



A Course In Astral Travel

WEEK 7

General Dream Symbols

By Mark Pritchard

Here is a guide to the meaning of some symbols that are given in the Astral and dreams. You can use it as a general guide only, because there are other meanings to many of the symbols. Much depends upon the particular circumstances of the experiences too and using your own intuition is vital.

Also bear in mind that objects that you see may or may not have a symbolic meaning, many things may be representations of the mind, and may have no value. Again your intuition will guide you if you have practiced enough and can use it.

There are no forums related to symbols, because they are for the dreamer to discover their meaning. Also because I don't want to spend my time as a dream guide, it is better for me to explain how to walk along the path, to give the tools to do so and for me to teach you how to learn to understand the meaning of your own dreams and astral experiences rather than to rely each time upon what someone else says. Esoteric knowledge is something personal to each individual and something that an individual acquires with their own efforts.

I have not included many things of the path (the three Mountains) because they have their own process, just general things that a beginner or someone just starting the work is likely to encounter although most things are still relevant to those who are on the path. Some of the things in the guide you will not have information about on this course, they will be made clearer by doing the esoteric course.

Where there is a description that says something simple or general, for example "how one appears internally", you need to look at what is present in the dream and its context to get your own information on it.

Many incidents in dreams are the actions of egos or the representations/images of the mind and these need to be distinguished from situations where genuine symbols are given.

A

Amusement Park: The illusory life of the egos.

Angel: the presence of a Master.

Anger: manifestation of the ego. You cannot pass the initiation test of fire with this.

Aeroplane: represents how ones spiritual progress is going.

Ark: alchemy.

Army: There are armies of the White Lodge and of the Black Lodge, the egos also form the legion. A fight against an evil army represents the legion of egos, armies of darkness, enemies, egos. If you form part of a good army look at your grade in it, it represents the level of work of the dreamer.

Authorities of the Law: if they are against the dreamer it is divine justice in action, karma. In favour of the dreamer then the law protects him/her.

B

Balloons: An ordinary life, not on the path, mundane.

Banquet: a celebration of a spiritual progress.

Barriers: obstacles and difficulties.

Bathing: in pure clean water – alchemical cleaning. In dirty water – illness.

Beard: for a man it indicates power. Any anomaly in the beard is a bad sign. In a woman it indicates sexual degeneration.

Bicycle: how ones personal spiritual work is doing.

Blow (as in punching): to receive blows without a reason - attacks.

Body: can show the state of the physical or internal bodies.

Bread: Christic atoms.

Bull: usually the ego.

Bullets: if someone is shooting them at you - insults directed towards you. If you are shooting them carelessly or wrongly - bad thoughts, there is a need to control the mental body.

C

Canal: the spinal column. A dry canal represents the absence of Kundalini in the spine.

Cane: the same as canal.

Car: symbolises the inner work one is doing in the physical and shows how it is going, a couple can ride in the car when people are married, then it related to them. Look at the type of car, its colour and condition, how you drive it, etc.

Castle: Fortress. Negative castle – stronghold of evil.

Cat: if it attacks – enemies. Black cat – black magic. On the positive side a cat can also be related to the sexual fire.

Catastrophe: related to the number 16. It is very bad and represents a fall or a decent.

Cave: a cavern of the mind, with all its darkness.

Century Plant. (Agave Americanas, Figue plant): You are being attacked by the forces of darkness and need to protect yourself.

Chains: to break chains – to free oneself.

Chalice: the brain, the female sexual organs.

Chicken: Frightened chicken – egos of fear and weakness.
Child: a spiritual part within.
Church: a spiritual place, look at the context.
Classroom: being taught in the internal worlds by Masters, look at your behaviour in the classroom.
Cliff: falling down a cliff symbolises an esoteric fall backwards, but it is also used in the test of air in the probative path.
Clock: time is pressing – look at the time in terms of the Kabbalistic sum of the numbers.
Clothes: indicates ones spiritual state or grade, dressed in rags - spiritually bad, misery and pain. Internal bodies.
Coins: payments for deeds, dharmic credits. Refer the number to the Kabbalistic sum of the coins.
Cold (as in temperature): solitude, sadness. Bitterness.
Column: support of the internal temple.
Combat: Fights against the egos and enemies. If it is a fight against enemies it is a bad sign to loose. Fighting with oneself – fight against the egos.
Comet: heralds impending disaster, you have to be careful.
Cross: Work with the Alchemy, sacrifices.
Crow: negative forces threaten internally, you must protect yourself appropriately. Black magic.

