

A DICTIONARY OF "THE FORGOTTEN ONES"

Rumour has it that the Forgotten Ones, the Faceless Ones ah la the Titans, breached human consciousness in the twentieth century. Various reasons could get given for this which would include the splitting of the atom, the development of nuclear science, our own evolutionary development or even the peculiarities of a double aeonic current (Horus/Maat) that some practitioners of magic might consider in operation.

These primal forces variously named The Forgotten Ones, the Elder Gods, the Great Old Ones, or the Ancient Ones, once got defined by the artist-magician Allen Holub as: *"...The raw unnamed energies existing since the icy cold of the fabric of space emerged from nought. They pre-date the coming of space itself, and of time, from the aethers, although it can be said that they represent the process of formation itself..."* "Outside the Circles of Time" K. Grant.

In an unpublished document entitled "The Keys of Aaton" a speaker notes the following:

"...Mark well what I have said, for comes a day
When dark things held in harness are revealed
By Man's own curiosity, and blood
Is multiplied with new and deadly fears.

The Faceless Ones unlocked are not put out
With weaponry or words that of a time
Created access, yet we thread a door
Beneath the nightmare with the Spinners' Line..."

The names of the Ancient Ones and the Elder Gods, the primal forces, have come from a variety of sources: notably from Chaldean, Sumerian, Assyrian, African and Egyptian, and from the realms of dream and vision and imagination. In the twentieth century, the fantasy writer H. P. Lovecraft provided material that eventually got researched by The Order of the Seven Rays in Haiti. Other writers have included Robert E. Howard, Clark Ashton Smith, August Derleth and Robert Bloch.

This document makes the attempt to list some of the names and concepts associated with these most ancient primal forces albeit that this seems only the tip of a cosmic iceberg reaching through infinities. No differentiation gets made between the Elder Gods and the Ancient Ones, or the Great Old Ones, no bias towards better or worse. Perhaps these forces should ultimately get seen as beyond human comprehension because we have limits and they do not. This dictionary also includes some created "demonic" forms associated with these Forgotten Ones, as well as terms that should provide insights into this realm of chaos.

LEGEND:

CAS = Clark Ashton Smith.

CJM = Cincinnati Journal of Magick

HEB = Hebrew.

HPL = H.P. Lovecraft.

KG = Kenneth Grant.

MU = Myth Unknown ie Lemuria, Atlantis etc or Unpublished documents held by this writer.

NEC = The Necronomicon.

SAB = Sumerian and/or Assyrian-Babylonian.

SM = The Sirius Mystery, Robert Temple.

NB: Some of the names listed here, at this point in time, have dominated world research. This should not mean the lesser known names have minimal value or usefulness. The individual scanning such words and concepts should *leap* upon those that *feel* worthwhile of pursuit and understanding. But beware, death or insanity wait upon those explorers, going deeper, who operate with a single mote of ego. It has gotten rumoured that the Forgotten Ones are not encountered as much as *channelled* through the operator, and feed upon such elements as ego.

THE FORGOTTEN ONES

AATON (MU): Aaton is the House or Cell (Egyptian, *Aat*) of the primal *On* (*Om*), or the Essence (Hebrew, *ATh*) of *On*. The gestalt of ALL life on this sphere could get defined as *The House of On*.

ABHOTH (CAS): The gulf of slimy fission which seems the mother and father of all uncleanness, the coeval of the oldest gods.

ABSU (SAB): Sphere of the Primum Mobile. See Nar Mattaru.

ADAR (SAB): Sphere of Saturn. See Ninib.

AFEKH (MU): Guardian of Korezain and Challenger. Wind Breaker with cloven sword.

AFORGOMON (CAS): God of the cycles of time.

AG (SAB): Fire.

AGGA (NEC): The Elder sign.

AGGRA (MU): Lord of annihilation. Eater of the Self.

AGRU (SAB): Aries.

AIWASS (KG): Kenneth Grant defines Aiwass (or Aiwaz) as a praeter-human entity.

Aiwass transmitted Liber AL Vel Legis, *The Book of the Law*, to Aleister Crowley in 1904. One of the few open channels between humanity and the Great Old Ones. Aiwass represents the dark twin, Hoor-paar-Kraat, which equates with Set, Sirius “B”, the veiled realms of Amenta and “Universe B”.

