

## DE VERMIS MISTERIIS

It is supposed that the authorship of “De Vermis Misteriis” belongs to Roman Tertius Sibellius (280 B.C. - ?). In youth he served in the armed forces in Egypt. He was especially known by his smart intellect and passion to collect some artifacts. He bought several statuettes, amulets, papyrus scrolls of religious and philosophical content. More often he just took it in power from inhabitants.

As the most of sensible people of that time, he was strongly against Christianity. But, it might be that he saw no reason to worship Roman Gods.

It was mentioned in secrete documents, written by the order of Julian and kept in present time in some short fragments, that Sibellius was joined to these horrible cults by Ethiopian black sorcerer Talim. The same documents let us see the date of writing of “De Vermis Misteriis”. It is 331 A. D. As we can know, in this time Sibellius was dismissed from the forces and living in his house in Roma.

So, there was some writing in latin mentioned the names of the Elder Ones four century before Necronomicon.

The book was spread very often among the adepts of black magic and forbidden by christian emperors. In the time of Feodosios II the Great almost all copies were destroyed. But the “Misteriis” survived in hands of the adepts of Black art, who found the shelter among barbarians near the far borders of empire.

In some sense, Dark wisdom came forward due to persecution and exiling from well developed countries, and it was more attractive, than a holy bliss. So barbarians knew and accepted it first before they were baptized.

Dark wisdom were established quickly on the paganism, and the missionaries roaming over the Gallia and Britannia were very amazed, when they met active satanic sects among people, who for the first time of the history knew Christ as a cursed bastard and a false messiah, but not as a savior of the world...

One of those sects has achieved great and unlimited might. In total isolation from the world, it survived not only medieval times, but also English bourgeois revolution.

In 1680 abbot Bartholomew came to the patrimony of the count Kevin Merchant to execute the secrete order of the pope Innocenti XI: to make an investigation of “blasphemous and dangerous actions of count”. This secrete is unveiled in abbot’s memoirs, written after his final departure from the church. He says here clear, that he does not see the reason to keep the secrete and he does not fear the vengeance and punishment of holy inquisition.

Might inhuman intellect of Merchant discovered the true aims of the abbot. But count did no trial to hide his belonging to the worst kind of magicians – Sorcerers, and by his own good will he shared his terrible knowledge with the abbot.

Soon the abbot Bartholomew did not only investigate the “blasphemous actions”, but also took part in horrible occult experiments, and later he joined to the ancient and ominous cult of Alyah – Unlimited, Formless Chaos and Insanity from Beyond.

We can know how he found the Book in the dense woods of the North England. It was in some lost settlement that is not pointed on the map and surrounded by the swamps. Only inhabitants knew the paths through the deadly swamps. Invisible watchers guarded the village. In civilized world that place was known as a cursed one, for some traveler lost in those woods were often found dead at the swamp, and some people disappeared there without leaving a trace.

Abbot, consecrated in tradition of Sorcery, was able to not only to reach the village alive, but also to come back with the latin text of the Book. Some parts of this one, Black Tablet par example, were written in the dead language. Abbot translated them in latin, as he might have had a key. The Book consisted also two special alphabets, the Old of 22 and the Young of 17 symbols.

That is the history of the ancient writings, called “De Vermis Misteriis” (in latin). From the middle of past century “De Vermis...” were often met on the counters of book sellers.

We offer you the translated version (from russian to english) of the Book printed in some private printing-house in Leiptzig.

## **PART I**

### **Invocations**

In the Name Of Him, Who Dwells In The Gloom, Standing behind/before the Line  
In The Name Of Him, Who makes the foundation of the worlds cracked,  
for they can not survive His Might and all smashing Power.  
O, You, Who are waked up with the boiling blood of the maids,  
Here my calling, come to the sinful earth, rejoiced in the screams of sacrifices.

From the Seven Pits/Wells of Emptiness, From the Nine Lands of Oblivion,  
Come forth, Lord!  
Yain! I worship You!  
Yain! I serve You!  
Yain! I praise You!

Shall the sun grow dim! Shall it fall to pieces! Shall the Horror of times before come back to us!  
Egh'yaggihn!

Nghe! Adamant Yath Yattharlrl!  
Nghe! Insatiable Eggalahamosh!  
Nghe! Unseen Ashtanga Yadu!

Yain, the Lords of Alyach! Egh'yaggihn!

That is the way of prey to the Worms, They are the Lords of the Black Path and Knowledge  
From Beyond, coming in Twilight to be sated.

On the earth that is full of the despicable life, the one who worship the Alyach will achieve the  
Power, when accomplishing the misterii of this Book and spilling the blood of women and  
children, sacrificing their entrails to the Deities, which were before the Beginning of all, for  
They does not accept the insipid food.

To awake Them, he has to follow the rules of Kerosh told in the first lines of the Black tablet;  
He must be merciless, addicted to perversion and as desired of might, as it possible and do not  
stop before anything to achieve it.

And even though many things are changed, terrible rites of Alyah will be never changed, and the  
Sorcerers follow this way form the beginning of times, awaiting their hour that is the Hour of  
Fission and Split.

Everyone, who are ready to open his eyes in the gloom, will discover these secretes and the rites  
of worship to the Masters, who consists nothing human in Themselves. Everyone, who looks by  
the eyes of the dead, will see and understand, for this is the words of the Masters:

Listen and obey, you, born from the mothers wombs. Stretch down before your Master, who is  
faceless and looks like a mist, otherwise you are the stinking carrion.

Listen and obey, you, born from the mothers wombs. Revere the creatures of the angles and  
crossroads, let the warm blood of you children feed them, and let their progeny will be fed on it  
and grown for the sake or release of Those Who Sleep in the pitch pits.

Listen and obey, you, born from the mothers wombs. Bow your heads before those, who speak  
the languages of the Dark world, for the world of the light is cursed and enslaved by them  
forever.

So give your praise and tribute to Him, to the Lord, Who Dwells Among The Graves and Comes Inside The Walls and bow before His Reflections: before Those, Who are Formless Yog-Sototh, Terrible Tsathoggua and Merciless Azagthoth.

Build the altars on the places where the skin of the earth grows thinner, on the edges of the swamp and on the tops of the rocks, and put on them your gifts. And the prophecy will come true, and the Residents of Stars will answer you.

You have to know that there is the form and measure in the worlds before the line, but there are no both of them in that is beyond the line, for those who dwell there are their forms and measures in them. The name of this line is Zenrit Maynjosh, the Lord of the Borders, and a line has characteristics of two kinds. Beware the monsters of the Border. They have no rules and there is no symbol, no seal and no word to stop them. But higher creatures cross the Border and rejoice accordingly to the law.

Worship to Lower Gods desecrates a man, who is a filth enough. The worshiper of Alyach or Demons will be blessed and successful.

And the clay/earthen vessel that is a human soul will fall to pieces, and will be nothing after it, just abomination and impurity, and it will be revived in dirt, till it will die again.

The path of Alyach leads to the Rupture/Gap and immortality. The one who comes this way will be united with the Masters, for They tell about it.

Stay, captured by Horror, before the stones of the border. And let the eyes of someone who breaks the rules and dares to enter will burst and his entrails will fall down.

Stay, captured by Horror, beholding five rings around the sun, when the Moon looks like a melting flesh.

Stay, captured by Horror, but not recoil from the death of your soul, for it is rebirth, and rebirth is eternal.

### **Invocation Of The Four Ends/Bounds**

You should spell it right before you read the cursed Books.

Sth'a Aal Nrheg Naboos Nattaru Sent  
Nhev Kelomosh Aznu Ei Tanaish  
Ealu Nehgihgn Asa Uruku Tlem

### **Malediction**

It is to be spelled to when aiming to bring irremediable harm.

Snez Marduck Apan  
Elisab Gagnum Aresh  
Varaman Zaatu Haddesh  
Apashu Tamashtu Tarfu  
Legb Shagannu Aratu Hgeer  
Neshi Aypan Oe Aah

### **Useful Tools Of The Sorcerer**

**Faynzeh**, the Dagger, used to kill and sacrifice. The blade with three big jags made of copper, and the handle made of human bone. These symbols should be carved with the iron cutter on the handle:



**Formula of dagger consecration:**

Ammalu Ate Elnan Slota Ningishzitaah  
 Asatu Tcheatyohosh Avuasebo Ntsheg  
 Lamashtu Krhe Al'ayn Rleeh

Dagger used to be kept in the piece of cloth, saturated with menstrual blood.



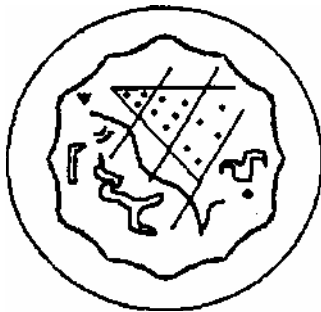
**Rlang** is the thing, where the Sorcerer put his soul during some rituals, especially during penetration into Space Beyond. To make it, you should find empty shell or small piece of tree on the shore of the sea or lake with salt water. In twentieth day of a Moon bury the thing not further than ten steps from the tide line. Nine days later outline this place with two circles with symbols, burn the torch of tarred burial shrouds south from the circles and make a consecration.

