

## **Lesser Key of Solomon**

### **Book of Evil Spirits – The Goetia**

### **Deprogramming and Deliverance**

The Goetia is a grimoire or text book of magic spells and demonology. It is old, likely derived in the 1600s from materials dating back to the thirteenth century. The “key”, a common theme in mind control programming, is pictured as a hexagram. Although the spells involve any number of geographic shapes (sacred geometry) and symbols used in the ritual invocation of fallen angels.

The following is a “sanitized” version of the Goetia, without the symbols or references of worship for each evil entity. However, this is very high-level magic and witchcraft. The 72 demons invoked are powerful fallen angels that have been given sacrifices, and assignments by the wizard/magician/witch. Be certain to do a good set-up prayer and have good prayer covering before attempting to break the power of this evil.

- Renounce and repent personally and generationally for use of magic arts and the invocation of these evil entities
- Renounce, reject and break mind control programming associated with each entity.
- Renounce the title, seal, office and authority of each entity.
- Break all oaths vows, covenants, blood covenants, eternal covenants and marriages.
- Repent for all invocation, worship and sacrifices given to the following entities:
- Command every entity under the authority of the following 72 to leave with them.

1. Bael: King ruling in the East

Confers invisibility

Appears like a cat, toad or a human. Rules over 66 legions of spirits.

2. Agares, Agreas: Duke under Bael

Brings back runaways and makes people run, causes earthquakes & teaches languages

Appears like a man riding on a crocodile. Rules over 31 legions of spirits.

3. Vassago: Mighty Prince

Declares things past and future, finds lost or hidden things. Rules over 26 legions of spirits.

4. Samigina or Gamigin: Great Marquis  
Appears like a small horse or ass, or human. Teaches liberal sciences, gives account of dead souls who died in sin. Rules over 30 legions of spirits.
5. Marbas: Great President  
Appears like a lion, or human shape. Answers hidden or secret things, causes disease and heals disease. Gives wisdom in mechanical arts, changes men into different shapes. Rules over 36 legions of spirits.
6. Valefor: Mighty Duke  
Appears like a lion with an ass head bellowing  
Familiar of stealing. Rules over 10 legions of spirits.
7. Amon: Marquis  
Appears like a wolf with a serpent's tail and flames in his mouth. Or like a raven or a man with a raven's head. He tells things past or to come. He causes and reconciles feuds. Rules over 40 legions of spirits.
8. Barbatos: Great Duke  
Appears when the sun is in Sagittarius with four kings (symbol of the sun on his seal)  
Gives understanding of the voice of birds and animals, breaks open hidden treasures.  
Rules over 30 legions of spirits.
9. Paimon: King obedient to Lucifer  
Appears on a camel wearing a crown  
Teaches arts and sciences and secret things, binds and makes others subject to the magician. He is of the order of Dominations. Rules over 200 legions of spirits.
10. Buer: Great President  
Appears as Sagittarius: a horse with a man's head, and a bow and arrow.  
Teaches philosophy and logic, herbs and plants. Rules over 50 legions of spirits.
11. Gusion: Duke  
Appears like as Xenophilus (Pythagorean philosopher and musician, who lived in the first half of the 4th century BC.) He tells all things and shows the meaning and resolution of all questions. Rules over 40 legions of spirits.

12. Sitri: Prince  
Appears with a leopard's head and the wings of a gryphon. He enflames passions.  
Rules over 60 legions of spirits.
13. Beleth, Bileth or Bilet: Terrible King  
Rides on a pale horse with trumpets playing before him.  
Rules over 85 legions of spirits. He is of the Order of Powers.
14. Leraje or Leraikha: Marquis  
Appears as an archer in green. Rules over 30 legions of spirits.
15. Eligos: Duke  
Appears as a knight carrying a lance and a serpent. Rules over 60 legions of spirits.
16. Zepar: Duke  
Appears in red apparel and armor like a soldier. Causes bareness. Rules over 26 legions of spirits.
17. Botis: President and Earl  
Appears in the form of an ugly viper, then may change into human form with teeth and two horns. He carries a sharp sword in his hand. Rules over 60 legions of spirits.
18. Bathin: Duke  
Appears like a strong man with the tail of a serpent, riding on a pale horse.  
He knows the virtues of herbs and precious stones. Rules over 30 legions of spirits.
19. Sallos or Saleos: Mighty Duke  
Appears as a gallant soldier riding on a crocodile with a crown on his head  
Causes love of women to men and men to women. Rules over 30 legions of spirits.
20. Purson: Great King  
Appears as a man with a lion's face, carrying a viper in his hand and riding upon a bear.  
Rules over 22 legions of spirits. In the Order of Virtues and Order of Thrones.
21. Marax: Great Earl & President  
Appears like a bull with a man's face. His office is to teach men astronomy and liberal sciences. And the virtues of herbs and precious stones. Rules over 30 legions of spirits.

22. Ipos: Earl and Mighty Prince

Appears in the form of an angel with a lion's head, goose's foot and a hare's tail.

