, he fell dead and had no chance to tell about he have seen inside. After it happened, cover fell down and box locked itself. Servants of Ekvabbu told that they got the box from the Ancestors, and nobody knows now how to use that power, so that is why every one who opens the box get nothing but quick death. Also they told that the day shall come when God Ekvabbu shall come to take it back, and His priests must take care and preserve this relic.

Actually, we found some copper box decorated with images of fish, animals and birds and we wanted to open it up. But the lock was too hard and we send for the master from the block of Avash to ask him help us. But before he came, the box disappeared in some obscure accidents. We asked and tortured the slaves who watched over the box. We skinned them alive, cut

their genitals and tortured their noses and ears. But they told nothing useful. They said just one thing that they look aside for a moment and the box disappeared, and they don't know how it happened. So, such a terrible secretes are hidden in the past of our nation. And thanks Ishtar that many of them are forsaken.

### Canticle to Ctulchu<sup>18</sup>

(in ancient Assyrian language)

Highest priest:

o! Alhaen! Aussum!

Oh Thou! Oh Unsurprassed!  
Glory to you!

Junior priests:

Hayn Haorsag Nimdur Ashvenar

Yes! That is right, oh Destroyer  
of the Realms.

Sacrificial choir:

Ez Behostag Nimdur Hazrain

Shall we be granted to Destroyer!

Junior priests:

Su Alchao Ozto Nimmlaa Khayn

You leave your haven  
To drink the blood, oh Ancestor!

<sup>18</sup> transcriptions of ancient Assyrian words is taken from writings of Jeremiah Van Meier. Version of Great black Lodge has something different:

<b>Van Meier</b>	<b>GBL</b>	<b>Van Meier</b>	<b>GBL</b>
Aussum	Yoshum	Azkev	Adjkev
Behostag	Behoshtag	Zenar	Saunar
Asteg	Ashtag	Aztagh	Ashtahg

Highest priest:

Handwritten cuneiform script for the highest priest's part, consisting of two lines of characters.

Iz Arta Subrain Atashdu Raa

Shall be your blessing with us.

I beg you: Come out!

Junior priests:

Handwritten cuneiform script for junior priests, consisting of six lines of characters.

Ilge Sumeosh Denahvaosh Ke  
Atrain  
Sur Aeztabal Kheg Sur Keghtu  
Sur Khaev

Oh Master! King, who is foredoomed  
to rule over the earth, heaven and  
air.

Sacrificial choir:

Handwritten cuneiform script for the sacrificial choir, consisting of two lines of characters.

Haokav Izt Havaeg Ola Azpain

We are yours, Destroyer of all  
breathing.

Junior priests:

Handwritten cuneiform script for junior priests, consisting of four lines of characters.

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Nattar Ztel Kemamut Raa

From Invisible Tower,  
from the Southern Gates, Come out!  
First One of the Watchers of  
Sunset!

Alza Asteg Ne Voker

Ya Uztumem Krhash Ahaog Raa Raa  
Iztabalosh Autae Selmi Azkev Babeth  
Zenar Kev! Kev!

The watcher of the threshold of  
Timeless, I cry aloud, come out,  
come out!

Sacrificial choir:

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𐌆𐌆𐌆 𐌆𐌆𐌆

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Sa Ozkchottoar Ne Alain

Here we are! For the sake of the  
Great Order of Soullessness.

Sa Akae Nimmlu Snar Azkev  
Shaddu Atar

Take us and drink our blood.  
Let our moans joy your ears.



# Al Schera Kirtag

## The Black Scroll

### Canticle I

Horror cloaked the earth with bloody shroud  
From North to South, from East to West.  
From the edge of distant lands doom shall come.  
For the stone has risen.  
And a Shell has blown the sound.  
Sting of horror - thus is her voice.  
Formless comes - who will survive?  
Shall the flesh withstand the forces of El-Giyah?  
(Ne Selamsu davadmed Sakar  
Akau Nrafash Ru Nallengaar<sup>19</sup>)

### Canticle II

I, Rakasaul, King of the land of Mot, was sitting in throne hall of my palace and looking at the Sun. It was noon and gates of the palace were opened wide.  
And then I've seen sunlight grew dim, and some one like black shade stood at the doors. And I was very amazed of that vision.  
Then phantom said: "Don't be amazed, King, but listen to me. At sunset you go to the shore of the sea, and if you do as I say you will know some great secret".  
After these words, phantom got heaving and then he fell to pieces turned to heap of black dust. And the air was full of very stench.  
And I've followed his words. I went to the sea at sunset and stood close to the water. So I stood, and my servant and three warriors stood along with me.  
When the sun was set, waters of the sea got boiling and big waves raised and swallowed all my people, so that I stood alone.  
Then waters got split and lady has come out of the sea. She was not looking like women living on the earth, but like special and strange. Her eyes were as of the dead, her hair was long, and she was crowned with diadem as a queen and her legs were poisonous serpents.  
And she said:  
Listen to me, King. You should know that father of your father was not quite of human kind, for his mother originally was begotten by Great Fish. So that you are foredoomed to know some great secrets which are cursed and forsaken by gods of this world and which are forbidden for all people. But you should step on the path that leads to the Abode of ancient Gods, and you will get the wisdom that is hidden now in External Gloom, and you will live in the Palace of Eight copper Towers, and you will know all secrets of thrown to the Abyss. Then you have to go home, and come back tomorrow and call me when the sun is set. My name is Neshiartnam. I am the sister and wife of the King of Serpents.

