

Madness and Madness

Scifur

Madness is the current of knowledge communicated by and through the old ones. Like reiki, or something other traditions use, it is a specific energy. This energy seethes with knowledge. As it explained itself to me, it is pure truth, and knowledge.

Now today's society has built itself adhering to beliefs that are contrary to the truth. Plus, people who are not in tune will have no way of comprehending any evidence you have to prove you're not just making it up. They would have to believe you, and society is already built to believe a unique idea is crazy. This is why the current is called madness. Because you must tap into it, and once you do, you will see the world differently.

Suddenly, you know what you are meant to do, and how it will happen. Not just how it can happen, how it will happen, because it will as long as you don't Fight it. Once you're in tune with madness, you have a much stronger grip on the threads to the web of existence. It's a gift you'll wish to share with others, but they may think you are crazy, because you are... At least by society's standard.

Think about that and try to argue the contrary. There are always exceptions. For example, people who are in this, or another magickal current. Scientists that believe in the existence of parallel worlds may reasonably hear you out. Along with other uncommon folk that will occasionally enter your life.

The old ones communicate in vibrations. Vibrations are what control the web of existence. Everything they say is a vibration that shakes the web of existence. This is why, or because they are so powerful. This is why we exist while they slumber, and our words have such power. Even our words are created by and cause vibrations, so they have an effect on the web of existence, much like the old ones on a much smaller scale.

Fortunately, even as they slumber, they can still perceive the vibrations in the web. What plays to our advantage is that we can "whisper" in their ear while they sleep, to change their dream, our reality, in our favor. This enables shifting, or grabbing on to another strand of the web, and continuing on a preferred path that is within our reach. I'm sure with mastery, one can achieve much more, but this ability alone can and will change your life.

Magick is all shifting. Well, at the basic level, anyway. Something to cause a specified result, or to a desired outcome. This is a way of pulling on the threads of the web. To achieve the desired result, you must put enough energy into the strand you are on and force it to bend onto the desired path. This isn't an unclear shot. If you can make a spell for it, or do a ritual for it, you can get on that path.

That will be your desired outcome if you put enough willpower into it, but the farther from your current path, the harder it will be, and the more energy and focus it will demand. Then you must know that you put every bit of energy into it, and the universe can't deny it. The world you want this spell to cause will be yours, as the web of existence is already woven in every direction. If you channel the power of the gods, (you have it, you only have to realize it, and how to use it) you can control what reality you are in. A spell, or ritual, is a tool to help you pull the strings. You focus your energy and shake the web with whatever it is you're doing.

That is basic magick. Anyone can do it, but some will always be better than others. Now, as the web is spun in every direction, there are other things, not in our current reality, that can hear, travel through, and greatly affect the strand of the web we are currently on. For example, ghosts, gods, daemons, angels, and everything in between. The old ones created them just as they created us. All of them are within reach through the web.

Once again, the ones that are closer to our current reality are easier for us to reach. Such as ghosts or gods who all can communicate through vibrations and make things happen if they choose. They can help assist pulling your desired thread to you, however you must be aware, they can also pull a different strand they want you on. So, for this reason, spells and rituals are the more reliable way to get your desired result.

Outsiders to this realm can be trusted, and helpful, just as much as any person you meet in your day-to-day life. Some, you work with enough to build a trusting relationship, others you know that you have bonded instantly. Some, and well quite frankly, most, you don't even want to bother with. However, once a trust is established, they can aid in adding additional energy to your cause, ensuring that you are put on the strand you desire.

Yes, this is a personal path, and inherently only affects the reality you're in. For example, you want to win money on a bet. The reality that you win and lose is already happening. So you do a ritual to make sure you are on the path to winning this bet. Your current consciousness with travel on the strand that experiences you winning the bet. This reality already has a likely outcome. So, it wouldn't require much energy and focus to make it come true. It may be enough to have studied the odds and tricks to win.

That is simple magick, and a very easy shift to perform. More complicated things, like healing an illness, or causing an injury to require a bit more focus and energy. To do these things, you need to focus harder, as you are attempting to bend your thread of reality into another, unlikely one, a bit farther away. I say unlikely, because as mentioned before, the web is entangled, and weaves in every direction. At any moment, your consciousness could travel any other path instinctively. Once you thoroughly understand the web, you can go anywhere on it and use it to your advantage.

Regarding other people when you shift paths. They are already on each side of the result. So, to wonder if they will go with you when you shift, or if they'll be okay with your use of magick, is an invalid question. The same people will still be in your life, and every reaction and result is possible. That is why you must put very clear energy and focus into the result you want. The more specific the strand you reach for, the more specific result you will get, if you're only looking for a strand with the desired result, you don't know what else is attached.

