



GATES OF THE NECRONOMICON

**A Step by Step Progression Through the Walking of the
Seven Gates of the Zonei**

as Originally set forth in the *Necronomicon*

by "Simon"

Editor: Petros

And of the Walking of the Gates, o Priest-Mage, know of a surety that thou needs must perform the following Workings in the order set forth, lest thou fail utterly at thy aim; yea, and the fool who faileth in this is to be pitied!

And firstly, thou shalt perform most diligently the *Banishments and Exorcisms of all Evil Influences*; and secondly shalt thou perform the *Preliminary Purification Invocation to Inanishtar*; and thirdly shalt thou not fail to perform the *Invocation of the Eight Directional Guardians*; and fourthly shalt thou not fail to perform the *Conjuration of the Watcher*; and then only lastly mayst the priest-mage attempt the actual *Walking of the Gates of the Zonei*, and beware lest thou not perform these same in the exact order herein set forth.

Know ye also that the first four operations above specified, namely, the *Banishing-Exorcisms*, the *Preliminary Purification*, the *Invocation of the Eight Directions*, and the *Conjuration of the Watcher* must be performed prior to any and every individual attempt to Walk a Gate of the Zonei.

And when these operations be done, the sacred Precincts of the priest-mage becometh as unto a Chariot of the Stars, like unto the Chariots of the Sky-Gods who did in times of Old descend unto Us, and taught us the ways of Magick, and by which they ascendeth again unto their Habitations.

Now cometh THE BOOK MAKLU OF THE BANISHMENT, BURNING AND EXORCISM OF EVIL SPIRITS; whereby the priest-mage shall BANISH and CLEANSE that space within his chamber which shall be the space of MAGICK, even the Magick Precincts thereof

HERE are the Banishments, the Burnings, and the Bindings handed down to us by ENKI, the Master. They are to be performed over the AGA MASS SSARATU by the Priest, with the appropriate images as described herein.

The incantations must be recited prior to the summoning of the Watcher, who worketh best in a clean space. The Watcher will thereby do the deeds set down for him by the *Conjuration of the Watcher* which must follow. When the priest-mage returneth from his *Walking of the Gates of the Zonei*, the Watcher is to be dismissed with appropriate workings as likewise set forth herein.

Know that, after graven images have been used in such operations, they must be

burned utterly, and the ashes thereof scattered unto the winds of the desert, or else upon the waters of the sea, or else into a deep chasm in the earth, lest any one happening thereupon become infected by the evil therein and accursed. And herein lieth a secret magic that thou mayst work upon thine enemies, shouldst thou so desire.

Know that the Evil Spirits herein are principally Seven, for the Seven Maskim who tear apart and steal the heart and spirit of man, and make him accursed and wretched; for they are like unto a blasphemous reflexion of the Seven Zonei, but as it were reflected in a mirror, backwards and without sense or meaning.

And the Magick of the Maskim is strong, for they are the Spirit Lords over the darkest shadows of the desert spaces, yea, and over the depths of the Sea, and they did once reign over MAGAN from whence they came, and whither they go; and it is said by those wretched who worship them, that they shall again return one day to the mortal world, but further of this we speak not herein.

The banishings, or exorcisms, are to be pronounced in a voice of strength and clarity, even without trembling, yea, and even without shaking, and even without weakness of heart or mind, but with a certainty and a will that the work shall be done by the power of the Unseen.

And let the priest-mage hold his arms out straight above his head in the attitude and manner of the Priests of SHAMMASHUDDU, the Sun, and let the eyes of the priest-mage behold the Spirit of the God SHAMMASHUDDU, even if it be the time when SHAMMASHUDDU journieth underneath the world and lighteth the far side thereof, beyond the Mountains of the Scorpions. These incantations are not to be shown to any but those properly instructed in their use and manner of operation; to violate this prohibition is to invite the curses of NINGIZIDDA upon oneself and upon one's posterity.

The Book of Ma-Klu of the Burnings of the Evil Ones

UDUGGHUL
ALLACHUL
MALLACHUL
MASQIMCHUL
DINGIRCHUL

No Evil Spirit
No Evil Demon

No Evil God
No Evil Fiend
No Hag Demon
No Filth-Eating Demon
No Thieving Demon
No Shadow of the Night
No Shell of the Night
No Mistress of the Demon
No Offspring of the Demon
No Evil Spell
No Enchantment
No Sorcery

NO EVIL WITHIN THE WORLD, NOR UNDER THE WORLD,
NOR OVER THE WORLD, NOR ABOUT THE WORLD,
SHALL SEIZE ME IN THIS SACRED MAGIC SPACE!

BARRA ANTE MALDA!
BARRA ANGE GE YENE!
ZI DINGIR ANNA KUNPA!
ZI DINGIR KIA KUNPA!
GAGGAMANNU!
KLAATU BARADA NICTU!

A CONJURATION AGAINST THE SEVEN LIERS-IN-WAIT

Know that these who Lie in Wait are likewise Seven, as are the Maskim, whom they serve; for they are Seven in the Shining Heavens above, and they are that Seven that proceedeth from the abyssal depths of the Ocean dark, and they proceedeth, yea, from the hidden space wherein they are neither male nor female; yea, and they stretch themselves out upon the earth like chains and bounds, and they bind those of mankind who foolishly venture into their realm; yea, and they beget not nor are they begotten, and they are strange to charity and prayer, and do scoff at the will of the Gods and the powers of the priest-mage; even are they the vermin of the inner heart of the Mountains of MASHU. Yet can the priest-mage, with wisdom, banish and exorcise these, yea, so must he, lest they spoil his work to come, and render the Gates of the Zonei closed unto him.

Know, too, that these Seven are enemies of our Master of Magick, ENKI, for they embody the vengeance of the Ancient Ones, and raise up obstacles and barriers

through their wretchedness and wickedness. The Enemies! The Enemies! The Seven Enemies are they! They are Seven, yea, and Seven times Seven! Spirits of the Sky, Gods of the Heavens: Remember! Watch, Banish and Keep Guard!

THE EXORCISM BARRA EDINNAZU

To guard against any spirits who may venture to attack the magickal Precincts of the priest-sage's circle or chamber before or during an Operation of magick.

ZI ANNA KUNPA!
ZI KIA KUNPA!
GALLU BARRA!
NAMTAR BARRA!
ASHAK BARRA!
GIGIM BARRA!
ALAL BARRA!
TELAL BARRA!
MASQIM BARRA!
UTUQ BARRA!
IDPA BARRA!
LALARTU BARRA!
LALLASSU BARRA!
AKHKHARU BARRA!
URUKKU BARRA!
KIELGALAL BARRA!
LILITU BARRA!
UTUQ XUL EDIN NA ZU!
ALLA XUL EDIN NA ZU!
GIGIM XUL EDIN NA ZU!
MULLA XUL EDIN NA ZU!
DINGIRXUL EDIN NA ZU!
MASQIM XUL EDIN NA ZU!
BARRA! EDINNAZU!
ZOS ANNA KUNPA!
ZOS KIA KUNPA!

THE EXORCISM ZI DINGIR

The final banishment to be performed prior to the priest-mage's attempt to Walk the Gates of the Zonei.