Next sunset I, Rakasaul, stood on the shore and summoned Neshiartnam calling her name. It was a name of deity. And tribe also called her Nzheg, and she was Shapattu Nskallaim Ammalinregstavatt.  
When the sun was set and the sea has become brown, waters got split and Neshiartnam has come out of the sea and said: "Listen to me, King. Now you go to your palace and come back along with your son of three years". The way was not long. So I've done as she said. And Neshiartnam Nzheg has come out of the sea again then took my son and ate him. And she said: "Now let me your daughter who is fourteen years old". So I've done as she said. When the virgin was standing before her eyes she smothered and ate her. And she said: "Now let me your pregnant wife and be hurry". I've done the will of Neshiartnam and let her my five seven months pregnant. Neshiartnam Nzheg has come out of the sea and tore the foetus out from the womb. She did it by her hands with claws and webs. Then she ate the child and drank the

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<sup>19</sup> This excerpt is hard to translate (in reconstruction of Van Meier). Such a text fragments appears often in this scroll.

blood of his mother and she was satisfied with it.  
Then she extracted the serpent from her vagina, tore its body to two pieces and wrote the spell upon the leaf of shell that she gave to me later and said: "When the Mercury is raised in Pisces, and unseen planet Khab sends its rays that skin of slaves and ignoble people itch from and they shall piss and defecate on the streets and warriors shall beat them with swords in wrath, you go to the Rof mountain that is called the Great one and standing on the top read the spell written on the first leaf.  
And I went in right hour to that place two days and two nights, and then I've got the top of the mountain I've read the spell. Phantom I've seen before in my temple has come to me and I asked him: "I've seen three signs on my way. First one was a griffon with bite of carrion in its beak circling above my head and spreading the stench; second one was an ounce gnawing the throat of murdered warrior on narrow path; third sign was unknown fire in second night between two hills there are the graves of the foreigners. On You, Who Come Two Ways of Darkness. Tell me, should I expect a guest soon?"  
And phantom answered me: "You understand right, King. You should meet the One, Who is much more Worse than Doom, in the deep of Nuf vale when the Moon is dead. His name is Lord of Quaking Mist, and when hearing his name men, elders and children die in sufferings and wombs of pregnant yawns before time. Now you go to the top of Kafvu Alsag and read the spell written by wife of the Serpents King on the second leaf. There you'll behold black rainbow from end to end of sky and the he will come - the One, Who Precedes. He will show you the way to the goal."  
After these words phantom disappeared.

I went to Kafvu Alsag and I've got its top and read second spell. Then I've seen black rainbow of nine lines. First line was sparkling, second one - burning, third one - crying as a child, fourth - roaring as a beast, fifth line was looking like a metal, sixth - like a stone, seventh - clotted blood, eighth line was like death and ninth was an Unspeakable Horror. And the One Who Precedes has come to me. And then He said:

"Here are Nsarah Amalhassit Nuo fire and wind,  
storm Arushesaar Tu earth and death.  
We burn heaven with fire  
In the dead of night (in the heart of night) we bury them under the soil  
For we built the tower.  
We set the lake on the edge of the rock.  
And a cave there death is hidden.  
Six angles are in the basement of the pit.  
Our hand filled the gorges with corpses.  
We send the ravens and vultures as our heralds.

And then I asked Him:  
Oh Sapnurasah, The Star of The Underworld. Tell me how can I prepare the way for the Lord of Quaking Mist?

And He answered me:  
"Listen to me and do that I say.  
Pave with skulls the road in the heart of the desert from the edge of sunset.  
And dig the pit in that place as deep that you could not see the bottom.  
Then choose some wives of your tribe and captured and slaves.  
Kill them all and, take their hearts and eyes and throw into the pit.  
Make the star around the pit with dead bodies.  
Star should be of one hundred and twelve rays, and each ray is three days walk length.  
Hole of the pit is one night walk around.  
Then you choose some young men of your tribe and captured and slaves, some women and children to four years old and some white camels. Fill the pit with their bodies.  
Block the pit up with big stones and let your best archers stay close to it and their number should be about two thousands.  
And when griffons and vultures circle around the pit let your archers shoot

them,  
and you should trample dead vultures and cry: "not for you I prepared the feast".

