

Temple of Ascending Flame



Cthulhu - Lord of Dreams

By Asenath Mason & Temple of Ascending Flame

This project is centered on Cthulhu as the Lord of Dreams and his role in exploration of the dreaming mind. All rituals and meditations were written and designed by members of the Temple of Ascending Flame. Included in the project are five workings which have to be done individually on five days in a row, preferably before sleep. The first working will open gateways for the current of Cthulhu within your inner mind, the following three meditations will take you on a journey to the lost city of R'lyeh, and the final ritual will transform you into the Lord of the Dreams through invocation and dream magic. The purpose of the project is to introduce the practitioner to the Necronomicon Gnosis through astral magic and simple techniques of lucid dreaming, with Cthulhu as the figure of the initiator and intermediary between the human mind and the Great Old Ones.

Before the rituals:

For the workings of this project you will need the following items:

- **Five black candles.** You can have more to light up the room if you want to.
- **One purple candle.** It is needed for the last day only.
- **The sigil of Cthulhu.** It should be painted in black on a silver background, but black on white will work as well.
- **Incense.** The recommended choice is lotus, mugwort, or frankincense.
- **A tool to draw blood.** This can be a dagger, knife, razor, lancet, etc., and it is enough to draw a few drops only, no larger amounts are needed. Blood of the practitioner is a vital component of this work because it opens inner gateways within your consciousness and serves as a symbolic act of self-sacrifice, leaving place for initiation and transformation. You can make the blood offering on each day of the project, or you can do it only on the first day to activate the sigil - this is up to you. You can also perform the workings without blood at all, but it is not recommended.
- **Chalice filled with the Sacrament.** Preferably, this should be red wine mixed with mugwort (simply put some dried mugwort into it and leave it for an hour or so before you start the working). The potion will be needed for scrying, but it will also be drunk during the ritual. If you cannot drink alcohol, feel free to replace it with another drink of dark red color.

Cthulhu

Cthulhu is known within the Necronomicon Gnosis as the Lord of Dreams - he who sleeps in the lost city of R'lyeh, dreaming and sending out his transmissions to the minds of sleeping people. Through dreams he acts as an intermediary between the Great Old Ones and humanity, sending waves of telepathic messages that reach the minds of individuals sensitive enough to receive these transmissions. They may cause madness or stir a desire to follow his cult - as we learn from the famous story *The Call of Cthulhu* by H.P. Lovecraft. Like Nyarlathotep, who was explored in one of our past open projects,

Cthulhu can act on behalf of the other stellar deities as their voice and mediator. While Nyarlathotep acts mostly through the material plane and can be met in the waking world, Cthulhu acts through dreams and the realm of sleep. It is not unusual to hear his voice spontaneously, but we can also open our inner minds for these transmissions through various techniques of dream magic. Through Cthulhu we can communicate with entities completely alien to human consciousness, such as Azathoth or Yog-Sothoth, or other beings whose consciousness is so different from ours that we would not be able to interact with them in any other way. Their images are transmitted through the unconscious mind and translated into the language of human perception. Because of this function, Cthulhu is sometimes called the High Priest of the Great Old Ones. His other titles are: "The Lord of R'lyeh," "The Master of the Watery Abyss," and "The One Who Is To Come."

As dreams are the key to the unconscious, this kind of magic is also one of the most important techniques in exploring the worlds within the Necronomicon lore and interacting with their dwellers. Cthulhu lies "dead but dreaming" in the sunken tomb in R'lyeh - the mysterious city representing the depths of the unconscious. Although he cannot enter the world of man, he can dream, and through these dreams he can access human minds - affecting our dreams, sending visions of the old times and forgotten gods who lie in wait beyond the border of sleep. In Lovecraftian fiction such transmissions are described as hideous nightmares, driving the dreaming person insane, but they can also be an amazing tool to work with the Necronomicon current if we willingly open our minds to the "Call of Cthulhu."

From the macrocosmic perspective, Cthulhu is presented as a deity who rests dormant in the ocean and awaits the time when he will rise and rule the world again - or, from the stellar point of view, as an alien force from the Outer Void waiting for the right time to invade the planet. The "waters" of Cthulhu are not to be understood in the mundane sense. These are cosmic waters existing outside the structure of the manifest world. In the microcosmic sense, Cthulhu is the voice of the unconscious, the impulse hidden in the depths of the inner mind, manifesting to chosen "priests." Therefore, the "Call of Cthulhu" is most often received through dreams. In *The Call of Cthulhu* Lovecraft describes the Lord of Dreams as "A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind." In various stories of the Cthulhu Mythos and the Necronomicon-related texts he is described as a monstrous hybrid including body parts of a giant octopus or a dragon, with human-like arms and legs and a pair of wings on his back. His distinctive feature is an octopus-looking head with a number of tentacles surrounding the mouth. He is also believed to be a shape-shifter, able to change the shape of the body at will, extending and retracting limbs and tentacles. In magical work, however, he also manifests as a primal, amorphous being, without form and shape. He comes as an enormous, overwhelming force, coiling around the practitioner like a black vortex of nothingness, an influx of energy that feels cold and dead. It wraps around the adept, penetrating the mind from within, arising at the back of the head, and manifesting in an explosion of inarticulate sounds and voices arising from the throat chakra, the center of communication. Under the influence of his energies, the mind is lulled into a comatose dream-like state, attuned to subtle transmissions from the Outer Void and ready to receive visions of arcane gnosis.

