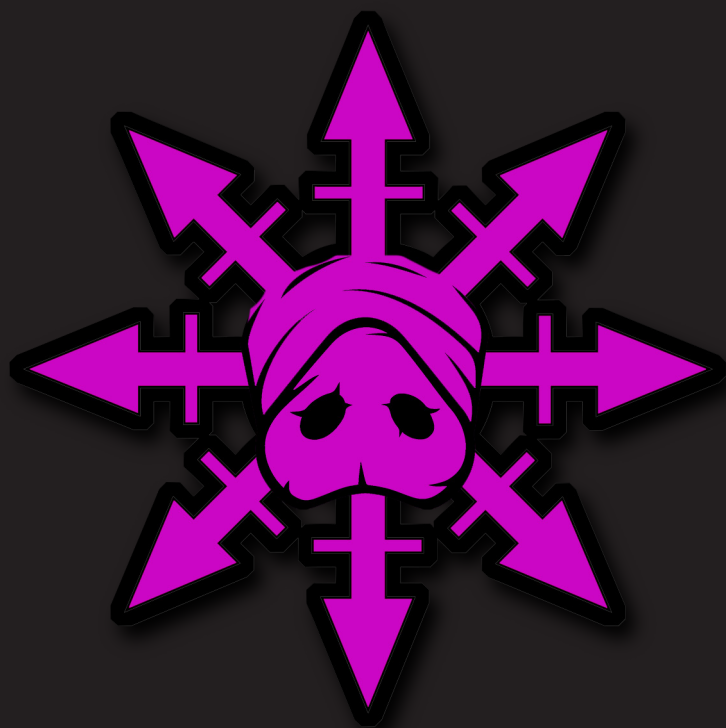


CCULT COMICS GRIMOOR.

DOOR TO OTHER SIDE OF THE
FOURTH WALL

And three magi appeared in the world of magic and they came from the island to the world and brought their gifts. The names of those magicians - Alan Moore, Grant Morrison and Neil Gaiman. Frankly say, Neil Gaiman is not so much a magician as a storyteller, writer of worlds and mythologies, but this is also a kind of magic.

But I will not tell you about these people, because many books have already been written about them. We are more interested in the gifts that they brought to our world. The rituals described will be built based on these gifts.

Millions of people read comics and many of them believe that the characters of these comics exist in reality, albeit not in ours. The world of magic has become enough broad in it's views and now no one is surprised by Agent Smith's evocation or worship of Azathoth. So why not show in our reality those forces that hides behind the fourth wall of the comic?

I will not lie, these are not good powers, though not evil, but unlike the general theory of magic, in our case, little will depend on your intention. The complex of rituals is designed to destroy the consensual reality, not achievement of any benefits.

If you wanted to receive money, power or women, then close this text, none of the above you will get. But with a favorable outcome you can break the boundaries of our reality and bring JOY, AGONIA and PASSION to the world.

The original version involved only one character. But getting up before the problem of DESIRE AND CHOICE, it was decided to expand this work to a complex of three rituals. The number of characters at the same time increased significantly. Just imagine how life can change in a particular area of the city if you release the manifestation of anarchy, chaos or death, sleep, madness, passion, or some kind of lovecraftian horror which was released in the area of a mental institution or building legislative assembly!

All rituals are built according to one rather simple-looking scheme and work on the trained will of operator with minimal exposure to magic instruments. These rituals licensed under CC BY-SA. This condition is not established for the purpose of restrictions, but in order to induce the magical community (well, at least those few who want to do this ritual) to spread and change it, and not to blind copying, as is customary.

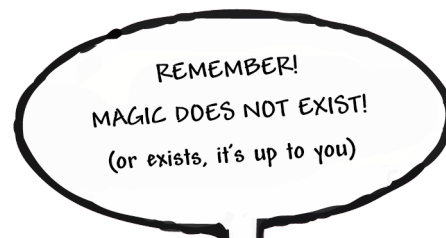
So, let's start!



HIS MAJESTY THE KING MOB

Demonstrators attacked members of the House of Lords who came to parliament, broke their carriages, arranged for destruction and robbery in the city.

The next day started anti-Catholic riots, smashed the Irish who lived in the Murfield area (there was vast undeveloped area where the rebels gathered), as well as the Sardinian and Bavarian embassy. Newgate Prison was stormed, burned and partially destroyed, the prisoners fled. In prison it was written: «His Majesty The King Mob».