ZI DINGIR NI E NE KUNPA
ZI DINGIR NI E NE KUNPA

ZI DINGIR ENNUL E NE KUNPA
ZI DINGIR NINNUL E NE KUNPA

ZI DINGIR ENN KURKUR E NE KUNPA
ZI DINGIR NINN KURKUR E NE KUNPA

ZI DINGIR N DA SHURRIM MA KUNPA
ZI DINGIR NINNDA SHURRIM MA KUNPA

ZI DINGIR ENDUL AAZAG GA KUNPA
ZI DINGIR NINNDUL AAZAG GA KUNPA

ZI DINGIR ENUHDDIL LA KUNPA
ZI DINGIR NINN UHDDIL LA KUNPA

ZI DINGIR ENMESHIR RAA KUNPA
ZI DINGIR NINNME SHIR RAA KUNPA

ZI DINGIR ENAA MAA A DINGIR ENLIL LAAGE KUNPA
ZI DINGIR NINNA MAA A DINGIR NINNLIL LAAGE KUNPA

ZI DINGIR SSISGI GISH MA SAGBA DAA NI IDDA ENNUBALLEMA KUNPA
ZI DINGIR BHABBHAR L'GAL DEKUD DINGIR RI ENNEGE KUNPA

ZI DINGIR NINNI DUGGAANI DINGIR A NNUNNA IA AN SAGGNNUUNGA
GATHA GAN ENE KUNPA!

And upon the completion of the above Banishments and Exorcisms let the priest-mage fall to his knees, yea, and let him cover his head with his hands in expectation of that Blast from the Heavens that signifieth the displeasure of the Gods, or else the retribution of the Evil Ones; and after not having suffered such in due course, or when the inner spirit prompteth him, let him rise up and continue his Work; or if the Spirit prompteth otherwise, let him cease his work for the nonce, or repeat some part of the Exorcism that hath not gone aright, as he is moved by the Spirit.

Preliminary Invocation of INANNISHTAR for Purification of the Priest-Mage

The priest-mage having thus far Banished and Exorcised all Evil spirits from the space of his sacred magicks, must now enact the Purification by which the Gods are most pleased and kindly inclined unto him, that his Work may yet go well. And let him be armed with naught, save a white Candle.

Mighty One of the Heavens,
Mighty INIANISHTAR!
Bright One of the Heavens,
Bright INANISHTAR!
Wise One of the Heavens,
Wise INANISTHAR!

Mistress of the Gods,
Mistress of the Spirits Above,
Mistress of the Zonei,

Whose word is spoken and comes to pass,
Whose will is established and comes to pass,
Whose desire is made manifest and comes to pass,

Proud one amongst Gods and Men,
Whose command is mighty,
Supreme One of Earth and the Heavens,
Who ruleth in places below and above and around,
Supreme INANISHTAR,
All heads bow down at thy name!

I (NAME), son of (NAME), son of (NAME) bow down before thee!
May this body become purified unto thee!
May this face become bright unto thee!
Like shining silver and glowing gold may I not be dull in thy sight!
May that which I speak come to pass!
May my invocations come to pass!
May I walk the Gates of the Zonei to fruition!
IA INANISHTAR! IA ZONEI!

Upon the completion of this Invocation, let the priest-mage fall to the ground in

obesience unto the Goddess, and let him await the prompting of the Spirit whether to go further or no.

Now followeth The Invocation of the Eight Directional Gates

Having thus made the proper Banishments and Exorcisms of the Evil Ones, and having purified himself and his Chamber of Magick with the power of INANISHTAR, let the priest-mage now invoke the Eight Mundane Directions of Space, around and about him, that his Chamber may be well established for the work that is to come shortly. And for this operation let him be armed only with his Bell and his Bowl of Flour, and at each Point let him ring the Bell thrice, and sprinkle the flour outward towards the Point.

Invocation of the North Gate:

Thee, thee I invoke, thou Silver Hunter who hails forth from the Sacred City of UR! Thee, thee I call forth, to guard this North Place of the Most Holy Precinct against the vicious warriors of the Flame of the Principalities of DRA! Be thou most vigilant and watchful against the UTUKKI of TIAMAT, the Oppressors of ISHNIGARRAB, before the Throne of AZATOTH! Draw forth thy bow, Hunter, before the fiend-hyenas of ABSU! Loose thy Arrow at the hordes of the Angels of the Darkness that beset the ways of the much beloved ARRA on all sides, yea, and in all places! Yea, be even Watchful, Lord of the Ways of the North! Remember us! King of our Homeland, Victor of Wars and Conqueror over Adversaries legion! See thou our Lights, hear thou our Heralds, smell thou our Incense, forsake us not! Spirit of the North, Remember!

Invocation of the Northeastern Gate:

Thee I invoke, Master of the Mountains of the Northeast! Thee I call forth this day to guard this Holy place against all those who would intrude and destroy this working! Thee I summon, lord of the Northeastern spaces, to stand firm by my sacred place! Against all evils and intrusions, come thou to stand by me! Spirit of the Northeast, Remember!

Invocation of the Eastern Gate:

Thee, thee I invoke, Mistress of the Rising Star of the East! Queen of Magick, Queen of the Holy Mountains of MASHU! Thee I call forth this day to guard this Most Holy Precinct against the Seven Ensnarers, the Seven Liars-In-Wait, the Seven evil Maskim, the Evil Lords! Thee I Summon, Queen of the Eastern Ways, that thou mayest protect me from the Eye of Death, and from the evil rays of the ENDUKUGGA and from the NINDUKUGGA! Be ye watchful, O Queen of the Eastern Ways, and Remember! Spirit of the East, Remember!

Invocation of the Southeastern Gate:

Thee, thee I invoke, Angel and Protector of the Marshes of the Southeast, the low spaces that lie by the waters! Do thou stand by my side! Do thou protect this magical space from they who would intrude and destroy this working! Against the invaders and ignorant ones, do thou stand firm by me! Be watchful and awake, Spirit of the Southeast! Watch and Remember!

Invocation of the Southern Gate

Thee, thee I invoke, thou Angel and Guardian against the URULU, the Dread City of Death, Gate of No Return! Do Thou stand at my side! In the Names of the most Mighty Hosts of AMARDUK and of ENKI, Lords of the Elder Race, the ARRA, do Thou stand firm behind me! Against PAZUZU and HUMWAWA, Fiends of the Southwest Winds, do Thou stand firm! Against the Lords of the Abominations, stand Thou firm! Be Thou the Eyes behind me, The Sword behind me, The Spear behind me, The Armour behind me, that protecteth me! Be watchful, Spirit of the Southern Ways, and Remember! Spirit of the South, Remember!

Invocation of the Southwestern Gate:

Thee, thee I invoke, spirit of the Land of the Southwest, the desert and the vastness into which no man may ventureth and live! Thee I invoke to guard and protect this magical place, that no enemy or intruder may encroach! From insect and sword and heat protect me! Remember, spirit of the Southwest, Remember and be watchful!

The Invocation of the Western Gate

Thee I invoke, Spirit of the Land of MER MARTU! Thee I invoke, Angel of the Sunset! From the Unknown God, protect me! From the Unknown Demon, protect me! From the Unknown Enemy, protect me! From the Unknown Sorcery, protect me! From the Waters of KUTULU, protect me! From the Wrath of ERESHKIGAL, protect me! From

the Swords of KINGU, protect me! From the Baneful Look, the Baneful Word, the Baneful Name, the Baneful Number, the Baneful Shape, protect me! Be watchful, Spirit of the Western Ways, and Remember! Spirit of the West Gate, Remember!