D

Dagger: Assassination of the Christ, fornication.
Darkness: to be in the darkness indicates lack of consciousness in the internal worlds although it can also be due to the egos or negative entities, in the latter case it can be cleared with the conjurations.
Dates: they should be worked out through the Kabbalistic numbers. They announce important things.
Dawn: a beginning, inspiration, a new start.
Death: if you see yourself dead it means the death of a defect (ego) or defects. To unearth oneself - a new ego is born.
Debts: karma is being applied to you. Karmic payments have to be made.
Defecation: decrease of psychological defects (egos).
Dirty: a bad sign for the future. The danger of death for a sick person.
Disabled: to see oneself disabled or crippled – the essence is crippled. Lame – lack of sacrifice for humanity.
Desert: aridness and solitude on the path.
Devil: Lucifer the psychological trainer, the tempter.
Doctor: help from the Masters of medicine in the case of illness.
Dog: there are two types of dog; the negative one steals the sexual energies. The other is a guide along the alchemical work. Dogs can also be guards.
Donkey: inferior mental body, the ordinary mind. To ride upon it shows control of the mind.
Dove: the Holy Spirit.

E

Eagle: The Father.

Exams: Spiritual/Esoteric tests, watch how you study and prepare for them, how you sit them and the results achieved.

F

Face (ones own): how one appears internally.

Father: representation of the eternal Father who teaches.

Flying: a certain type and level of consciousness achieved. What it is seen and felt while flying needs to be interpreted. In general it's a good sign, it's even better when someone wakes up fully. Although it can be given as a help when someone is doing badly in order to give them a boost.

Fire: gives light or destroys so it depends how it is seen.

Fisherman: walker of the path, who spreads the teaching.

Flag: it represents success. Pay attention to the state of it.

G

Garden (pleasant): spiritual happiness.

H

Hair (of the head): the state of ones sexual energies and spiritual state. A bald head – lost energies.

Harvesting: The fruit of ones own deeds. If bad – there is need to learn to sow.

Hell: to be in one of the circles of the infra-dimensions. indicates ones inner level, depending on the situation. To be unconscious there shows that the dreamer needs to work hard to eliminate the negative heavy states that drag him/or her there. It is possible to investigate there consciously, to go there to learn too. Being put into Hell is a sign of a present or future reality. To get out of there shows some success and hope.

Horse: it represents the work in the physical as a car does. To be mounted on a horse indicates spiritual advancement. If the horse is well decorated it indicates a good sign. A runaway horse is spiritually dangerous.

House: the work that one builds, built on sand for example the work has dodgy foundations and can easily fall. If it is inhabited by strangers it shows egos.

I

Insects: larvae, there is a need to carry out a cleaning internally, clean the astral body with the awakened fire. Also represent attacks.

J

Jackal: Anubis judging, karma to pay.

Judge/Judgement: being judged by the Masters of Karma in the internal worlds. If the judgment is in our favour a karmic matter goes our way. If the judgment goes against us there is a karma to pay.

K

Killing: usually refers to the elimination of the egos, but watch who is killed, it is possible to go against the spiritual.

L

Lake: related to sexual transmutation.

Lamb: the son, the Christ,

Lion: represents the law of karma. A vicious lion represents the violent egos. Killing a fierce lion with your bare hands is triumph over certain sexual passions.

Loan: good if it is approved and sensible, but remember that it needs to be paid. Business with the karmic law (divine law).

Lustful Dreams: due to a lack of work on the egos of lust, urgent need to overcome them. Indifference in front of lust shows some chastity and balanced centres.

Lustful Odour: Lustful people emit a bad odour in the astral.

M

Marriage: when the person is married physically and dreams of being in a married relationship with their physical partner it means achievements in the alchemical transmutation, they form a true couple.

Master: spiritual Being, will teach though not always in the way you may think, for example, if a Master is in silence you have asked a silly question.

Mother: Represents the internal divine mother.

Mirror: How you appear in a mirror represents how you appear internally.

Money: depends on the context, it could for example be related to greed if you are stealing it, or it could be cosmic money related to the karmic payments.

Monsters: demons, egos. The dreamer is in the infra-dimensions, in Hell. Also a monster is faced in the test of the guardian of the threshold.

