

THE DREAM

THE TEMPLE

This place is haven, refuge from the obstacles that would interfere with your oneiromancy, yet it is that which reminds you of the place you seek respite from and is your beacon when lost. Why this ground must be untouched is that purity must be upheld in all dealings with Reann, Purity of spirit is his deepest calling. Daily we fight those impure and those that seek impurity in others including ourselves and those closest to you. When you step into this circle you must be absolved before him, in your mind and heart for if not you will hide guilt that will turn in your belly. This place is not to be entered by others if you wish to use it as haven. This place will make it easier to attune yourself to his being, for outside, all you have to remind him of is the silver light of Orhan and that is nearly all you feel from him ~ for beyond this circle you have only yourself as protection and projection. Night is our time, when the sun does not illuminate and banish the Dark Gods, we are better to work at night when they wake, for we will be there when they act.

The place it feels right to you, it always should. If you are uncomfortable with the surroundings then it will not do. Size too is important, too small and the circle will not be strong enough in times of attack. This circle is not invulnerable, no, it will grow as you do. The stronger your channeling, the stronger your empowerment of the realities you manifest.

The circle is the eternal line, never-ending form and cycle. Within it must always be placed five, for the elements, for our symmetry, for the moons, for life itself. Five is the unity into one. Remember that, it is the product of union and it is the realization of being and consciousness. The dream is not imagination. It is consciousness intrinsic to us all, a veil that we descend yet do not interact. Not willingly, yet it does happen, this is why people flock to cities ~ to be as one. We must seek the loneliness of our union, for that is when we are free of the essence of others. Taint of the Dark Gods of Charon sweeps our dreams, the crawl into your synapses and drain your emotion stroking your misery until they have you willing to use their own methods to destroy their own selves. This place must purify you, absolve you. Remember that.

You should use many items in the Temple's construction, for this place should be like the Dream. Insubstantial, hazy, maze-like and disorientating, yet filled with items of allure and wonder to inspire you to slip past the Veil. Gold is best, heated to melting and poured onto the floor, even of earth. Geometry of five within one must be exact, and arrangement of candles and incense of great import. While any candle will suffice, incense must be sap of the Hoen tree, burnt at five corners with charcoal embers. All walls must be masked behind drapery of fine sort and of varieties to cause deception of room.

PASSING THE VEIL (INTO DREAM)

Prayer will not aid you from Reann, while he listens to everything you speak he will rarely, if ever, appear. Since waking I realize he no longer dwells on Orhan but that does not matter, for he is closer now he hunts upon Kulthea. It is to Orhan you will seek him out. When Orhan is near you the Veil strengthens, like the Shadow it

exists perpetually and prevents exegesis. It is the full luminescence you should seek for then all dream from the hibernation of waning then waxing. You understand you have potential, ability to grasp the concept of essence if not in mind, then in body and so you wonder how Reann can help, how would he give of himself to you. He will do so, make no mistake. He will give when all seems lost, but he will not overplay the stakes. His gifts are often double-edged. Why? It keeps us honest, keeps us true, he shows several ways and it is us who chooses misery in glory or glory in misery. Finding the right side of that scale you sit on is what must be found, for Reann will not judge, merely illuminate and project what we already know or fear. We have no doctrine, no organization to speak of, for over time one cannot stop the Dark God’s ability to sway not just those closest to you, but entire communities. This path will be alone.

Once the Temple is prepared then you must prepare, forget everything, close not your eyes but forget the reality that surrounds you. Let it dissolve into imagination. Here you control the Dream or it and those that feed on it will control and consume you. It will not be easy to master. You need to know that what is real can be Dream and what is Dream can be real. Both exist and both affect. Merely being able to enter Dream has nothing to do with affecting it though. That requires time, something we don’t have. At first you will have trouble finding this place, reaching Dream, but practice and you will achieve it. Just let go, like any skill it must be learned.

DREAMREAPER

Why do I teach you this? Why indeed. Only, and mark my words, only because you may have to use it. If you do, then as I have informed, the blade is indeed double-edged, and this being one of his greatest gifts the loss will be great to yourself. This needs not be performed within the Temple, but strength should be gathered here first, held within. The Dreamreaver must never be summoned unless the very enemy you seek is before you. You will have one chance and one chance only.

When the time is right you must centre yourself like within the Temple, but open yourself, free every fiber of being open to Reann. How? Just let go, fear will cloud any judgment so do not fear. Emotion should not exist. You will know instantly if it comes, you will be surrounded by the luminescence of Orhan. Then it will enter you, every pore, every orifice, you will be filled with the luminescence of Reann’s Reaver. Your eyes must remain closed the entire time, from the moment you see the silver lights cascading upon you. At first you will feel the intensity behind your eyes building, like a power ache in the mind. Then you will feel the essence flood your being, it will touch every part of you and it will then swell, wishing to burst free. Only when you can hear yourself screaming should you open your eyes. Your enemy usually has no chance ~ assuming you are accurate and of the right time to release. This I cannot show you, only inform. Remember it well.