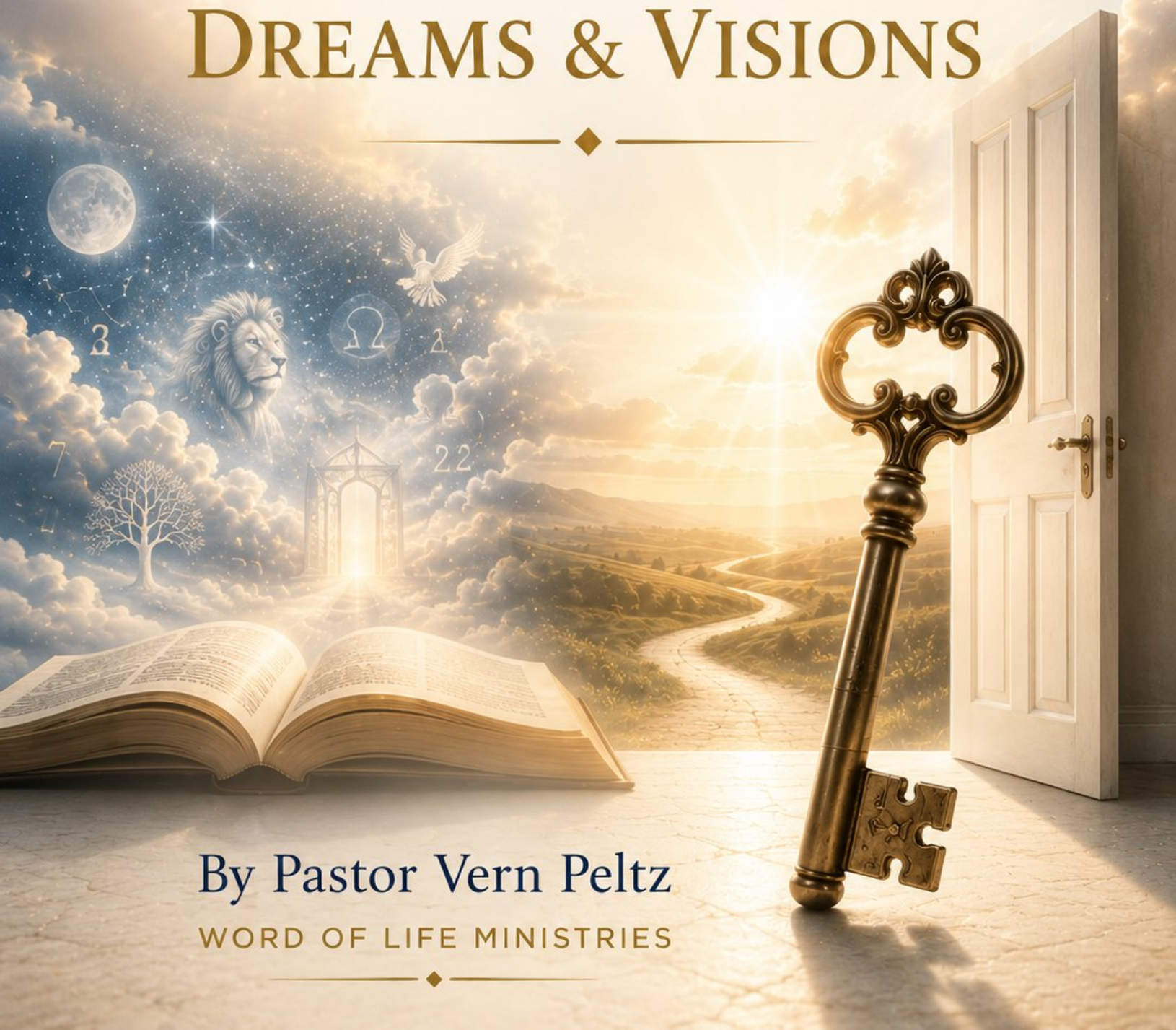


UNDERSTANDING & INTERPRETING DREAMS & VISIONS



By Pastor Vern Peltz

WORD OF LIFE MINISTRIES

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Laying a Foundation

I. My Personal History and Experience with Dreams & Visions.

- A. Baptized in the Holy Spirit - 8th Grade. (1970)
- B. First Dream that I knew was from God - Summer 1972.
- C. First open Vision - Summer 1972.
- D. Second open Vision - Summer 1973.
- E. Dreams & Visions started happening regularly, even though I didn't understand them. (Job 33)
- F. When I entered the ministry in 1979 - Dreams & Visions exploded in number and intensity.
- G. 1987 - I started to learn how to interpret Dreams.
- H. 1995 - First dream about a church in Minnesota. (Last portion of the dream began coming to pass in 2008.)
- I. May, 2003 - Open vision. In it was information concerning moving to Minnesota.
- J. August, 2003 - The move to Minnesota was now certain. It would be orchestrated through Dreams. (Various dreams were given via family members.)
- K. November, 2003 - A dream that told us when we would make the physical move to MN. It gave About a 5 day window of timing.
- L. February, 2004 - Final selling price of house in CO, and moving details were given.
- M. Presently - Continual & On going Dreams & Visions. (It flows like a language)

II. Dreams & Visions are a Last-Days Language.

- A. Job 33:14-15 - They are a Language.
 - 1. God uses many languages. Each one listed below will speak/communicate a certain way:
 - Audio: Prophet, Teacher, Evangelist, Apostle, Pastor. (They each speak their own language) : Tongues, Prophecy, Interpretation of Tongues, Faith, Trust, Hope, Intercession, Praise, Worship, Edification, Exhortation, etc.
 - Visual: Visions, Dreams, Imagination, Physical Representations. (Abraham & Stars)
 - Kinesthetic: Presence, Worship, Praise, Embrace, Anointing, Glory, Peace, Leading, Conviction, Unction, Comfort, Encouragement, Stillness, etc.
- B. Joel 2:28-29; Acts 2:16-18.