Moon: represents the negative part oneself.

Mountain: initiation, difficulties, hard task. It is a good sign to climb one. It also means the goal.

Mud: a bad sign, a lack of death of the egos, negative influences. To get muddy – illnesses, need to eliminate egos.

N

Naked: Big troubles and/or difficulties are going to fall upon you. Look at what you go through too when naked.

Nightmares: indicate a bad psychological state or an upset stomach. The dreamer is in the infra-dimensions.

Numbers: they are interpreted Kabbalistically.

O

Owl: can represent both wisdom and negative forces.

P

Pact: pay careful attention if you have signed a document or made a verbal pact with anyone, because if it is done without consciousness it could have been made with the forces of darkness.

Parents: representation of the divine Father and Mother. To dream with parents is not necessarily a good sign; they often only appear as a last resort when the student is doing very badly. It's important to pay careful attention to what they say and do.

Path: a pathway in general means the Esoteric path, Initiation. If it is steep and difficult it is the direct path of initiation. But not all are the true path. If it is a dark one be careful. If it is in a spiral and ascending it is the path to nirvana, without sacrifices.

Peacock: arrogance.

Pig: filth, laziness, fornication. There is a need to work upon oneself.

Pine: The Father.

Police: the divine law actively working. To be arrested - karma to pay. Arresting someone – karma acts upon that person.

Poster: read the information on it.

Prison cell: the law of karma acts. Psychological prison. The egos have one locked without freedom.

Punishment: paying a karmic debt.

R

Rain: tears, sadness and negative emotions. To walk under the rain: bitterness, pain, suffering.

Recurring dream: something needs to be worked out.

Red beret or turban: An initiate of the Black Lodge.

Rock: alchemical foundation of the work.

S

Scales: the divine law and justice.

School: the school of life, look at the context to see how you are doing in it in relation to your esoteric work.

Sea: the sexual waters. Calm and clean - good control of the waters, chastity. Turbulent and dark - passion or lust.

Seed: an invitation or potential to be born spiritually.

Sentry: watchful – alert consciousness. Sentry asleep – unconsciousness.

Sharks: Egos.

Shoes: how one walks along the path. Barefoot – doing badly, inadequate footwear – doing the work improperly, etc.

Snake: there are two types – the risen Kundalini and the negative tempting serpent, if the latter bites – sexual fall.

Snow: achievements with chastity. Bad omen if the dreamer is covered in or feels cold.

Spear: phallic symbol. Represents the work with the seminal waters.

Stairs: to go up – spiritual ascent, a beginning, new internal tasks. Being stopped on one – obstacles. Stopping on one – stagnant work. To go down is bad spiritually. To fall off is very bad. It depends of the height from which one falls.

Staff: the Kundalini, the spinal column.

Stars: refer to what is happening in the sky.

Stone: refer to rock.

Studying: study in life using the esoteric work. Prepare or preparing for tests. Pay attention to the way you are studying.

Sun: The Christ. Success in initiation. Rising – something needs to be born within. Setting – something needs to die within. Dim or hazy – being obscured by egos. An eclipse of the sun – the egos eclipse and dominate the consciousness, the light is blocked, one does not allow the Being to manifest.

Swim: how one goes in the sexual waters, the waters of life. Also used for the test of water on the probative path.

Sword: the will. Also represents the awakened Kundalini, not to be confused with a dagger.

T

Temple: a place of teachings. Also refers to the physical body in relation to it as a vessel of the being.

Thorns: pain, voluntary suffering. Christic will.

Tigers: they have positive and negative connotations. Positive – wisdom and intelligence. Negative – strong enemies.

Torch of fire: alight - sexual fire lit/risen.

Train: the work in the physical with the vehicle/organization that is spreading the teaching. To get off the train is to leave the teaching.

Treasure: to unbury a treasure means to recover esoteric work from the past that has been dormant.

W

War: the fight against enemies/egos.

Water –sexual energies, transmutation. To be dragged by water indicates spiritual failure and inner weakness. It can also relate to health.

Washing oneself: a good sign if it is clean water.

Wave: related to instability in the transmutation, look at the context.

Weapons: used to fight evil, acquired when honours and grades are obtained. The negative side has its own weapons.