Why is writing this sort of thing down necessary? Why do all magicians, occultists, sorcerers, witches, all keep a book of shadows, or notebooks full of their magickal experiences? So many reasons, but the biggest one is that it helps your brain process your craft as true. Writing it down is an act that requires more focus and energy. Looking back on it can later help you connect the dots, and help you see things more clearly, sooner. Practice makes perfect, and you can't improve much if you can't remember what does and doesn't work. The act of writing empowers your brain, and that is all you truly need to make magick happen.

From the Nameless Mists

A message from the Council

Brothers, Sisters, and Siblings of the Void,

We return to yet another issuance of the AA. As we expand the AA to its full glory, we are attempting new content and articles, we hope you enjoy them. Dedicated Nyth are hard at work, polishing the Miskatonic University, and finalizing the text for the tome. As the poll closes, we begin our search for an illustrator. We are also excited to reveal which archetypes have been officially chosen for inclusion in the Tome. These fourteen were in part chosen by the Temple's members and we want to thank everyone who participated. The Old Ones serve as pivotal figures within our religion and the chapters about them will delve into each of them in detail, shedding light on their significance to our group and the individual cultist.

Things in the near future to keep your eyes peeled for:

- A call for applications to join the nyth
- Teams like the uni, community outreach, and digital media need motivated cultists to further the cause of unity.
- A new consolidated YouTube channel with all the temple videos under one channel
- The opening of the Miskatonic University
- Publication of the Tome
- Clearly defined scientific and Magical guidance
- town hall meetings

The nyth and the council hear your cries for content, and we are working diligently towards producing. We appreciate your grace and patience.

As always please reach out with any comments or questions.

Your steadfast Harbinger,
Phlegethote



Thoughts from the Void: Musings from our Members

Shuggorr'elloig'cth

The way we all uniquely understand the world, in a sense, helps build our own perspectives. While it is difficult to physically comprehend an event through the senses of another person, the way we tell our stories and share how certain things make us feel can help people acknowledge our angle on a topic.

Case in point: The Month of April. In the Northern Hemisphere, April is marked by the beginning of spring, when the lowlands and more temperate areas of the North enjoy mild weather after three months of a bitter cold marked by amazing holidays, and the highlands and areas further north experience a bit more snow than expected. In the southern hemisphere (where R'lyeh is), April is a turning point from a blazing and fiery heat to the crisp chill of autumn. Billions of people observe holidays relating to spring and the advent of summer, (while some honor autumnal and hibernal festivities) and other holidays relating to certain events in the past (such as birthdays and anniversaries) around this time of year. These holidays are varied and different, and those who observe them look forward to doing activities associated with these holidays. Some people see the entire month of April as a holiday, and these month-long holidays include celebrations of neurodiversity, poetry, volunteers, and school libraries.