1. Anything we do for God has to be done by faith. (II Cor. 5:7; Heb. 11) Since Dreams and Visions are a last days language, it must flow from faith. In Luke 18:8, Jesus was concerned that when he returned he would find faith on the earth. So this is something we need to learn to grow in and operate via faith. Flowing in Dreams and Visions is an awesome thing.

2. As we are growing and maturing, there is always the challenge of not getting flaky. We want to stay scriptural, Godly, and credible.

3. Dreams and Visions are for every believer. (Acts 2:16-18)

C. Avoiding Flakiness.

1. My definition of Flakiness is when we're trying to be something we're not. Acting a role that isn't real. Pretending. Self-exalting.

2. Some examples of what I'm talking about.

a. Making ourselves to be super-spiritual.

b. Making ourselves out to know it all.

c. Becoming everyone's seer.

d. Looking for attention/approval through Dreams and Visions.

e. Looking for position through Dreams and Visions.

f. Those kinds of things. (etc.)

D. How to Avoid Flakiness.

1. Stay Honest. Don't get into making things up or exaggeration.

2. Keep Quiet. Don't broadcast every little thing you think God may be showing you. Keep it to yourself until it is necessary to reveal.

3. Guard against Pride and Arrogance.

4. This is not a competition to see who God will flow through the most.

5. Realize that you are not more spiritual if you have a dream or a vision.

6. Typically we need to disregard dreams or visions that are only bits/pieces/confusing/etc.

7. Remember, it's FOR you, but it's not all ABOUT you.

III. Dreams and Visions flow under the Prophetic Gift and Anointing.

A. Num. 12:6-8; Acts 2:17-18.

B. It is a language of the Holy Spirit for the last days. According to I Cor. 2:6-16, the work of the Holy Spirit is to reveal the wisdom of God to us. So this language will flow in Revelation.

C. Dreams and Visions are Revelatory. They bring Revelation.

D. Dreams & Visions are very picturesque.

1. Dreams.

a. Many types, symbols, pictures, very metaphorical.

2. Visions.

a. Also uses pictures, but it is much more direct and straight forward. Less interpretation is needed.

E. Why would God speak this way?

1. It is the Glory of God to conceal a matter. It is the Glory of a king to seek it out. (Prov. 25:2)

2. God is looking for/Testing for Kingship Qualities in us.

a. Ex. 16:4, 20:20; Deut. 8:2,16; Judg. 2:21-22, 3:1-4.

b. John 6:6; II Cor. 2:9, 8:8, 13:5-7.

3. In many ways, Dreams and Visions, (esp. dreams) are like parables.

a. Dreams can resemble and flow in a similar language as parables.

b. Remember in the New Covenant, we have also been given a much clearer communication form with the Lord. He will not speak so figuratively, but will speak plainly. (John 16:15)

c. Yet, he will extensively use Dreams and Visions in the Last-Days. (Acts 2:16-18)

4. They can be seeds for Faith.

a. You recognize what you should be believing for.

b. You have a feeling in your gut. (spirit) You know you need to act and get moving.

c. They can give you a perspective you don't currently have. That gives the Holy Spirit a way to get us believing down a different path/direction than we were going after.

5. God is able to get information to us that we would normally reject, or pay little attention to if it was given to us through more direct channels.

IV. Why Dreams and Visions?

A. Why would God choose to use the languages of Dreams and Visions if he can speak to us more plainly?

1. He can keep things secret and hide information. (Job 33:16 - "Sealeth") Later it comes back to us as a confirmation as it plays out in our lives. (via Déjà Vu, Familiarity with something/someone, Simply Remembering, Etc.) (Job 33:14-18)

a. To protect man from himself. (Job 33:17b-18)

- b. God can communicate it to our spirits, and yet keep it hidden from our minds so we aren't in the position of messing something up because of the knowledge we have - yet our spirit knows what is coming and what to look for. (Job 33:17)
 - c. It is hidden from the Demonic realm, because they don't understand it. Esp. dreams, because they need an interpretation. Interpretations come from God and the Holy Spirit. (Gen. 40:8; Dan. 2:27-28) They won't give the demonic realm the interpretations.
2. So we follow our spirits and seek it out. (He's looking/testing for Kingship qualities)
- a. Remember, Kings rule. Servants serve. We are to be Kings in the New Covenant. (I Pet. 2:9 - a Royal/Kingly Priesthood; Rev. 1:6)
 - b. By following our spirits, we are following the Holy Spirit. (Rom. 6-8; I Cor. 2:6-16)
3. It is a way for God to Test us, and Prove what is in our Heart and Character.
- a. Ps. 105:16-22. The time between the speaking of the dream, and the fulfillment of it is the time of the TEST.
 - b. Dreams: A Test. Visions: A Very Hard Test.
 - c. That's why Visions are more straight forward and need less interpretation than Dreams. God has to make it plain enough for us that we don't miss it, because what is coming is going to be really big.
 - d. Dreams are not so plain. They need interpretation. If we miss a few things in them, it's not that crucial. We'll still do alright. Because the test is not that hard a test.

