

Ziggurat of Enki

Level -1: The Descent of Ishtar

JEREMY CROW

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The Rite presented here is a full lodge ritual initiation for the Ziggurat of Enki. It requires five people to perform: four officers plus the candidate for initiation. The Ziggurat of Enki is a Left Hand Path Esoteric Order of the New Luciferian Era. Those who choose to work with the Ziggurat current will find it provides a revolutionary amount of freedom and power rarely considered possible within a group context. Active work with this system will provide the usual benefits of membership in any lodge: A community of like-minded individuals who develop a strong sense of camaraderie through shared experiences, common goals and support along the path. In addition to this, the Ziggurat of Enki has many unique innovations that allow for radical new ways of approaching this work.

To the average non-initiate, Esoteric Orders are more often thought of as “Secret Societies.” The oaths or obligations of secrecy become a point of fixation for the outsider simply because it is the only part of the ceremony that is openly admitted to by members. While non-members are allowed to know that there is a ritualized promise of secrecy, they are not allowed to know the actual words of the promise before the moment they are expected to say them. The candidate for initiation is usually put into the situation of having their hand on some kind of holy book and being asked to repeat the Oath of secrecy one sentence fragment at a time. The context of an elaborate ceremony being staged at the request of the candidate puts enormous pressure on the candidate to at least go through the motions even if they do not agree with or understand the words they are being asked to repeat.

If we are being really honest, this describes a contract being made under duress. No civilized court would consider this valid or enforceable; especially when one considers that the penalty for breaking these secret oaths is usually death, dismemberment or destructive magical current. The initiate will invariably be informed that the penalty is merely symbolic and no way literal. Why do groups even bother including it? The first reason is to generate a sense of mystery around the group so people will be inspired to join out of sheer curiosity or to become part of something exclusive. The next is to generate a greater sense of camaraderie among initiates who have a secret shared in common. A third reason is to instill a subtle sense of rules, authority and hierarchy. There are often multiple stages of progression within an organization, each with its own set of secrets and promises to keep these secrets.

The Ziggurat of Enki does not require its initiates to keep the initiation ceremony a secret from non-members. This allows the potential initiate to read the ritual before deciding if it is what they are interested in or not. Thus, the Ziggurat of Enki allows the greatest freedom to not only their members but also to non-members.

The implications of this policy go much further. Anyone with access to this material has the ability to start up their own independent lodge without seeking sanction from any authority figure in the movement. This is a very useful feature, especially for a Left Hand Path organization. It allows a temporary lodge to be erected anywhere and to operate for even a single night without having to apply for a Charter from a centralized authority. No such governing body exists for the Ziggurat of Enki. Each time a lodge of the Ziggurat of Enki meets, the participants will need to decide among themselves who will be allowed to attend and who will play which role. Officers and spectators for any given performance can include

regular members, members visiting from other lodges and even non-members. As you can see, the very concept of “membership” becomes much less relevant.

This structure enables even relatively small groups of occultists to establish local independent lodges anywhere in the world. These lodges do not answer to anyone outside of their local membership and cannot be shut down without the unanimous decision of those directly involved. Of course each individual has the right to opt out of any activity they wish. Active lodges of the Ziggurat of Enki are free to also work with any other rites and practices they desire. Initiation ceremonies for the additional levels of the Ziggurat of Enki follow a carefully designed sequence however individual groups can decide to use any or all of them as they please.

The story arc of this particular ceremony is a re-enactment of the ancient Sumerian-Babylonian tale of the Descent of Ishtar into the Underworld. The candidate for initiation is symbolically guided from the surface down into the bowels of the Earth where the dead reside. This is why the degree is referred to as the -1 (“Negative One”) Level. It forms the foundation of the Ziggurat. In fact, this one ceremony should be considered an initiation into levels negative one through negative seven, since the candidate is symbolically brought through seven levels underground and receives a Word, a Grip and an Implement or Garment at each level.