If you are familiar with Cthulhu, the story by Lovecraft, or the Mythos in general, you have probably heard about the famous incantation used to summon the Lord of Dreams: *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*. We will use this incantation in the following workings as well. Lovecraft translated this phrase as "In his house at R'lyeh dead Cthulhu lies dreaming." It is the most significant incantation in the cult and rituals dedicated to Cthulhu, the calling which wakes him from the ancient slumber, and Kenneth Grant describes it in his *Typhonian Trilogies* as "the 41-lettered spell for opening the door to the Outer Ones." In the work of the Necronomicon Gnosis these doors are opened within the dreaming mind.

Techniques of dream practice within Lovecraftian magic do not differ much from other dream-working methods, but some of them are specific to the Necronomicon Gnosis only. For example, before going to sleep we can read a story from the Cthulhu Mythos, either randomly or describing Cthulhu or another chosen entity. Or we can watch a movie with a Lovecraftian theme, like *The Call of Cthulhu*, *From Beyond*,

Dagon, etc. The list of movies inspired by Lovecraft and the Necronomicon-related themes is quite long. Then, while falling asleep, we can visualize the scenes from the story or focus on names or images - chanting them in our minds or aloud as mantras, drawing glyphs represented by their constituting letters, and so on. It is also helpful to memorize descriptions of places and entities, and then, while falling asleep, use them as gates to enter a conscious dream, e.g. by visualizing them in our minds, expanding them, or imagining that we are inside these landscapes surrounded by their dwellers and communicating with them. We will use some of these techniques in this project, and you are welcome to expand them by adding your own. Dream work is always subjective and what affects the mind of one person does not always work for another. Therefore, we are providing here basic instructions for you to begin your self-initiatory work with the Lord of Dreams, but we also leave place for your own creativity and personalization of the workings.

Day 1 **The Call of Cthulhu**

In this working you will open yourself to the current of the Lord of Dreams and attune your consciousness to his inter-dimensional transmissions. You will also start your journey to R'lyeh, the mysterious "city" in which Cthulhu lies "dead but dreaming," by building a dream scenario that will be developed on the successive days of the project, with the concluding working on the last day.

Prepare your temple in the way you feel is suitable for this work. If possible, it should be the room that you normally use for sleeping. If you have a special temple, make it your sleeping place for the time of the whole project. Apart from the items listed earlier in this document, you may put statues or pictures representing Cthulhu on your altar, as well as other tools you normally use in your rituals.

Take the sigil into your hands or place it in front of you. You can also leave it on the altar, surrounded by five black candles - this is up to you as long as you can gaze into it comfortably. Put a few drops of your blood on the sigil to activate it as a gateway to the current of the Lord of Dreams, and at the same time chant the mantra of calling:

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

If you're not sure how to pronounce it, do a little research and you'll easily find it. As you chant, gaze into the sigil and imagine that it is no longer a flat image but a gateway connecting you with Cthulhu - you can send a message through it to communicate with the Lord of Dreams, and you can also receive his transmissions. Envision the sigil glowing and coming alive. Send a message through it and invite Cthulhu to enter and merge with your consciousness. Keep chanting and gazing into the sigil until you feel that everything around you - the room, the altar, and the whole world - disappears and there is nothing except you and the gateway to the Lord of Dreams.

Close your eyes then. You can also blow out the candles and continue the meditation in complete darkness and silence, or you can use dark ambient music - feel free to choose an option that works best for you. With your eyes closed, visualize the sigil in front of you, glowing and pulsating, and eventually morphing into a gaping mouth with living darkness inside of it. Let yourself be drawn into this darkness and let it carry you to the threshold of R'lyeh that exists on the border of sleeping and waking.