AKARIS (MU): Thread-Shaper. Associated with Ursa Major.

AKRABU (SAB): Scorpion Man. Scorpius.

AL (HEB): God, the Most Ancient One, the Great Old One.

AL AZIF (HPL): In Arabic, the original title of “The Necronomicon”.

ALMASS, THE (HPL): Hunters of the Gobi Desert.

ANNA (SAB): Air.

ANNEDOTI (SM): The repulsive or abhorrent ones. Name given by Berosus to the Great Old Ones in amphibious form.

ANNUNAKI (NEC): The seven Lords of the Underworld. The Dog-Faced.

ANU (SAB): Sphere of the Ain. Lord of the Heavens. The Great Watcher (with Enlil and Enki).

AOSSIC (KG): Like Aiwass, another intermediary between humanity and the Great Old Ones.

AR (NEC): The five pointed star, the pentagram.

ARAK (MU): The First Born, the Elder Gods.

ARRA (NEC): Sigil of the Covenant of the Elder Gods.

ARZIR (NEC): Gateway.

ARUKAI (MU): Shadow Lord and Guardian of the mountains of Rhyhl (R’lyeh) .

ASALLUHI (SAB): King, Lord of magic. Variation of Marduk.

ASATHOTH (MU): Destroyer. A sign, a spell of fire. The doubled sun that sets the tide. See Azathoth.

ATLACH-NACHA (CAS): The huge spider-god. Described in “The Seven Geases” as a kind of face on a squat ebon body, low down amid the several jointed legs.

AZAG (SAB): The Enchanter.

AZATHOTH (NEC): Also Asathoth. Fire (passive). Primal Chaos dwelling in the Centre of Infinity, lord of the forces of anti-space, prime mover in darkness, remover of thought and form. Azathoth equates to the Old Ones in actuality.

AZZAREYHK (MU): The way of the dreamer and the newly dead. Spinner of dreams of destruction. The Spider Queen of Space.

AZONEI (NEC): Meaning “unzoned”. Forms beyond the Zonei.

AZYN (KG): Gateway to the Abyss. A variation of Azain, the Aeon of Zain

BADUR (SAB): Water.

BANDAR (NEC): The sign of the Watcher.

BEHEMOTH (HEB): The Beast of the Deep.

BES (KG): God of the circle of manifestation, the reproduction of images. Ancient Egyptian basis for word. The infinitely small and atomic point (bindu). Symbolic of the *eater*, collapsing images, from Universe B.

BESZ: See Bes.

B’HAR D’N (MU): Collectively, the rulers of the elements.

BOKRUG (HPL): The great water-lizard.

CELEPHAIS (HPL): The Dream City.

CHTHONOS (KG): The substrate of matter/energy.

CTHULHU (NEC): Variations include Set-Hulhu, ‘Hul, Ctha-lu or Kutulu. Water. The Frog. Lord of the Deep Ones, initiator of dreams. The Fire of the Earth, the Power of all magic. The hidden god who lies sleeping beneath the waves in the sunken city of R’lyeh. R’lyeh equates to our subconscious. Cthulhu appears as the Old Ones’ link to our dimension.

CYKRANOSH (CAS): A name for Saturn in Mhu Thulan. Tsathoggua came to Earth from Saturn in former aeons.

DAATH (HEB): The 11th power zone. The sole gate of entry into Universe B.

DAGON (HEB): The God of the Deep, given the frequency 777. Attributed to the fish, jelly-fish (as slime).

DAROK (MU): Like Megor-Marduk, a challenger of Will. A predator in the realm of Gotha, the point/sphere of the dying.

DASHIKETH (MU): The third of the space-time guardians of the threshold. Represents the final triplicity of 999 with Shugal and Choronzon. Shugal, the Howler in the Desert of Set pertains to masculine energy. Choronzon equates to feminine energy and Dashiketh to the androgyne.

DHOLES, THE (HPL): Also known as Dols. Blind creepers in the dark.

DILGAN U RIKIS NUNI (SAB): Pisces.

DLIBAT (SAB): Venus.

ENKI (SAB): Sphere of the Zodiac or fixed stars. The Great Watcher (with Anu and Enlil).