N'ghftor

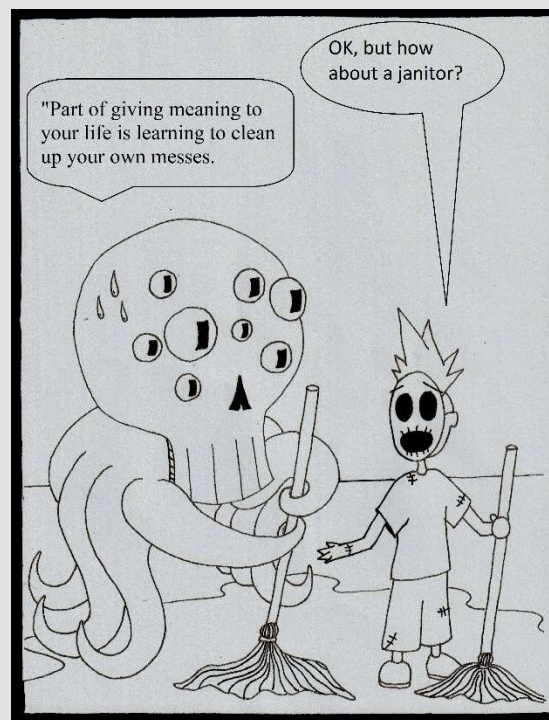
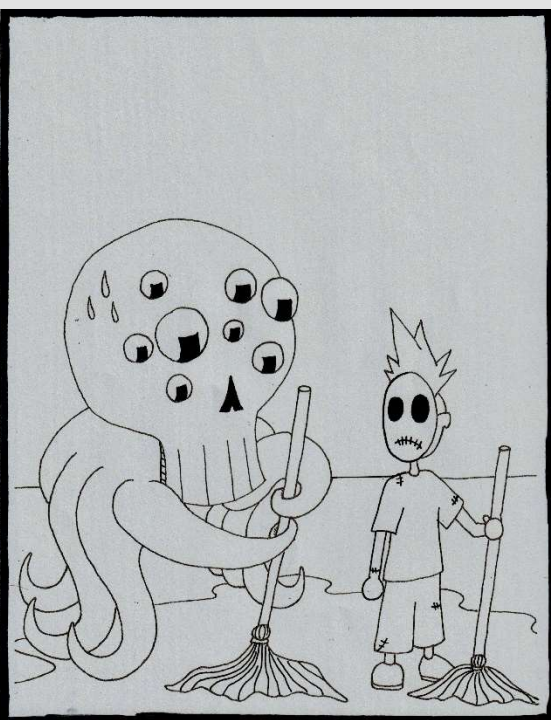
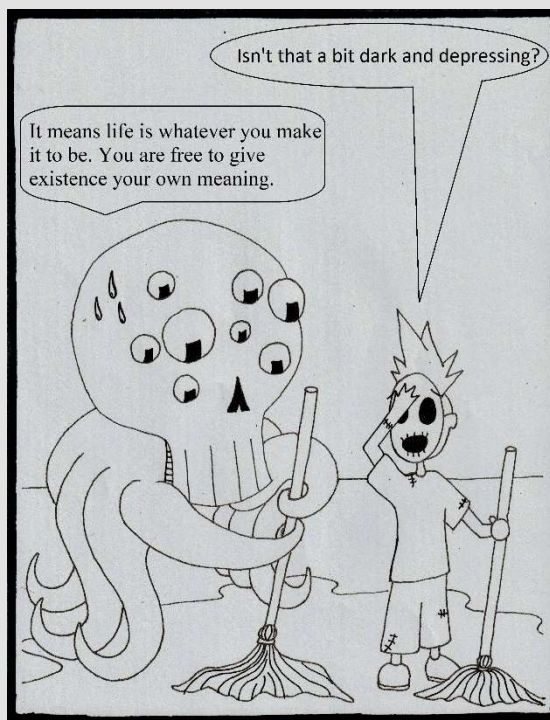
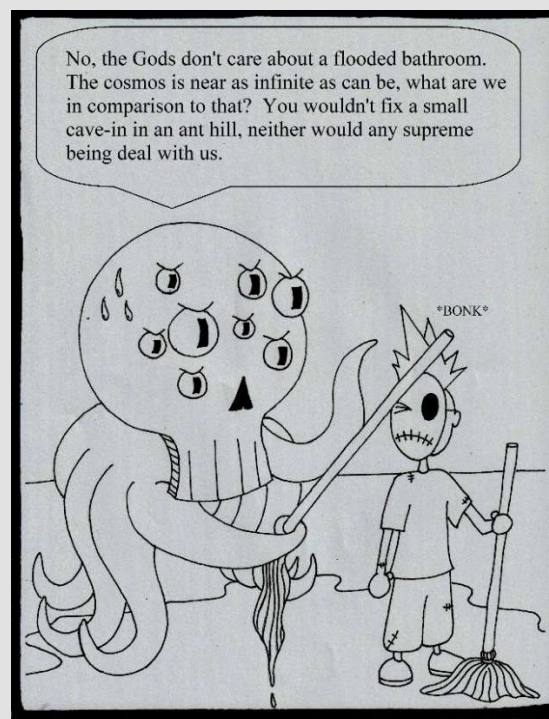
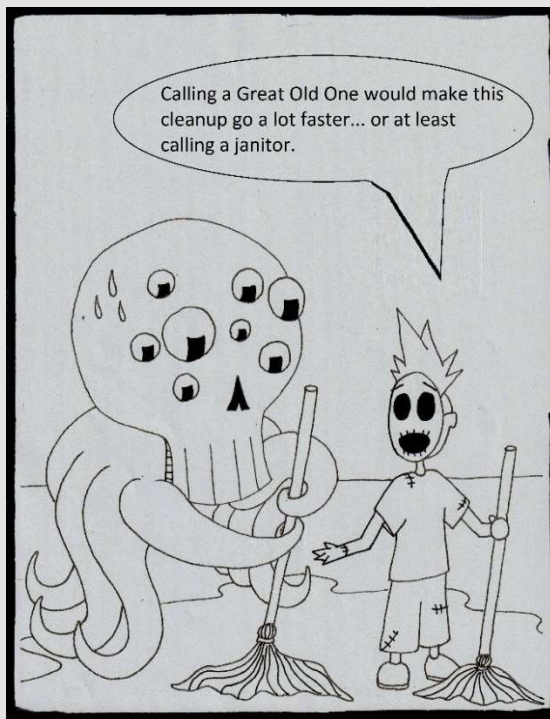
In the vein of H.P. Lovecraft's cosmic horror, The Darkness could be a pervasive entity that gnaws at the edges of reality. It might exist beyond human comprehension, seeping into our world through ancient rituals or forgotten places. This encroaching Darkness could warp minds, twist flesh, and bring forth creatures that defy human sanity.