*** Apply those principles to the dreams and visions throughout the Bible and you'll see the differences quite clearly.

B. The TEST.

- 1. It may be a short time for it all to play out. (Joseph in the Gospels)
- 2. Or it can go on for years. (Example: Joseph in Genesis)
- 3. Don't be discouraged. The opposite outcome of the dream or vision seems to come first. Then after a time, the dream/vision begins to play out as you saw it. (Joseph in Genesis)

C. Because there is a TEST involved, we have a responsibility to the revelation. We can't just sit back and do nothing and expect it to come to pass. ALMOST ALL dreams and visions given to us are conditional. (Explained at the end of the Hebrew and Greek Definitions - Page 5) We must do our part and fulfill the conditions. God is in the process of Proving Our Heart. He wants to see how Kingly we really are. ARE WE TRUSTWORTHY? Always find your part to play in the fulfillment of the revelation. And GET INVOLVED.

D. Principles to Remember.

1. The Greater the Word/Revelation → The more difficult the test.
2. The Greater the Word/Revelation → The longer the test.
3. Typically: Visions imply → Hard and Long Tests. (Likely involves hardship)
Dreams imply → Shorter and Easier Tests.
4. The Stronger the Opposition to the Dream or Vision, the Greater the Possibility!!!
 - a. Recognize, the enemy is opposing what God is trying to do.
 - b. Recognize, God believes in you and that you can do what he's revealing!!!
5. If you get a Clear and Distinct word from the Lord, be on guard because all hell may break loose around you. Since it came so clearly to you, the demonic likely saw it also. Now they will try to do everything they can to stop it from coming to pass.

Scriptural Definitions of “Dream(s)”

Old Testament

1. “Chalowm, Chalom” - “To Dream; Dreams and/or Visions”
 - “A means of Revelation”
 - Strong’s #2472
 - Gen. 20:3,6; 31:10,11,24; 37:5,6,8,9,10,19; (“Master of Dreams” - Heb.: “Baal” - “Master, Owner, Husband, Possessor, To Exercise Dominion Over”) 37:20; 40:5,8,9,16; 41:7,8,11, 12,15, 17,22,25,26,32; 42:9; Num. 12:6; Deut. 13:1,3,5; Judg. 7:13,15; I Sam. 28:6,15; I Kings 3:5,15; Job 7:14; 20:8; 33:15; Ps. 73:20; 126:1; Eccl. 5:3,7; Isa. 29:7; Jer. 23:27,28,32; 29:8; Dan. 1:17; 2:1-3; Joel 2:28; Zech. 10:2.
2. “Chalam” - “To bind firmly; To be or make Plump; To Dream”
 - Strong’s #2492
 - Gen. 28:12; 37:5,6,9,10; 40:5,8; 41:1,5,11,15; 42:9; Deut. 13:1,3,5; Judg. 7:13; Jer. 23:25; 27:9; 29:8; Isa. 29:8; Dan. 2:1,3; Joel 2:28.
3. “Chelem” - “A Dream”
 - Strong’s #2493
 - From the root word “Chalam” (Strong’s #2492)
 - Dan. 2:4,5,6,7,9,26,28,36,45; 4:5-9,18,19; 5:12; 7:1.

New Testament

1. “Onar” - “A Dream”
 - “A Vision in Sleep in distinction from a Waking Vision” (Matt. 1:20; 2:12-13,19,22; 27:19)
 - Strong’s #3677
2. “Enupnion” - “Something seen in Sleep”
 - “A Dream; Vision in a Dream”
 - Strong’s #1798
 - Acts 2:17 (“Dream” D)
 - From root words: “En” (Strong’s #1722) — “A primary preposition denoting fixed position (in place, time, or state), and instrumentality (medially or constructively) i.e. in/at/on/by rest.” : “Hupnos” (Strong’s #5258) — “Subsilece; Sleep” — Matt. 1:24; Luke 9:32; John 11:13; Acts 20:9; Rom. 13:11
3. “Enupniazomai” - “To Dream; To be given to Dream/Dreams” (Acts 2:17 - D Dreams)

- “Metaphorically, given to sensuous Dreamings and so defiling the flesh”.
(Jude 8)
- Strong’s #1797

Scriptural Definitions of “Vision(s)”

