

## LIBER V vel REGULI

A: A: publication in Class D. Being the Ritual of the Mark of the Beast: an incantation proper to invoke the Energies of the Aeon of Horus, adapted for the daily use of the Magician of whatever grade.

### THE FIRST GESTURE.

The Oath of the Enchantment, which is called The Elevenfold Seal.

The Animadversion towards the Aeon.

1. Let the Magician, robed and armed as he may see fit, turn his face towards Boleskine, that is the House of The Beast 666. {Note 1: Boleskine House is on Loch Ness, 17 miles from Inverness, Latitude 57.14 N. Longitude 4.28 W.}
2. Let him strike the battery 1-3-3-1.
3. Let him put the Thumb of his right hand between its index and medius, and make the gestures hereafter following.

The Vertical Component of the Enchantment.

1. Let him describe a circle about his head, crying NUIT!
2. Let him draw the Thumb vertically downward and touch the Muladhara Cakra, crying, HADIT!
3. Let him, retracing the line, touch the centre of his breast and cry RA-HOOR-KHUIT!

The Horizontal Components of the Enchantment.

1. Let him touch the Centre of his Forehead, his mouth, and his larynx, crying AIWAZ!
2. Let him draw his thumb from right to left across his face at the level of the nostrils.
3. Let him touch the centre of his breast, and his solar plexus, crying, THERION!
4. Let him draw his thumb from left to right across his breast, at the level of the sternum.
5. Let him touch the Svadisthana, and the Muladhara Chakra, crying, BABALON!
6. Let him draw his thumb from right to left across his abdomen, at the level of the hips.

(Thus shall he formulate the Sigil of the Grand Hierophant, but dependent from the Circle.)

The Asseveration of the Spells.

1. Let the Magician clasp his hands upon his Wand, his fingers and thumbs interlaced, crying LAT SAL! EHMA!  
FIAOF! AAPH! AUMN!

(Thus shall be declared the Words of Power whereby the Energies of the Aeon of Horus work his will in the World.)

The Proclamation of the Accomplishment.

1. Let the Magician strike the Battery: 3-5-3, crying ABRAHADABRA.

### The SECOND GESTURE.

The Enchantment.

1. Let the Magician, still facing Boleskine, advance to the circumference of his circle.
2. Let him turn himself towards the left, and pace with the stealth and swiftness of a tiger the precincts of his circle, until he complete one revolution thereof.
3. Let him give the Sign of Horus (or The Enterer) as he

passeth, so to project the force that radiateth from Boleskine before him.

4. Let him pace his path until he comes to the North; there let him halt, and turn his face to the North.
5. Let him trace with his wand the Averse Pentagram proper to invoke Air (Aquarius).
6. Let him bring the wand to the centre of the Pentagram and call upon NUIT!
7. Let him make the sign called Puella, standing with his feet together, head bowed, his left hand shielding the Muladhara Cakkra, and his right hand shielding his breast (attitude of the Venus de Medici).
8. Let him turn again to the left, and pursue his Path as before, projecting the force from Boleskine as he passeth; let him halt when he next cometh to the South and face outward.
9. Let him trace the Averse Pentagram that invoketh Fire (Leo).
10. Let him point his wand to the centre of the Pentagram, and cry, HADIT!
11. Let him give the sign Puer, standing with feet together, and head erect. Let his right hand (the thumb extended at right angles to the fingers) be raised, the forearm vertical at a right angle with the upper arm, which is horizontally extended in the line joining the shoulders. Let his left hand, the thumb extended forwards and the fingers clenched, rest at the junction of the thighs (Attitude of the gods Mentu, Khem, etc.).
12. Let him proceed as before; then in the East, let him make the Averse Pentagram that invoketh Earth (Taurus).
13. Let him point his wand to the centre of the pentagram, and cry, THERION!
14. Let him give the sign called Vir, the feet being together. The hands, with clenched finger and thumbs thrust out forwards, are held to the temples; the head is then bowed and pushed out, as if to symbolize the butting of an horned beast (attitude of Pan, Bacchus, etc.). (Frontispiece, Equinox I, III).
15. Proceeding as before, let him make in the West the Averse Pentagram whereby Water is invoked.
16. Pointing the wand to the centre of the Pentagram, let him call upon BABALON!!
17. Let him give the sign Mulier. The feet are widely separated, and the arms raised so as to suggest a crescent. The head is thrown back (attitude of Baphomet, Isis in Welcome, the Microcosm of Vitruvius). (See Book 4, Part II).
18. Let him break into the dance, tracing a centripetal spiral widdershins, enriched by revolutions upon his axis as he passeth each quarter, until he come to the centre of the circle. There let him halt, facing Boleskine.
19. Let him raise the wand, trace the Mark of the Beast, and cry AIWAZ!
20. Let him trace the invoking Hexagram of The Beast.
21. Let him lower the wand, striking the Earth therewith.
22. Let him give the sign of Mater Triumphans (The feet are together; the left arm is curved as if it supported a child; the thumb and index finger of the right hand pinch the nipple of the left breast, as if offering it to that child). Let him utter the word EHMA!
23. Perform the spiral dance, moving deosil and whirling widdershins. Each time on passing the West extend the wand to the

Quarter in question, and bow:

- a. "Before me the powers of LA!" (AL, to West.)
- b. "Behind me the powers of AL!" (LA, to East.)
- c. "On my right hand the powers of LA!" (AL, to North.)
- d. "On my left hand the powers of AL!" (LA, to South.)
- e. "Above me the powers of ShT!" (tS, leaping in the air.)
- f. "Beneath me the powers of ShT!" (tS, striking the ground.)
- g. "Within me the Powers!" (in the attitude of Phthah erect, the feet together, the hands clasped upon the vertical wand.)
- h. "About me flames my Father's face, the Star of Force and Fire."
- i. "And in the Column stands His six-rayed Splendour!"  
(This dance may be omitted, and the whole utterance chanted in the attitude of Phthah.)

The FINAL GESTURE.

This is identical with the First Gesture.