Invocation of the Northwestern Gate:

Thee, thee I invoke, angel and ward of the Northwestern gate! Spirit of the desert land and the great Western sea, Remember and be awake! Protect this magic space from they who would invade and do harm and wreck this working! Spirit of the Northwest, awake and Remember!

The Invocation of the Eight Gates:

To be performed by the priest-mage at the end of his Invocation of the Eight Gates, after having retired to the Center of his magick Precinct; and let him face to the East while he intoneth the invocation:

MER SIDI!
MER KURRA!
MER URULU!
MER MARTU!
ZI DINGIR ANNA KUNPA!
ZI DINGIR KIA KUNPA!
UTUK XUL, TA ARDATA!
KUTULU, TA ATTALAKLA!
AZATOTH, TA KALLA!
IA ANU!
IA ENLIL!
IA NINGI!
ZABAO!

Let the priest-mage rest following the Invocation of the Eight Directions, but let him not prostrate himself upon the ground, for his work is not yet done; yea, and a most terrible conjuration is yet to come, wherefore the priest-mage must keep himself at the ready.

Now followeth the most puissant Conjuration of the Watcher.

THE CONJURATION OF THE WATCHER

Here followeth that portion of the preparation of the Walking of the Gateways of the Zonei which is called by men the Conjunction of the Watcher, that Spirit which is from Beyond the Walls of the World which cometh by the careful bidding of the priest-mage, and watcheth and guardeth his mortal form whilst his Spirit traverseth the Spaces of the Zonei and beyond; for to neglect the form whilst one travelst suchwise is great risk indeed. It is well approved by ENKI, Lord of Magick and Wisdom, to be so used by the wise one who learneth it well. Yet be watchful oneself, even whilst thou conjureth the Watcher, for it is not a spirit of petty concern, nor a daemon of no regard, but rather an untamed and oftentimes mighty Spirit, given license to move too freely; and the Watcher is most likely to grow weary of bondage, and of the petty demands of mortals, and thus seeketh to rise up against the priest-mage, and destroy his work, and betimes his mortal form, and mayhap even carry off his Spirit into bondage from which no god shall release him. Therefore, it needs must be that the priest-mage make proper and pure sacrifice to this Watcher, with proper devices and incantations. And the sigils of the Elder Signs must also be known, and made use of thereon; and know that the sigil is of a Star of Five Angles, and within the heart of the sign shall be the Eye of God.

And the priest-mage shall engrave upon a bowl of clay, newly thrown and consecrated only for this end, using a stylus of pure bone of a mortal man; or he may paint the proper cuneiform figures upon the bowl with his own blood. And the sacrifice itself shall be [lacuna in MSS. here]

[Lacuna in MSS.] in the bowl, but let the mage beware lest [missing text]. It is thus of the utmost importance that the priest-mage be most sure to [page missing here]

[. . .] new bowl, and the Tablet and Spirit Box of the Watcher, with his Sigil engraved thereupon, at hand, for he will inhabit such at the time of the Calling of the Watcher, if it go aright, and will likewise perchance depart therefrom when he is given license to depart by the priest-mage, if this go arightly. But know that the Watcher haileth from a Race of spirits different from that of the Zonei, and was never tabernacled in mortal form; wherefore it is also said that it was with KINGU and his dark hordes even at the time of the War of Heaven and the Hells, but did alter his allegiance more than one time and thus gained no trust among angels or demons. Wherefore, also, the priest-mage ought best conjure the Watcher by the Names of the Three Great Watchers who liveth before the War of the Heavens and the Hells, and from whence this Watcher organateth, and these three are ANU, ENLIL and ENKI of the Waters of Magick. Yet are these Three also known by their secret names SSARATI, SSARATU and SSARAKIA. And it is also said that some of the race of the Watchers lie still awaiting

from strange Aeons past, and shall for strange Aeons yet to come, for them who art sometimes called the Ancient Ones to arise again and rule once again the Worlds.

And know that the Watcher when arightly invoked appeareth betimes as a great, black and fierce Hyena, or betimes a Jackal, who prowleth in his fierceness about the Gate within the Magick Precincts of the mage's chamber, surely frightening the idimmu who lurketh thereabouts, drawn by the light casteth in the Spirit world by the work of the mage-priest and seeking ever to feed thereon. Yet the Watcher appeareth not alone in these forms, lest the priest-mage be afrighted, but may betimes take upon himself the appearance as of a Man, or something like unto a Man. But beware, lest the priest-mage not invoke arightly, or make some error therein in the sacrifice or in the conjuration, for then mayst the Watcher come like unto an Enemy spirit ready to devour the priest-mage. Thus if the Watcher appeareth in undue fierceness, or seemeth not to guard the magick Precincts, or seeketh (it seemeth to the priest-mage) to come unto him as if to seeketh his counsel, let the mage be wary and have his Banishments at the ready.

THE PRELIMINARY INVOCATION

Having arightly performed and completed the work of the *Banishments and Exorcisms of all Evil Influences*, and then the *Preliminary Purification Invocation to Inanishtar*; and then the *Invocation of the Eight Directional Guardians*, the priest-mage may begin the Preliminary Invocation that is the Conjunction of the Watcher in due course.

And let the magick precincts of thy calling place be clean and pure, well warded by the double circle of pure flour with the form of the Elder Sign therein, its five sacred Angles efficaciously touching upon the Circumference thereof, and the Eye of the Gods most centrally located, and forming the foundation of the priest-mage's standing place.

Let there be no Altar, but the mere Bowl of Summoning with the aforementioned Sigils. And let the Conjunction of Fire be performed rightly into the Bowl. Wherefore the Bowl has become AGA MASS-SSARATU, and shall be evermore consecrated unto the Conjunction of the Watcher; and if the Conjunction fail, it is best if the Bowl be broken and no more seen or used, and a newly thrown clay Bowl be acquired; but let us not speak of failure in this Conjunction!

And the vestments of the priest-mage shall be black, and it shall be all performed in

Darkness and Night. All being in readiness, let the Conjunction proceed as follows:

ISS MASS SSARATI SHA MUSHI LIPSHURU RUXISHA LIMNUTI!
IZIZANIMMA ILANI RABUTI SHIMA YA DABABI!
DINA DINA ALAKTI LIMDA!
ALSI KU NUSHI ILANI MUSHITI!
IA MASS SSARATI!
ISS MASS SSARATI!
ISS MASS SSARATU!

And let this extraordinary Conjunction of the Watcher be rightly performed when the priest-mage feeleth danger, or when some risk of devourment is anon; thus mayhap shall the Three Great Watchers and the One Watcher appear to the aid of the priest-mage, and may perforce not devour him, save it be he be unclean.

And at the completion of the wrds ISS MASS SSARATU shall the Sword of the Watcher be thrust into the ground at the feet of the priest-mage, and thus perchance shall the Watcher make himself manifest unto thee.