Old Testament

1. “Machazeh” - “A Vision”
 - Strong’s #4236
 - Gen. 15:1; Num. 24:4,16.
 - From the root word “Chazah” (Strong’s #2372)
 - “To Gaze at; Perceive, Contemplate, To have a Vision of”
 - “To See, Behold, Select for Oneself”
2. “Mareh” - “A view; an Appearance; Whether a (real) shape, or (mental) a vision”
 - “Refers more to External Appearance; Can also connote Sight as in a range of vision, and Sight in the sense of a Supernatural Sight or Manifestation”
 - Strong’s #4758
 - Num. 12:6; I Sam. 3:15; Ezek. 8:4, 11:24, 43:3; Dan. 8:16,17,26,27, 10:1,16.
 - From the root word “Raah” (Strong’s #7200)
 - “To see Literally or Figuratively”
 - “Seeing with ones eyes; To Perceive or be Consciously Aware of; To Enjoy; To Realize, or to get Acquainted with; To Experience; Perceiving or Ascertaining apart from seeing it with one’s eyes; Mentally Recognizing that something is true; To Distinguish; To Examine; To Discover.”
3. “Marah” - “A Vision, Mirror, Looking Glasses”
 - “Visionary Appearance, or Prophetic Vision”
 - Strong’s #4759
 - Gen. 46:2; Ezek. 1:1, 8:3, 40:2,3; Dan. 10:7,8.
4. “Chazown” - “A Sight (Mentally like a dream), Revelation, or Oracle”
 - “A Vision; Means of Divine Revelation”
 - Strong’s #2377
 - I Sam. 3:1; I Chron. 17:15; II Chron. 32:32; Ps. 89:19; Prov. 29:18; Isa. 1:1, 29:7; Jer. 14:14, 23:16; Lam. 2:9; Ezek. 7:13,26, 12:22,23, 24,27, 13:16; Dan. 1:17, 8:1,2,13,15,26, 9:21,23,24, 10:14, 11:14; Hos. 12:10; Obad. 1; Micah 3:6; Nah. 1:1; Hab. 2:2,3.
 - From the root word “Chazah” (Strong’s #2372 - Def. in #1 Above)
5. “Chizzayown” - “A Revelation, Especially by a Dream”
 - “A Prophetic Vision; Divine Communication; An Ordinary Dream”

- Strong's #2384
- II Sam. 7:17; Job 4:13, 7:14, 20:8, 33:15; Isa. 22:1,5; Zech. 13:4; Joel 2:28.
- From the root word "Chazah" (Strong's #2372 - Def. in #1 Above)
- 6. "Chazuwth" - "A Look; Striking Appearance, Revelation"
- Strong's #2380
- Isa. 21:2, 29:11.
- From the root word "Chazah" (Strong's #2372 - Def. in #1 Above)
- 7. "Raah" - Def. in #2 Above.
- II Chron. 26:5.
- 8. "Roeh" - "A Seer; A Vision."
- Strong's #7203
- Isa. 28:7
- 9. "Chezev" - "A Sight"
- Strong's #2376
- Dan. 2:19,28, 4:5,9,10,13, 7:1,2,7,13,15.
- From the root word "Chaza" (Strong's #2370)
- "To Gaze Upon, To Dream"
- 10. "Chazowth" - "A Revelation"
- Strong's #2378
- From the root "Chazah" (Strong's #2472 - Def. in #1 Above)

New Testament

- 1. "Optasia" - "Visuality, An Apparition"
- "To See, A Coming Into View; A Vision"
- Strong's #3701
- Luke 1:22, 24:23; I Cor. 12:1.
- 2. "Horama" - "Something Gazed At, A Spectacle, (Especially a Supernatural Sight)"
- "That which is Seen: A Spectacle, Sight, Appearance, Vision"
- Strong's #3705
- Acts 9:10,12, 10:3,17,19, 11:5, 12:9, 16:9,10, 18:9, 26:19.
- From the root word "Horao" (Strong's #3708)
- "To Stare; To Discern Clearly (Physically or Mentally)"

- "To Attend To; To Experience; To Appear"
- "Of Bodily Vision; Of Mental Perception; Of Taking Heed; Of Experience; Of Caring For"
- 3. "Horasis" - "The Act of Gazing, i.e. (external) an aspect or (internal) an inspired appearance; Sight, Look Upon, Vision."
- Strong's #3706
- Acts 2:17; Rev. 9:17.

*** An important principle to remember in Dream and Vision Language is that most of the dreams and visions that we receive are not 'Unconditional'. What I mean by that is in scripture you will find that many of the dreams and visions are going to happen no matter what the person having them may do. They are 'Unconditional'. 'Unconditional' means that they have been spoken by God and they will come to pass unconditionally. Nothing else needs to be done or happen for the vision/dream to come to pass. God will do it 'Unconditionally'.

Visions

In this study we are not going to spend much time talking about Visions. The main reason is the inherent difference between Dreams and Visions. Dreams NEED interpreting. Visions DO NOT NEED interpreting. Let me explain. Dreams are a very metaphorical language. They are filled with pictures, types, symbols, etc. Rarely is anything in a dream a 'direct representative' of what the Lord is trying to tell you. The colors, whether it is day-time or night-time, directions, numbers, etc. - They all have a hidden meaning that must be interpreted to understand what God is saying.

Visions are not that way. In a vision, usually what you see is what you get. It will play out just the way you saw it. No interpretation is needed. That's why we're not going to spend much time trying to explain them. I'm not trying to take away from the various kinds, levels, and intricacies of the vision language. But I am saying that in general, they are not as complex, and don't need a lot of figuring out, or interpreting.

I. Basic ways we can have a vision.

A. Waking Vision.

1. Gen. 15:1; 46:2; Dan. 2:27-30; ch. 8; Acts 10:3; Rev. 1:10.
2. This is a vision that takes place while we are awake. It may happen during the day or night. That aspect doesn't make any difference. The deciding factor is that you were awake when you had it.