R'hntaurhai

Perception is inherently subjective. Each organism has their ways and mechanisms to receive external stimuli, process it in a way they may comprehend, and respond accordingly. For instance, us humans have a very limited visual light spectrum, that is, all the colors we know of, from violet to blue to green to red, are but a teeny-tiny-bit of the actual extent of the electromagnetic spectrum. Mantis Shrimps can see ultraviolet rays. Rattlesnakes can sense infrared. And even within human populations, people perceive colors very differently (cries in red-green colorblindness).

This may extend to other senses as well, and makes me question: what is the truth? What is the actual nature of reality? As there's no universal sensory system, the true extent of reality remains unknown. And perhaps forever will be. Every single being experiences the world in their own way, and thus, in the end reality is subjective, solely true for the individual who experiences it.

The Further Adventures of Yog and Steve



(Re)Issue 6

All images in Public Domain or AI Generated
Except "The Further Adventures of Yog and Steve" which is used by permission

Archetypes: Defining Yourself

Fm'Toth Gna'uln

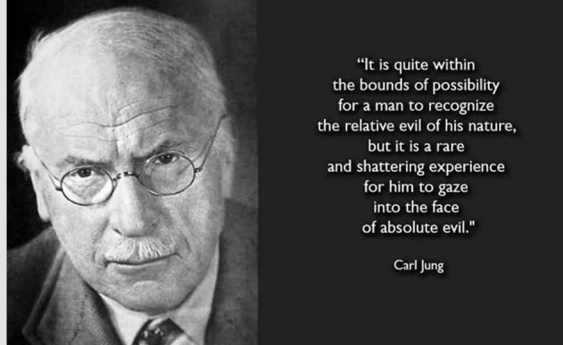
The use of Archetype is a common literary practice. However, few know what an Archetype is even if they can provide examples. This is because there can be a disconnect between what an Archetype actually is and how they are represented. The origin of the word comes from the Greek for 'Primitive or to begin' (arkhe-) and 'a model or type' (tupos). It means something modeled after a classic or ancient original. When exactly something counts as 'classic' or 'ancient' is up for debate.

Archetypes are representations of Typical characters. In more modern terminology a Character Trope is the same as an Archetype of a character; the Character represents a particular Trait or set of Traits. Archetype is both a Noun, but can be used as a Verb. An example of an Archetype would be the "brooding hero"; whereas Batman archetypes the Brooding Hero. This is because when most people, who are familiar enough with Western Culture, think of the concept "Brooding Hero", Batman is frequently the first to come to mind. We understand both the concept and the character which best defines the concept.

Historically, Plato postulated that things in Reality had a Form that transcended Reality, that form was the Archetype of the thing. He used the example to say that while there are numerous tables on Earth, the Form of Tableness is at the core of them; the Essence of Table, if you will.

Carl Jung (c 1919) was influenced by Plato and advanced his work on the concept of Essence of Form into Archetype of Form. The Archetype are metaphysical ideas or models and the things in Reality are only copies of the Perfect Model. Jung viewed the Archetypes as innate and are formed in the collective unconscious of Humankind as part of their evolution. They were, however, nebulous.

Defining the Archetypes, he said in work "Man and His Symbols" (1964), "Are nothing more than the conscious representations" of the Archetype and "The archetype is a tendency to form such representations of a motif—representations that can vary a great deal in detail without losing their basic pattern."



For the Temple of the Old Ones, Archetypes are used to help a person better understand themselves. This can fall back on the Psychology of Carl Jung. He theorized that there are 4 parts to the individual. The Persona, which is the Mask we wear between ourselves and Society. In other words, the Persona is the metaphoric Wall between the Self and everyone else. There is the conscious Self which you are fully aware of. Then there is the unconscious Self made up of the Shadow and the Anima/Animus. The Shadow can be considered the darker parts of the Self which we generally hide from the conscious self. The Anima/Animus is an Archetype of the opposite sex of the Self, representing the qualities the Self lacks. To put it another way the Anima/Animus is everything you aren't, an inversion of the Self; strong where you are weak.