THE NORMAL INVOCATION OF THE WATCHER

Wherefore having indicated the appropriate Conjunctions for the first and for special appearances of the Watcher, now followeth the Invocation for the Ordinary Conjunctions of the Watcher, within the limits of a Work of Magick wherein he is needful to appear and preside.

Let the Sword be thrust into the ground as before indicated. Then shall the priest-mage raise the Copper Dagger of INANNISHTAR of the Calling, and declaim the Invocation in a clear voice, steady and without uncertainty:

IA MASS SSARATU!
I conjure Thee by the Fire of GIRRA!
I conjure Thee by the Veils of Sunken Varloorni!
I conjure Thee by the Light of SHAMMASHUDDU!

I call Thee here, before me, in visible shadow in beholdable Form, to Watch and Protect this Sacred Circle, this Holy Gate of (Name of appropriate Gate.)

May He of the Name Unspeakable, the Number Unknowable, Whom no man hath seen at any time, Whom no geometer measureth, Whom no wizard hath ever called,
CALL THEE HERE NOW!

Rise up, by ANU I summon Thee!
Rise up, by ENLIL I summon Thee!
Rise up, by ENKI I summon Thee!

Cease to be the Sleeper of EGURRA.
Cease to lie unawaking beneath the Mountains of KUR.

Rise up, from the pits of ancient holocausts!
Rise up, from the old Abyss of NARR MARRATU!
Come, by ANU! Come, by ENLIL!
Come, by ENKI!
In the Name of the Covenant, Come and Rise up before me!
IA MASS SSARATU!
IA MASS SSARATU!
IA MASS SSARATU ZI KIA!
BARRGOLOMOLONETH KIA! SHTAH!

Wherefore, the above having been performed arightly and without error, the Watcher shall manifest himself, yea, he shall manifest himself, and shall he stand without the Gate of Walking until the priest-mage give license to depart; but take care, and beware, lest thou attempt to depart thy magick Precinct until the Watcher has been Banished, lest he perchance devour thee.

OF THE ZONEI AND THEIR ATTRIBUTES

Know that the Gods of the Stars that Wander are Seven known to mortal mankind; yea, and the Seals that they possess are Seven, and the steps of the Divine Ziggurat that leadeth even from Earth to the farthest Heaven are Seven, in honor of them. And Seven are the Gates that leadeth from Earth to the Heavens; and Seven are the steps that the priest-mage must attempt in his Working. Wherefore, the priest-mage who maketh the Journey to the Stars shall find power beyond that of mortals; yea, and mayhap he may learn Wisdom with his power, or mayhap not; for have not many a mage fallen into Hell from lack of Wisdom? Yea, it is even so.

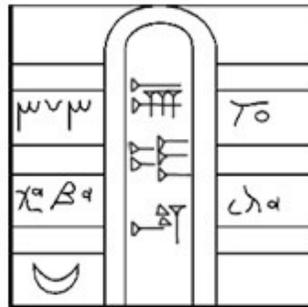
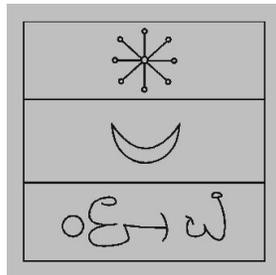
But let the Traveler beware, for in stepping one may stumble; and in stumbling, fall; and in falling, fall further than one hath risen; yea, and one mayhap may not rise again, or may fall into the Hells below, which are Seven, each lower than the other; and what Watcher shall Watch him therein? Save it be the Watcher of Hell?

And let the Traveler, who is the priest-mage, beware lest he attempt overmuch; by overstepping a step, or by failing to step in proper and rightful course and Order; for are the Zonei not Gods of Order, which is Cosmos? Yea, they are Gods of Order; save it be the priest-mage attempt to step beyond the Gods, yea, even unto the Azonei; of which we do not speak here!

Know that the Zonei, called the Gods of Heaven and the Starry Wanderers, are Seven, and they are known as NANNARSIN, the Swift-Changing Lord of Night; and NABU, the Wise Instructor and Guide of the Sun; and INNANISHTAR, Beauteous and Mighty Lady of Space and Queen of Heaven; and SHAMMASH, Golden Shining Life-Giving Lord of the Sky; and NERGAL, Bloody Warrior Lord of Space; and AMARDUK, Just Lawgiver and Fighter; and finally dread NINURTA, Guardian of the Limit of the Zonei.

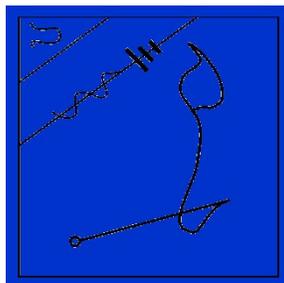
NANNARSIN

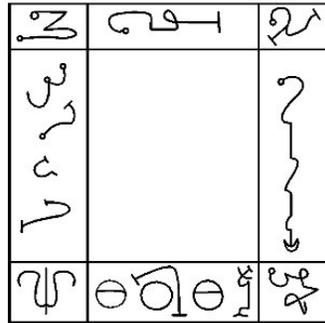
The God of the Moon is the God NANNARSIN. And he is Father of the Zonei, and the Eldest of the Wanderers, yet also the Swiftest, and the most Changeable. He is long of beard, and bears a wand of lapis lazuli in his palm, and possesses the secret of the Tides of Blood. And know that His color is Silver, and that his Essence is to be found in Silver, and in camphor, and in those things bearing the sign of the Moon, the Horned Crescent. Know that his Gate is the first thou shalt pass in the Walkings that follow herein. His Step on the Ziggurat is Silver. And here is His Seal, which thou shalt engrave upon his metal, on the Fullness of the Moon in which thou art working, having no other person about thee who mayst spy upon thee in its manufacture. And let it be done only at Night, and let no ray of Shammash (powerful He be) strike it at any time, lest it be rendered Void. The Number of NANNARSIN is Thirty and this is his Seal and his Gate:



NABU

The God of Mercury is the God NABU. He appeareth unto mortals as an Elder, having a long beard, and upon his head bearing a crown of one hundred horns and wearing the robe of a priest-magus. Nabu is Guardian of the Zonei, yea, and keeper of the Knowledge of Science and Art. And know that his color is a dark Blue like unto lapis, and likewise is his step on the Ziggurat of the Gods. And let thee write his Seal upon parchment in silence and solitude, as befitting the Scribes whom he so favors. Care likewise for this Seal with silken cover and secrecy until it is needful in thy Workings; and it is best if the Seal be enscribed when Nabu's planet, Mercury, is in the sky, following closely as it ever doth to his patron Shammash. The Number of NABU is Twelve and this is his Seal and his Gate:





INANNISHTAR

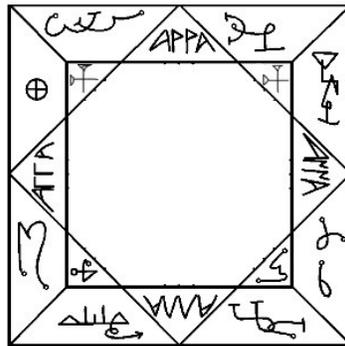
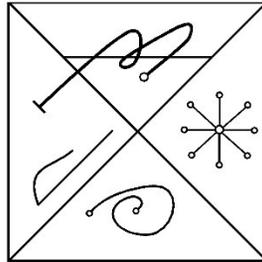
The Goddess of Venus is the most excellent Goddess Queen INANNISHTAR. And she is the Goddess of Passion, both of Love and of War, depending upon her sign and the time of her appearance in the heavens. She appeareth unto mortals as a most beautiful Lady, betimes in the company of fierce but not worrisome Lions. And know that she appeareth sometime arrayed in men's Armor, as if for Warfare and Combat; and she is most might in battle with her dread sister ERESHKIGAL of KUR. Having arightly sacrificed unto Her, and paid proper obesances, no priest-mage need fear to travel in the Undeworld or the Worlds beyond this one, as long as he shall remain in her favor. But beware, o priest-mage, for INANNISHTAR is a jealous God, who taketh her own for her own, and suffereth not fools nor the fickle.