Wedding: the death of one of the participants (bride or groom). If someone dreams of themselves getting married they are going to die. It may take a long or short time to manifest, but working seriously with the three keys can alter it.

Wine: transmuted sexual energy. Generally a good sign, but not if you get drunk with it.

Worms: larvae's, decay, degeneration.

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Exercises to do for this week

This week there is another different technique to astral project with, using visualisation.

Note: These weekly exercises are most important for getting into the Astral, if you do them all methodically each day this week you will have a much better chance of being able to succeed than if you just try a mix of things here and there.

This Weeks Exercise

To Astral Project

Projection to a place – This week we are going to use the imagination and willpower to project to a place, the exercise is simple: when you go to sleep, visualize a place that you are familiar with, a park, a sacred or inspirational place you may have visited, somewhere you like to be, your house, etc.

Visualize yourself walking in it, so that it becomes concrete and real around you, as though you were walking in a real place, imagine that you can taste, touch, feel, smell, hear and see the things in that environment in an intense and real way.

If you do this well enough you can be in that place, in that environment once the split from the physical body takes place, you can find yourself walking through it.

Don't forget to use the conjurations and circle of protection before you go to sleep.

Exercises to be done from Previous Weeks

1. To Prepare to Astral Project

The following will make Astral projection more effective:

1. To concentrate the mind on activities in daily life.
2. To practice concentration/visualisation for ten minutes each day.

Much of the failure in Astral projection comes because the mind is not trained to be on one thing, it is used to chattering away all day, then when you try to do an exercise to project, the mind carries on chattering, so it is important to train it, increasing the ability to focus it on what you need to.

a). To concentrate the mind on activities in daily life. - This tackles the way the mind is used; normally it just runs of its own accord, resulting in an almost continuous state of daydreaming. It can however be trained so that it becomes an effective tool, which can be used as is needed.

The important thing is to concentrate upon whatever activity you are doing at the time and to do only one activity at a time. Even if you have a lot of tasks to do and are under pressure, deal with the most important one, giving it your full attention, even if it is just for a few moments before you have to do another task, give whatever you are doing at that moment your full attention.

This needs to be done throughout the day, but to help to get to that, concentrate upon three activities that you do each day, making the effort to use them to practice being concentrated upon what you're doing. Any activity can be used, but try these three, however other things are going during the day, use them to anchor yourself in concentration:

1. Washing yourself.
2. Putting your shoes on and taking them off.
3. Eating.

Concentrate upon each of these activities, not allowing the mind to interfere, if you have thoughts go straight back to the activity you are doing, investigate how concentration works, then apply it throughout the day.

b). Visualising an object for ten minutes each day – Take an object, it can be any object, sit down and place it where you can see it clearly, then concentrate upon it in great detail, observing how it looks, textures, shapes, colours, the way that light reflects on it, etc, everything you can about it. When you have clearly seen it, then close your eyes and recreate the object exactly as it is in your mind. If there are things that you cannot recreate because you didn't look at them properly, or if the image is fading away, open your eyes and look at it again, study it, then close your eyes and recreate the image again in your mind. Keep doing this process so that you visualise it as clearly as you can. Do this for 10 minutes each day, then continue with your exercise of Astral projection at night. If you want to do this for more times each day then do it, but increase it very gradually, because the mind needs to be educated and you shouldn't force it.

Vary the objects, for example, a glass of water, a plant, flowers, etc and continue with it least ten minutes each day. Remember to close your eyes when you are recreating the object in your mind and to recreate it often. Don't try to stay there with your eyes open or force yourself to keep staring at the object for a long period of time. Gradually increase the time you spend on this exercise, begin with just a little.

2. To wake up in dreams

a). **Questioning where you are** - Ask whether you are in the physical world or in the Astral world by using the jump and pulling your finger and by seeing if there is anything strange around you, in the ways that I have described, remember to genuinely question, looking around you with as much awareness as you can and try it as often as you can.

b). **Practicing Awareness** - Being aware during the day, helping this exercise to work by making sure you try when you do the three things I mentioned above – remembering to be aware whenever you are washing yourself, putting your shoes on and eating.

c). **Practicing Awareness and Questioning** – Go for a walk for 10 – 15 minutes each day and intensively practice being aware and practicing questioning which dimension you are in by pulling the finger and jumping.

3. To Remember Dreams

Lying still when you wake up, going back over the night's dreams, using the mantra Raom Gaom.

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