ENLIL (SAB): Sphere of the Primum Mobile. The Great Watcher (with Anu and Enki).

E-RA (MU): Creator. First Light.

ERESHKIGAL (SAB): Queen of the Abyss, the lands of no return. Sister to Inanna.

ERM (SAB): Chaos, the great worm/serpent, the enemy.

GA-ESHAMON (MU): The Mark of Pain.

GANZIR (NEC): Gateway of Death, the Gate of the Shadows and Shells. A broken star.

GEH (HEB): The earth-form of Lilith, the supreme Succuba of the night.

GIBIL (NEC): Spirit of the Fire. God of destruction. Born of the golden weapon of Marduk. Also known as Gishbar. Sumerian basis.

GIRRA (NEC): Spirit of the flames. The Ever-burning One. From the Sumerian.

GISHBAR: See Gibil.

GOLDEN ONE, THE (CJM): A form of Maat and the feminine reflection of N'Aton.

GOTHA (MU): The place of dying. The battlefield.

GUDUD (SAB): Mercury.

GULA (SAB): Horned Beast. Aquarius.

HAI (CJM): One of the Forgotten Ones. Completion, birth, the projection from the womb into Malkuth. The uttering of HAI breaks down the ego-self.

HASTUR (KG): Air. The voice of the Old Ones, Avenger and Destroyer. Walker of the Wind. Hastur equates to the Old Ones' Logos or force. Exiled to Hali in the Hyades. Guards the eastern gate. Name devised by Ambrose Bierce.

HASHTUR (MU): Possible variation on Hastur. God of magic.

HUBUR (NEC): She who fashions all things. She created the monster-serpents. She summoned the Viper, the Dragon, the Winged Bull, the Great Lion, the Mad-Dog, Scorpion-Man, the Feathered-Serpents, the Horse-Man, eleven in all, with Kingu as leader, to battle the Elder Gods.

H'UL (MU): See Cthulhu.

HUMWAWA (SAB): Lord of Abominations. The South Wind. Lord of the Future. Elder brother of Pazuzu.

HZIULQUOICMNZHAH (CAS): A god of Cykaranosh, related to Tsathoggua.

IAK SAKKAK (NEC): Gateway.

IANNU (CJM): a form of Janus, the forces of the aeon extended both ways in time, the moving to completion at positive and negative infinity, thereby completing the circle. The womb, a spinning vortex, a black hole, the great yoni existing outside the universe, absorbing all until the universe is closed. Read also as Ian (aeon) Nu.

IGIGI (SAB): Sphere of the Zodiac or fixed stars, the Azonei.

IGNAIYE (CJM). The force that invokes and evokes the Great Old Ones.

IGNATOR (CJM): Conception, initiation.

IGNATYE (CJM): the process occurring within the womb leading to birth.

INANNA (SAB): Sphere of Venus. Vanquisher of death. The third gate of the Zonei. Sister to Ereshkigal of Kur. Inanna takes her own for her own, and once chosen by her no man may choose another bride.

INQUANOK (HPL): The mountain barrier to Kadath.

IREM (HPL): The City of Pillars.

ITHAQUA (NEC): The Wind-Walker. Name devised by August Derleth.

IXAXAAR (KG): The secret unspeakable name of the *Hexecontalitho* or Sixtystone. The alien formula for contacting the forces of the Qlipoth.

KADATH (HPL): The cold waste, symbolic of Yuggoth, the transplutonic focus of the Forces from Outside the known universe.

KAIMANU (SAB): Saturn.

KAKKAB U ALAP SHAME (SAB): Taurus.

KALBU RABU (SAB): Leo.

KHADOR (MU): Mountain range before Rhyhl Tor.

KINGU: (NEC). Taurus. Leader of Hubur's Dragon Gods. From the blood of Kingu Marduk fashions Man. From the Sumerian for Great Emissary ie KING-GU.

KLARKASH-TON (HPL): Atlantean high priest. Lovecraft's nickname for the writer Clark Ashton Smith.

K'N-YAN (HPL): The blue litten subterranean cavern world beneath the Earth's crust.

KOREZAIN (MU): Kingdom of the Black Sun.

KOTH (KG): A dream-tower which stands sentinel in the Tunnels of Set. The "Hollow One" as the ultimate female, or Void.