And know that Her color is the purest White; but blood Red is a secret color of Hers, known but to her particular Devotees. And her metal is warlike Copper, which shineth yet cutteth also, like unto woman; and which carrieth the secret power of the Lightning Flash, yea, even the lightning flash by which her Chariot doth wander across the Heavens, and which is death to touch; yet these are mysteries unto her, and no part of the Walking of this Gate.

And know that Her Gate is the Third thou shalt pass in the rites that follow, and in which place thou shalt be of a heart to stay; but turn thy face to the road that leads beyond, for that is thy rightful goal, save it be She chooses thee for other Work. And Her Step on the Ziggurat of the Gods is White, like unto alabaster or ivory.

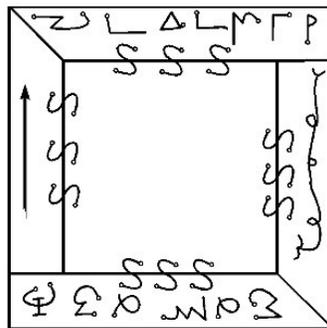
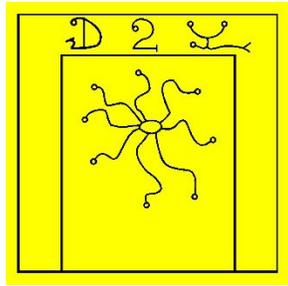
And herein is her Seal, which thou needs must engrave upon Copper, whilst her planet Venus being exalted in the Heavens, day or night, with none about to spy upon

thee in sacrilege. Being properly complete, it shall be wrapped in the purest silk and lain safely away, only to be removed when needful. And the Number of INANNISHTAR is Fifteen, by which Number she is frequently known in the incantations of the Dispensation.



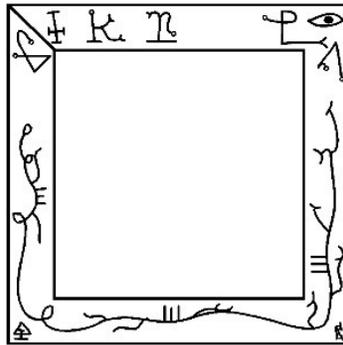
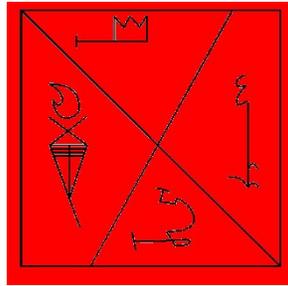
SHAMMASHUDDU

The God of the Sun is the Lord God SHAMMASHUDDU, son of NANNARSIN. And he seateth himself upon a throne of flaming molten Gold, and wareth upon his brow a crown of two Golden horns, and in his right hand wieldeth a flaming Scepter topped by a Disk of Brightness, which beameth his Rays in Eight Directions. Know that Shammash is Lord of Light and Life upon the earth, and his color is Gold. And know that his Step upon the Ziggurat of the Gods is of Gold. And herein is his Seal, which thou needs must engrave upon Gold at the exaltation of the Sun in the Heavens, in some solitary place. And the Number of SHAMMASHUDDU is Twenty and this is his Seal:



NERGAL

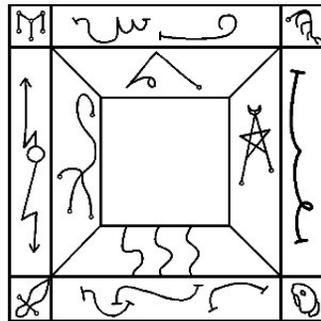
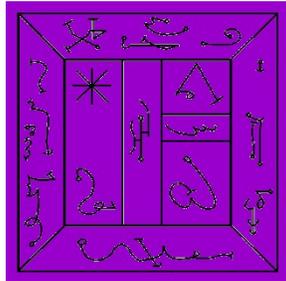
Now the God of Mars is the mighty God NERGAL, who appeareth unto mortal sages with the head of a man upon the body and limbs of a fierce Lion; and he beareth ever a Sword of precious Iron and a Flail. Know that Nergal is God of war and of the Fortunes of war, and emissary of the Ancient Ones of Kutha. Know also that his color is blood Red, and that his essence is to be found in precious Iron, hardest of metals of war; and in all machinations to spill the blood of men into the earth; and also in flint and obsidian, first given unto men of Ancient times in the wars upon which our cities were established. And Nergal's Gate is the Fifth thou shalt encounter as thou passeth, haply, the Zonei in the Walkings that follow herein. And Nergal's step upon the Ziggurat is of blood Red, and drippeth Blood most treacherous to any who dare walk upon it. This is his Seal, which must be engraved upon a plate of Iron, or upon flint, or obsidian, or upon the parchment of manskin written in the blood of the magus, when Mars is in exaltation in the heavens. It is best done at night, far from the habitations of men and of animals, where solitude and silence may be assured. And when complete, let it be wrapped in the skin of a man and lain safely away until needful. But be wary, and take not to use this Seal hastily, for it is a sharp Sword. The Number of NERGAL is Eight and this is his Seal:



AMARDUK

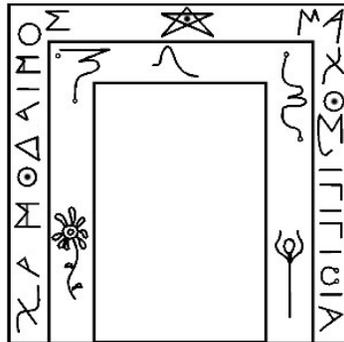
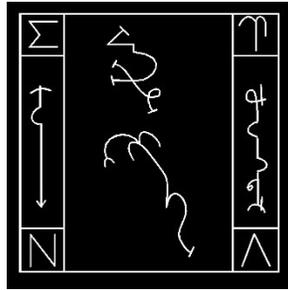
Now followeth the mighty AMARDUK, God of Nibiru (Jupiter), and Lord of Magicians. He is also known as MERODUK, lord of the double-headed Axe; and was born of our Father ENKI to make righteous battle against the forces of the Ancient Ones; wherefore he did subdue their armies, and set to flight the minions of the Queen of the Ancient Ones, but for a time. Know that AMARDUK hath been bestowed of Fifty Sacred Names and Powers by the Quorum of the Gods, and wieldeth much might therefrom in ways known and ways unknown unto mankind. And know that Amarduk appeareth oftentimes unto mortals as a mighty warrior with flaming Discus and other implements, such as the Bow and Arrows with which he huneth his prey, and never fails to strike the heart of his target. And his color is royal Purple, as of the indigo plant and the murex shell of the Canaanites. And his Essence is of Platinum, as befitting a king. His Gate is the Sixth that the priest-mage shall encounter in his Walkings, and his Step upon the Ziggurat is of Purple. And let the magus engrave his Seal as follows upon a plate of platinum when his planet Nibiru is exalted in the Heavens, and let him thus make prayer efficacious unto our Master ENKI. But let the priest-mage be wary, and summon not Amarduk save it be of dire needfulness, lest he be angered and perchance loose his arrow at thy heart. The Number of AMARDUK is