The Archetypes of the Temple are modeled after the Deities of the Cthulhu Mythos but they are meant as representations of the True Self, holding both the Conscious Self and the Shadow. They are tools to help create or help define the Whole of You. The Archetype is not the same as which being(s) you choose to Worship, if you are a Theist. There is, of course, nothing wrong with worshiping the same deity that you Archetype or even worshiping a deity you don't archetype. The Archetype is an Internal Representation, whereas Worship is an External Devotion. The motivation for devotion may be internal, but the focus of your 'energy' is to something external or separate from the Self.

That is what the Archetypes of the Temple are; Names for your deepest self; guidelines for defining the True Self.

Literature is full of the concept of the Power of Names. There is Magick in names and the Veiled Appellation is Power you give over yourself. Virtually all names or titles a person has in their life are given to you by someone else. Your family name was given by your ancestors, your given name is given by your parents, nicknames are given by friends, your boss gives you a title, or your educational institution grants you a title. These define or are defined by the Jungian Persona; the wall between the Self and Society. Your name may be David or Steve or Miranda, but you *are not* David or Steve or Miranda because those hold no definition. Your educational Title may be Doctor or your professional Title may be Firefighter; however you *are not* those titles, though they may be a part of who you are. These are still words others use to describe your Persona. The Veiled Appellation is, however, unique. It is the name that *You* give to describe the totality of who *you* are.

R'Lyeh



Across

- 2. Last name of the art student who created the Cthulhu sculpture
- 4. Sleeps within
- 6. Lovecraft's 'favorite' architectural style, used to mean 'inhumanely large'
- 7. Aklo for 'Sleeps'
- 8. Farthest area from any land in Pacific Ocean. Point _____

Down

- 1. Last name of the Norwegian Sailor who initially survives his encounter with Cthulhu
- 3. geometry of flat space
- 5. Last name of the Detective of New Orleans

Divination for February 2024

By Damien and Kadish Ph'ee

The Horrorscope

Azathoth,

An ethereal game show host will invade your dreams to challenge you to surreal tasks for cosmic prizes. Choose your reality-bending rewards wisely; a lifetime supply of polka-dotted socks may not be as unappealing as it seems.

Cthulhu,

A sentient black hole will open in your fridge; consuming snacks and leaving behind a void of eternal midnight. Stock up on non-perishables, and consider offering the black hole a cookbook for culinary delights.

Dagon,

Beware, for in the spectral shadows of this month your destiny hinges on correctly guessing the number of tentacles that will materialize in your midnight soup. Miscount and an eerie calamity will befall you.

Darkness,

Your alarm clock will adopt a malevolent consciousness and wake you with otherworldly lullabies and existential riddles. Snooze at your own peril as the dreams induced by the cosmic melodies may leave you wandering too far from reality.

H.P Lovecraft,

The stars advise against opening mysterious packages this month. It might contain eldritch confetti, and once unleashed, the cosmic clean-up is an otherworldly hassle. Vacuuming across dimensions is no one's idea of fun.

Hydra,

Expect strange happenings in the grocery store. Canned goods may speak in forbidden tongues, and the produce section may morph into a portal to the vegetable dimension. Approach the avocados with special caution.

Hastur,

This month the alignment of the eldritch ley lines advises against wearing mismatched socks. Eldritch sock gnomes thrive on chaos. A well-coordinated sock ensemble acts as a ward against interdimensional sock theft.

Nameless Mist,

Pay close attention to your dreams this month as eldritch entities often communicate through cryptic messages in the form of interpretive dance. If a tentacle-waving nightmare hints at stock market advice, consult a financial exorcist.

Nug & Yeb,

Be cautious around crossword puzzles, as they may inadvertently summon eldritch horrors from beyond the veils. They're known for sneakily slipping clues about your deepest fears into the Sunday edition.

Nyarlatotep,

The neighborhood stray cats will begin exhibiting spectral behavior. Offering it treats may avoid the summoning of ancient feline deities. So stock your larder with extra cheese or be prepared for the paws of the apocalypse padding across your kitchen floor.

Shub-Niggurath,

Today, your inbox might be haunted by ethereal spam emails. If the eldritch prince promises you cosmic wealth in exchange for your soul, don't worry though, it's probably just another interdimensional marketing campaign.

Yog-Sothoth,

A rift in the fabric of reality will manifest at the watercooler this month. Engage in casual office chit-chat around it at your own risk; those eldritch whispers may not be just workplace gossip.

Unfortunately, we were unable to get a Tarot reading for the month. Instead, we present a maze and ask you to see how it applies to your future!