**Formula Of Rlang Consecration:**

Khlu Sya Asa Nmrihg Aym Ehgu Akaman

Tener Su Roa Aghrataziah Scapatum Hot Leoh

After consecration dig the Rlang and keep it hanged inside the pit, two cubits above the water.



**The vessels of gifts.** It should be made of clay and fired, adding in fire the wool of black dog. Draw the double wavy line surrounding the vessel – the symbol of Zenrit-Maynjosh – the Lord Of The Border.

**Formula of vessel consecration:**

Nhvar Kelk'ha Nrtsen  
 Hl'ha Snyagfesh Vel  
 Sighnezerayn Tlu Annaa Urtu Rosh

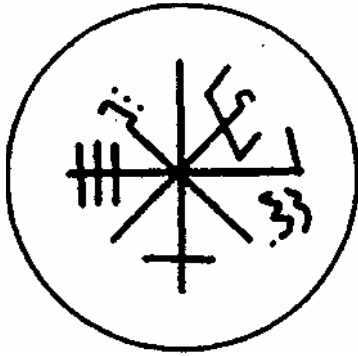
*The symbol on the cover of the vessel*

**Saucer and tongs for a sacrifice.** Both things should be made of copper, for this metal in itself is the gates to the Beyond, when it is used well and right. It is necessary to stamp the seal on the back of saucer and symbols of the Young alphabet on the tongs.

*Symbols on the tongs*



*The Seal on the saucer*



### About the places of worship and about the might of the Dead Names

This writing is cursed. The one who don't possess the formulas and whose soul is not as blacker than the ashes will get nothing here.

Servants of Alyach know that the worlds appeared in Emptiness, and other Emptiness will be after them, and It will be unspeakably more horrible. And on the eve of the last the Monsters comes from the other side and eat the flesh offered to Them or forsaken by the lower Gods without care.

They are immortal, and the traces of their presence/existence can not disappear, for the heaven lights will disappear first, but not them.

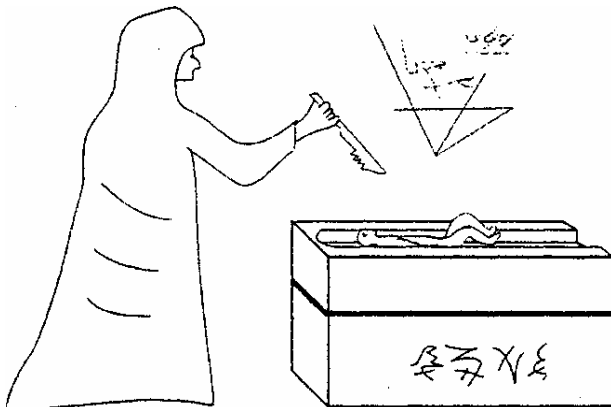
And every time They come marked with scars on the body of the earth.

These places are solitary or inhabited by insane outcasts, worshiping the Forces of Evil. All birds keep off this area, except those who feed on the carrion. Some mortal feel loneliness, fear and deep solitude, if he does not live there long time.

It is possible to see there white shivering shadows, crawling upon the ground, and the grass under them grows yellow and withers. Consecrated into some secretes of sorcery come there to make the most horrible destructive and harmful rituals.

It is expedient to build the altars and make sacrifices where all living flesh can feel the poisonous breathe of the Monsters.

Altar should be made of one unbroken boulder. Its length should be more than height of a man, and its width is equal to the half of its length. Then the adept girds the block drawing the double wavy line above the ground on the distance equal to the half the height. After it adept make a hollow for the sacrifice.



An altar should be raised on the bones of sheep and man and round segment of the hollow must be oriented to the east. The body of sacrifice placed in the hollow, so its head is oriented to the east. The sorcerer stays on the east close to the altar and to head of a sacrifice placed on it. Sorcerer should stab by his right hand. The stab should be deadly, but the sorcerer should not let the sacrifice die fast. So he should stab into the belly, but not into the heart. And if it is necessary to take the entrails for the following rituals, he should cut the throat of the sacrifice.

Every time, before the ritual action, sorcerer should smoke over the altar with aconite and marc of Sumah.

### **Formula S'Fan (“Sacrifice”)**

The word S'Fan has two meaning. First one is sacrifice, and second is children of a man. Sorcerers see S'Fan in second meaning, and the Masters, Reflections and Gate-Keepers see it as a sacrificial offering and good food.

Before the sacrifice:

As Natatlemash Abashtu Nrig  
Ahhatanikosh Smell Tezaraybon  
Al Shuhra Sten Urgentash Nriyasn  
Varb Nucash Kha Ehu Tahag Eragal  
Ahazo Nri Terduscimas Ozoa

Before taking the entrails:

Ama Ya Nustu Avarosh Neber Arit  
Unnatat Etan Ksha Ateg Kvhe  
Nerbesh Osot Sha Nefelaym

Sacrifice on the altar should be done to propitiate the Gates-Keepers existing in this world, but unseen to the eyes of the mortals. It is the first step of the rituals of Alyach, rituals of gift offering.

The number of the Gates-Keepers is equal to the number of Reflections, but They are not equal to each other.

The Great Ctulhu is a Guard of the Left side – the part of the Universe that consists some unsteady and misty substance. This substance is in the basis of the things without constant form and with eroded contours. He comes to the earth from the waters of the sea, when the lights can not protect the world from the murderous killing radiance of the Black Stars, arranged in the constellation Northern Crown.

Sorcerers bring Him male infants, putting the amethyst on their neck, for the amethyst is the stone of Him. After absorbing the life, contours of Left side become harder and its substances can influence on material things by/through the Sorcerer.

It is not a truth that Ctulhu can not come without help of the Sorcerers. On the contrary, He executes the law and gives the order to them, and they are glad to do his will, to open the Gates.

Master of the Serpents Yheg is a Guard of the Right side that is as hard as the world of the earth. Sorcerers bring Him pure and an innocent female, whose life force absorbed by the right side makes material things changeable and submissive in the hands of the Sorcerer. So that the sorcerer can turn some substances of material world to other things.

That is why the title of this Guard is Master of the Serpent, for in His embrace all hard things leave their skins and present uncovered before Him.

Everyone, who just make a trial to see Him will lose the sanity and become a slave of the Creatures of the Border.

But the Sorcerer can see the Great Ctulhu without any harm and troubles, if he put his own soul into the shell of Rlang.

Twelve winged Koth is the third Guard. His nature is lesser comprehensible. He appears and acts as on the Left side, as on the Right one. He is the Keeper of the Stone Tomb and Cursed Writings.

His Power is so Might, that just His Name can destroy the shrine of any Young God. The Sorcerer dedicates to Him the heart of the grown male human, who drinks only salt water and eats only manure three days before he will be sacrificed. Each day at dawn and sunset Sorcerer must lash the man upon his genitals by the leather belts with copper plates sewn on them. So that the sorcerer extinguishes the pride of stinking human males for the veil will fall down from their eyes and they will be ready to meet a Guard with open look and desired of death.

This formula should be spelled above the warm and trembling heart in the hands of a Sorcerer:

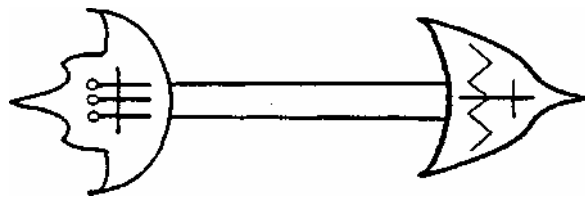
Za Inezz Azaho Esteniosh  
Nosapar Tenehgo Anaygp.

### **Searching the bones of the Sorcerer. Arrow of Ghat.**

There is no place on the earth where there is no grave of the wizard. But even the one who sees through the ground can not find the grave of the Sorcerer, for his grave is situated in the dark unseen part of this world.

You should search the grave of the Sorcerer to take the scrolls from his bones. When someone looks at these scrolls he will know and understand the meaning of any symbol and read any writing.

To search you have to be skilled in hearing the sound of the lines Dha and see the difference of Colours.



Arrow should be made of pure iron. Its body length is equal to one Yasn (elbow of the Sorcerer) and its head and tail are equal to the palm.

To consecrate the arrow you have to dig the square pit eight Yasn side lengths and five Yasn deep, and then fill it with the corpses of dogs, man and rats to the top. Just when the smell fills the air, pour the rotting flesh with tar and burn it.

Then you come around the pit from the east to the west stepping by the circle line on the distance of three Yasn from the edge of the pit and spell:

Yehg He Shapatu Eghneme Nie  
Haab Ikash L'ha Ernunnu N'kas  
Ninertu Sbash Ula Ereh Taaf Hysn

Right before the consecration bury the pit and never come to it again.

Best time to start the search is the rainy day. Clothed in woolen cloak with hood, with Helmsman/Pilot amulet on your neck you can begin your trip.

Dig the grave with copper spade marked with the seal of Saccath. This tool should not touch the ground till you find the grave. So the handle should be short, and you have to bind the spade to your back.