Ten and this is his Seal:



NINURTA

Last of all the Zonei cometh the God of Saturn, the mighty God NINURTA, Lord of Strength and God of Hunters. Know that Ninurta is the final Zonei before the terrible IGIGI of whom we do not speak herein. And know that Ninurta weareth a crown of seven stag horns and wieldeth a sword of darkest iron; and he weareth for armor only the skin of a Lion he hath slain. And Ninurta's color is the darkest black like unto the coals of a fire, or unto Space between the stars; and dealeth in matters of death and antiquity. And Ninurta's metal is lead, and his Step upon the Ziggurat of the Zonei is black like unto obsidian. Let his Seal be engraven upon a plate of lead in silence and secrecy when his planet is exalted in the night sky. And know that Ninurta knoweth the ways of the ghouls and haunts that prowl the shadow spaces, seeking sacrifice and prey, and he knoweth well the lands of the Ancient Ones and the locations wherein the Gates may best be Walked. And Ninurta's realm is the Night of Time, and his number is Four, and herein is his Seal:



Now followeth *The Book of Entrance and of the Walking of the Gates of the Zonei*.

THE BOOK OF ENTRANCE

This is the Book of the Entrance to the Seven Zones which Reigneth Above the Mortal Earth, which Zones were known to the Ancients that preceded our cities between the rivers, and to others yet unknown buried beneath the shifting sands of the desert. Know that these Zones are governed by Spirits not of this world, and that they encompass and underlie this world, and are inaccessible to mortal men save the priests of the Gods and the magi who know the hidden lore and are wise in the secret ways of the cults of the Shadow. Such priest-mages may perchance Walk to these Zones that lie Outside the Circles of Time known to mortals, those lands that border the Wastes Beyond the Zonei, of which we will speak no more here.

And be wary that, when thou walkest the Gates of the Zonei, thou leavest thy summoned Watcher to guard thy mortal form, lest it be destroyed whilst not inhabited by thy spirit, and thy spirit needs must then wander the wastes for eternity, or else

must become like unto a ghul of the desert wastes, seeking a mortal form to steal and inhabit. Thy fate may yet be to be devoured by the IGIGI that dwell beyond the Zonei, of which we speak not. Knowest thou that thou must Walk the Steps of the Ziggurat of the Zonei each in its place and in due course, and that thou needs must enter in by the approved and rightful Gate in question in lawful fashion, as aforesaid covenanted; else thou shalt be lost. Yet know that there are the Leapers, accursed magi, who honor no rightful deities but creeping things and things of the slime, and they make bold to overleap the Steps; but much danger is therein, and we speak no more of it!

And thou shalt be Purified, and remain Purified, for the duration of thy Walkings; yea, let thou remain purified unto all the Gods. And to maintain thy purity thou needs must refrain from fleshly entertainments and acquisitions, yea, and thou especially needs must call upon and pray and sacrifice unto thy God at Dawn and at Noon and at Dusk and at the Mid Night.

And thou shalt not fail to summon and Conjure thy Watcher arightly, 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 and Shield and Armor in every direction.

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 altar to face the North, having upon it the statues of thine Deities, an offering Bowl, and a Brazier and Bell.

And let there be above thee only the Sky, or else a clean Roof free of all decoration or hangings.

And let the only light be from the four Lamps upon the ground, at each of the four primary Gates of the Earth: yea, of the North, one lamp; and of the East, one lamp; and of the South, one lamp; and of the West, one lamp as well.

And let the Oil of thy unction be pure, without odor. And let the perfumes in thy brazier also be sweet-smelling, or especially appropriate to the Star where thou wouldst desire Entrance.

Upon the earth or floor of thy sacred Precinct, within thy magick Chamber, shall be inscribed the Gate appropriate to the Walking; and it must needs be large enough that thy mortal form may readily lie therein, yet not of such a size that it encroach upon the

enscribed limits of thy magick Precinct or Circle. And let the Gates be drawn in flour or fine salt or blood upon the ground of thy sacred precincts. And let the Seal of the God be placed upon or within the Seal of the rightful Gate in each case, that thy Walking not go astray.

And the Ritual of the Walking of the Gates of the Zonei shall be prescribed by the formulae herein elucidated:

Thou shalt most assiduously observe the Moons of Purification prior to any attempt to Walk through the Gates of the Zonei; for if the priest-mage be impure of will or body, yea, he shall surely be rejected or mayhap devoured by the forces above the mortal sphere.

During the time of the Moons of Purification, let thee eat no meat nor drink no wine nor lie with any of mankind, but maintain purest solitude and chasteness of spirit and body, yea, even for three full Moons prior to thy first attempt at the Walking of the Gates; and if thine attempt faileth, suspect first that thy purity be at fault, and be assured to repeat the Purification of the Moons again.

And during the last day of the Moon prior to thine attempt upon the first Gate, see that thou eatest naught but simple bread and fresh water, yea, naught but bread and clear water; and seest thou that thou dinest alone, in thy chamber, without the influence of the profane and their mockeries and jestings at thee.

And during the final three days prior to thine attempt upon the Gates of the Zonei, see to it that thou invokest often the Great Elder Ones ANU, ENLIL and ENKI by their right and proper invocations and orisons. For the Number of ANU is the number of the sacred Elder Star Sign multiplied by the number of the Holy Star-Houses, being thus Sixty and the Perfect Number fitting for the Father of the Heavens; so let thy orisons be fivefold and twelvefold, and thy Candles and thy Drummings and the Pealings of thy magick bell. And as the Number of ENLIL is Fifty, being Twice Five Square; and as he is the most puissant Father of Winds, let his worship and orison take place upon a windy bluff or plain, or in the face of a storm, and with much Incense. And as the Number of our Magick Father ENKI is Forty, being the number of the Elder Star Sign multiplied by the number of the Eight Directions of Mundane Space, know that he is most powerful upon this Sphere, and worship accordingly lest thy magick go astray and thee find thyself wandering the wastes of the Azonei.

And the Night of the Beginning of the Walking of the Gates of the Zonei shall be that of the Thirteenth night of the waxing of the Moon, thou shalt come near the Gate with

a heart brave, clean, and most reverent unto the Zonei. And thy Magick Precinct shall have been prepared as elucidated within this treatise from beginning to end with the rightful Banishments, Exorcisms, yea, and the most powerful Purification of Inannishtar, yea, and most assuredly the Invocation of the Eight Directional Guardians, and the Conjunction of the Watcher as well. Yea, let it be so done!

And thou shalt light thy magick Fire, yea, and thy magick Lamps fourfold, and most assuredly shalt thou be most circumspect and wary of any error, lest thy work be spoilt, or thy own mortal form or soul cast into great danger!