A Ziggurat is a Mesopotamian stone tower or stepped pyramid. The infamous Tower of Babel from the Hebrew scriptures is a Ziggurat. As that story goes, the Ziggurat was built in an attempt by mankind to reach the heavens and become as gods. While that story paints the quest in a negative light, those on the Left Hand Path will see this as identical with the Luciferian goal. Effective performance of this

“Descent of Ishtar” ceremony will establish the foundation of the Ziggurat in the energy body of those participating.

Our Ziggurat takes its namesake from the god Enki, the Sumerian Light Bearer and giver of Forbidden Knowledge to humanity. The overarching goal of the Ziggurat of Enki is the personal Apotheosis of each member. This is explored through the analogy of each initiate becoming the architect and stone mason of their own spiritual Ziggurat, building it up level by level. We start with a foundation that goes all the way to Hell so that we may build it high into the heavens. May your own Ziggurat endure for Ages upon Ages.

Full Lodge Initiation into the -1 Level: The Foundation of the Ziggurat

Requirements:

4 Officers (Quintessence/Death, Salt, Sulphur and Mercury)

1 Candidate for Initiation

7 Garments of Ishtar:

1. Crown
2. Ear rings
3. Beaded necklace
4. Straight Toggle Pin
5. Girdle of Birthstones
6. Bangles for wrists and ankles
7. “Proud garment of her body” (a white robe or gown)

You will need some form of blindfold, referred to as a “hoodwink”, something to bind the candidate’s wrists and ankles as well as something to cut these bindings with. Ensure that the officers doing the binding/unbinding are thoroughly familiar with the chosen method of binding and removing the bindings safely before using them in the ritual.

A throne placed on the North wall of the working space as well as a side table, upon which is placed the following items:

- A bell, gong, chime or any appropriate replacement
- A small vessel of pure water in a gold goblet
- A piece of fresh bread on a gold paten

If desired, a post-ritual repast can be prepared and

placed in or near the working space, to be consumed after the ceremony.

Ritual Garb:

The candidate for initiation must be informed well ahead of time that they will need to be nude at one point in the Rite. If for whatever reason the candidate chooses not to be literally nude they may choose to wear something that is intended to emulate nudity such as a close fitting flesh toned bathing suit or even symbolically with a minimal white under-garment. No metal is permitted in any of the garments intended to substitute for actual nudity and natural fibres are preferred.

Salt, Sulphur and Mercury all wear similar garb. Each will wear a simple robe with a long, hooded cloak. These robes and cloaks will be in the primary colour associated with the office. Salt will wear Blue, Sulphur wears Red and Mercury wears Yellow. At the beginning of the Rite, each of these officers will wear a black mask covering the top half of the face.

The primary officer of the Rite will represent Erishkigal: The Queen of Death as well as Quintessence throughout the course of the ceremony. Before the ceremony, the individual playing this role will have had elaborate gold eye makeup applied and then covered with a black mask similar to those used by Salt, Sulphur and Mercury. A lightweight golden robe is worn and completely covered with black garments that are easily taken off while wearing the implements of Ishtar. On top of all this is a hooded cloak of black lined with gold (reversible.)

Preparation of the Candidate:

Please be aware that there is no oath of secrecy required for the ritual. If the individuals participating in the Rite do not

wish their involvement to be known outside of the group, this is an issue that will need to be dealt with in whatever manner decided upon by the participants. This can be accomplished as simply as an informal promise of secrecy or as elaborate as a legally binding non-disclosure form. The candidate must be provided an opportunity to read the ritual before agreeing to participate in it. The candidate may choose not to read the ceremony if they desire. Nobody is to be restricted from discussing the contents or meaning of the ritual itself, whether they have participated in the ceremony or not. Non-initiated witnesses may also be permitted if all four officers and the candidate agree.

Candidate is let into the anteroom and greeted by Death. The candidate is asked to remove all of their mundane clothing and is hoodwinked. Death then assists the candidate in putting on the garments of Ishtar, without explaining anything about the garments whatsoever. The candidate shall be clothed in the following order: Body garment, ankle bangles, wrist bangles, jeweled belt, toggle pin, beaded necklace, ear rings and crown.