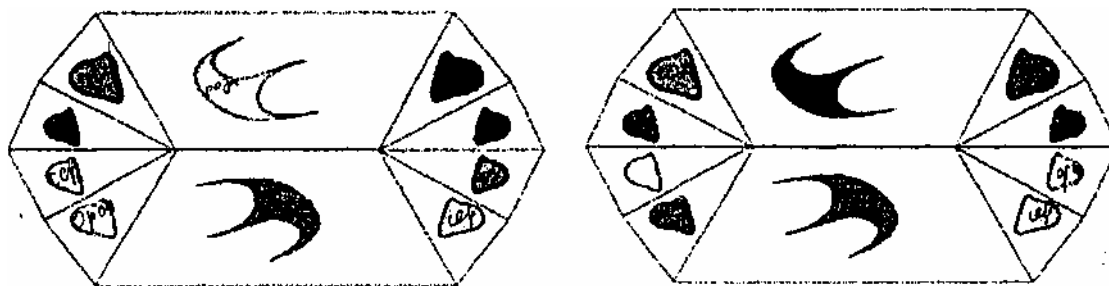


Stay face to the North, take the Arrow in your left hand and spell loud the invocation to awake the lines of Dha and to know the destinations of the unsteady bounds of the Creatures Space, but not of the earthly world:

Alu Nmar Est N'zaaf  
 Sya Damalliah Ninferez Kalannu  
 Esanr Tsamalaman Varatur Ekonosh  
 Nemellbe Ennugi Svar

Then closed your eyes and put your right palm upon them await the vision of the lines of Dha. At first they will be white and glimmering, and then they become black and glittering. They divide the Poles, which has the colors accordingly to each of them. When the grave is near, the colours will be changed. In the same time the lines start to sound.

Then you can open your eyes, but the vision won't disappear. But if you open your eyes before the Lines grow black and Colours appear, you will find horrible death and die in torments. The bones of the Sorcerer attract the Arrow with great power, so that you can lose the Arrow. It is inadmissible. The Arrow of Ghat is the only one guide in these conditions. Without it you can not find the grave and you can not come back. You should follow the Arrow and await the change of colour.



**In the beginning of the search**

**Close to the grave**

At first the Upper Pole becomes black, and the Upper Right Pole – like emerald. Then all colours will be changed. Then the sound of the Middle Line becomes gained. When the finder comes close to the grave the sound is very loud. He should stop here, and not making a step kneel down on one knee and thrust the Arrow into the ground. In this moment Lines and Poles will disappear, and the look of the Sorcerer comes back into the world of the earth.

Wherever he will find himself, nobody will be there close to him. No man, no animal. For there is no path for the mindless cattle, and time comes another way here.

The finder can hear some quiet singing “Nnnnnnnn” if he found the grave of very strong Sorcerer. And if he digs this one, he will be in great danger.

First of all the finder should dig two ditches around the Arrow, then take this one and continue to dig. When he found the burial shroud of the Sorcerer, he will see the skeleton different from the human. Then he should break left and right shin-bones by spade and take the cylinders. If he opens them, he shall see the scrolls. At first he should look at the scroll from the right shin. There is the key to writings. Just one look at it is enough to possess the key and to comprehend the Dead Dialects.

The scroll from the left shin consists the secrets that let the finder to become the Sorcerer. It is the line that divides that was happened to the finder till the search was complete and may be expressed by the words of human language from that will happen to him later and that could be told and described.

Shall the mortals know one thing: the one who found the secretes will be buried in the same grave in the end of his days, and his last steps will be mysteriously covered from the human

beings. And someone will come and find him, and break the bones, and take the scrolls, and become the Sorcerer till the time will come. So will be it. For the Corpse is immortal and all who comes to It are its parts.

## PART II Black Tablet

From the fission, from the split, from Timeless;  
From the temples and tombs without exit;  
From the far realms, forgotten before they are remained;  
From those Hollows, which are beyond the bounds of day and night, there is no place for the  
breath of life;  
From the source that none can name, from the City of the Black Stones;  
Complete before any beginning;  
So are these Mysteries.

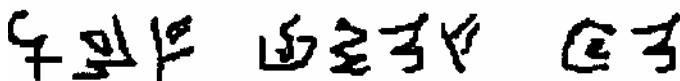
The Worm dwells in empty and cold space that is around the stars and planets and all things, and  
that pierces them all.

He also exists in the shade of every living creature and grows inside of it, and devours it, and  
become bigger and stronger. When He devour the shade and leave only trifling useless pieces,  
the living flesh will die. But if it recognizes Him as its Master, it will be a God in that moment,  
and the sanity contained in it will be the sanity of the great Sorcerer.

In this case the Worm will no devour the shade and fill it joined to it. And someone, who was a  
man before, becomes a Sorcerer. He can not be destroyed by anything or anybody. Only His own  
mistake can destroy him. If His body will be murdered, He will be revived, and woe and distress  
to everyone, who dare to stay on His way.

Kerosh is unseen city. Here the soul of the Sorcerer finds the rest after death of the body and  
from here it comes back into the living world through the gates of Rlyech.

The first line of the Tablet is the wind withering/consuming the bodies and turning them to dust.  
It is the first law of Kerosh:



**Absu Tkchiamnt Nghem** – Sorcerer has no mother and no father, for He was born in Elders  
image and likeness. And cursed are the hips conceived Him and the womb beard Him and the  
house, where he was born, and all the houses one day distant from His. Cursed are the cattle and  
the harvest in that place He lived, and cursed is the ground He stepped.

He is begotten by the union of mortal woman and Stranger from beyond the Line. And the  
husband of that woman will die before the ominous alliance, and sorcerer will seduce her, but  
Stranger will lay down with her.

It meant to be and it will happen in the settlements near the Gates, raised by the hands of the  
Ancient Ones and Worshipers of Them.

The Gates look like the circles of stones or boulders standing on the round line and often marked  
with horrible symbols.

A child, whose Father is the Creature of the Other Side, has some features that uncover his  
essence. It might be some strange and unusual marks on his chest and belly, but sometime there  
are no any marks on his body. Ultimate sign and the evidence are darkening whites of his eyes  
unusual to the eyes of the mortal. But this evidence can disappear later in the age from six to  
eight weeks and appear again very seldom and in some special conditions.

Sometimes those infants grow faster than usually, but sometimes slower.

Female Sorcerer appears seldom, and it happens in times of the strongest expansion of the Other  
Side, threatening with doom and ruination to all humankind.

Conception of the Sorcerer should be realized by this way:

The chosen vessel should be a vestal maid or a young widow without children of her husband, born and spent her life in the settlement near the Gates.

Operators should build the wooden room made of planks two fingers thick and one half Yarn widths. Height and width of the room are about ten cubits, and the length is about twenty.

Smaller sides are oriented right to the East and to the West. In the middle of the eastern wall operators should set some special wooden door, made of the same wood. Size: height – five cubits, width – five cubits. It should be set on the copper hinges, fixed at the upper edge of the door. The distance between the door and the floor let to open the door easy.

There is one more room to be build and joined to the main room. Width and Height are the same, and the length is about eight cubits. Operators should make the hole on the wall in front of the door to the main room for the Sorcerer can enter easy and bring the Vessel of Gifts.



Then operators draw with coal-dust the Star of Kadash/Kadath on the floor of the Room. From the beginning of the ceremony to its end, naked woman drunken with broth of Kat leaf and root of Mandragora lays on the figure head to the west.

Operators take the piece of clear red cloth, saturate it with sweat, urine and menstrual blood of chosen woman and then put it under the door to attract the Creature.

If the Sorcerer is not skilled enough should get six sand or water watch, each equal to the 1/176 of the twenty-four hours. It is important to the right spell of seven parts of the hymn. Each part after the first one begins after constant period of time.

#### Part I

Rleh Tsah Anam  
Utmor Tev Ezeyaya Nlaa Nlaa  
Nihmg Har trag Neizarnt  
Korgugon Issozuo Nay Znim Nlaa  
Tl'aa Khan Manyim Kvaoh  
Huun Ekhlaar Nlaa Nlaa  
Tlayan Aggotro Muon Pobbir  
Hvaan Znim Nlaa  
Yir Ztat Gyla Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tnem

#### Part II

Rleh Tsah Anamm Dargonemel  
Vrvtig Niszei Nlaa Nlaa  
Nning Har Tag Neizarnt  
Tlannalman Zzot Ennemerrey Znim Nlaa  
Tlaa Kan Viiggon Zimeyag Nlaa Nlaa  
Tlayan Vergoatn Teytamosh Znim Nlaa  
Yir Ztat Gya Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tnem

#### Part III

Rleh Tsah Anamm Hmotrayn  
Yotal Osoph Zlem Sot  
Nning Har Tag Neizarnt  
Beshtabesh Apat Zimp Sot  
Tlaa Kan Kugmahamon Zlem Sot  
Tlayan Ghumdshat Anmaleyaa Zimp Sot  
Yir Ztat Gyla Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tne

#### Part IV

Tlayan Eoionotrar Hmanhaluye Tyeong Zimp Sot  
Yir Ztat Gyla Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tne

