

GATES of ENOCH

TEX	RII	BAG	ZAA	DES
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VTI	NIA	TOR	LIN	ASP
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KHR	POP	ZEN	TAN	LEA
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ORO	VTA	ZIM	LOE	ICH
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ZAX	ZIP	ZID	DEO	MAZ
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LIT	PAZ	ZOM	ARN	LIL
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These sigils are formed from Enochian characters for the names of the 30 Aethyrs after the manner popularized by A.O. Spare, a technique which works well with other terms or creatures, such as the angels of the pyramids

Visualized in spirit journeys the devices provide egress to the aires (or levels of being) that comprise the system.

In "the place of 3 skulls" 3 dice are rolled twice. 6 is subtracted from the total, yielding the realm of consciousness within which the oracle proceeds, from 30-TEX to 1-L1L, the Lamp of Invisible Light, beyond which nothing can be said, O being nameless