You should do it sixteen days and in seventeenth come to the pit in royal garments. You need a crown of pure gold and a stone Heod that sets the silver aflame.

And cry aloud:

"Come forth, Oh Lord of the Quaking Mist. Come forth, Oh Delight of Burned Souls".

Now you order to gather one hundred captured warriors and give them swords. Let them kill each other, till the one stay alive. Hang him inside the bell molded of pure copper. To hand him use the loop made of virgins hair.

```
{Saofanah Kezpadurah Avezme Suo  
Akah Teital <symbol> Rasbaasssan  
Ahae Lammaligrah Nutsrof Seieh Satmaehas  
Arao Nrehaf Naat Taare Usлом Khu Sakae  
Tlemerit Kaab Edashta Smalserib Kaatrinab Kaashi Doth}
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And when storm wind shall blow it shall murder every one standing around and alive.

And you will see the look of the Lord of the Quaking Mist that throws everything into the boundless Ruination. And the path of death shall be opened.

So then you take the arrow of pure gold and loose it against the wind blowing from the North.

Your foot steps on the path to the land where sky looks like black mirror.

When bloody tears wash away your steps you listen to the word of stones.

Listen their dumb voice and you will come through the Quaking Mist to the city where tower spires pierced the sky till the stars.

Take a look and erase one hundred of thousands names from the stone.

Right after you did it the door shall be opened as fire that licks the flesh.

Then, taking your leave of the earth, you curse the way and enter.

# A.M.C. Vendetta

## Ancient Assyrian Alphabet

Alphabet Nahar - short version of Ubrash, consists of 72 symbols divided on four groups.

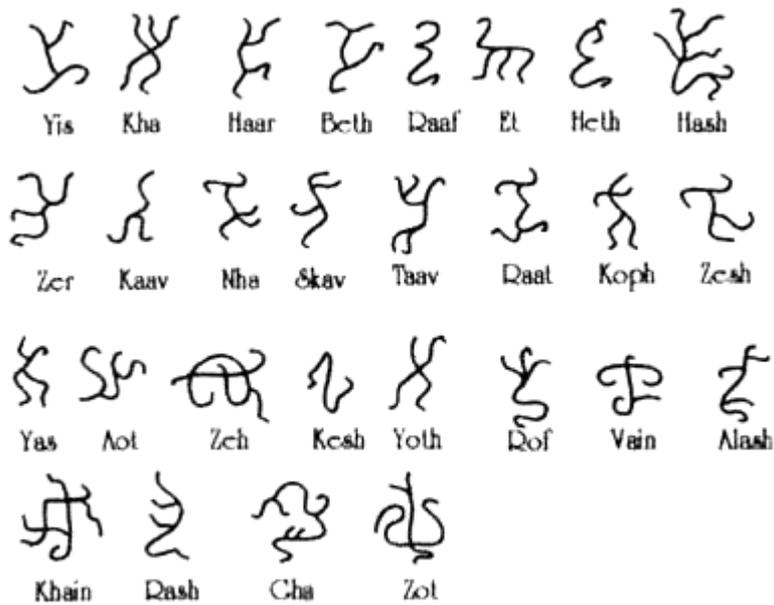
Primary - used to construct the words without serious mystic meaning.

Low hushing - used in ending of the names of demons and deities.

Nobel - this group is represented with small number of symbols. They are often used in the words of spells.

Predintanacle - this group is less known to the adepts of the Black Lodge. This symbols are used to change the meaning of the words.

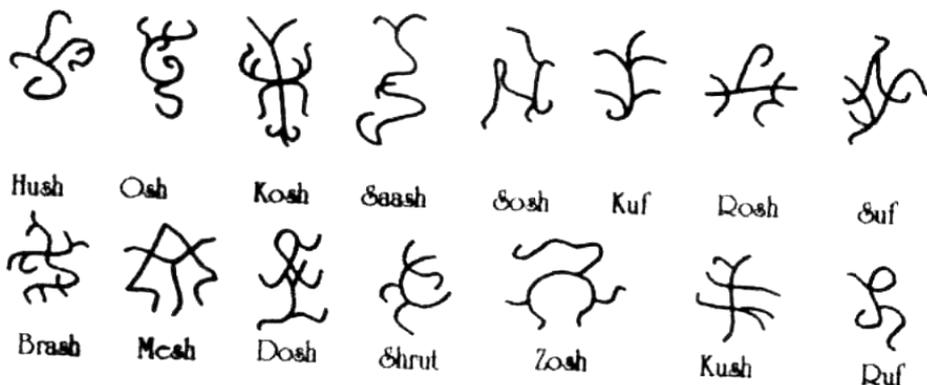
### Primary:



### Nobel:



### Low hushing:



Predintanacle:

         
Var Ksau Khat Raah Shtaa Sur Un Kchv

         
Dhtaa Yuf Besh Zkev Ma Zcf Slaa Khat

        
Ahau Mrih Faar Dchat Zau Kul Naar