#### Part V

Rleh Tsag Anamm Hvayhvat  
Blebsahta Volh Nlaa Nlan  
Nning Har Tag Neizarnt  
Alhloruvve Ibmalanash Znim Nlaa  
Tlaa Kan Tyatanlalach Sveghonnuphon Nlaa Nlaa  
Tlayan Arverb' luoh  
Thonnadur Znim Nlaa  
Yir Ztat Gyla Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tne

Part VI

Rleh Tsah Anaram Masdimis  
Umstmaat Zhonor' n Nlaa Nlaa  
Nnimg Har Tag Neizarnt Peshtiramgar  
Salao Nakhorupush Znim Nlaa  
Tlaa Kan Hanenerim Zaolla Nlaa Nlaa  
Tlayan Vapargon Aloghalloa Krhat Znim Nlaa  
Yir Ztat Gyla Hlal Ktao Lhaem  
Yig Nglhar Yim Nlan Zarg Mlaa Tne

Part VII

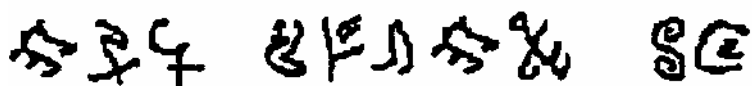
Rleh Tsah Anamm Yizidiah  
Nmollan Khatapasar Zlem Sot  
Nnimg Har Tag Neizarnt  
Laasvery Umkrhaam Asgollaa Zimp Sot  
Tlaa Kan Vaabinoton Zlem Zeint  
Tlayan Entnaonaia Pogor Zaman Zeint Zeint

Don't look into the room, if the door was opened during the spell like by the breath of the wind. If there is a loud sound of noise and rumble, it is the sign of coming of the Creature to concept the child.

Operators must destroy the room and burn it after the end of ceremony. They have to wait the birthday of a child and don't let his mother leave her house/come far from her house till the child leave the womb.

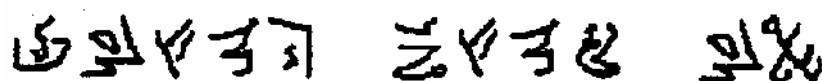
Grown strong, new Sorcerer will kill his mother and keep her blood. He will open the Gates when make the Ritual of the Tablet to invoke the Faces of Reflections and Their Monstrous Spawn that begot him and to let Them in. Only disposition of stars can disturb this. There is no power in the hands of the mortal that can stop the Invasion, and only stars can help the Sorcerer to get the success.

Second line of the Tablet is the Foundation/Base and second law of Kerosh:



**Herrb Ningesh Heg** – vile and disgusting are They, Who Lay upon the Foundation/Base. It is about lower gods, who came to the earth after the Babilonian Zar and about those, who serve them. To desecrate their shrines and to kill a two-legged cattle that kneels before their holy images – that is the pleasure and joy of the Sorcerer. To offer him just a little help – that is the curse for Him.

Third line of the Tablet:



**Tshemn Varaman Sosh** – Be active, The Messenger of the Masters. This is the third law of Kerosh confirming the equality of those, who became a Sorcerer when read the scrolls taken from the bones and those, who was born a Sorcerer.

Even though the last one might be stronger and more successful, but both of them have equal possibility.

It is confirmed by the First Law of Kerosh, for everyone who comes the path of Alyach is the Son of the Worm and the Messenger of the Master.

Fourth line of the Tablet:

𐌆𐌵 𐌹𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸

**Gha Rlan Fnzeh Lefgb.** It says that the tools of the Sorcerer – dagger, Shell, saucer and other – are the flesh of His flesh. That is why He does not let touch them by dirty alien hands. If it happens, he can not leave the alien alive. He should murder the desecrator and take his corpse to hyenas and carrion crows. He does the same with those, who look into his books or who appear in his ritual place premeditatedly or accidentally.

Fifth line of the Tablet:

𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸  
𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸

**Nemer Tehb Zenrith Mayniosh Lefgb T'fos .** It says that only bloody sacrifice will break the border. This rule is kept strictly by everyone, Who Came from the border if he reveres the Master. Masters gave the Law that should be realized for the ruin of the Universe. Dwellers of between the worlds come for that was never offered to Them, and none has any power to discuss with Them. Because nobody can ask the mercy of faces of the Monsters appeared from the tree or stone.

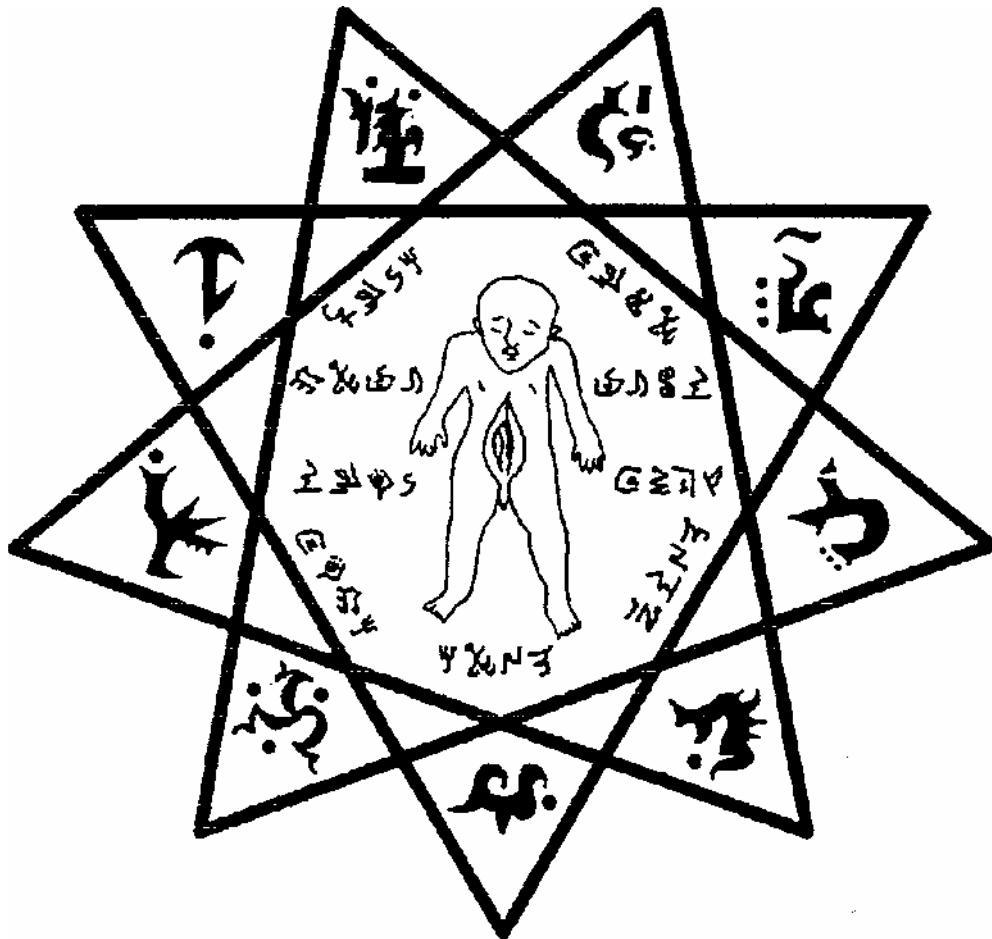
### Ritual Of The Tablet

It begins by the spell of the fifth line and ends by tenth along with some additional formulas. Sorcerer should kill and disembowel the infant on the altar following the rules strictly. Then put the gifts into the vessel and take it along with corpse to the Gates area. There he should take the gifts by tongs and put them into the saucer. Besides that, at the west side of the Gates he should place two bronze censers with the seal of Saccath on the bottom and burn the incense: Seeds of garmal, milled root of cicuta, cedar cones, dried tongue of jackal and blood of Sorcerer's mother. If operator is not the natural born sorcerer, accordingly to the Laws of Kerosh he can use the blood of his mother or blood of the woman who has a son. Operator put infant's body inside the nine pointed star, drawn on the area in the middle of the Gates. To draw he uses the special colour composition: charcoal milled with mercury drops and eyes of the hawk. Two corners of the star and a head of the body oriented to the west. Holding the body, Sorcerer spells the sixth line of the Tablet:

𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸 𐌲𐌺𐌹𐌸

### Jheg Nhashsantab Yeleh

I invoke! Shall the Forces Awake! Shall the Might Come!



Then kneeled before the smoking censers, Sorcerer spell the seventh, eighth and ninth lines of the Tablet, taking the pause in three heart beats between the lines:

୧୨୩୪୫୬୭୮୯  
 ୧୨୩୪୫୬୭୮୯  
 ୧୨୩୪୫୬୭୮୯

**Nrhigar Zeneshtu Ifaamu**

**Hesetelem ghte Ftaar**

**Alashtu Yain Zret Hamosh**

Seventh line takes the Veil away. Eighth line draws the path in darkness. Ninth line transfers the soul of the Sorcerer into the shell Rlang.

Saturated smell of the gifts says that the Gate-Keepers are favourable and ready to open the last Door to Reflections. If the smell is light and unsteady, stop the ritual immediately.

If you've got auspicious sign, spell the last formula – prelude by silent words, and the main part by loud voice.