B. Sleeping Vision.

1. Gen. 31:10-13, 24; Job 33:15; Dan. 2:27-30; ch. 7; (Vision in a Dream) Matt. 2:13, 19.

*** Gen. 31:10-13, 24 are examples of having a vision in a dream. Because of the clarity, and the lack of needing any interpretation - these would be categorized - visions.

*** The vision in the dream of Dan. 7 (& Dan. 8) are examples of a highly complex and symbolic vision. Yet when it was over, Daniel understood it perfectly, because in the vision someone literally explained it to him. So when Daniel woke up, the vision was again very direct and clear. No interpretation needed.

2. This is a vision that takes place while you are asleep. It may occur during the day or night. The main aspect of this vision is that it happened while you were asleep.
3. Note: In Matt. 2:13,19 - the vision took place in a dream. But it was a vision, because it didn't need any interpretation. Joseph knew exactly what he was to do.

C. Outward or Open Vision. (Scripture usually doesn't indicate which type it is)

1. Num. 24:4,16; (In a trance) II Kings 6:15-17; Acts 10:3; 22:17-18 (In a trance)

2. This type of vision is seen through your natural eyes. You are seeing it with your eyes open.

D. Inward or Closed Vision. (Scripture usually doesn't indicate which type it is)

1. Matt. 2:13, 19; Acts 10:9-16; (In a trance) (16:9, 18:9 - Asleep or Awake??? - Night Vision)

2. This type of vision is seen through your spirit. You are seeing it with your eyes closed.

***Trance - (Greek Def. in Strong's) - "A displacement of the mind"

- "To be transported out of the natural state of mind"

II. Types of Visions.

A. See 'Types of Dreams and Visions'.

Types of Dreams & Visions

I. Intrinsic and Extrinsic.

A. "Intrinsic" is talking about "Internal Dreams/Visions".

1. This is the vast majority of our dreams/visions.
2. They are basically about us, or strongly include us in the revelation.
3. They are personal and give self-disclosure in order to help us with our Christian life.

Ex.: Joseph and his engagement with Mary (Matt. 1:18-25)

Ex.: Peter and his issues with anything 'unclean' (Acts 10 - Cornelius)

B. "Extrinsic" is talking about "External Dreams/Visions".

1. This is more in the minority of dreams/visions for the average person.
2. Even though you may be a part of the dream/vision, they are basically about others, or events outside of our lives. They show you what is happening or going to happen in others lives.
3. They deal with your sphere of influence.

Ex.: They can be giving you a call to a certain place. (Acts 16:6-10 - Paul & Macedonia)

Ex.: Warning you of what others are about to do. (Joseph - fleeing to Egypt - Matt. 2:13)

Ex.: Giving you insight, understanding, and direction. (Acts 10 - Peter & Cornelius)

C. As you've probably noticed, Intrinsic and Extrinsic can combine in the same dream. They separate out according to the view of the dream that is taken.

D. In relation to Visions: they can also be broken down into various types and categories.

1. Types: There are prophetic, revelatory, informational, guidance, impartation, etc.
2. Categories: The same three categories listed below (II.) apply. However, it seems that when the Natural Man or the Demonic get involved in Visions, they almost always deal in the realm of:
 - a. Fear.
 - b. Lust of the Flesh.
 - c. Lust of the Eye.
 - d. Pride of Life.

I think part of the reason for this is that Visions (Esp. waking visions) are so closely tied to the imagination centers of our being. And without those parts of us being

sanctified, they are like a factory for the 4 areas listed above. Dreams (Esp. night dreams) on the other hand are by-passing the conscious thinking realm. As a result, they can become very random and even weird in their content - making very little sense. The visions on the other hand can make what seems to be perfect sense, but they are typically centered on self and sin at their core.

II. Conditional and Unconditional. When we have a vision or dream, what is being said in them is often 'Conditional'. The outcome is some how dependent on our faith and actions. If we make the wrong choices, the end result of the revelation can and probably will change from what was shown in the dream/ vision. The outcome is 'Conditional' on us. It is very comparable to the promises in the Bible. Every promise has a condition that needs to be fulfilled for the promise to come to pass in our lives.

Since dreams/visions are conditional in most cases, God usually doesn't show us the final outcome in the revelation. When he does, the end result of the dream/vision must 'Unconditionally' come to pass. Since we almost always play a part in how the will of God (which dream/vision is showing to us) is fulfilled or not fulfilled in our lives, the dream/vision becomes 'Conditional'. It is somewhat dependent on our doing our part for its fulfillment. That's one of the main reasons why God gives these kind of revelations. It shows us what we are to set our faith for and things we are to do to make what is being shown to us in the dream/vision actually take place in our lives.

III. Categories of Dreams Dreams break out into three general categories: Dreams from God. Dreams from the Natural Man/Flesh. Dreams from the Demonic Realm.

It is impossible to categorize all the different kinds of dreams, because of God's infinite nature. However, this will give you an idea of the source and kinds of various dreams. Also note, the various types of dreams can interact. (Esp. dreams in a specific category) You can have numerous categories of dreams playing out in one dream.