Candidate is led to the door of the lodge by Death. On the inside of the door (should your working space have such a door) Sulphur & Mercury will stand facing one another and form a gate by pressing their palms against the other's above their heads. On behalf of the candidate, Death simulates the knocks by clapping in three batteries of three.
*** **

The guardian of the first gate, Nedu, is played by Salt. In response to the knocks, Nedu says, "Who dares to disturb Nedu, the Guardian of the first Gate to the Land of No Return?"

Candidate is coached by Death to say, "Nedu! Open your gate! Open your gate for me to come in! If you do not

open this door for me, I shall smash down the door, shatter the bolt and break down the gate posts! I will call up the dead to devour the living and the risen dead shall outnumber the living!”

Nedu replies, “Please great Lady, do not destroy my gate! Let me inform the Queen Ereshkigal of your demands so she may grant you passage into the land of Kurnugi.”

While Nedu is making this reply to the candidate, Death stealthily leaves to sit in the throne and take on the role of Queen Ereshkigal.

To Ereshkigal, Nedu says, “My Queen, at my Gate is your sister demanding entrance to your realm.”

Ereshkigal becomes enraged and snarls, “Why? What has moved her heart against me? What has stirred her liver? What have I done to inspire jealousy in her? Surely not the clay I eat for bread or the muddy water I drink for beer. I have to mourn for young lovers wrenched from each other’s arms. I have to weep for the infant expelled before their time! [pause] Go, Nedu, and open your gate to her. However, you must treat her according to the ancient rites that every mortal shall endure who enters my realm.”

Nedu answers, “Yes, my Queen.”

The Rites of the Mistress of Earth

Death rings a bell [or sounds a gong or chimes.]

Nedu no longer bars the gate, and says to the candidate, “Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence.” Nedu guides the candidate through the first gate, taking off her crown as she enters. This is then passed to Sulphur, who passes it to Mercury, who passes it to Erishkigal, who puts it on her own head.

Candidate says, “Gatekeeper, why have you removed

my crown?" [If candidate requires prompting, this shall be done by the officer forming the left side of the gate.]

Nedu replies, "Such is the manner in which all must pass my gate and approach my Queen."

Nedu then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Salt forms a new gate with Mercury. Sulphur becomes Kishar, the guardian of the second gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in a battery of three and then five: *** *****

Kishar replies, "Who dares to disturb Kishar, the Guardian of the second Gate to the Land of No Return?"

Candidate replies, "I do."

Kishar says, "Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence." Kishar guides the candidate through the second gate, taking off her ear rings as she enters. These are passed to Mercury, who passes them to Erishkigal, who puts them on herself.

Candidate says, "Gatekeeper, why have you removed my ear rings?"

Kishar replies, "Such is the manner in which all must pass my gate and approach my Queen."

Kishar then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Sulphur forms a new gate with Salt. Mercury becomes Endashurimma, the guardian of the third gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in a battery of four and then three: **** **

Endashurimma replies, "Who dares to disturb Endashurimma, the Guardian of the third Gate to the Land of No Return?"

Candidate replies, "I do."

Endashurimma says, "Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence." Endashurimma guides the candidate through the third gate, taking off her necklace as she enters. This is then passed directly to Erishkigal, who puts it on herself.

Candidate says, "Gatekeeper, why have you removed my necklace?"

Endashurimma replies, "Such is the manner in which all must pass my gate and approach my Queen."

Endashurimma then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Mercury forms a new gate with Sulphur. Salt becomes Enuralla, the guardian of the fourth gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in a battery of three, then two and then one: *** ** *

Enuralla replies, "Who dares to disturb Enuralla, the Guardian of the fourth Gate to the Land of No Return?"

Candidate replies, "I do."

Enuralla replies, "Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence." Enuralla guides the candidate through the fourth gate, taking off her toggle pin as she enters. This is passed to Sulphur, who passes it to Mercury, who passes it to Erishkigal, who puts it on herself.

Candidate says, "Gatekeeper, why have you removed my toggle pin?"

Enuralla replies, "Such is the manner in which all must pass my gate and approach my Queen."