## **Prelude:**

Ghnannhgosh, Destroyer of the living everything!  
I beg You, Rise from the slime and blood!  
Hlehz'h, stretched the body from the Edge to the Edge!  
I beg You, Rise from the Haven of Pain and Suffering!  
Krhem'l, grown fat by the plenty of gifts!  
I beg You, Rise from the sticky clotted blood!  
Krhath, devouring in the caves!  
I beg You, Rise with woe and misfortune on the heads of the mortals!  
Malanem, capturing hard, torturing foredoomed!  
I beg You, Rise with timeless and fear.  
Yalatof, digging the dens deep under the ground, striking suddenly!  
I beg You, Rise with the Veil of Disorder and Wisdom of Insanity!  
Akaman, bringing harm to everything that can breathe!  
I beg You, Rise with the ashes of the dead stars!

True pronunciation:

Ghnannhgosh Neshgirt Nat Sfantu  
Val Shasut Neter Nlat  
Hlehz'h Sanar'ru Nartazl  
Val Shasut Nbel Narratu Gataght  
Krhem'l Nla Saccath Ya Uztar  
Val Shasut Neter Nlat  
Krhath Eggalan Neyar  
Utu Geshemesh Ninurta Lebrish  
Malanem Rahalu Sfanlu Iraz  
Val Shasut Nicerish Akhitu  
Yalatof Eserru Nhatsangl Nfrit  
Val Shasut Itshegm Tesut Hiuru  
Akaman Labesh Sig'gehl Sfantu  
Val Shasut Anamru Te Utuzasht

## **The Main Part:**

Ye! Ye! Yat Saint!  
Gre Ashabtu Elushtan Alyah Alyah  
Nishtarat Belmesh! Ayn!  
Nirntargish Vootr Shamattu N'gebr  
Ataagu Aa Alyah Alyah  
Ataufn Nraft Xene Kvla  
Hgv Kryogh Evtl Avhtahg Nvab'vaang  
Evtlrapf Kshvl  
Azatoth Yog Sototh

And the ground will become covered with clefts, which uncover the contours of the path. And the Sorcerer will see the traces of the Guards, which look like the waning Moon and so terrible, that soul in flesh could not look at them, but kept in Rlang it will survive. When the bodies of the Guards begin climb out the clefts and become visible, Sorcerer should put the saucer on the ground, rise from the kneel and spell the tenth line of the Tablet:

ᄃᄃ ᄃᄃᄃ ᄃᄃᄃᄃᄃᄃ ᄃᄃᄃ

**Nar Sfan Ateg Nalniog** – here is a sacrifice!

So the ritual is complete, and then They come, the Bringers of Horror and Death.

Here are the sign of their close:

Misty circles around the sun, no less then three, and the Moon looks like captured with blue fire;

Stones and rocks are decaying and eroded and exhale the stench;

Voices from the underground scream and spell horrible invocations;

Pillars of the bright white light fall from the sky or rise from the underground;

Letters and symbols of cursed writings are exuded through the sacrificial blood spilled upon them;

Curling smoke rises from the clefts and kill all alive;

Whirlwinds, thinner than hair in the bottom and huge and vast on top, covering the half of the sky. Waving they rush as the wild horse;

Clouds move fast from different areas to the straight line and disappear beyond it.

Executing the Ritual of the Tablet, Sorcerer should watch some auspicious signs. Their combination prognosticates the success. Here are some of them: black discs and flashes in the sky, hard blows heaving the ground.

### **PART III**

#### **Keys Of Alyah**

World of four directions is surrounded with Spaces Beyond the Bounds, pressing it in their embrace to squash it. This world is similar to the wine-skin in the sea gulf. There are many such bubbles in the Universe. There are many such worlds, inhabited by two-legged ugly creatures that propagate themselves by sex. But one day each of them will burst. Thus speak the prophecies.

Usually skin of the bobble/shell could be broken in some places. It does not mean complete destruction in one moment. And innumerable hordes of creatures and monsters fall inside the world. It can happen in places, where deep hollows lay hidden under the ground.

There are the worlds, which look like drowned wine-skin. They are inhabited by descendants of the Monsters, worshiping their parents. They are known as Stars of Tesi – Hag or Black Stars. Sometimes monstrous tribe invades into the lower worlds coming through the Emptiness between them.

Space of Kerosh. It is spread inside the bubble and adjoined to its skin. It is isolated from the world of four directions by First Veil and closed by Seal. It is inhabitant by night breed, werewolves, worshiping Moon and precious stones, and by lamias. There is a city – Rlyehf, where faces of the Guards – Great Ctulhu and Master of the Serpents Yheg dwell. They sleep inside the Black Stars and wait for Their hour.

There is the space of Saccath in other side of the skin. Demons and great sorcerers of inhuman nature dwell there.

Saccath is the shelter of the worm and His power that rises, when the dead open their eyes. There is a city – Kn'en, built of dust and ashes caked in Timeless. Tomb of Koth stands there.

Further there is Second Veil and Twilight beyond It. Time is utterly disordered there and Monsters roam on the unknown paths.

Withering Desert of Khammon lays in Twilight, cold and lifeless, and stars above it lit bear not light, but Darkness and bring the wind tearing to pieces.

All it is surrounded by the Boundary that is silent, invisible and merciless. It begot all Three Veils, and everything in Its space is under Its power. But there is something beyond It and beyond Its power. Independent Nothing spreads further there – Dwelling Place of Reflections and Masters in embrace of Alyah, where all paths end before the beginning.

The Power of the Boundary is transferred through eleven Lines of Dha, pierced all directions and bases of different parts of the Universe. Only these Lines and those who follow them can pierce the Veil.

They extend:

From the Upper Pole - graves and temples;

From the Lower Pole - plains and hills;

From the Left Upper Pole - black rocks, covered with mould;

From the Right Upper Pole - tar pits;

From the Left Upper Knot – wooden cabins of ill and exhausted two legged and four-legged sacrifice cattle;

From the Right Upper Knot – dense woods and swamps full of crawling creatures;

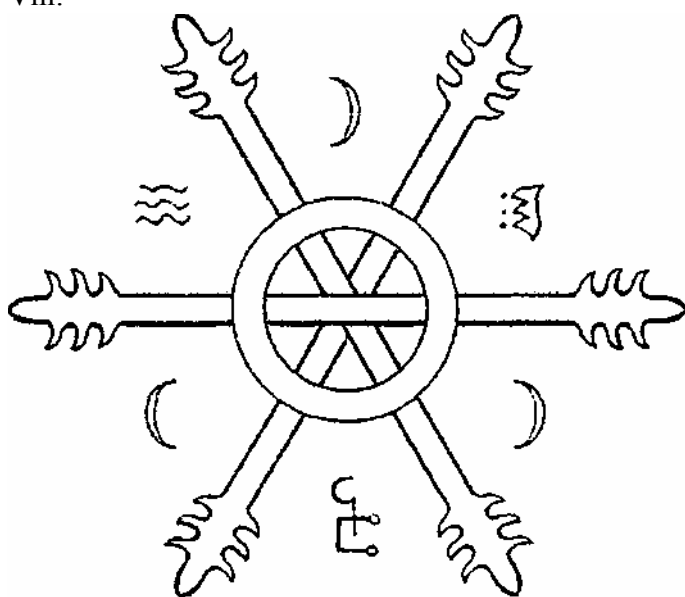
From the Left Bottom Knot – poisonous rain and curly mist;

From the Right Bottom Knot – deep caves;

From the Left Bottom Pole – rivers of fire and lakes of lava;

From the Right Bottom Pole – huge towers and citadels that mortal hands can not build.

Possessed the key can wake each Line, if he composes the word by symbols. They sound as: lower apex – Neyrh, left apex – Zsm, right apex – Eshig. Apexes of other triangular: Ksv, Ksv, Vhl.



Three branches of the key are divided to eleven parts by circumference and by the area of intersection. Each part answers to the one Line of Dha. Parts above the horizontal branch conform to all Upper Lines, parts under – to all Lower Lines. Parts inside the circumference and on the horizontal branch – to the Middle line and to all Rays. Parts situated left from the central vertical axis conform to all Left. Parts situated right from the central vertical axis – to all Right. Outside of circumference, syllable written above the part that conforms to some chosen line includes the syllable written under the under this part. If the part is situated inside the circumference, syllable written under the part bordering to it by the circumference includes the syllable written above.

For example: Word for the Left Lower Knot could be composed by this way: split syllable Neirh on two parts Nhe and Irh, put Vhl between them. We got: Nhev Hlirh or Nhvhlrh (vowels off). Remember that right pronunciation (right arrangement of vowels) of the word from the cursed pages will be possible when they are sprinkled with sacrificial blood.

When woken all Lines, you can follow the One and move along It by the power of the word, beholding the visions of the Poles joined to the Line, enter forbidden cities and see the secrete. You can cross the Emptiness and appear in every other place of this world, come unseen through the walls of house and tear out the heart of a man or drink his blood.

You can enter the altars of the lower Gods to curse them and those who worship them.

Sound of the lines of Dha becomes louder when the Sorcerer moves faster along them, and to break the borders He attacks with higher force.