Who is King Mob?

King Mob is a fictional character created by writer Grant Morrison for his comic book (hypersigilla) "The Invisibles". King Mob is a former horror writer named Gideon Starozhevsky (Gideon Starorzewski), whose pseudonym was «Kirk Morrison». Chaos mage and more. Creator of revolutions and destroyer of reality. He will help us to hack the surrounding reality, filling it with unforgettable fun.



RITUAL

What do we need for this ritual?

- A diary. Be sure to fill it daily.
- 60 (sixty) days of your attention.
- Key without a lock.
- Wine. There should be a lot of wine, but more on that later, as well as about alcohol substitutes.
- Collection of comic books "The Invisibles", all 3 volumes, all 59 issues.
- Incense corresponding to the Scorpio.

This action is not designed to make a profit and achieve your own goals, this ritual, if I may say so, creates holes in our reality. Many of us dream of a miracle, a house with a ghost, or maybe an old barrow on top of which elves live. Dreamed, but did nothing for this. Now you have a chance to open the gates to other worlds. We are not know what is on the other side, we don't know what will eventually happen, but in any case, it will be an real adventure.

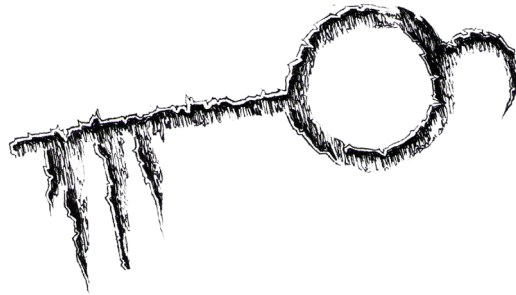
I honestly warn you, in extreme cases, you can go crazy, but who if not we?

As already mentioned above, it will take us 60 days, these days you will read comics, drink wine and keep a diary. Although at our frantic rhythm of life, most likely you will still work, nurse children, work again, sleep little and rarely rest.

Choose a time convenient for you when you will be guaranteed free, let's say 11 pm. Before you start, you can do magic preparatory work, in accordance with your vision of the world, let's say an LBRP (Lesser Banishing Pentagram Ritual). The goal of daily practice is reading one issue of "The Invisibles" comic book and drinking one glass of wine. After what you should write in your diary, what exactly you took out of this number, what thoughts, images and feelings. Carry this diary with you throughout the day and write in it everything unusual that can only happen. Maybe you will meet the same numbers, say 23 or others. Or you will start hear intrusive tunes. All this needs to be recorded and analyzed. In fact its a normal magic diary, but designed for a specific ritual. But if you already have a magic diary, you can use it. The main condition for keeping a diary is to fill out regularly. Even if nothing happened all day, write it down.

We are well aware that not everyone can drink wine and alcohol in general. For those who do not accept alcohol there is a substitute – tea. But tea is also not simple, but puer. Wine or puer should be bought on the basis that you have enough for 60 days. You should drink only one glass of wine / tea every day and do this while reading comics.

Of course, no one forbids you to drink more, but if you wants more, drink another wine or a different puer, for we have a plenty of sorts. Come to the choice of a ritual drink thoughtfully, because you must drink it for almost two months

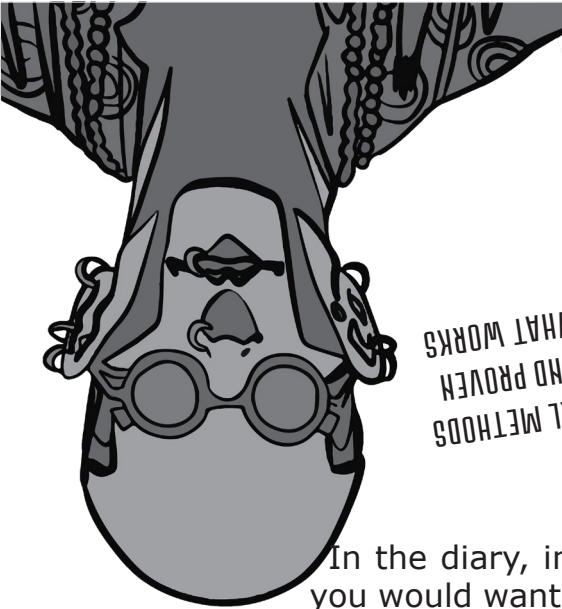


So why do you need a key without a lock? The answer is terribly banal: to open the lock that not exists. In 59 days you will need to find or create such a key. As you understand, for each key, even if it is without a lock, there must be a lock, that's a paradox. And where is the lock, there is the door. The door in our ritual is one of the key elements.