Enuralla then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Salt forms a new gate with Mercury. Sulphur becomes Endukuga, the guardian

of the fifth gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in a battery of one and then four: * ****

Endukuga replies, "Who dares to disturb Endukuga, the Guardian of the fifth Gate to the Land of No Return?"

Candidate replies, "I do."

Endukuga replies, "Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence." Endukuga guides the candidate through the fifth gate, taking off her girdle of birthstones as she enters. This is passed to Mercury, who passes it to Erishkigal, who puts it on herself.

Candidate says, "Gatekeeper, why have you removed my girdle of birthstones?"

Endukuga replies, "Such is the manner in which all must pass my gate and approach my Queen."

Endukuga then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Sulphur forms a new gate with Salt. Mercury becomes Endushuba, the guardian of the sixth gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in four batteries of one, with a deliberate pause in between each: * * * *

Endushuba replies, "Who dares to disturb Endushuba, the Guardian of the sixth Gate to the Land of No Return?"

Candidate replies, "I do."

Endushuba replies, "Enter, O Lady. Let the Palace of the Land of No Return rejoice at your presence." Endushuba guides the candidate through the sixth gate, taking off the bangles from her wrists and ankles. These are passed directly to Erishkigal, who puts them on herself.

Candidate says, "Gatekeeper, why have you removed my bangles?"

Endushuba replies, "Such is the manner in which all

must pass my gate and approach my Queen.”

Endushuba then guides the candidate in one circuit widdershins around the lodge, moving by the square. Once one full circumambulation has been made, Mercury forms a new gate with Sulphur. Salt becomes Ennugigi, the guardian of the seventh gate. On behalf of the candidate the gatekeeper simulates the knocks by clapping in a battery of one and then two: * **

Ennugigi replies, “Who dares to disturb Ennugigi, the Guardian of the seventh Gate to the Land of No Return?”

Candidate replies, “I do.”

Ennugigi replies, “Enter, O Lady, Let the Palace of the Land of No Return rejoice at your presence.” Ennugigi guides the candidate through the seventh gate, taking off her body garment as she passes. This is simply set aside.

Candidate says, “Gatekeeper, why have you removed my garment?”

Ennugigi replies, “Such is the manner in which all must pass my gate and approach my Queen. You now find yourself in the Courtyard of Kurnugi.”

Here Ends the Rites of the Mistress of Earth

Quintessence rings a bell [or sounds a gong or chimes.]

Ennugigi says, “Remove the wool from your eyes and behold your sister, the dread Queen Erishkigal!”

The candidate removes their own hoodwink and sees Death/Erishkigal enthroned, wearing the first six of the garments that were removed when passing the gates. Erishkigal is visibly agitated and full of rage. After a brief moment to heighten the tension, Erishkigal points at the candidate and commands, “Seize her!”

The other three officers apprehend the candidate, lower

her to her knees and bind her ankles as well as her wrists behind her back. This should be slightly uncomfortable for the candidate but a thin rug can be used on the floor for the candidate to kneel on if desired, depending on the fitness and pain tolerance of the candidate. The candidate should be in front of the throne, facing the centre of the ritual space.

Erishkigal slowly descends from the throne while saying, “May that which sleeps in the darkness stir and awaken! May that which was hidden become visible!”

The other three officers form three sides of a square, facing inward, leaving the fourth spot open for Erishkigal with Salt on the West side, Sulphur in the South and Mercury in the East. This square formation of officers should be between the throne and the candidate, with the candidate looking on from outside the square. The officers should fan their cloaks out to provide a visual barrier so the candidate and any spectators cannot see the inside the square. Once Death/Erishkigal joins the other three to complete the square the entire group shall begin rotating deosil while still attempting to maintain the shape of a square.

On the third time around, when Death is furthest from the view of the candidate, Death should quickly duck into the centre. Salt and Mercury will take hands to create a triangle with Death hiding in the centre. The triangle will continue to spin and in the centre, Death will quickly take off their own mask, remove their cloak and black coverings and put the cloak back on reversed (gold outside). Death (now Quintessence) should also remove the black mask from the other three officers as stealthily as possible.