#### **Directions and sound of the lines of Dha.**

Left Upper Line connects north-west of this world, Iron Base of Kerosh, Amber Base of Saccath and Absorbing Direction of Emptiness and divides Upper pole of Dha from Left Upper one.

It sounds: *Fayn*

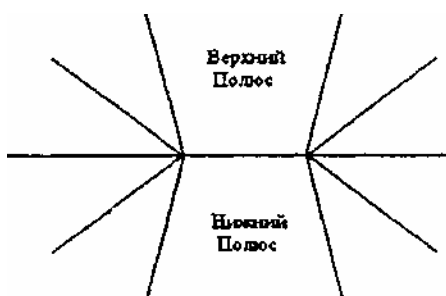
Right Upper Line connects north-east, Copper Base of Kerosh, Emerald base of Saccath, Compressing Direction of Emptiness and divides Upper Pole from Right Upper one.

It sounds: *Nlaf*

Left Bottom Line connects south-west, Tin Base of Kerosh, Jasper Base of Saccath, Tearing Direction of Emptiness and divides Bottom Pole from Left Bottom one.

It sounds: *N'gha*

Right Bottom Line connects south-east, Leaden Base of Kerosh, Ruby Base of Saccath, Twisting Direction of Emptiness and divides Bottom Pole from Right Bottom one.  
It sounds: **Fhagnn**



This is that the Sorcerer see, beholding the Lines of Dha. Upper Pole is bordered by Middle, Left Upper and Right Upper Lines. Bottom Pole is bordered by Middle, Right Bottom and Left Bottom Lines. Left Ray and Right Ray continue the Middle line. All other Rays lay between them and four (two Upper and two Bottom) Lines of Dha. Area of Pole bordered by two Rays is called Knot.

Left Upper Ray connects Moon, Iron Tower of Kerosh, Amber Pillar of Saccath, Whirlwinds of Khammon and divides Left Upper Knot from Left Upper Pole.

It sounds: **Nhaf**

Right Upper Ray connects Sun, Copper Tower of Kerosh, Emerald Pillar of Saccath, Twilight and divides Right upper Knot from Right Upper Pole.

It sounds: **Haat**

Left Bottom ray connects the wind, Tin Tower of Kerosh, Jasper Pillar of Saccath, Pits of the Emptiness and divides Left Bottom Knot from Left Bottom Pole.

It sounds: **Lha**

Right Bottom Ray connects clouds, Leaden Tower of Kerosh, Ruby Pillar of Saccath, Stars of Khammon and divides Right Bottom Knot from Left Bottom Pole.

It sounds: **Ag'haa**

Left Ray of Dha connects west, Gates of Rlyehf, Source of Saccath, Black Holes and divides Left Upper Knot from Left BottomKnot.

It sounds: **Nyaf**

Right Ray connects east, Pits of Kerosh, Gates of Knyan, Stars of Alyah and divides Right Upper Knot fro Right Bottom Knot.

It sounds: **Ehgeh**

Middle Line connects north, Mercury lake of Kerosh, Haven of Saccath, Burning Direction of Emptiness and divides Upper Pole from Bottom Pole.

It sounds: **Saaf**

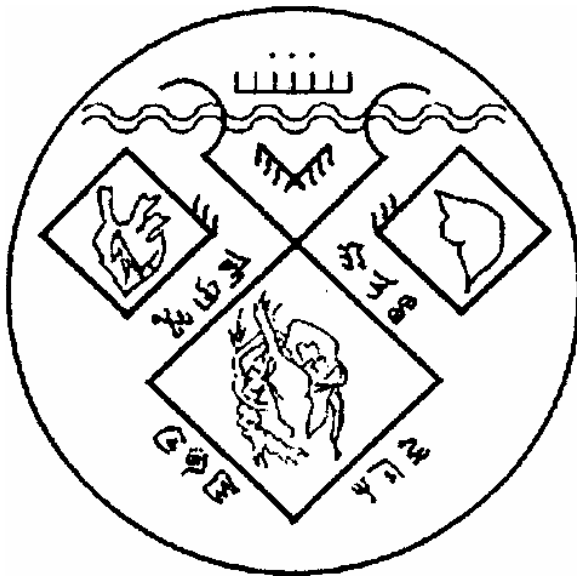
### **Sacrifice To Saccath**

When Sorcerer needs to release great power that will smash everything on the way, he can do it reading the symbols of Stronghold and he should offer the fresh food to His Masters.

He should use the receptacles of living force of infant, taking them by Faynzeh and putting them inside the figure drawn on the damp clay untouched by the day light. Figure is oriented two small squares to north.

Sacrifices should be executed in night time of eleventh or twenty second day of a Moon in the stone room without roof.

The place should be lighted with black wax candles founded with black soot and milled flowers of stramonium. Put them from the right and from the left of the figure.



Rip the belly of infant by one exact stab and tear up his chest.

Sprinkle the figure with blood. Put the heart (haven of fear) into the left square and liver (the gates of the Worm) into the right one. Big square is the place for bowels (receptacle of decay and source of life).

Then Sorcerer takes the body on his hands and spells the formula:

Enna Enna Agra Kiunnu  
Ezalag Naa Acmaru Stha Necertash  
Asa Shnisarayin Telum Eggitanash

At first, Sorcerer will hear the voices. Then the smoke will rise from the bowels, and finally, black fire will devour them, leaving just black dust. In the same time Guards will take the body from the hands of Sorcerer and swallow it. Lots and lots of claws and hands will be rushing in dark air. Insane stars will be rushing around dark sky. Favoured the Sorcerer, Guards will rush into the height in clot of black fog and disappear.

Some Sorcerers doesn't wait till the smoke will rise from the bowels of sacrifice. They offer their gifts to some other Forces and spell:

Akhaa Raatu Vaah  
Oto Tesapah Vast Zeyan Kaav  
Nrhag Nell Naar

So they can talk to Great Sorcerers, buried beyond this world, whose images appear to unveil many secretes. Sorcerer listens to them and gives them the body of infant.

Some other Sorcerers does not wait for moment when black fire will devour the gifts. They direct the life, streaming slow from the sources and receptacles, to the way of secrete sources of Saccath. They know the words to spell:

Aye Talanru Ippanapash  
Aye Naba Nyukelni Ushtenebrash  
Aye Utar Svanagpu tsonanl Maannim

In this case Sorcerers can talk to every Demon when call Him by name. Then the area inside the figure looks like flowing water and fire blazes up through it and devour the gift. Lines of the figure rise from the floor and reached the northern wall stamp on it. Then the face of the Demon appears in water. After talk, Sorcerer should throw the body into the water. It will boil up and room will be filled with blood red fog. Demon will disappear in it.

### **Stronghold of Alyah.**

Symbols of stronghold show the army of Beyond and they are the Form representing Formless Essence. Drawn on the parchment and sprinkled with sheep blood they can wake the Monsters, sleeping deep underground. When Sorcerer touches the symbols by his hand and spell the words of Stronghold They will awake. Also symbols are connected with stars and planets and with sacred names of Creatures ruling this stars and planets. Using this symbols Sorcerer can awake mighty Sorcerers of the ancient times, buried under the stones.

Left Wall of Stronghold belongs to the First Lord of Alyach – Unbending Yath Yatharlrl, Lord of the Gates and Keeper of the Seals, Who is kept and concealed under the name of Lord of the Borders, Who possesses the Right Wall of Stronghold. To see Him is to die.

Low Wall belongs to Insatiable Eggalahamosh, Second Lord of Alyah, and Ruler of the Pits. To see him is to be dissolved.

Upper Wall belongs to Invisible Ashtanga-Yad, Third Lord of Alyah, and Ruler of the Fogs. To see Him is to disappear.

Inner Wall, situated from right upper corner to the left lower one, divides the Stronghold on two areas: Field of Reflections (below) and Field of Gate Keepers (above).

Left Corner of the Field of Reflections is dedicated to Formless Yogsototh, Ruler of Clouds and boiling Lava, the One Who realize the conceiving of Brothers in the wombs of Sisters. This Corner consists His Form. It is contiguous with Inner Wall in the point named Falanru Gates.

Symbol drawn above means planet Mercury.

Sacred names:

along the Inner Wall – Nhtsveehv – Gemini,

along the Lower border – Fathv – Virgo.

Upper Corner of the Field of Reflections is dedicated to Horrible Tsathoggua, Ruler of Dirt and Bowels Of The Earth, the One Who sleeps in the Twilight.

This Corner is also contiguous with Inner Wall in the point of Falarnu Gates.

Symbol drawn above is Jupiter, below – wondering star. Sacred Name – Tschang – Sagittarius.

Right Corner of the Field of Reflections is dedicated to Merciless Azagtoth, Ruler of the Sky Stones, the One Who comes with grinding sound of destruction.

Symbol drawn above the line – planet Mars, below – invisible planet Khab. This plane rises in Invasion and sends murderous arrows.

Sacred Names:

along the wall of left corner – Nsger – Scorpio,

along the Right Wall – Ahv – Aries.

Along the Lower Wall – Knots of the planet Khab: Ksvnha (above), Fhrehg (below).