A. Dreams from God.

1. Healing Dreams: Dreams that bring Forgiveness, Restoration of Love, and Physical Healing. Once the dream was fulfilled, this happened with Joseph and his brothers. (Gen. 45:4-8)
2. Calling/Destiny Dreams: They reveal a call of God for you, or where he would like you to go in the future. (Gen. 37:1-11; I Kings 3:5-15; Matt. 2:13; Acts 16:9-15 - A vision of calling)
3. Warning Dreams: They give you warnings about Activities, Decisions, Things to Come, your Vocation, Ministry, and Anointings. (Gen. 31:24, 42 - Laban & Jacob)
4. Edification Dreams: These are 'feel good' dreams. When you wake up from them you feel great. They are inspirational, filled with revelation and produce hope. (Gen. 28)

5. Comfort Dreams: They serve to heal our emotions and memories. They give us a heavenly perspective on an earthly situation. They stir up Love. (Gen. 28:10-17)
6. Self-Condition/Self-Disclosure Dreams: They reveal your heart. They tell you where you stand with God. (Gen. 20:3 - Abimelech was as good as dead. This was a Vision in a Dream; Dan. 4:1-27)
7. Courage/Exhortation Dreams: To give you the courage to change your entire thinking, and life. They impart inspiration and motivation. They instill faith. They challenge us to take action. (Gen. 31:10-13 - Jacob)
8. Correction Dreams: Where God tells us we're going about something the wrong way. God uses them to reveal where we need to make changes to keep moving forward. (Nebuchadnezzar's dream - Dan. 4)
9. Direction Dreams: They tell us what to do. Their purpose is to give us specific guidance, which may even include warnings of some kind. (Matt. 2:12 - Wise Men; 2:13, 19-20 - Joseph)
10. Intercession Dreams: They cause us to pray and intercede. (Dan. 2:14-19 — a form of intercession being caused by a dream.)
11. Revelation/Prophetic Dreams: They tell us things that are happening and are going to happen. (Gen. 28:10-15; I Kings 3:5-15; Dan. 4:1-27)
12. Spiritual Warfare Dreams: Revealing "Life Threatening" attacks against us/others. They call us to pray, fast, worship, respond/act. You wake up feeling the need to push into God. (Matt. 2:13)
13. Dreams of Creativity: Inventions/Music/Art/Solutions. Creative insight of the unknown.
14. Word of Knowledge/Answers/Facts/Information Dreams: Self-Explanatory. (Gen. 28:10-15)
15. Instruction/Teaching Dreams: They are used to teach us and give us wisdom. Scripture is usually used. Often you will hear a voice or have someone instructing you. (Gen. 28:10-15)
16. Impartation Dreams: They are used to activate any of the various gifts that are given by God. In the dream, angels or even Jesus himself can appear and impart to us. (I Kings 3:5-15 - Solomon)
17. Deliverance Dreams: Revealing, and/or Removing Demonization.
18. Possibility Dreams: If things go the direction that God desires, the end result will turn Out the way the dream says it could possibly go. Typically these dreams have One or more people who need to do God's will for the possibility to come to pass.
19. Genealogical: It can be a dream centered on ancestral issues. Or ancestral information May appear in other types of dreams. Either way, these

types of dreams are Always dealing with the Blessings and Sins that pass down through the Generations. (Both in ancestry and in posterity)

B. Dreams from the Natural Man/Flesh.

1. Flushing Dreams: Dreams that need to go down the toilet. They scour off the daily activity and contamination of the world.

2. Dark Dreams: This is not only referring to the setting of the dream, but can also refer to the emotions it conjures up. They can be dark in mood and tone: somber, depressing, something seems wrong or slightly off center. They can also be dark in lighting, and colors: blacks, grays, sickly greens, etc. This is the overall tone of the dreams you may be having. Rarely do you dream any other type of dream. They can be tied to illegal drugs, witchcraft, depression/loss of hope, and sin. (These are not to be confused with the dark, black & white dreams where God is using the lack of color to show us which side of the spirit realm he's revealing.)

3. Body Dreams: They come from Physical Illnesses. Your body is fighting and the dream depicts warfare, weakness, pain, etc.

4. Chemical Dreams: Drugs of any kind cause the body to change - reflected in dreams. If we are taking medications, insulin, hormone therapies, etc. Or if we are in a time of life where the hormones/chemicals are changing, the body may trigger these types of dreams.

5. Misc. Dreams of sin: Any dreams that are laced with desires for sin do not originate with God. Dreams that contain violence or violating someone, murder, ungodly aggression, ungodly sexual content, sinful lusts or passions, fits of anger or rage, ungodly music, etc.

6. Fear/Panic Dreams: Most nightmares, especially childhood nightmares fall into this category. They usually come from trauma, abuse, rejection, neglect, emotionally or physically painful experiences. They come from our own Fears.

7. Soulful Dreams: Wanting/Believing something so strongly that you dream your own Opinions, Desires, Goals, etc. (Jer. 23:25-28; 29:8) It may also be your emotions expressing our needs or desires like companionship, love, happiness, a vacation, food, rest, insight or direction, etc. They can show us things about ourselves that we may not see when we're awake.

8. Body Dreams: They reflect some aspect of the physical condition of the person who is dreaming. A person who is sick, or fighting sickness may dream of being sick. If you are in pain, the dream may focus in on that pain throughout the dream.