This door, like the false doors of the ancient Egyptians or the rabbit hole from "Alice in the Wonderland", opens the border between the worlds and invites into our world SOMETHING. Throughout the days that you read a comic and drink wine, you must will do creative work. First you need to choose a right place.

It is necessary to choose one based on several parameters:

- It should be easily accessible to you but hard to reach for vandals.
- Rely on your own intuition and while walking around the city, listen to sensations. There are places where the fabric of reality has become thinner.
- And don't forget about basic safety. Do not draw doors on cemetery crypts or abandoned walls churches, but it's up to you.



AFTER CHOOSING A PLACE, TRY TO CLEAN IT WITH ALL METHODS
KNOWN TO YOU, WHETHER DETERGENT OR AN OLD AND PROVEN
EXILE RITUAL, OR MAYBE BOTH, YOU NEVER KNOW WHAT WORKS
BEST.

In the diary, in addition to daily entries, begin to draw a door, the way you would want to see it. Whether it's the gateway to Moria or the door to the hole of Bilbo Baggins, or maybe exclusively your own design. The main thing to remember is that this door should be the keyhole for which you have prepared the very key. To strengthen the gateways, you can use magic signs and inscriptions.

It may be hola-stafur  and ellis-sigil, well,  or if you are strong in graphic magic, you can create a sign by your own design,  relying on your knowledge and the comic universe.



On the sixtieth day, come to the chosen place, take your time, look around, nobody and nothing should distract you.

Proceed to create or draw your door. When drawing a door, remember you don't have to be a vandal, need to be an artist. Whether it's crayons, spray cans or huge print is not important. It should like you and not disturb others. Do not forget the number, what is the door without a number? Carefully depicting the door in the selected area and spend impromptu appeal. Turning three times around the left shoulder and knocking on the door two times on three hits, say this:

*'One, two, three.
Come to our world.
Four, five, we will play with you.
Six and seven, the reality is completely torn.
Nine, eight, ten, we will primely play tricks''.*

You can stay at the door, but if you stay, you must stay until midnight, no matter what time you performed the ritual. But you can leave on a different path, not on the road along which you came to this place.

Perhaps after reading all the volumes of the comic you will have your own lines appeals, but if not, you can use the ones above.



PART TWO

There are those who like to work independently, and those who prefer teamwork. The second version of the evocation ritual was originally designed for seven persons and for most is not very different from work of Abramelin The Mage. Yes, unfortunately, modern realities are that rituals for which you need to prepare longer than a week are for many looks like something incredible.

Sounds like a challenge, doesn't it?

So, we invite eternal.

(Destiny, Death, Dream, Destruction, Desire, Despair, Delirium). Their names alone sound like a spell. All are copyrighted by Neil Gaiman and come in a comic strip called "The Sandman".

I will not describe each of the characters, as their names speak for themselves. The subtleties of their character you can find out directly in preparation. Being anthropomorphic personifications of processes, they are simultaneously everywhere and nowhere, regardless of reality and the easier it will be to call them.

- The first item remains the same, the diary here is also extremely important.
- Last time we talked about 60 days, this time we will talk about 79 (maximum) days.
- A key without a lock, everything is exactly the same.
- Wine or puer as before.
- The Sandman Comics Collection of 75 issues in 10 volumes + 3 issue, namely the collection "Death: The High Cost of Living", if you decided to invite Death.
- Incense according to the chosen type (Death, Desire and so on).
- To enhance the effect, you need to purchase a fairly rare Tarot deck namely "Vertigo Tarot".

With diaries, everything is simple and complicated at the same time, because teamwork implies not only daily filling in your own diary, but daily reading of the diaries of your colleagues in the ritual. And this thing is intimate.

79 days, 78 comic book releases, 78 tarot cards. Performing this ritual alone or in a company is your personal choice. Will there be a couple of three among your friends who will go this way together with you?