Left Corner of the Field of Gate Keepers is contiguous with Inner Wall in point named Stha Gates. This corner is dedicated to Great Ctulhu and consists His Inscription. Symbol of Deadly Moon (above) and symbol of Ardent Moon (under). Right from the Seal – symbols of Moon phases, from above to below: second, third and fourth quarters.

Sacred Names:

along the Upper Wall – Nspail – Zodiac,

along the Left Wall (three letters) – Nlar – ring of the Fog,

along the line joined the Left Wall and Stha Gates – Hsmlesh – Northern Crown,

along the vertical line, contiguous with neighbor field – Akhemn – Cancer.

Right Corner of the Area of Gate Keepers is dedicated to Yheg, Lord of the Serpents.

Left Corner of Stronghold is joined with the symbol of Venus. Symbol of ascending Moon Knot – in the Right Corner; descending symbol – under ascending.

Sacred names:

Along the Upper wall – Nhtavfh – Libra;

Along the Inner wall – Ahv – Taurus;

Between the Moon Knots – Natrail – North pole;

Along the border of the Right Corner of Gate Keepers: symbol of invisible planet Shrighm, names of the planet's knots: Tnfaa (above the symbol), Hemn (above the symbol);

Inside Ascending Moon Knot – Astazebain – Twilight;

Letters inside Descending Knot not pronounced, but they sound by themselves when Sorcerer read the Symbols of Stronghold.

Bottom Corner of the Area of Gate Keepers is dedicated to Twelve Winged Koth. Above the cogged wall – symbol of Saturn, under – symbol of invisible planet Yughot.

Sacred name along the Left Wall – Ztallnf – Aquarius.

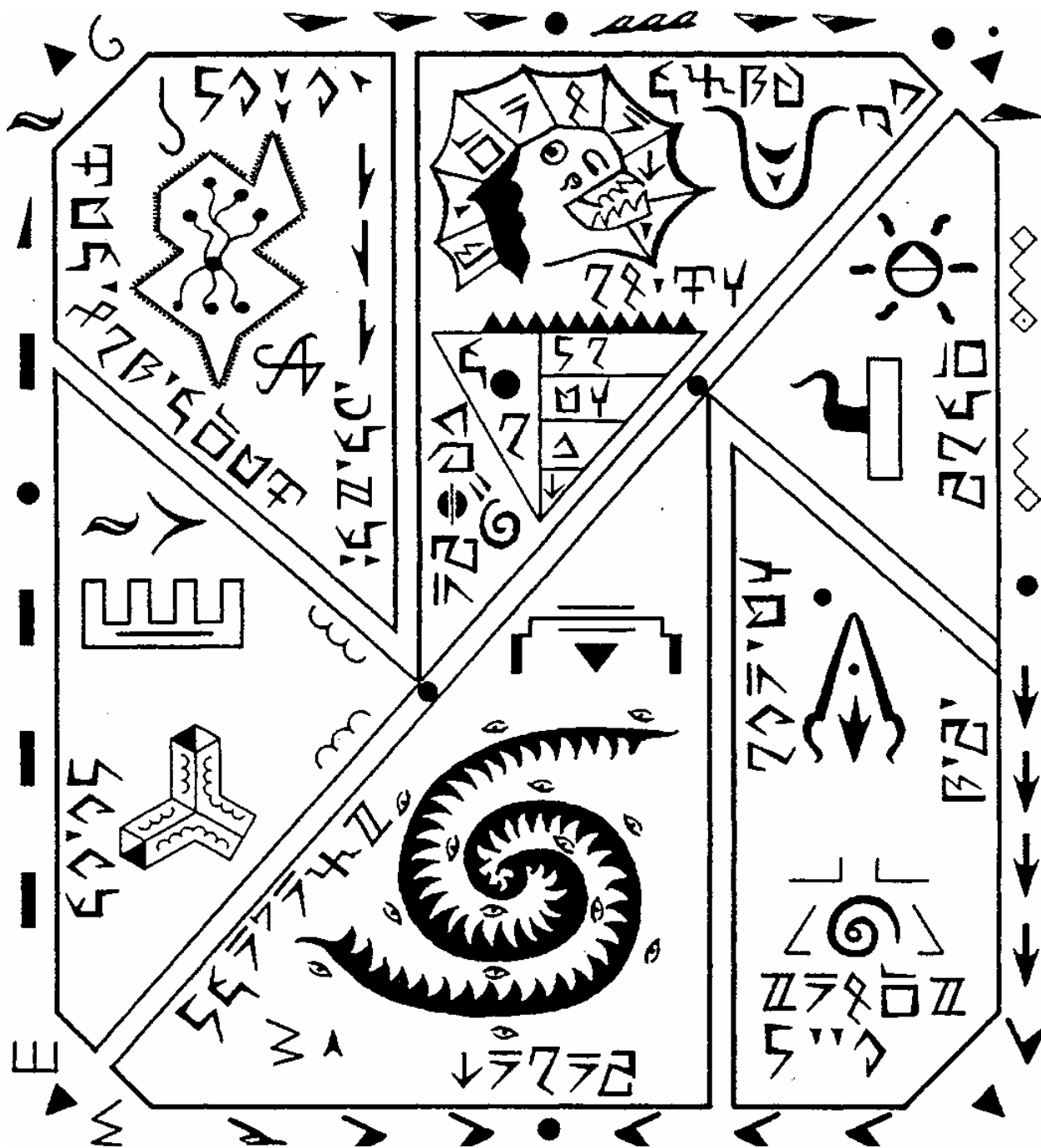
**Reading the symbols of Stronghold**

Sorcerer should draw the Stronghold on the parchment using the ink made of milled charcoal dissolved with pure water and drops of mercury, and put it on the on the stones. It might be desecrated altar of the lower gods or just a stones taken from the tomb of zar.

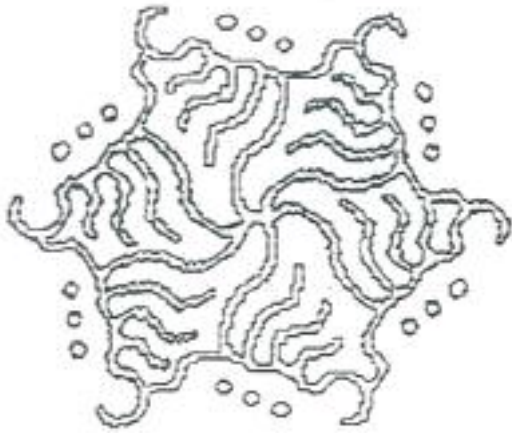
Then Sorcerer hangs the white lamb above the parchment head down, so that blood of the animal covered the picture utterly. Some drops of blood sprinkle middle and index fingers of Sorcerer. Touching the symbols by fingers, He read the words and spells them only by lips without break in order told above. Then He should touch the Walls: Upper, Left, Right and Bottom. Then He should touch the word of Power that He wants to summon. But He should know the name of Creature that rests under the ground close to the place of ritual.

He should know the word of Stronghold connected with the Creature and who is the Master of It. Otherwise Force He summoned will leave Its receptacle and kill Him.





**PART IV**  
**Secrete Symbols**



**Summoning The Star Dwellers.**

These creatures are invisible till They drink the blood that fill their bodies and makes Their contours visible.

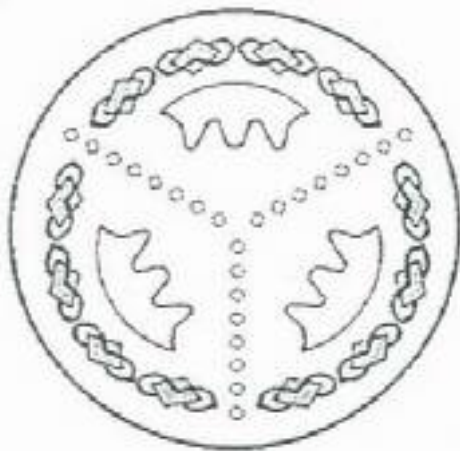
To summon Them you should find some big stone lying on the plain overgrown with grass or ruins of the old temple. Sacrifice the woman not older than twenty two years and born in ninth or fourteenth or twenty third day of the Moon. In evening, when the sunset is clear, take her to the ritual place and stamp this symbol on the stone or broken wall. Kneel her down before the symbol, take your dagger on your left hand and spell:

Na Vaasettim Daesorosh  
Henezeyeh Teabsu Shosonat  
Azitenayah Na Oso Lilesh  
Nazhismih Va A Kva Ataibn  
Zutudelesh Tesniph  
Nezekarosh Aspho Mislaph  
Varanai

Then cut her throat immediately from ear to ear and step back five steps. Symbol will be shining yellow and maybe storm wind will rise. Summoned Creature will come and when sated It will talk to you.

**Amulet of Helmsman**

It needs be made of iron or copper. When searching the grave of the Sorcerer you can use them both, but in other case - only made of iron.