9. Deceptive Dreams: Dreams that will lead us into deception. Since dreams and visions are a last days language, we need to realize that the demonic realm will try to work in them also. (They always pervert the genuine) I Tim. 4:1 specifically states that in the last days that people will fall away from the faith to follow deceitful spirits and doctrines of demons. Their purpose is to deceive us in any area of life we are vulnerable. To guard against this, we

must maintain a high scriptural conformity, (Specifically the New Test.) guard against an independent attitude and stay under accountability, and watch out for new revelations that are peculiar to only you or a few people, and the rest of Christianity doesn't understand or hasn't been enlightened to yet.

C. Dreams from the Demonic Realm.

1. False Dreams: Dreams that give false information. They're of the Devil. (Zech. 10:2, Jer. 26-27:9; 29:8)

2. Dark Dreams: This is not only referring to the setting of the dream, but can also refer to the emotions it conjures up. They can be dark in mood and tone: somber, depressing, something seems wrong or slightly off center. They can also be dark in lighting, and colors: blacks, grays, sickly greens, etc. This is the overall tone of the dreams you may be having. Rarely do you dream any other type of dream. They can be tied to illegal drugs, witchcraft, depression/loss of hope, and sin. (These are not to be confused with the dark, black & white dreams where God is using the lack of color to show us which side of the spirit realm he's revealing.)

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D. Categories of Dreams. (Simplified) All the categories we have discussed can be grouped into 3 general categories for simplicity.

1. A simple message dream. (Matt. 1-2)

2. A simple symbolic dream. (Gen. 37)

3. A complex symbolic dream. (Dan. 2, 4)

IV. The Twenty Most Common Dreams

1. Dreams of Your House - Houses normally represent your life. The circumstances taking place in the house reflect the specific activities in your life. These dreams may also represent a church as well. Individual rooms of the house may represent specific things.

2. Dreams of Going to School - School dreams may have several meanings:

- Taking a test at school - tests may be for the purpose of promotion.
- Searching for your next class - An indication that guidance is needed or a graduation has occurred.
- Repeating a class you took before - You have an opportunity to learn from past failures.

- High School Dreams - May be a sign that you are enrolled in the School of The Holy Spirit. (H.S. = High School = Holy Spirit)

3. Dreams of Various Vehicles: May indicate the calling you have on your life, the vehicle of purpose that will carry you from one point to another: Vehicles type the size/type of ministry that you are or will be engaged in; always observe who is driving, color, size, type, etc.

4. Dreams Concerning Storms - Intercessory/Spiritual Warfare: These dreams are common with those who have a calling/gifting in the area of discerning of spirits. They hint things that are “on the horizon” for the purpose of prayer, intercession, and spiritual warfare; can also be showers of blessing(s)

5. Dreams of Flying or Soaring - These deal with one’s spiritual capacity to rise above problems and difficulties and to soar into the heavenlies; they are very encouraging and inspirational.

6. Dreams of Being Naked or Exposed - These indicate that you will be or are becoming/feeling transparent and vulnerable. Reveal feelings of shame; often appear in times of transition.

7. Dreams of the Condition of Your Teeth - These dreams reveal a need for Wisdom. Teeth Represent wisdom: Are your teeth loose, rotten, falling out, bright and shiny? Etc.

Loose tooth = You may need a Wisdom application for something you are about to bite off.

8. Dreams of Past Relationships - Indication you may be being tempted to fall back into old patterns and ways of thinking: depending on who the person is/what they represent, might also indicate your need to renew former desires and Godly passions for good things in life. What does the person represent in your life? Good or bad?

Person who represents bad = May mean that God is warning you not to relapse into old habits and mind-sets that were not profitable.

Person who represents good = May represent God’s desire or intention to restore good times that you thought were gone.

9. Dreams of Dying - Not usually literal, but symbolic: Something that is passing away or departing from your life.

10. Dreams of Birth - Not usually literal, but about new seasons of purpose and destiny coming forth into your life: What does the baby look like? Is there a name?

11. Dreams of Taking a Shower - Cleansing (toilets, showers, bathtubs, etc): Revealing things that are in process of being cleaned/flushed out of your life.

12. Dreams of Falling

Negative = Revealing fears of losing control of some area of your life.

Positive = Becoming free of directing your own life. What substance did you fall into? What emotions did you have?

13. Dreams of Chasing and Being Chased -

Negative = Reveal enemies that are at work and coming against your life/purpose

Positive = May indicate passionate pursuit of God in your life, and towards Him.

14. Dreams of Relatives, Alive & Dead - Generational issues in one's life, both blessings and curses: You will need to discern whether to accept the blessing or cut off the darkness.

Grandparents = Generational issues.

15. Dreams Called Nightmares - These reveal generational enemies at work that need to be cut off.

16. Dreams of Snakes - Reveals the devil with his demonic hosts (at work through accusation, lying, deception, attacks, etc.)

17. Dreams of Dogs & Cats -

Dog (positive) = Friendship, loyal, protection, good feelings.

Dog (negative)= Reveal the dark side, including growling, attacking, biting, etc. (Sometimes these reveal a friend who is about to betray you).

Cats (positive) = Loved.

Cats (negative)= Smothered, persnickety attitudes, occult, witchcraft.

18. Dreams of Going Through Doors - Change that is coming: New ways, new opportunities, and new advancements are on the way.

19. Dreams of Clocks & Watches - These reveal what time it is in your life or a need for a wake-up call in the Body of Christ or in a nation: it is time to be alert and watchful.

