being who came to them from the sea, wearing a diving suit, and who taught them writing, science, agriculture, architecture and, of course, magick. Almost overnight, the Sumerians became a people. Working the system of the NECRONOMICON in the seven-storied temples, they became the most cultured and powerful force in the Middle East. It is their system of magick that has been retained in the NECRONOMICON. Now, after literally thousands of years, this secret mystical system for winning power, love and success is made available to everyone.

Of course, the original spells were in the Sumerians' own language, but thanks to the team of translators who worked with Simon on the decipherment of the manuscript, we can now understand what the spells were about and how to work them properly in English.

But, in order to work properly, some Sumerian words have been kept because they are known as 'words of power'. A 'word of power' is a word that contains power in itself; in its very pronunciation, in the sounds that comprise it. It cannot be changed, or else its power would be lost forever. Hence, we have kept the original Sumerian words of power in their original state, with the sounds intact. Some of them may look difficult to pronounce at first, but take it very slowly and you will derive much benefit from it. These are the words once spoken thousands of years ago in the Sumerian temples to summon cosmic forces of such scope that the mind clearly balks at trying to picture it all, to think that must have accompanied them in those days. So take the time and trouble to learn the correct way to pronounce the words you want to use. The effort will pay off a hundredfold when you actually employ your ritual.

**Step One**

Once you have found the spell you wish to use from the following seals and descriptions, make a copy of the seal on fresh, clean paper with black ink. You make the seal as large or small as you wish. Keep it in a safe place until you are ready to use it, and never, under any circumstances, let another person look at it, before or after you use it. It is for your eyes only.

**Step Two**

Choose a quiet evening and a place where you will not be disturbed for your ritual. The best time is about three in the morning, when distractions (both natural and psychic) are at their lowest intensity. Have your seal ready in front of you. Light two white candles and place them at either side of the seal on a table or desk. If you care to, light a stick of incense. Pine or sandalwood is best, or cedar. The Moon should be waxing, but in cases of emergency this is not necessary. Any time will do. When this has all been arranged, sit quietly for a few minutes and think about the goal you want to achieve.

**Step Three**
A good Spirit for warding off feelings of aggravation and irritation, as well as the gnawing feelings of dread that sometimes come in the wee hours of the morning, when you feel lost and alone. Merely the pronunciation of the Word BANRABISHU at these times is sufficient to dispel most of these negative emotions. To be said with force and strength in the four directions.

7. The Seventh Name is ASARULUDU.

Wielder of the Flaming Sword, oversees the Race of Watchers at the bidding of the Elder Gods. He ensures the most perfect order, especially in dangerous tasks undertaken at the behest of the Astral Gods, his Word is BANMASKIM.

Like the Angel in Genesis, this Spirit protects a place, a home or temple, from negative psychic and magickal attacks. Like the Sixth Spirit, merely the pronunciation of his Word BANMASKIM is sufficient to dispel hostile influences when shouted to the four quarters. Maskim and Rabisu are the names of ancient Sumerian demons.

8. The Eighth Name is NAMTILLAKU.

A most secret and potent Lord, he hath knowledge to raise the dead and converse with the spirits of the Abyss, unbeknownst to their Queen. No soul passes into Death but that he is aware. His word in BANUTUKUKUTUKKU.
Some explanation is necessary to understand the full implications of AGAKU. The bestowing of life into dead objects is a specialty of those magicians who deal in TALISMANTIC magick. In this ART, a drawing or engraving is made of some occult symbol that represents a goal to be achieved (to make an extreme case, drawing a dollar sign on a piece of paper to represent money or wealth). This 'talisman' must then be consecrated and given 'life', which is the life-force and True Will of the magician transmitted to the Talisman. AGAKU can assist the budding magician by expediting this transfer of life-force to the talisman.

17. The Seventeenth Name is TUKU.

Lord of Baneful Magick, Vanquisher of the ancient ones by Magick, giver of the Spell to MARDUK KURIOS, a most fierce enemy. His Word is MASHSHAMMASHTI.

There are times when we feel that someone else may be practicing magick against us. The feeling is hard to describe to anyone else, but we know it when it happens. If you are certain that magick is being used against you, that a spell has been cast or a curse sent in your direction, then the name and seal of this spirit will repel the evildoer as surely as if Archangel Michael had been summoned to rout Lucifer from Heaven. A most potent protection device.

18. The Eighteenth Name is SHAZU.

Knows the thoughts of those at a distance, as well as those in the vicinity. Nothing is buried in the ground, or thrown into the water, but this Power is aware. His Word is MASHSHANANNA.
Sometimes it is too difficult to deal with a situation that involves a great many extenuating circumstances, the personal feelings of several people, which may be confused, for instance. The invocation of ADDU can dispel the confusion and the troubled feelings and help clear the air in a quick and dramatic fashion. In extreme cases, ADDU can abruptly change the entire situation for the better by throwing a fast-moving random factor into the pattern that causes everything to change and dispel bad energy.

48. The Forty-Eighth Name is ASHARRU.

Knower of the Treacherous Ways. Gives intelligence of the Future and also of things Past. Put the Gods in their courses and determined their cycles. His Word is BAXTANDABAL.

Gives information, but does not act on commands. An excellent Spirit to invoke before doing a card-reading or asking any question about the future. Has an uncanny way of getting to the heart of any matter put before him.

49. The Forty-Ninth Name is NEBIRU.

This is the Spirit of the Gate of MARDUK. Manages all things in their ways, and moves the crossings of the stars after the fashion known to the Chaldeans. His Word is DIRGIRGIRI.
exorcism. Among the bespectacled, distracted technicians, programmers and engineers, stands the stark and faintly terrifying figure of the Mad Arab. The juxtaposition is incredible. What does it mean? What does it portend?

We have not yet been able to give a computer the gift of thought. From the most primitive, hand-held calculator to the massive consoled in research centers around the world, all the computer can really do is compute. People are the only machines that are capable of thought, of creativity, of art and of love. That which sets us apart from the computers is what draws us towards the NECRONOMICON, for it speaks to our spirit, and speaks of dangers our spirit may face in attempting to unleash untold, untested cosmic forces upon our planet and ourselves. You don't have to believe in the religion of the Sumerians in order to work the miracles of the NECRONOMICON, for it was the magick of the NECRONOMICON that gave spawn to the religion of Sumer. You merely have to believe in yourself. Give yourself, that part of you that you know is better than any machine, any space-shuttle, and computer, a chance at succeeding where others have failed. Don't merely believe in the NECRONOMICON. Try it. Not once, but several times. Give it a thoroughly scientific battery of tests.

And then sit back and enjoy the show.

Good hunting.

- Stead the Darkly-Splendid World,
  Unto the faithless Depth
  And Hades wrapped in clouds,
  Delighting in unintelligible Images,
  Precipitous, winding,
  A black, ever-rolling Abyss
  Ever espousing a Body
  Unluminous
  Formless
  And Void.

The Chaldean Oracles of Zoroaster