KRIH, THE (MU): Keeper of the Nest.

KUR (SAB): Mountain. Also the underworld chthonic monster, Leviathan, see Tiamet.

LAKHAMU (NEC): Leo.

LAMAS (SAB): One of the Four Spirits of the Spaces. Comes from the South. Has the shape of a Lion with a human head and governs things of flame and burning wind. (See also Nattig, Sed, Ustur).

LAMMASHTU (SAB): She-fiend, slayer of women in child-birth.

LILIT (HEB): Supreme succubus. The first mate of Adam. Her children born in secret places unperceived by Man. Lilith has a number of names which include:

- Akebo
- Abito
- Amizo
- Batna

- Eilo
- Ita
- Izorpo
- Kali
- Kea
- Kokos
- Odam
- Partasah
- Patrota
- Podo
- Satrina
- Talto

LENG, ABOMINABLE PLATEAU OF (KG): Astrally situated in Central Asia. Roerich and Lovecraft supposedly privy to its secrets.

LLOIGOR (HPL): Twin obscenity with Zhar. Came from the stars with Cthulhu. Said to have got buried alive beneath the Plateau of Sung.

LOROO (CJM): the Wanderer, the veil, the mist of obscurity. Also known as the tenuous one, the space between stars, the ever-changing place of the in-between.

LUMASHI (SAB): Sphere of the Zodiac or fixed stars.

LUVEH-KERAPHF: A priest of Bast. Robert Bloch's name for Lovecraft who adored cats.

MAGAN (NEC): The Place of Death. The West.

MARDUK KURIOS (SAB): Sphere Of Jupiter, Lord of magicians. The slayer of Tiamet with the Arrow of Enki. The sixth gate of the Zonei. The Lord of fifty names (in order):

- *Marduk* - Lord of all Lords
- *Marukka* - Knowledge of all
- *Marutukku* - Master of the Arts of Protection
- *Barashakushu* - the Worker of Miracles
- *Luggaldimmerankia* - Master of Order from Chaos
- *Nariluggaldimmerankia* - the Watcher
- *Asaruludu* - wielder of the Flaming Sword
- *Namtillaku* - the knowledge of the Dead
- *Namru* - Wisdom and Knowledge. The science of metals
- *Asaru* - Knowledge of all plants and trees
- *Asarualim* - Secret wisdom and Light for darkened places
- *Asarualimnunna* - the knowledge and power of battle
- *Tutu* - Joy
- *Ziukkinna* - Knowledge of the Stars

- *Ziku* - Knowledge of the secrets of the Earth
- *Agaku* - the power to give (temporarily) life to the dead
- *Tuku* - Lord of baneful magic
- *Shazu* - Knowledge of Thought
- *Zisi* - the peace-maker
- *Suhrim* - Slayer
- *Suhgurim* - seeker of enemies
- *Zahrim* - Warrior, Destroyer
- *Zahgurim* - Slayer (by unnatural means)
- *Enbilulu* - Knowledge of the secrets of water
- *Epadun* - the Seeker of Water
- *Enbilulgugal* - Knowledge of cultivation
- *Hegal* - Knowledge of the metals of the earth and of the plough
- *Sirsir* - Destroyer of Tiamet
- *Malah* - Lord of Bravery and Courage
- *Gil* - the Furnisher of Seed
- *Gilma* - Founder of cities
- *Agilma* - Bringer of rain
- *Zulum* - Knowledge of planting and commerce
- *Mummu* - the Knowledge of beginnings
- *Zulummar* - Strength
- *Lugalabdubur* - Destroyer of the Gods of Tiamet
- *Pagalguenna* - Infinite Intelligence
- *Lugaldurmah* - Watcher of the Skies
- *Aranunna* - Giver of Wisdom
- *Dumuduku* - Possessor of the Wand (power) of Lapis Lazuli
- *Lugalanna* - the Power of the Eldest of the Elder Ones. Knows the Essence of the Ancient Ones
- *Lugalugga* - Knowledge of the Essence of ALL spirit
- *Irkingu* - the power to capture the Kingu
- *Kinma* - Judge and Lord of the Gods
- *Esizkur* - Knowledge of the measure of ALL life
- *Gibil* - the power of fire and the forge
- *Addu* - Storm maker
- *Asharru* - Intelligence of future and things past
- *Nebiru* - the spirit of the gate of Marduk
- *Ninnuam* - Judger of Judgements, Decider of Decisions.