Once this transformation is complete, at the signal of Quintessence, the three officers in the triangle will crouch down on the spot and Quintessence will stand up in a proud Star Posture [hands straight out to the sides and feet spread

wide apart] facing the candidate and triumphantly say, "It ascends from Earth to the Heavens and descends again into the Earth thereby gaining the power of the Above and the Below! This is how you will receive the glory of the whole world and all obscurity will flee before you!"

Quintessence steps toward the candidate and frees them from their bondage with the assistance of the other officers and encourages the candidate to stand up, "Rise up, my sister! I mean you no harm. Refresh yourself with the Water of Life and the Bread of Life."

Quintessence provides the initiate with the water and bread from the table beside the throne and the candidate eats and drinks it before Quintessence continues, "You had forgotten yourself and needed to go to the darkest of places to find the light of truth. The truth that you are a Goddess! Take my hand in the grip of the Raven's Claw and remember your name..."

Quintessence takes the initiate's hand firmly, placing the wrist of the candidate between Quintessence's middle and ring fingers and says, "ISHTAR! Now, with your eyes open and with the knowledge of your innermost nature you will return from this Land of No Return, for the law of mortals does not apply to divine beings. As long as you remember yourself you shall come and go from the land of the dead freely and of your own volition."

Mercury and Sulphur again form the Seventh gate and Salt stands in front of it as the gatekeeper Ennugigi. Quintessence guides the initiate to the gate and says, "Ennugigi! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!"

Ennugigi says, "O Ishtar, giver of both Life and Death! I shall now reveal to you the Keys to the Seventh Gate of the

Land of No Return. The metal of my gate is Lead, corresponding to the planet Saturn. The number of my gate is Three, as in the knocks which are given in a battery of one and then two to symbolize Putrefaction. It is the first stage in the Black Arts of Alchemy. In this stage the force of Death starts the process of breaking down that which is to be transformed: One becomes Two.”

Ennugigi demonstrates by knocking with their power hand on their own opposite shoulder * ** and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands the Body Garment of Ishtar to Ennugigi, who then reinvests the initiate while saying, “And the final key to my gate is the proud garment of your body. This garment represents your physical body, which must be shed before entering into the Courtyard of Kurnugi, the deepest domain within the Land of No Return.”

Ennugigi takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Seventh Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides the initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Salt forms a new gate with Sulphur while Mercury guards this gate as Endushuba. Quintessence guides the initiate to the gate and says, “Endushuba! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Endushuba says, “Generous Queen Ishtar! I shall now reveal to you the Keys to the Sixth Gate of the Land of No Return. The metal of my gate is Tin, corresponding to the planet Jupiter. The number of my gate is Four, as in the

knocks which are given in a battery of four individual knocks to symbolize Separation. It is the second stage in the Black Arts of Alchemy. After the matter has broken down into a Chaos, we can separate out each element from one another. Ordo Ab Chao.”

Endushuba demonstrates by knocking with their power hand on their own opposite shoulder * * * * and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands the Bangles of Ishtar to Endushuba, who then reinvests the initiate while saying, “And the final key to my gate are the bangles on the ankles and wrists of your body. This garment represents your ability to influence the world with your actions. To bend the universe to your Will. Without this power you have no other power.”

Endushuba takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Sixth Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Mercury forms a new gate with Salt while Sulphur guards this gate as Endukuga. Quintessence guides the initiate to the gate and says, “Endukuga! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Endukuga says, “Merciless Goddess Ishtar! I shall now reveal to you the Keys to the Fifth Gate of the Land of No Return. The metal of my gate is Iron, corresponding to the planet Mars. The number of my gate is Five, which is also the number of knocks. These knocks are given in a battery of one and then four to symbolize Distillation. It is the third stage in

the Black Arts of Alchemy. After the elements have been separated out, they will each need to be purified in turn. Distillation allows us to remove the subtle from the dense, gently with unremitting care.”