In these comic books much more magic, simple and clear, as well as there are keys and invocations. We do not recommend using them not thinking twice. Better make your key and write your text, it's more reliable and will save you if something suddenly goes wrong.

Wine or puer, puer or wine? The choice is yours! Daily and do not overuse, one glass while reading.

There are many more comics relating to the "Sandman" universe, but it makes no sense to use them all. We specifically designated those 75 + 3, as they elegantly fit into the Vertigo tarot deck system. We need this deck in the process of work. Daily you have to pull one random card and keep its image in your head throughout of the day. You can take it with you, using as a bookmark for diary or just carry in your wallet. The main thing is to keep the image of the card in head, simultaneously correlating it with what is happening around

Do not forget to do diary entries

As for the key and the door, everything remains exactly the same as in the first ritual. But given that there may be several of you, you can experiment with map, multipath stars and ley lines of your city.



PART THREE

To begin with, I convey fiery greetings to the Cult Cthulhu from the Cult of the Dead Pig. The Universe knows, I didn't want it, I was forced. I was asked, they came to me in a dreams, they threatened me and finally I succumbed.

This ritual is not for the faint of heart, because we will invite Herald of Change, the One who is followed by the Apocalypse, Master of the Revolution, Nyarlathotep, or rather his avatar, Johnny Carcosa.

For the ritual we need you already guess what.

- A diary.
- 17 days of free time.
- Key and keyhole, but not everything is as simple as we would like.
- Absinthe.
- Alan Moore's "Providence" comics collection in 12 Issues and "Neonomicon" in 4 issues.
- Incense: wormwood and Egyptian musk.
- Permanent (or temporary) sexual partner.

This work is carried out in an intensive mode due to the small volume material. Despite the number of issues, the flow of information in them is colossal.

The diary in this case plays a role not only necessarily magical, but also necessarily dreamy: in the first two cases recording dreams is your exclusive right; this time, it is your duty.

17 days of work - do not try to know the sacred meaning of this number, and even if it is, we still do not understand its true significance. Basically, this work is boringly similar to the previous two, but there are exceptions that make it more interesting and challenging.

As I wrote above, you must write down your dreams. Also you will need to take on one stack of absinthe while reading a comic strip issue; this time no assumptions or options, absinthe only. Believe me, therapeutic portion of this drink within 16 days will not make you an alcoholic.

I would like to indicate that it is worth buying quality absinthe and with normal thujone content. Those are usually not cheap, or sold by private sellers.



Another indispensable element of this ritual is sexual intercourse. Your sex partner does not need to know what you are doing, but if he / she is aware, the better, and if he / she is doing parallel work, even better. The intercourse itself during the preparatory work should be regular regardless of headaches and other unforeseen factors.

Keys and keyhole

So we came to why sexual intercourse is required during this ritual. Of course, comparing the penis with the key is pretty primitive level, but in this case it is rather a necessity. For 16 days, through sexual intercourse, you prepare your key, adjusting it to the keyhole. In fact, the key or well in this case is not as much penis as you yourself.

As you understand, the final part of the ritual is slightly different than in previous chapters. You just have to find a place and draw a door. Act of opening the door is an act of oral sex where the head is a well for the door to the other side and the penis is the key and cipher carrier for opening the door.

UPD: No, jerking off the wall mumbling a spell, that's a bad idea. During the act of opening, in other words, blowjob, you should read evocation to Nyarlathotep.

UPD2:

1-We made a safety note!

And really, before you open something, think about how you will close it. If you feel like stopping the experiment, you have to return to the door and "close" it with the key, erase the door itself and ritually cleans the space.

In case you want to protect yourself or began to feel the excessive influence of the "other side", the guard spell should be repeated.

For the Forest of Moore, for the Glitter of Grant, for the Darkness of Neil, Three magi creators, conjure by force.

I conjure those all who come and all who enter and their wives and their children. In the names of the three magicians, Moore, Morrison, Gaiman, I conjure, do not joke, do not harm, do not make fun of 'name', not to me, but around me.

2- If you use ellis - sigil in your work, do not forget to put a label on the map <https://www.dkmu.org/lsmmap/>

3- We were asked why we need a number on the door. We explain.

There are many numbered paths, popular 93, 23, 218 and many others that are calculated by gematria. Think twice in what way does the one you call enter this world.