Rules over 36 legions of spirits.

23. Aim: Duke

Appears as a handsome man in body with three heads; a serpent, man with 2 stars on his forehead and a calf. He rides on a viper carrying a firebrand in his hand. He sets fires.

Rules over 26 legions of spirits.

24. Naberius: Valiant Marquis

Appears as a black crane fluttering about the circle. He makes men cunning in all arts and sciences. He restores lost dignities and honors. Rules over 19 legions of spirits.

25. Glasya-Labolos: President and Earl

Appears as a dog with wings like a gryphon. Author of bloodshed and slaughter. Can cause invisibility. Rules over 36 legions of spirits.

26. Bune or Bime: Duke

Appears in the form of a dragon with three heads, one like a dog, one like a gryphon and one like a man. He changes the place of the dead and gathers spirits together on sepulchers. He gives riches to man and makes him wise and eloquent.

Rules over 30 legions of spirits.

27. Ronove: Marquis and Earl

Appears as a monster. Teaches rhetoric and the knowledge of tongues.

Rules over 19 legions of spirits.

28. Berith: Terrible Duke

Also known as Beale, Beal, Bofry or Bolfry.

He appears in the form of a soldier, with red clothing, riding upon a red horse with a gold crown on his head. He can turn metals into gold and knows past, present and future. Rules over 26 legions of spirits.

29. Astaroth: Duke

Appears as a dark hurtful angel riding on an infernal beast like a dragon, carrying a viper in his right hand. He gives answers to things past, present and future and can discover secrets. He will declare how the spirits fell and the reason for his own fall.

Rules over 40 legions of spirits.

30. Forneus: Marquis

Appears in the form of a great sea monster. Teaches men in the art of rhetoric and causes them to have a good name. Makes one beloved of his foes and friends. Rules over 29 legions of spirits.

31. Foras: President

Appears in the form of a strong man. Gives understanding to men, related to herbs and precious stones. Teaches the arts of logic and ethics. Rules over 29 legions of spirits.

32. Asmoday or Asmodai: King

Appears with 3 heads: A bull, man and ram. He has the tail of a serpent and from his mouth come flames of fire. His feet are webbed like a goose. He sits upon an infernal dragon and carries a lance and a banner. He is first and choicest under Amaymon. He teaches arithmetic, astronomy, geometry and handicrafts. He makes one invisible. Rules over 72 legions of spirits.

33. Gaap: President and Prince

He appears as the sun is in human shape, going before four mighty kings. His office is to make men insensible or ignorant. He can cause love or hatred. He can teach men to consecrate the things that belong to the Dominion of Amaymon his king. He can transport men between kingdoms speedily. Rules over 66 legions of spirits.

34. Furfur: Earl

Appears in the form of a hart with a fiery tail. He is a liar. He can take upon himself the form of an angel. He can raise thunders, blasts, lightening and great tempestuous storms. Rules over 26 legions of spirits.

35. Marchosias: Marquis

Appears in the form of a wolf with gryphon's wings and a serpent's tail, vomiting fire out of his mouth. He is a strong fighter of the order of Dominations. Rules over 30 legions of spirits.

36. Stolas or Stolos: Prince

Appears as a raven. He teaches the art of astronomy, herbs and precious stones. Rules over 26 legions of spirits.

37. Phenex: Marquis

Appears like the bird phoenix having the voice of a child. He sings sweet notes. He is a poet. Rules over 20 legions of spirits.

38. Halphas or Malthus: Earl

Appears in the form of a stock dove. His office is to build up towers and furnish them with ammunition and weapons and to send men of war to places appointed. Rules over 26 legions of spirits.

39. Malphas: President

Appears like a crow. He can build houses and towers and gives information on enemy desires. Rules over 40 legions of spirits.

40. Raum: Earl

Appears in the form of a crow. His office is to steal treasures out of king's houses. He tells all things. Rules over 30 legions of spirits.

41. Focalor: Duke

He appears in the form of a man with gryphon's wings. His office is to slay men, to drown them and overthrow ships of war. He has power over winds and seas. Rules over 30 legions of spirits.

42. Vepar: Duke

Appears like a mermaid. He governs the waters and guides ships laden with weapons of war. He can cause death by causing worms in wounds. Rules over 29 legions of spirits.

43. Sabnock: Marquis

Appears in the form of an armed soldier with a lion's head riding on a pale horse. His office is to build high towers, castles and cities. He can afflict with wounds and sores rotten and full of worms. Rules over 50 legions of spirits.

44. Shan

Appears like a Stock-Dove. His office is to cause blindness, deafness or understanding. (See Matthew 13:14-15) He steals money from Kings. Rules over 30 legions of spirits.

45. Vine/Vinea: Great King & Earl

Appears in the form of a lion riding upon a black horse bearing a viper in his hand. His office is to discover things hidden. Rules over 36 legions of spirits.