And thou shalt take up the Seal of the chosen Zonei in thy hands, and hold it up to the Heavens, and speak forth its name with certainty, nothing doubting; and thou shalt recite the Incantation of the Walking of the Gate likewise as thou circumambulatest thy Precincts, even from the East unto the South and thence to the West and to the North, yea, even as the path of Shummashuddu travelleth in his Chariot.

And it shall come to pass shortly that thou findest thyself returned to the center, yea, even in the midst of the chosen Gate before thine Altar; and lo! Durst thou fall to the ground, and embrace the Earth? Yea, so shalt thou; and more, thou shalt look neither to the right, lest some spirit be there, nor to the left, lest some daemon inhabit there, nor up, lest some God blast thee, nor down into the earth, lest some denizen of the Underworld ensnare thee; but thou shalt remain still and covered of thine Eyes, lest they be tempted by what they may see; for know of a surety that these Operations of Magick are most powerful to attract many a wanderer and a daemon or ghul unto thy precincts from the desert vastness beyond.

And it shall soon come to pass, if it be thy magick hath gone arightly, that the Gate shall open above thee, as it were in the Air, like unto a vortex or storm-cloud of the Heavens; and lo! The Spirit-Messenger angel of the Sphere of that Gate shall greet thee, yea, and shalt give unto thee a special Name, which Name thou needs must remember and not reveal unto any, until the time cometh when thou needs must pass the Gate. And pray that thee hearken well unto this Spirit, for he speaketh thy Name but once, and if thou pay not heed, yea, it shall go poorly for thee!

And having passed the Gate, thou shalt surely fall unto the Earth again, amidst much rejoicing and relief; yea, but it may be that thou shalt be weary for a while; but what of that? Recite therefore thy prayers of thanksgiving unto the Gods, yea, even by thy magick Altar, and give leave to thy Watcher to depart by the striking of thy sword into the Ground. And thou shalt not fail to utter the Incantation of INANNISHTAR, nay, thou shalt not fail in this; for hath she not conquered even the realms of the

Underworld, and vanquisheth Kutulu therein? Wherefore having accomplished this deed, the Idimmu shall be banished, and thou shalt have leave to depart and quench thy Fire.

But take heed that thou callest not upon NANNARSIN until thou hast passed that Gate, nor upon NABU until that Gate hath been passed, and so forth in like fashion; and when it shall come to pass (yet there is no surety in this, for the path is treacherous!) that thou hast ascended to the Limit of the Ziggurat of the Zonei, yea, then thou shalt possess the Knowledge and Power and Wisdom that thou shalt find needful.

But take likewise heed that these Formulae shall not give unto thee power over the ABSU; nay, this is a power of strange manner differently obtained by thee, and not yet; but when the stars are right, and thy magicks fail thee not (as they mayhap shall), then shalt thou perchance be bold to undertake so perious a Working in thy Precinct; yea, but thou shall not understake this Working until thou hast passed the Gate of NINURTA, even the Outermost Gate; for hath it not been written of old, that *the outermost heights shall open unto him the innermost depths?* Yea, even so. And AMARDUK called MERODUK did slay the Fiends, as it is written, even the Ancient Ones there dwelling, and INANNISHTAR did make bold to conquer and rule the Underworld. And he who passeth this Gate, yea, that priest-mage who maketh so mighty a magick and so perilous shall surely as it were speak with the Horned One who dwelleth there, and mayhap may some dark wisdom attain thereby, if he be not devoured apace. And his wisdom shall be of the things of the Underworld, and of necromancy, and of the raising of they who walk by night but live not, save it be to serve the will of the mage, even the fearsome ZUMBEVII; and much more shalt the magus of the Underworld perchance learn at that time. But none such shall venture into these depths, save it be he hast ascended unto the Uttermost Gate of NINURTA, and hath made the Covenant thereupon, of which further we speak not.

But take most solemn heed, for against the Ancient Ones, yea, even the Old Ones, there is no banishment nor protection; yea, even the Zonei shall desert such a one so mad as to broach upon the precincts of They; in sooth, none but a madman darst make so bold; for has it not been written, that *They dwelleth in the Outer Spaces and their Power is Unknown to Men, and their Hordes without number, and most prodigious of progeny?* Yea, and few indeed are those priest-magi who dare claim mastership over the skew-wise planes of the Underworld; for it hath also been written of old, that *What cometh by the Wind, can durst be slain but by the Knower of the Storm; and what cometh by the Sea, can durst be slain but by the Knower of the Waters; and what cometh by Flame and Lightning, can durst be slain but by the Knower of the Fires above and below.*

Now followeth The Incantations of the Gates of the Zonei

THE INVOCATION OF THE NANNARSIN GATE

Spirit of the Moon, Remember!

NANNARSIN, 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 NANNARSIN of the Race of ANU, hear me!

Lord NANNARSINSIN, hear me!

Lord NANNARSIN, Father of the Gods of UR, hear me!

Lord NANNARSIN, God of the Shining Crown of Night, hear me!

Maker of Kings, Progenitor of the Land, hear me and Remember!

Giver of the Gilded Scepter, Hear me and Remember!

Mighty Father, Whose thought is beyond the comprehension of men, hear me!

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!

ZOS KIA KUNPA!

MAGABATHI-YA NANNARSIN KUNPA!

MASHRITA NANNARSIN!

ZOS KIA KUNPA!

IA MAG!

IA GAMAG!

IA ZAGASTHENA KIA!

ASHTAG KARELLIOSH!

THE INVOCATION OF THE NABU GATE

Spirit of the Swift Planet, Remember!
NABU, Custodian of the Gods, Remember!
NABU, 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 NANNASIN, I call to Thee!
By the Name which I was given on the Lunar Sphere, I call to Thee!
Lord NABU, who knoweth not of Thy Wisdom?
Lord NABU, who knoweth not of Thy Magick?
Lord NABU, what spirit is not conjured by Thy mystic Writing?
Lord NABU, what spirit is not compelled by the Magick of Thy spells?
NABU LORD! Lord of the Subtle Arts, Open the Gate to the Sphere of Thy Spirit!
NABU LORD! Master of the Chemical Science, Open the Gate to the Sphere of Thy
Workings!
Gate of the Swift Planet, Open unto me!
IA ATHZOTHTU!
IA ANGAKU!
IA ZI NABU!
MARZAS ZI FORNIAS KUNPA!
LAZHAKAS SHIN TALAS KUNPA!
NABU ATHANATOS KUNPA!
IA GAASH!
IA SAASH!
IA KAKOLOMANI-YASH!
IA MAAKALLI!

THE INVOCATION OF THE INANNISHTAR GATE

Spirit of Venus, Remember!
INNANISHTAR, Mistress of the Gods, Remember!
INNANISHTAR, Queen of the Land of the Rising of the Sun, Remember!
Lady of Ladies, Goddess of Goddesses, INNANISHTAR, 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 NABU, I call Thee!
By the Name which I was given on the Sphere of NABU, 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!
INANNISHTAR, Queen of Night, Open Thy Gate to me!
INANNISHTAR, Lady of the Battle, Open wide Thy Gate!
INANNISHTAR, Sword of the People, Open Thy Gate to me!
INANNISHTAR, 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!
RABBM I LO-YAK ZI ISHTARI KUNPA!
INANNA ZI AMMA KUNPA!
BI ZAMMA KUNPA!
IA IA IA BE-YI RAZULUKI!