MASHU (NEC): The mountains also called Shadu, the hiding place of the serpents of Kur.

MASKIM XUL (SAB): The Lier in wait, evil fiend.

MASTABARRU: (SAB): Mars.

MEGOR-MARDUK (CJM): Mass and density and weight. The stuff of neutron stars. He pulls and draws into himself. He represents the gravity of the abyss, the dragger down of souls that weigh more than a feather. His final act equates to entropy. The guardian to test the Will, for Will alone can pass beyond his power. Invoke him seldom, then with exquisite care.

MUSARUS (SM): An abomination. Term applied by Berosus to the messengers from Sirius, or Great Old Ones, in amphibious form.

NAGRIKSHAMISH (CJM): The unbridled one, pure force, the Berserker. He transcends himself, he transcends reason. Shiva and Mars. The lightning bolt. He needs no invocation, he dwells within you.

NANNA (SAB): Also known as Sin. The sphere of the Moon. The oldest of the Wanderers. The father of the Zonei. The first of (seven) gates.

NAR MATTARU (SAB): The Great underworld Ocean. Also known as Absu, or abyss.

NATH-HORTHATH (HPL): Great Old One worshipped in Celephais.

NATTIG (SAB): One of the Four Spirits of the Spaces. Comes from the West and from the Sea. Has the shape of an Eagle with a human body and the face and claws of an Eagle. (See also Lamas, Sed, Ustur).

NEBO (SAB): Sphere of Mercury, guardian of the gods. The second gate of the Zonei.

NECRONOMICON (HPL): *The Book of the Law of Dead Names*. Originally known as *Al Azif*.

NEG (NEC): One of the twin offspring of Yog-Sothoth and Shub-Niggurath.

NEPHILIM (HEB): Giants. A name meaning the Great Old Ones.

NERGAL (SAB): Sphere of Mars. God of war and the spiller of blood. An agent for the Ancient Ones, for he dwelt in Cutha for a time. The fifth gate of the Zonei.

NEXHAGUS (CJM): A fire being, kindler of the suns. Uncontrolled change. Caprice and whim and unthought. The elder jester, the cruelty of laughter and its balm. He designed the minds of Man and may play the brother of Choronzon. The first and last mask of the dance. Invoke him often, lest ye take yourselves too seriously. Invoke him not, lest laughter fly thee to thy doom and death.

NINAXAKADDU (NEC): Mistress of incantations.

NINIB (NEC): Lord of Saturn. Also known as Adar. His essence found in lead, in the

burnt embers of the fire and in all dead things. The seventh and final gate of the Zonei.

NINKASZI (NEC): The Horned Queen.

NINKHARSAG (NEC): Queen of the Demons.

NINNGHIZHIDDA (NEC): The Watcher. Horned Serpent of the Deep. The Lady of the magic wand.

N’KAI (HPL): The black, lightless, subterranean cavern world beneath the Earth’s crust.

NO* (CJM). The urge to join, to become pure awareness. No* is the formation of stars. The beginning of the hunger and the end, the one who sets into motion the spinning of the wheel of evolution. The name that withdraws all into the Night of Time.

NODENS (KG): The great god of the Deep, or of the Abyss. A form of Chozzar.

NYARLATHOTEP (HPL): Aether. The crawling chaos which mediates between the various facets of the Old Ones. Surrounded by idiot flute players. The collective anti-conscious within the alternate dimension. The messenger of the Old Ones. Nyarlathotep equates to the Old Ones’ collective unconscious.

ONG (CAS): Lion headed.

OZAL (KG): Giant. A Great One of the Night of Time.

PA-BIL-SAG (SAB): The Hurricane. Sagittarius.

PAZUZU (SAB): Plague God.

PAROKETH (HEB): Division, veil. As *paro-koth* = “beyond the Hollow One”. A veil of the secret gateway to Universe B.

QHE (MU): A term implying hunger, annihilation.

QLIPHOTH (HEB): Literally, the shells or shadows of the dead.

RE’U KINU SHAME U TU’AME RABUTI (SAB): The Viper. Gemini.