Visualize that you are swimming in the waters of a dark sea, down toward the black citadel of R'lyeh - the sunken city with constructions alien to human knowledge and perception. Strange angles and weird light can be seen everywhere. Envision a green mist forming around you and wrapping you like a cloak, isolating you from the world outside and attuning your mind to transmissions of the Lord of Dreams. Hear the sound of chanting coming to you from all around, millions of voices chanting the same mantra: *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*. When you build this image in your mind, make your dream intention: *I will return here in my dreams. And when I dream of the city, I will remember that I am dreaming*. Say it to yourself a few times with confidence, and when you are ready to end the meditation, drink the Sacrament from the chalice and go straight to bed. Don't do anything else. Lie down, bring

the image of the lost city to your mind once again, and let yourself fall asleep with the intention of continuing the vision in your dreams. Put a notebook next to the bed, and when you wake up, immediately write down your dreams. If you wake up a few times, do it each time you're awake – don't wait until the morning. Don't close the temple, do any banishings, or engage in any distracting activities. Keep your focus on the dream work all the time.



Sigil of Cthulhu

Day 2 Journey to R'lyeh, part 1

Today you will return to the lost city of R'lyeh, but instead of opening yourself to whatever may come, you will focus on a specific intention. This intention is up to you - you can develop your dream scenario by adding a vision of the Lord of Dreams himself, explore the city and its buildings, meet a specific entity, or even build your own temple in the heart of R'lyeh. Whatever you choose at this point will be your focus for the rest of the project, so choose carefully. Before you perform the workings for the day, take a sheet of paper and write down your dream scenario. Start with describing the city itself as you saw it on the previous day, the journey, the portal - everything that you are already familiar with. Then add new elements - something that you want to dream about while returning to the city. At this point it doesn't have to be the whole scenario, e.g. if your intention is to evoke Cthulhu in the forgotten temple in the heart of the city, you can start by finding or building the temple itself - in this case, you can describe what it looks like, where it is located, how to get there, etc. The more details you add, the more vivid it will become in your imagination. If you're an experienced lucid dreamer, you can leave the scenario open and build the image of the temple when you become lucid in your dreams. An average practitioner, however, should keep the intention clear and focus on the scenario prepared beforehand. Describe your desired dream vision or draw it if you have artistic skills - this is up to you. When this is done, memorize it in detail - you will need it for the working.

When all is ready, begin the working in the same way as the meditation on the first day: light the candles, burn the incense, and put the sigil in front of you. Then stand or sit in a comfortable position

and focus all your attention on the image. Again, gaze into it, visualizing that the sigil becomes a gateway to the current of the Lord of Dreams. See it grow in front of you, forming into the gaping portal, and chant the mantra of calling:

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

As you chant, feel how the atmosphere around you shifts and becomes charged with the energies flowing through the sigil. These energies envelop around you in the form of the green mist that you already know from the previous meditation, pulling you into the gaping portal. Let it happen. Close your eyes or blow out candles, and focus on your dream scenario - simply make it a subject of your meditation - step by step, as you have described it - forming into a vivid vision within your inner mind. Make the image come alive, but don't strive or try too hard - if some elements begin to live by themselves, changing and morphing, let it happen and flow with the vision. When you reach the end of your scenario for the day, state your intention: *I will return here in my dreams. And when I dream of ..., I will remember that I am dreaming.*

Finish the meditation, drink the Sacrament, and go straight to bed without doing anything else. Visualize yourself dreaming about the vision you have just experienced and recalling it in your dreams. Meditate on the vision and your intention to become lucid in the dream until you fall asleep, avoiding other thoughts and images. Then let yourself fall asleep, remembering to keep a notebook close so that you can write down the dreams when you wake up.

Pay attention to how the workings affect your mundane consciousness on the following day. You may feel unattached to the world around you and focused on inner thought processes, or you may have a feeling of being not entirely in this world but in between sleeping and waking. These "in-between" states are characteristic for the Necronomicon Gnosis. Whatever happens, embrace it and open yourself to any manifestations of this work that may come to you. Write down your observations.

Day 3

Journey to R'lyeh, part 2

On this day you should take your dream scenario to the next level and add new elements to it. Start where you left off, and develop the scenery or the story by adding something new to it. If you were successful in your lucid dreaming practice on the day before, you can take what you saw in your dreams and add it to your already existing scenario or even rewrite it according to your dream. If not, don't worry, dream work takes time and practice to develop properly. When you expand your dream scenario, memorize it so that you can recall all the details during the working itself.

Like before, start the meditation by preparing the temple, candles, incense, the chalice, and the sigil. Again, stand or sit in a comfortable position and focus all your attention on the sigil. Visualize it as a gate to the current of the Lord of Dreams, and at the same time chant the mantra of calling:

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

Keep chanting until you sense that the atmosphere in the room has changed and you feel ready to continue the working. Again, envision yourself surrounded by the green mist flowing through the sigil from the lost city of R'lyeh and visualize the sigil morphing into the gaping portal. Travel through the portal and focus on your dream scenario - step by step imagine yourself in it, making the images and visions come alive within your inner mind. When you reach the end of your scenario for the day, state your intention to continue in your dreams: *I will return here in my dreams. And when I dream of ..., I will remember that I am dreaming.*

Drink the Sacrament, blow out the candles (if they're still burning), and go straight to bed. Like on the previous days, visualize yourself dreaming about the vision you have just experienced and recalling it in your dreams. Then let yourself fall asleep, and don't forget to keep a notebook close so that you can

write down the dreams when you wake up. Write down all your dreams, observations, or even unusual thoughts and states of mind after the working and on the next day - you don't have to share them in your report, but keep it all as a record of your dream work progress.