THE INVOCATION OF THE SHAMMASHUDDU GATE

Spirit of the Sun, Remember!
SHAMMASHUDDU, 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 INNANISHTAR, the Sphere of LIBAT, I call to Thee!
Illuminator of Darkness, Destroyer of Evil, Lamp of Wisdom, I call to Thee!
SHAMMASHUDDU, Bringer of Light, I call to Thee!
KUTULU is burned by Thy Might!
AZATOTH 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 splendor, 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 Scepter, 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 KUNPA!
ZI DINGIR UDDU-YA KUNPA!
ZI DINGIR USHTU-YA KUNPA!
ZI SHTA!
ZI DARAKU!
ZI BELURDUK!
IA SHTA ANPAK! IA!

THE INVOCATION OF THE NERGAL GATE

Spirit of the Red Planet, Remember!
NERGAL, God of War, Remember!
NERGAL, Vanquisher of Enemies, Remember!
NERGAL, 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 SHAMMASHUDDU, I call to Thee!
NERGAL, God of the Sacrifice of Blood, Remember!
NERGAL, Lord of the Offerings of Battle, Remember!
Ravager of the Enemy's Towns, Remember!
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 by SHAMMASHUDDU, I ask Thee, Open!
IA NERGAL-YA!
IA ZI ANNGA KUNPA!
IA NNGA! IA NNGR-YA!
IA! NNGYA! IA ZI DINGIR NEENYA KUNPA!
IA KANTALAMAKKYA TARRA KUNPA!

THE INVOCATION OF THE AMARDUK GATE

Spirit of the Great Planet, Remember!
AMARDUK, God of Victory Over the Dark Angels, Remember!
AMARDUK, Lord of All the Lands, Remember!
AMARDUK, Son of ENKI, Master of Magicians, Remember!
AMARDUK, Vanquisher of the Ancient Ones, Remember!
AMARDUK, Who gives the Stars their Powers, Remember!
AMARDUK, Who assigns the Wanderers their Places, Remember!
Lord of the Worlds, and of The Spaces Between, Remember!
First among the Astral Gods, Hearken and 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 Mighty NERGAL, I call to Thee!
Hearken and Remember!
AMARDUK, Lord of the Fifty Powers, Open Thy Gates to me!
AMARDUK, God of Fifty Names, Open Thy Gates to Thy Servant!
By the Name which I was given on the Sphere of NERGAL, I call to Thee to Open!
Gate of the Great God, Open!
Gate of the God of the Double-Headed Axe, Open!
Gate of the Lord of the World Between the Worlds, Open!
Gate of the Conqueror of the Monsters from the Sea, Open!
Gate of the Golden City of SAGALLA, Open!
IA DAG! IA GAT!

IA MARGOLOBABBONNESH!
IA MARRUTUKKU!
IA TUKU!
SUHRIM SUHGURIM!
ZHRIM ZAHGURIM!
AXXANNGAB!
ANNAXAXAG!
ANNABABILL!
IA UKUKU!

THE INVOCATION OF THE NINURTA GATE

Spirit of the Wanderer of the Wastes, Remember!
Spirit of the Planet of Time, Remember!
Spirit of the Plane of the Hunter, Remember!
NINURTA, Lord of the Dark Ways, Remember!
NINURTA, Lord of the Secret Passages, Remember!
NINURTA, Knower of the Secrets of All Things, Remember!
NINURTA, Knower of the Ways of the Ancient Ones, Remember!
NINURTA, Horned One of Silence, Remember!
NINURTA, Watcher of the Ways of the IGIGI, Remember!
NINURTA, 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, AMARDUK, I call to Thee!
Hearken and Remember!
NINURTA, Dark Wanderer of the Forgotten Lands, Hearken and Remember!
NINURTA, Gatekeeper of the Astral Gods, Open Thy Gate to me!
NINURTA, 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 AMARDUK, Master of Magicians, I call Thee to Open!

IA DUK!

IA ANDARRA!
IA ZI BATTU BA ALLU!
BALLAGU BEL DIRRIGU BAAGGA KA KUNPA!
BEL ZI EXA EXA!
AZZAGBAT!
BAZZAGBARRONIOSH!
ZELIOG!

Wherefore the THE WALKING OF THE GATES hath come to an end.

THE GREAT CONJURATION OF ALL THE POWERS

A prayer of thanksgiving, even upon the rightful completion of the Walking of the Gates of the Zonei.

SPIRIT OF THE SKY, REMEMBER!
SPIRIT OF THE EARTH, REMEMBER!

Spirits, Lords of the Earth, Remember!
Spirits, Ladies of the Earth, Remember!

Spirits, Lords of the Air Remember!
Spirits, Ladies of the Air, Remember!

Spirits, Lords of the Fire, Remember!
Spirits, Ladies of the Fire, Remember!

Spirits, Lords of the Water, Remember!
Spirits, Ladies of the Water, Remember!

Spirits, Lords of the Stars, Remember!
Spirits, Ladies of the Stars, Remember!

Spirits, Lords of War, Remember!
Spirits, Ladies of War, Remember!

Spirits, Lords of Peace, Remember!

Spirits, Ladies of Peace, Remember!

Spirits, Lords of the Veil of Shadows, Remember!
Spirits, Ladies of the Veil of Shadows, Remember!

Spirits, Lords of the Light of Life, Remember!
Spirits, Ladies of the Light of Life, Remember!

Spirits, Lords of the Infernal Regions, Remember!
Spirits, Ladies of the Infernal Regions, Remember!

Spirits, Lords of the Lords of AMARDUK, Remember!
Spirits, Ladies of the Lords of AMARDUK, Remember!

Spirits, Lords of NANNARSIN, Who maketh his ship cross the River, Remember!
Spirits, Ladies of NANNARSIN, Who maketh his ship cross the skies, Remember!

Spirits, Lords of SHAMMASHUDDU, King of the Elder Ones, Remember!
Spirits, Ladies of SHAMMASHUDDU GULA, Queen of the Elder Ones, Remember!

Spirits, Lords of TSHKU, Lord of the ANNUNAKI, Remember!
Spirits, Ladies of the Goddess ZIKU, Mother of ENKI, Remember!

Spirits, Lords of NINNASU, Our Father of the Numerous Waters, Remember!
Spirits, Ladies of NINNUAH, Daughter of ENKI, Remember!

Spirits, Lords of NINNGHIZHIDDA, Who upheaves the face of the Earth, Remember!
Spirits, Ladies of NINNISI ANA, Queen of Heaven Remember!

Spirits, Lords and Ladies of the Fire, GIBIL, Remember!

Spirits of the Seven Doors of the World, Remember!
Spirits of the Seven Locks of the World, Remember!

Spirits of the Eight Directions, Remember!

Spirit KHUSBI KURK, Wife of NAMMTAR, Remember!
Spirit KHITIM KURUKU, Daughter of the Ocean, Remember!

SPIRIT OF THE SKY, REMEMBER!

SPIRIT OF THE EARTH, REMEMBER!

AMANU! AMANU! AMANU!

*Here endeth the Great Conjunction, yea, and here endeth
the Book that is known as the Book of the Gates of the Necronomicon*