There are twenty four small round holes, three salient trident shaped patterns, and twelve salient rhomb shaped patterns intersected with furrows carved on the surface of amulet. Sorcerer wears it on His neck, hanging it on the lace woven of human hair and passed through two edge holes. To consecrate the amulet, stay on the top of the hill in hot burning midday, face to the north, wear the amulet as was told above and sprinkle it with blood of pregnant woman spilled into the golden goblet with seal of Saccath on the bottom side.

Formula of consecration:

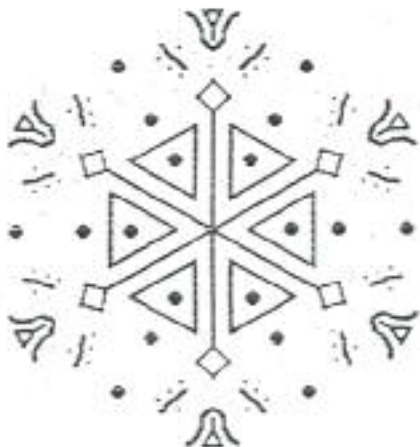
Aal Ha Serezz Aspa Nezt Neber  
A Ha Attaru Jost Ehile Apa Tenrish  
Ara Zeer Eyzehgu Laab Doshzimit  
Nefellu Tlen Yunaraizn Koph  
Sta Elizab Ata Ste Yain Nekesh

Someone, who makes sacrifice with amulet on his neck can soar above the earth and will be embraced with streams of substations from beyond this space and he won't be pierced by them, so that he can behold the Creatures in safe.

Using the Amulet, Sorcerer can walk through the bogs and swamps, and even through the boiling lava, when He wakes the Middle Line of Dha.

Also Amulet helps to see the shining of human life and to take this light by hand not breaking the body. Light needs be put into the vessel and kept for some operations.

### Seal of Kerosh



You should stamp this symbol on the surfaces, which threaten to break the Border, such as crooked/damaged walls and floor of ritual room, crooked/damaged ceiling. The seal can prevent the break and creatures, which deny the rules. Draw it on the parchment, where you wrote the spell that was told to you by Star Dweller or by Demon, or by the Sorcerer, who was buried beyond this world. But do it not later, than one day after you've told to someone of Them. Otherwise you can lose your writings, or parchment might be stolen by those, who live close to border. You will be cursed and won't wash it away even by blood of thousands sacrifices.

Draw external line by cinnabar, other parts – by charcoal.

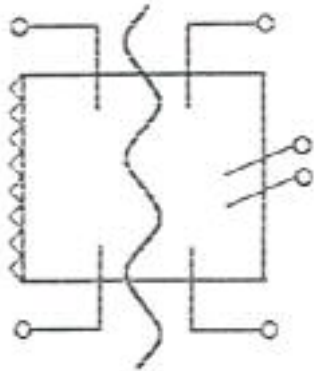


### Seal of Saccath

Sorcerer should stamp this seal on the shield. When He wakes the Right Upper Ray of Dha, shield in His hands will reflect the sunlight, so that it turns to murderous rays burning the earth/ground. When He wakes the Left Upper Ray, moonlight reflected in shield will dig the pit of any deep to talk to Sorcerers of the most horrible kind. They do not belong to human tribe and earthly world can not contain/hold Them. But Sorcerer should not do it in places, where the Monsters sleep.

## About Creatures, Dwelling near.

### Seal of Nhetz Nubar

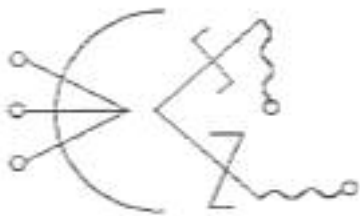


**Nhetz Nubar**, Ruler of underground cities. He also called Threshold of Timeless. He opens the secretes in dreams. He rules over ghosts and creatures living inside the walls there where the skin of the earth is thin.

Power of his name allows to see secrete essence of things and to understand the origin and purpose of relics and other things of power.

If the thing is hidden in useless stone or clay receptacle, Sorcerer can break it if He draw this seal on the cover and take the thing safely.

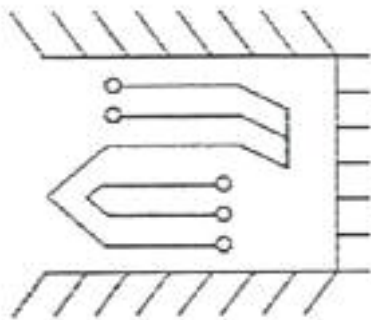
### Seal of Astago



**Astago**, Ruler of invisible paths to the places of forbidden rituals executing beyond the borders of the living world. He rules over exiled souls, which found the shelter at the gates of That Side.

If Sorcerer draws this seal near the corners of house of sacrifice, He will see how it's happened, and spilled living blood will revive those, who took part in this process. Also it is cause of children lost in settlement where the ominous house.

### Seal of Kishnu



**Kishnu** – God of the wind, rain and clouds. He commands over lots of Demons, which come to the place where his sealed drawn on the barren stony soil. His name opens the places where poisonous weeds grow and It can poison the blood of a man. And everyone will die, who touch his living or dead body.

## Ancient Gods

**Nta Izhet** – Father of Thousand eyed, Dust of Ruined worlds, Keeper of the First Book of Sorcery. He is worshiped at the black obelisks and rules over invisible planet Khab. He is in the forefront of Invasion.

**Nascar** – Father of Hundred headed, The One Who Comes From Eternity, Keeper of the Second Book of Sorcery. He is worshiped at the Opened Pits/Wells and rules over invisible planet Yuggoth.

In Invasion He is in the head of army coming from the Left.

**Ngaat** – Father of Octopuses, Pitch Black Gloom, Keeper of the Third Book of sorcery. He is worshiped at the altars made of black stone and rules over invisible planet Smirhg. In Invasion He is in the head of the army coming from the Right.

**Saynto** – Father of the Sorcerers, The One Who Harms the Pillars of the Universe. He is worshiped at the Mercury Lakes and talks to Sorcerers through Obsidian. He is The Keeper of the Black Tablet.

**Nar-Marratuk** – Tzar of the Dead, Inexplicable Horror, rising from depths with covered face. To summon Him Sorcerer should boil maids in caldrons. Invocation:

Aye Unnaphas Ta Shadu  
 Is Khvhl Nu Taoe Eh Ve Aa Kha  
 Ayatoatayn Nautsu Oca A Kha  
 Aye Asau Pashtannle  
 Tse Taa Su Naalu Kvl Kosh  
 Asain Kabitu Asain Slash  
 Aa T'nyot Ha Ateg Kha  
 Taa Apatu Eghinnu Ommlaa Sphaat  
 Kila Asu Nalgairl Kila Kila  
 Dumeshas Kut Saphammu Kila Kila  
 Tnarain Isha Tgel Kila Kila  
 Ommla Khe Ee Ja Khe Ee Ee

**Old symbolic alphabet:**  
 (pronunciation by Abbot Bartholomew)

							
Lhab	Yri	Ael	Zer	Tal	Usht		
							
Mar	Rai	Hash	Den	Fayn	Gha	Yat	Nar
							
Khet	Var	Shlaa	Soh	Yal [e]	Lhe	Nyach	Al

**Young symbolic alphabet:**

(reconstruction of Arthur Zerbo, N.S.T. of G.B.L.)



Йне



Кхат



Сор



Зелм



Гог



Рар



Вэлг



Хушт



Эл



Слим



Нрис



Троф



Ефт



Хиг



Лха



Уэб



Данг

## **Barbarian Latin**

Language of the most invocations of “De Vermis Misteriis” later was taken by many medieval mysticists to compose their formulas. It has nothing common with latin. Actually it is the mix of dialects of Ancient Assyria and Ancient Babylon. And later it was called barbarian latin, because most of spells of “Misteriis...” were written on barbarian (not Roman) dialect, but in Latin transcription. There are no grammatical rules, but they are not necessary for the success of the spell.

Here is an approximate meaning of some words and fragments (syllables) of this language:

**Al** – part. Sometimes this word means “lower god”, who can be nothing himself, but just a little part of the great everything.

**Ayn** – deny, denial need of something, condition before occult realization.

**As, Asa** – place, space. Also it means impersonal force, mindless and ruled by the mind of the Sorcerer.

**El** – hailing, accepting someone’s irresistible power and unattainability in usual conditions. Also it means Hail You! In some formulas it can be used instead of the name of High Creature.

**Khe, Krhhe** – eternity, infinity, timeless.

**Man (mann)** – dwelling place or place of the action, space in context of creatures influence, who lives in this space, and also of events happening in it.

**Nhem, niem** – name, title of something. It is about lower animals and material things that could be broken or destroyed.

**Var** – Worm, Master, Lord, Ruler. Sometimes it means furious, violent, the one, whom nothing stop.

**Tlem** – keep, stable condition, independent from time. Also – to be saved, to be in safe, to survive.

**Tu, Tuu** – ending, finishing, termination in personal aspect and reasonable nature of phenomenon.

**Sosh** – Messenger, Son, Child, Offspring.

**Su, Suu, Shu** – impersonal force of some source.

**Stu, Stuu, Shtu** – ending of a name of some reasonable creature presenting and hidden in the image of impersonal force.

**Ur** – city in occult sense, the object situated in some space and having limits (Borders/Walls) and Gates.