Day 4 **Journey to R'lyeh, part 3**

The procedure for this day is exactly the same as on the day before - all you need to do is take your dream scenario to the next level. Again, you can use your dreams as a basis for that, your visions from the previous day, or simply your imagination. When all is ready, follow the same steps as in the previous meditation: prepare your temple, sit or stand in a comfortable position, and focus all your attention on the sigil. Again, visualize it as a gateway to the current of the Lord of Dreams, and at the same time chant the mantra:

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

Again, keep chanting until you hear the "call of Cthulhu" and feel ready to proceed to the dream work. Then visualize the sigil morphing into the gaping portal, let yourself be cloaked in the green mist, and travel to the lost city of R'lyeh. When you build this image in your mind, focus on your dream scenario and make the images and visions come alive within your inner mind. When you reach the end, make your intention to continue the scenario in your dreams: *I will return here in my dreams. And when I dream of ..., I will remember that I am dreaming.*

Once again, drink the Sacrament, blow out the candles (if they're still burning), and go straight to bed. Meditate on your intention to become lucid in your dreams and recalling your dream scenario when it happens. Then fall asleep. Don't forget to write down your dreams when you wake up, and observe how these workings are affecting your mundane consciousness as well. Keep a record of your observations.

Day 5 **Invocation of the Lord of Dreams**

This is the last day of the project and in this working you will bring your dream journey to an end, or maybe to a new beginning. This time you don't have to add anything to your dream scenario. Instead, focus on invoking Cthulhu's consciousness and try to approach your dream scenario through his mind. Imagine yourself as the Lord of the Dreams - he who sleeps in the heart of R'lyeh - and look at the whole picture through his eyes. This will give you a completely different perspective of your dream scenario, transforming it into a new adventure.

For this invocation, make sure you have at least one black and one purple candle on your altar. Dragon's Blood incense should also be used, but in its absence, feel free to use lotus or some other flower scented incense. Light the candles, gaze at the sigil, and begin chanting *IA! IA! Cthulhu Fhtagn!* Continue to chant this until you feel the energy in the chamber has changed. If possible, make sure that you get a lot of smoke in the room if your sinuses allow it. If not, that is okay, too. When the energy has changed, declare the following:

*Cthulhu! He who sleeps beneath the sea, I call to thee!
Navigator of the dreamland, I open my eye that I may see!
Master of Kadath, stalker of dreams, and deliverer of nightmares,
Take me to the in between place.*

Open the dreamlands to my journey, and guide me through the haze of the mind to the imagination of delights.

*Cthulhu, the lord of the mind, I call to thee!
Hideous enlightener, producer of horrors,
Fill me with your madness and strip me of my sanity.*

*Show me your wisdom through the realm of dream, and let me remember what I don't know I forgot.
Cthulhu, lord of the ancient ways of sleep, I summon you to take me to your realm and show me your
timeless gnosis!
IA! IA!*

You can repeat the invocation several times to make it more intense if you feel this is necessary. Then drink the Sacrament, close your eyes and visualize yourself as the Lord of Dreams. Let his consciousness merge with yours and open yourself to whatever visions or messages he may have for you. When this is done and you feel ready to continue, enter your dream scenario, looking at it through the eyes of Cthulhu. This consciousness may seem alien and atavistic at first, but after a while you should be able to grasp the experience, turning your dream scenario into a vision with multiple possibilities and many possible conclusions. Flow with the experience, and when you feel ready to continue the working in your dreams, go to bed and let yourself fall asleep, remembering to make your intention simple and clear, e.g. *I will dream of...., and when it happens, I will remember that I am dreaming.*

When you wake up, write down all your dreams, visions and observations. Thank Cthulhu for his presence and assistance in this work, leaving on the altar a small token of gratitude for him - incense, a stone or crystal, or another offering of your choice. You can also prepare it before the project starts, and e.g. if it's a crystal, you can keep it on you all the time during the workings to charge it as your dream talisman - feel free to experiment with this if your intention is to continue working on your dreaming skills in the future.

The workings were prepared by Asenath Mason, with contributions from Bill Duvendack (“Invocation of the Lord of Dreams”). The introduction and parts of the workings are derived from *Necronomicon Gnosis: A Practical Introduction* by Asenath Mason.