

# H.P. Lovecraft and the Dark Gods



A lot has been said and written in recent years about the writings of H.P. Lovecraft, particularly his Cthulhu mythos, but to gain an insight into the truth it is necessary to compare Lovecraft's mythos with one of the most sinister traditions of Occultism.

Lovecraft, aware of parts of the ancient tradition of the Dark Gods' dramatized and mis-represented the tradition as a whole. Part of this mis-representation was literary, some of it arose because Lovecraft could not see beyond the Abyss where opposites are meaningless, but most of the mis-representation arose because Lovecraft had access to only part of the tradition, through his own Occult researches and sometimes inept experiments with dream control.

To these, he added inventions of his own – such as the so-called 'Necronomicon' (the book of this title published by Colin Wilson et al is a hoax) – which he wove into the Cthulhu mythos. This mythos bears about as much resemblance to the genuine tradition of the Dark Gods, from which it is derived, as a fir tree does to an oak.

One of Lovecraft's mis-representations is in naming the Dark Gods. The Dark Gods (or 'forces') may be symbolized by vibrations, since it is partly through such vibration that certain levels of consciousness may be reached. These levels re-present primal Chaos – that is, they are devoid

of Word since such levels pre-date the covering up, by Word, ritual, idea and even myth, of the essence from which Being and non-Being were derived. Viewed conventionally, these entities are negative and by their return restore Chaos – that is, they destroy the historicity of Being. When seen through the structure of opposites such a return is terrifying.

According to tradition, the Dark Gods are waiting, in what may be described as a parallel universe, to return to Earth and thus our spatial, causal universe. Essentially, the universe of the Dark Gods is acausal and the two universes may be re-presented as being joined by various Star Gates (or more accurately, 'nexions'). These 'Gates' are regions of space-time that is, when the Gates are aligned according to their cosmic cycle. Traditionally, it is believed that these Gates open about once every 2,000 years. Because of the nature of the two connecting universes (that is, their difference in time and spatial geometry) not only is physical travel possible between them, but also to a limited extent, a special form of astral travel. This astral form is possible because our own consciousness, by its nature and evolution, is partly acausal and therefore already to an extent on a primal level part of this other universe. Thus, it is possible for an individual to journey into the other realms where the Dark Gods are waiting just as it is feasible – if the psychic Gates are opened – for those dreaded and negative entities who are seldom named to manifest on our level. Such travels are manifestly only feasible when a nexion is about to be opened, is open or is closing – that is, at the beginning and ending of an Aeon. At other times, travel is very difficult and very severe measures must be taken in order to create the energy required. Such methods have seldom been used in the past: they involve great danger to the individual(s), hideous rituals of suffering and sacrifice, or immense detail in preparation and the acquisition of a crystal tetrahedron of the right quality.

The intrusion of these entities into our universe takes many forms, both physical and psychic, and here again Lovecraft has mis-represented them. According to Tradition, the last overt physical manifestation took place thousands of years ago, around 8,000 BP and gave rise to, among

other legends, the myth of Dragons. Prior to this, the Sinister Tradition speaks of the first coming of the Dark Gods at the dawn of our consciousness – probably around 20,000 yes BP. Psychic intrusion is often minimal but nevertheless terrifying for some. According to one account: “They lurk at the threshold of existence preening their wings and eyes and sounds which they send forth to all who have ears to hear and minds to know. And they wait and reside in the space between worlds, the space that is the corner of the meeting of dimensions. They are the destroyers...the bornless forever who wait for our call. Soon they will come to collect the blood which is required by Them. To understand Them is to pass that Abyss beyond which the man ceases to be.”

Such manifestations often take the form of nightmares when unsought, and occasional madness is not unknown among those who have deliberately tried to bring the Dark Gods: for example, in a case known to the author a group tried, in the early seventies, to invoke these forces. The working was only partially successful and one of those involved went mad.

One of the most noticeable effects of deliberate contact by Adepts is the change that results in the consciousness of certain groups of people and individuals – such as a resurgence of primitive atavisms. Such changes are often misunderstood, bound as most people still are by old Aeon concepts of duality, and over recent decades these changes have been a prelude to the calling forth that will re-open the physical nexion and return the Dark Gods to our universe and thus the Earth itself.

The details that Lovecraft gives regarding ‘calls’ and rites are mostly fanciful and only in a few places does he advertently reveal the truth – for example, in his mention of the trapezohedron and ‘Azathoth’ as described by Lovecraft, is a symbolic and distorted re-presentation of the intersection, in acausal space-time, of these astral star passages: a kind of galactic vortex or node. Those who journey there will never return the same. Along the star passages the shells of long dead civilizations lie strewn.

The Nine Angles (the key to contact both physical and astral) are represented in the Septenary Star Game and it is through this symbolic representation that the magick of the Dark Gods is made manifest. The rest, to the uninitiated, is sheer terror.

-Order of Nine Angles-

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