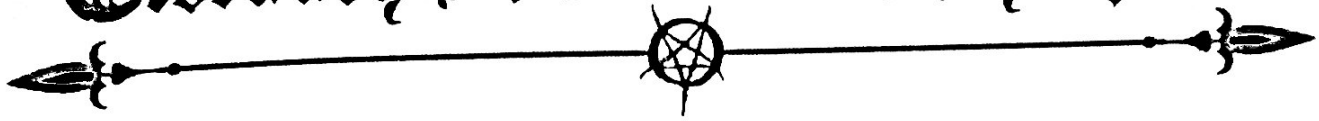
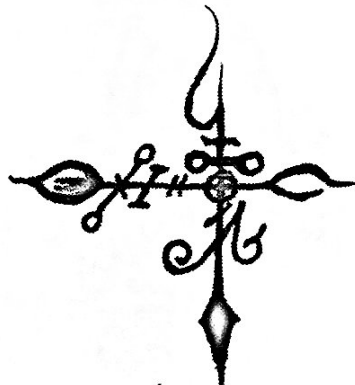


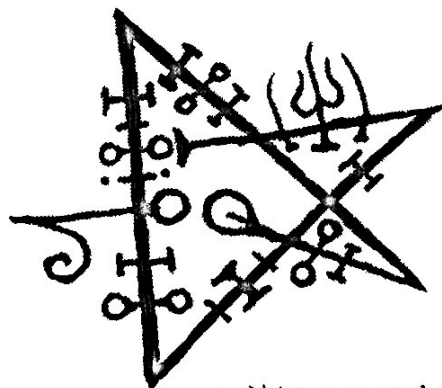
# Eldraath's Tower of Whispers



Grand Sigil of Eldraath



Seal of Szhar'Carah



Tower of Whispers

## The Astral Plane

Coming from the origins of the mind; thoughts and dreams, ideas and thoughtform entities exist upon the astral. This plane is commonly traversed by those who astral project, remote view, lucidly dream, and meditate. Using these techniques draws the mind from the body. It is important to note that the mind and the brain should be regarded as two entirely separate entities. The brain is physical component and it is the network of expansive, impressive circuitry that controls our bodily actions. The mind is thought. It is intellect, knowledge, dreams, personality, and the idea. From the mind we may give birth to all things. Therefore, it can be said that by astral projecting for instance and drawing the mind from the body and thus the entire plane of flesh, for a time one exists in the astral plane which is the plane of absolute thought and creation. By working diligently with astral energies will undoubtedly lead to increased psychic abilities, an incredibly expansive aura of understanding and future sight. Thoughtforms are the children of one's ideas and thus can be made mundane or as equally complex as the individual who birthed it. Magicks that control another's emotions, thoughts, actions, etc. can be attributed to working along the Astral Plane. However, this is not always the case as will be discussed later with various rites. It must also be noted that the Oneiro, which is the plane of dreams could easily be considered a sub-plane of the Astral. This close association is due to how the mental energies manifest themselves in the plane of dreams. However, due to the unique nature of the place where dreams are born, the Oneiro should be viewed without linear conceptions, but rather learn how to better manipulate it as it truly is a mixture of the Astral and the Inner Sanctum.

## The Ethereal Plane

Plane of the Spirit; of ghosts, spectres, phantoms, and the dearly departed, the Ethereal Plane is the plane of existence for the deceased. This is not only inclusive of the spirits of dead humans, rather it is the spirits of all things across the planes that have passed. From this plane, necromantic magicks are most commonly channeled and directed through. Necromancy in this aspect typically is used for the communication with spirits for obtaining whatever knowledge the Necromancer seeks. It can rightfully be divulged that from this plane, death magick can take shape and manifest. Death meditations, severing one's soul from the body to achieve a state of lichdom by which the Disciple is in a state of 'unlife'; a being that lives in this, the Material Plane, but also in the Ethereal; a being capable of withstanding Death itself and to sustain oneself through the otherwise mind shattering forces of Death. In this plane of dark, gloomy energy, very little else comes from it than necromantic essence, death energy, and the undead.

## Keraktes

Residing deeper in the planar darkness than any other plane or dimension, Keraktes is a plane that is comprised of the Ethereal Plane, Maergzjirah, and the Hells. Keraktes is the planar Underworld. It is not only a plane of energy as is seen with the astral and ethereal, but it is a plane of manifestation. A Disciple working with the energies of Keraktes can indeed channel the planar energies and those of its denizens, however, magicks of this plane cannot

sleeping; having delved into the dream planes. In the material plane, a Mage will require to have their tools present. However, in dreamscapes, the tools of the craft can be summoned by a single thought and empowered to whatever degree and need required. Realize this, that you are capable of flaying the fabric of sanity and have the ability to conjure and command another's innermost fears. Know this and be one with Charishan; a living nightmare.

### Entering the Oneiro Plane

Stepping through the planar gate and landing in the oneiro, or dream plane can be achieved while in the waking world, or more simply, while sleeping. To do so while awake, you will require to be seated at your altar. Light two blue candles and one black candle, their vertices forming an isosceles triangle in front of you where the black candle is at the apex. Your athame shall be drawn and placed with the blade facing toward you before your left hand and your chalice to your right, filled with water mixed with three pinches of sea salt.

Next, you will require to burn a mixture of hops, mugwort, and deadly (black) nightshade in the center of the triangle. You will inhale traces of the smoke. Allow it to concentrate within the triangle. As it begins to seep beyond its bounds, speak, "Charishan, Maiden of Ineffable Fear, I call upon thee to open the gates of the multiverse of dreams. Open for me this vortex, that I may step beyond this flesh and carry out my Will." Drink from the chalice. Focus on the smoke as it begins to reconstitute itself into the visages of Charishan's nightmarish dreamscapes. Allow these images to embed themselves against your mind's eye. Hold your athame by your left hand into the smoke and speak, "Charishan, with this blade, I shall rend the fibers of the mind and cleave a passage to infinite terror; dreams becoming nightmares; hell within the sleeping soul to forever torment and decay. It shall be done." Blow out the candles and allow the herbs to finish burning. As they burn out, meditate on the vortex that has begun to open around you.

Proceed to perform the Void Meditation or another deep-breathing exercise such as pranayama breathing to draw you into the astral bounds. From there, Charishan will lead you into the folds of the nightmare plane whereby you will quickly become acquainted with its dark energies and from the Maiden herself, the instruction of manipulating these energies will be taught.

A final note. Similarly, if you are skilled with performing vision quests, divining through smoke or through spheres, the same thrusting of the spirit can be achieved.

When you seek to enter the oneiro plane through sleep you must first ready yourself for sleep. Having an understanding of lucid dreaming will benefit you greatly. The herbal mixture detailed above will be burned as well as you lie down to rest. From the initial ashes of the herbs, smudge a fingertip's worth upon your third eye. Using the name of Charishan, chant her name vaguely so that the mantra only carries the low drone of the vowels in her name. Speak slowly as you visualize the dark dreams you shall project into. The mantra will echo