Endukuga demonstrates by knocking with their power hand on their own opposite shoulder * **** and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder. Quintessence hands Ishtar’s Girdle of Birthstones to Endukuga, who then reinvests the initiate while saying, “And the final key to my gate is the girdle of birthstones. This garment represents your animal instinct. It is the collective wisdom of all your ancestors passed down to you at conception and which begins to crystallize at birth.”

Endukuga takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Fifth Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Sulphur forms a new gate with Mercury while Salt guards this gate as Enuralla. Quintessence guides the initiate to the gate and says, “Enuralla! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Enuralla says, “Immortal Ishtar! I shall now reveal to you the Keys to the Fourth Gate of the Land of No Return. The metal of my gate is Gold, corresponding to the Sun. The number of my gate is Six, which is also the number of knocks. These knocks are given in a battery of three and then two and then one to symbolize the burning away of impurities through Calcination. It is the fourth stage in the Black Arts of

Alchemy. Just as gold does not rust or tarnish, only that which is incorruptible can withstand the purifying flame.”

Enuralla demonstrates by knocking with their power hand on their own opposite shoulder *** ** * and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands Ishtar’s Toggle Pin to Enuralla, who then reinvests the initiate while saying, “And the final key to my gate is the toggle pin. This represents your innermost essence. When all artifice and guile has been shed, this is what remains. It is your source of power and authority.”

Enuralla takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Fourth Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Salt forms a new gate with Sulphur while Mercury guards this gate as Endashurimma. Quintessence guides the initiate to the gate and says, “Endashurimma! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Endashurimma says, “Ishtar the Seductress! I shall now reveal to you the Keys to the Third Gate of the Land of No Return. The metal of my gate is Copper, corresponding to the planet Venus. The number of my gate is Seven, which is also the number of knocks. These knocks are given in a battery of four and then three to symbolize Dissolution, the fifth stage in the Black Arts of Alchemy. The number four symbolizes the dense while the number three is that which is subtle. The dense shall be dissolved into the subtle with great patience and care. That which refuses to adapt must be left behind.”

Endashurimma demonstrates by knocking with their power hand on their own opposite shoulder **** and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands Ishtar’s Necklace to Endashurimma, who then reinvests the initiate while saying, “And the final key to my gate is the necklace. This represents the connection between the mind and the body. This should be an unobstructed channel of creativity being made manifest through you. In particular the necklace represents your voice and communication through physical expression.”

Endashurimma takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Third Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Mercury forms a new gate with Salt while Sulphur guards this gate as Kishar. Quintessence guides the initiate to the gate and says,

“Kishar! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Kishar says, “O Wise Ishtar! I shall now reveal to you the Keys to the Second Gate of the Land of No Return. The metal of my gate is Quicksilver, corresponding to the planet Mercury. The number of my gate is Eight, which is also the number of knocks. These knocks are given in a battery of three and then five to symbolize Crystallization, the sixth stage in the Black Arts of Alchemy. The three principal elements of Alchemical Salt, Sulphur and Mercury must come together and crystallize into the Fifth Element or Quintessence, which is the Philosopher’s Stone and Elixir of Life.”

Kishar demonstrates by knocking with their power hand on their own opposite shoulder *** ***** and then continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands Ishtar’s Earrings to Kishar who then reinvests the initiate while saying, “And the final key to my gate are your Earrings. These represent your ability to listen and to comprehend. This is just as vital as the ability to express yourself. Free and open communication on all levels of the Self is vital if you are to crystallize the Complete Harmonized Self.”

Kishar takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the Second Gate!”

Quintessence passes freely through the gate without giving knocks or grip and guides initiate in one complete circumambulation deosil around the temple space, moving by the square. During this time, Sulphur forms a new gate with Mercury while Salt guards this gate as Nedu. Quintessence guides the initiate to the gate and says,

“Nedu! Recognize this one before you as the Goddess ISHTAR, with all the rights and privileges of those who are divine! Yield to her the Keys to your Gate!”