46. Bifrons or Bifrous/Bifrovs: Earl

Appears as a monster. His office is astrology, geometry arts and sciences. He teaches the virtues of precious stones and wood. He moves dead bodies. Rules over 6 legions of spirits.

47. Uvall, Vual or Voval: Duke

Appears as a dromedary (camel) speaks Egyptian. He procures friendships and relations. Rules over 37 legions of spirits.

48. Haagenti: President

Appears as a bull with gryphon's wings. Confers wisdom, transmutes metals into gold and changes water into wine. He rules over 33 legions of spirits.

49. Crocell or Crokel: Duke

Appears in the form of an angel. Creates great noises. Associated with warm waters or baths. He rules over 48 legions of spirits.

50. Fucas: Knight

Appears as a cruel old man with a long beard riding on a pale horse. Teaches philosophy, astrology, rhetoric, logic, chiromancy, and pyromancy. Rules over 20 legions of spirits.

51. Balam/Balaam: Terrible King

Appears with three heads: a bull, man & ram. He has the tail of a serpent, flaming eyes and rides a bear. He confers invisibility. Rules over 40 legions of spirits.

52. Alloces or Alocas: Duke

Appears as a soldier riding on a horse. Face of a lion, very red with flaming eyes. Teaches astronomy and liberal sciences. Rules over 36 legions of spirits.

53. Camio or Caim: President

Appears as a bird (thrush). Answers in burning ashes. Gives understanding of birds and animals. Rules over 30 legions of spirits.

54. Murmur or Murmus/Murmus: Duke and Earl

Appears as a warrior riding upon a gryphon, with a crown on his head. He brings dead souls to answer questions. Rules over 30 legions of spirits.

55. Orbas: Mighty Prince

Appears like a horse. Rules over 20 legions of spirits.

56. Gremory or Gamori: Duke

Appears in the form of a beautiful woman with a crown tied about her waist riding on a camel. His office is to tell of things past present & future. Rules over 26 legions of spirits.

57. Ose or Voso: President

Appears like a leopard. Liberal arts and gives answers on divine and secret things. Rules over 30 legions of spirits.

58. Amy or Avnas: President

Appears like flaming fire. His office is to make one "Wonderful Knowing" in astrology and liberal sciences. Rules over 36 legions of spirits.

59. Oriax or Orias: Great Marquis

Appears in the form of a lion riding on a horse with a serpent's tail. He holds two serpents hissing. Rules over 30 legions of spirits.

60. Vapula or Naphula: Duke

Appears in the form of a lion with Gryphon's wings. Makes men knowing in handcrafts and professions, philosophy and sciences. Rules over 36 legions of spirits.

61. Zagan: King and President

Appears in the form of a bull with gryphon's wings. He makes men witty. He can turn wine into water and blood into wine. He can turn metals into coin and fools wise. Rules over 33 legions of spirits.

62. Volac or Valak or Valu or Valac: President

Appears like a child with Angel's wings riding on a two-headed dragon. He gives answers on hidden treasures. Rules over 38 legions of spirits.

63. Andras: Great Marquis

Appears in the form of an angel with a head like a black night raven, riding upon a black wolf carrying a sharp sword. His office is to sow discords. Rules over 30 legions of spirits.

64. Haures or Hauras/Havres or Flaurob: Duke

Appears as a leopard with flaming eyes and a terrible countenance. He will lie and talk of the creation of the world and divinity and how the spirits fell. Rules over 36 legions.

65. Andrealphus: Marquis  
Appears in the form of a peacock. Teaches geometry and can shape shift men into birds.  
Rules over 30 legions of spirits.
66. Cimejes or Cimeies or Kimaris: Marquis  
Appears as a valiant warrior riding on a black horse. Rules over the spirits in Africa.  
Teaches grammar, logic, rhetoric and to discover things lost or hidden.  
Rules over 20 legions of spirits.
67. Amdusias or Amdukias: Duke  
Appears like a unicorn. Trumpets and musical instruments may be heard.  
Rules over 29 legions of spirits.
68. Belial: Mighty King created next to Lucifer.  
Appears in the form of two beautiful angels sitting in a chariot of fire. He fell in the first group with Lucifer. Belial requires offerings & sacrifices. Rules over 50 legions of spirits.
69. Decarabia  
Appears in the form of a star in a pentacle (Pentagram). His office is to discover the virtues of birds and precious stones. Rules over 30 legions of spirits.
70. Seere, Sear or Seir: Prince under Amaymon King of the East  
He appears as a beautiful man riding on a winged horse. Rules over 26 legions of spirits.
71. Dantalion: Duke  
Appears in the form of a man with many countenances, men's and women's faces. He has a book in his right hand. He teaches arts and sciences and to declare the secret counsel of any one. He knows thoughts and can change them at will. Rules over 36 legions of spirits.
72. Andromalius: Earl  
Appears as a man holding a serpent in his hand. His office is to bring back the thief and stolen goods and to discover all wickedness and underhanded dealing. Rules over 36 legions of spirits.