RHAN-TEGOTH (HPL): A Great Old One who came to Earth from Yuggoth.

RHYHL TOR (MU): A gateway to multispace. The sphere of R’lyeh *above* the waters.

R’LYEH (HPL): The sunken city in which Cthulhu lies dreaming. A form of the subconscious, the Abode of the Forgotten Ones.

SADICH (MU): A crown as a *linking cipher*, and a component of *The Aaton Lens*, once an access to the Forgotten Ones.

SANECH (MU): The Pit of Screams. Abode of madness.

SED (SAB): One of the Four Spirits of the Spaces. Comes from the East. Has the shape of a Bull with a human face. (See also Lamas, Nattig, Ustur).

SHADU: See Mashu.

SHAKUGUKU (NEC): Queen of the Cauldron, the Shattered Bowl of the Sages.

SHAMMASH (NEC): Lord of the Sun. God of Light and Life. Sometimes called Uddu. The fourth gate on the Ladder of Lights. From the Assyrian Shamash as Sun with winged disc as symbol.

SHOGGOTHS (HPL): The created servants of the Old Ones. Normally shapeless entities composed of a viscous jelly which looks like an agglutination of bubbles. Shoggoths are about 5m. in diameter.

SHE: (CJM): The fair dancing one, our line extended to the end. The Bird of Power, and the Hawk, as bird of Will invoked by the symbols of the Vulture on the Tower of Silence.

SHINING TRAPEZOHEDRON, THE (HPL): An egg shaped crystal fashioned in dark Yuggoth, associated with the worship of Nyarlathotep. Said to have come down through Lemuria, Atlantis, and thence into ancient Egypt.

SHIRU (SAB): The Whirlwind. Virgo.

SHITTU (SAB): The Snake. Cancer.

SHUB-NIGGURATH (NEC): The Great Black Goat of a Thousand Young. The earthly manifestation of the Old Ones. Consort of Yog-Sothoth. Conceived the twins, Neg and Yeb. Shub-Niggurath represents the Old Ones' manifestation in our dimension.

SIN (SAB): See Nanna. The Moon.

SIXTYSTONE, THE (KG): See Ixaxaar.

S'NGAL (HPL): Sentient gas in a region of space where form does not exist.

SODAGUI (CAS): See Tsathoggua.

SUNG, PLATEAU OF (HPL): Place of the Tcho-Tcho people. Supposedly in Burma.

SUXUR MASH (SAB): The Fish-Man. Capricorn.

TAG'N (MU): Literally, "knowledge held within design" and centre point.

TALPHA (MU): A sacred (and taboo) place of water and dreams. An intersection of Matrix in which changes occur with Will.

TANITH: The Great Dragon.

TARKHAN (MU): The Dark Lord, God of Storm, the Lord of Thunder from the mountains.

TCHO-TCHO PEOPLE, THE (HPL): Live in the ancient city of Alaozar on the Plateau of Sung. The minions of Lloigor and Zhar.

TIAMET (NEC): Sphere of the Ain. The Leviathan. The great Serpent of the Sea, or the Abyss. Like the others Tiamet not dead but dreaming. See Kur.

TSATHOGGUA (CAS): Also known as Zhothaqqah, Sodagui. His head resembles that of a monstrous toad and his whole body is covered in short fur, giving the suggestion of both the bat and the sloth. Tsathoggua comes from N'Kai. The Hyperborean worshippers of Tsathoggua relate to the fertility cults of Hekt in ancient Egypt (K.G. *Outside the Circles of Time*).

TZAGESH (MU): An Opener of the Way, serpent skinned and dagger edged. Possibly a variation of the elder god No*.

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UB (NEC): See Ar.

UBBO-SATHLA (CAS): The source and the end. Before the coming of Zhothaqqah or Yok-Zothoth or Kthulhut from the stars, Ubbo-Sathla dwelt in the steaming fens of the new made Earth. A mass without head or members spawning the grisly prototypes of terrene life. And all earthly life, so says "The Book of Eibon" shall go back at least through the great circle of time to Ubbo-Sathla.

UDDU (NEC): See Shammash.

UMUNPADDU (SAB): Jupiter.

UMR-AT-TAWIL (HPL): "He who guardeth the Gateway", the most Ancient One.

UR (NEC): See Arra.