Nedu says, “Illuminatrix Ishtar! I shall now reveal to you the Keys to the First Gate of the Land of No Return. The metal of my gate is Silver, corresponding to the Moon. The number of my gate is Nine, which is also the number of knocks. These knocks are given in three batteries of three to symbolize Conjunction, the seventh and final stage in the Black Arts of Alchemy, of which no more shall be spoken at this time.”

Nedu demonstrates by knocking with their power hand on their own opposite shoulder *** *** *** and then

continues, “Demonstrate these knocks upon my shoulder.”

The initiate knocks on the gatekeeper’s shoulder.

Quintessence hands Ishtar’s Crown to Nedu who then hands the crown to the initiate while saying, “And the final key to my gate is your crown. The crown is the symbol of your authority as the sovereign of your own universe. It imitates the glowing aura of light that is sometimes seen around highly advanced practitioners and is emblematic of the Divine Right to Rule and the Priest-King. This is the crown of the Divine incarnate on the Earth. You must place the crown upon your own head.”

The initiate does so.

Nedu takes the initiate by the grip of the Raven’s Claw and moves the candidate through the gate saying, “Pass! ISHTAR, through the First Gate!”

Quintessence passes freely through the gate without giving knocks or grip. Quintessence addresses the initiate, “You have discovered the entrance to the underworld. You have passed through the Seven Gates and possess the Keys to each. You have been nourished by the Bread of Life and refreshed by the Water of Life. You have returned transfigured from the Land of No Return. You have dug the foundation but it is still your task to erect a ziggurat upon this entrance to the underworld. This ziggurat shall reach up through the heavens to mirror the seven subterranean levels explored today and it shall endure the Ages. But first, you will need to take your throne and dismiss your subjects.”

Quintessence gestures toward the throne and the initiate takes a seat. Quintessence provides a script for the initiate to read aloud.

The Initiate reads the script:

"I am the Queen of Heaven and Earth!
Queen of All the Universe!
My loyal subjects, return to your abodes
and bring my blessings of fertility with you!
In the marshland may the fish and birds chatter,
In the canebrake may the reeds grow high,
In the steppe may the deer and wild goats multiply,
In the orchards may there be honey and wine,
In the grasslands may the lettuce and cress grow high,
In the Ziggurat may there be long life!"

All in attendance leave the working space, moving by the square, in the following order: Non-initiated spectators, initiated spectators, Salt, Sulphur, Mercury, the Initiate and finally Quintessence.



The Grip of the Raven's Claw
Artwork by Tasha Menary

ABOUT THE AUTHOR

Jeremy Crow is an occultist, author and community organizer. Jeremy has been experimenting with the esoteric for most of his life. Early work included lucid dreaming, tea leaf reading and devotional practices. As a teen he began to practice ritual magick & Tarot. He was raised to the degree of Master Mason in the Ancient & Primitive Rite of Memphis Misraim. Was mentored by Tau Cerinthus, Gnostic Bishop of Canada, resulting in Jeremy being ordained a Priest, initiated into the Martinist Order to the degree of S::I:: & Knighted in the Portugal lineage of the Knights Templar Order.

Jeremy has also held officer's roles in several Esoteric Orders including the Golden Dawn & the Ordo Templi Orientis. In 2002 Jeremy began writing articles on Gnostic Luciferianism. He joined the Ordo Luciferi and went on to become Sentinel of the Working Group and eventually the Order's new Grand Councilor. Jeremy restructured the system to be more Open Source, which included writing and releasing the Self-Initiation Rite.

He also founded the Luciferian Research Society (LRS), a non-hierarchical collective of artists from every branch of the Left Hand Path. In 2012 he founded the International Left Hand Path Conference and manifested the first one in Toronto, Canada.

Jeremy has been an Archon (co-president) of The Assembly of Light Bringers (formerly known as The Greater Church of Lucifer) a non-dogmatic philosophical organization that seeks to provide local community and a venue for personal development for those exploring the Left Hand Path. In addition, Jeremy has launched the Ziggurat of Enki, an Open Source Esoteric Order inspired by Babylonian Mythology.

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For more information, visit:

JeremyCrow.com

ZigguratOfEnki.org