URUKU (NEC): The seven larvae, the children of the underworld. Their place exists outside our place and between the angles of the Earth. They lie in wait.

UR, WINGS OF (MU): A sigil of power, not unlike the Voodoo *marassas* in image, with

specific attributes of the number 436.

USTUR (SAB): One of the Four Spirits of the Spaces. Comes from the north. The most ancient of the four, a Great Lord of the World. Holds human shape. (See also Lamas, Nattig, Sed).

UTU (SAB): Sphere of the Sun.

VEL (MU): Synchronicity.

VEL QHE LORES (MU): The First Born. Spinners/singers of pulse. Created the gate of Orion.

VEL TAG'N: (MU): Centre point of matrix. The space of the Bindu Pearl and its Mani pulse.

XASTUR (NEC): Demoness, slayer of men whilst they sleep. Beloved of the Ancient Ones.

XEXANOTH (CAS): The Lurking Chaos.

XUBUR (SAB): Aries.

YCHRONOS (KG): The substrate of Time which operates conjointly with Cthonos.

YEB (NEC): One of the twin offspring of Yog-Sothoth and Shub-Niggurath.

YIG (HPL): Serpent God, early form of Quetzacoatl. Kenneth Grant refers to Yig as a lunar serpent attributed to the 9th power-zone, Yesod.

YITH (HPL): The Great Race of Yith, entities of pure mind, migrate across the ages, inhabiting the bodies of race after race. Supposed to live in a pre-historic city in the wastes of inner Australia.

YOG-SOTHOTH (NEC): Fire (active). The vehicle of chaos, the gate of the void, attributed to aeons. The ibis. Yog-Sothoth represents the Old Ones' aeonic current.

YOTH (HPL): The red litten subterranean cavern world beneath the Earth's crust.

YUGGOTH (KG): Literally means the Aeon of Goth or Guth. In Sanskrit YUG or YUGA means "age" or "aeon". Equates to Pluto, the planet ascribed to Kether. Yuggoth is the dark side of Kether.

ZHOTHAAQQA: (CAS). See Tsathoggua.

ZI (SAB): Spirit.

ZHAR (HPL): The twin obscenity with Lloiger. Came from the stars with Cthulhu. Said to have been buried alive beneath the Plateau of Sung.

ZIBANITUM (SAB): The Ravening Dog. Libra.

ZONEI (NEC): A Greek word referring to planetary or heavenly bodies with set, *zoned*, courses and spheres.

ZYANET'HUL (MU): The power of Cthulhu with opened eye.

APPENDIX.

C/k/qabalistic correspondences for the Forgotten Ones:
(courtesy of "Outside the Circles of Time" by K. Grant)

Kether: Pluto - Yuggoth.
Chokmah: Neptune - Kadath.
Binah: Saturn - Cthulhu/Set-Sothoth.
Daath: Uranus - Yog-Sothoth.
Chesed: Jupiter - Nodens.
Geburah: Mars - Hastur.
Tiphareth: Sol - Azathoth.
Netzach: Venus - Shub-Niggurath.
Hod: Mercury - Nyarlathotep.
Yesod: Moon - Yig.
Malkuth: Earth - Geh.

The Solar System:

The Sun as SHAMMASH, UDDU, UTU.
The Moon as NANNA, SIN.
Mercury as GUDUD, NEBO.
Venus as DLIBAT, INANNA.
Earth as GEH.
Mars as MASTABARRU, NERGAL.
Jupiter as MARDUK KURIOS, UMUNPADDU.
Saturn as ADAR, CYKRANOSH, KAIMANU, NINIB.
Uranus as YOG-SOTHOTH.
Neptune as KADATH.
Pluto as YUGGOTH.

The Zodiac as the “Dragon Lords”:

Aries as AGRU, XUBUR.
Taurus as KAKKAB U ALAP SHAME, KINGU.
Gemini RE’U KINU SHAME U TU’AME RABUTI.
Cancer as SHITTU.
Leo as KALBU RABU, LAKHAMU.
Virgo as SHIRU.
Libra as ZIBANITUM.
Scorpio as AKRABU.
Sagittarius as PA-BIL-SAG.
Capricorn as SUXUR MASH.
Aquarius as GULA.
Pisces as DILGAN U RIKIS NUNI.

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