20. Dreams With Scripture Verses - Indicates a message from God: (These may appear in verbal quotes, digital clock-type readouts, and dramatizations from scenes of the Bible); dreams of instruction filled with the ways of Wisdom.

V. Identify the Source of the Revelation.

A. Dreams and Visions that are inspired by God.

B. Natural, or soulful dreams and visions which are produced by the natural processes of a person's mind, will, or emotions.

1. Natural dreams can reflect the day's activities. (Eccl. 5:3)

2. Natural dreams may reflect physical needs. (Isa. 29:8)

3. Dreams can reflect the soul's meditations, concentrations. (Ps. 119:55)

C. False or occultic dreams and visions, which are demonic or sin inspired.

1. "False" in Jer. 23:32 indicates "someone telling an untruth, a purposeful deceit, or a lie; a sham".
2. "False" in Zech. 10:2 indicates "a destructive evil, idolatry, or deception".
3. If a revelation (dream/vision) is given that is even followed by signs and wonders, but it is leading you away from the true God - Do Not Listen to It or Follow. (Deut. 13:1-3)
4. False revelations deal in the realms of divinations, worthless things, and the deceit of the heart.

*** Since, like any other revelation, we can be hearing the wrong voice and receiving input from the wrong source, we should never depend solely upon any prophetic/revelatory means to lead us in our daily lives. The Lord does use many different languages to speak to us: dreams, visions, prophecy, his voice, words of knowledge, words of wisdom, etc. But remember, the demonic realm will try to imitate, copy, and ultimately deceive us via the same languages.

Any area in our lives where we are not fully 'Submitted' to God and actively 'Resisting' the Devil, the kingdom of darkness can use those openings and speak to us falsely. It's important to make James 4:7 - A LIFE-STYLE.

Everything must ALWAYS be tested against the Word. (Bible) THAT IS OUR STANDARD TO WHICH EVERYTHING MUST BE MEASURED!!! If some revelation given to you is not scriptural - THROW IT OUT. Recognize the source of that thing is not God, and don't make any excuses for it or try to reason it away. Any input that contradicts scripture is not of God. (Gal. 1:6-9)

VI. Identify the Flow of the Revelation.

- A. Is God speaking to your spirit?
- B. Is your spirit speaking to God?
- C. Is it a combination of the two?
- D. Is God interceding through your spirit?
- E. Are you literally on a mission, and possibly even out of your body? (Supernatural transportation, etc.)

How Can You Know if a Dream is of God?

I. Remember, in scripture dreams and prophecies were to be tested in the same way. They were treated equally. (Num. 12:6; I Sam. 28:6)

II. Always remember that there are no revelations (dreams, visions, prophecies, words, etc.) that don't need to submit to the basic standards of scripture. THEY CANNOT OPERATE CONTRARY TO THE WORD IN ANY WAY!!! The Scripture stands supreme over all revelations. (Gal. 1:6-9; II Tim. 3:16-17; II Pet. 1:3-4)

III. Is the message of the dream or vision consistent with doctrine, teachings, and principles from the Word of God? (II Tim. 3:16)

IV. Is the message of the dream or vision consistent with the teachings, character, and nature of Jesus Christ? (John 14:6; 16:13-14)

V. Does the message of the dream or vision lead us to righteousness, or is it more self-serving? (I Tim. 6:11)

VI. Does the person receiving the revelation have a good, strong, free of willful sin, surrendered, submissive Christian life? (Rom. 6:16-18)

VII. Does it stir your spirit when you wake up, or are you done seeing it?

VIII. Does it cause you to search your soul in a non-condemnatory fashion? God convicts, but he doesn't condemn.

IX. Is there a repetition of the dream, vision, or similar dreams, visions? (Gen. 37:6-10; ch. 41; Acts 10:9-16)

X. Look for the Obvious.

- A. Look for the Presence of God in the dream, or right after as you wake up.
- B. The dream will usually be extremely detailed if it's of God.
- C. There is a logical progression to the dream. Even though, you may not understand the progression.

D. Absence of sinful characteristics/emotions/desires like fear, hate, sexual things, etc. You may experience strong emotions, but they're not built on sin or its effects.

E. Is it in your sphere of influence? Does it fit your Measure of Rule?

XI. Is it burned into your memory? When it lingers. You can't shake it. It doesn't leave your spirit. (Note: It's not staying with you because of fear, worry, terror, or some sin related cause. It just seems to abide in you.)

*** How can we know for sure if we're having a soulish, demonic, or Godly dream? Again, interpretations can only come from God. We will only know for sure by the Holy Spirit and the impressions he gives to us concerning the dream. A Big Key: The closer relationship we have with God, and the more easily we can hear the voice of the Spirit, the easier it will be for him to tell us the difference & give interpretations.

Unbeliever's & Dreams from God

I. Unbelievers can have dreams from God.

A. Examples:

1. Abimelech. (Gen. 20:3)
2. Laban. (Gen. 31:24)
3. Pharaoh's Butler and Baker. (Gen. 40:5)
4. Pharaoh. (Gen. 41:1,5)
5. Midian. (Judg. 7:13-14)
6. Nebuchadnezzar. (Dan. 2:1,4,36)
7. Wise men. (Matt. 2:12)
8. Pilate's wife. (Matt. 27:19)

B. Though they receive dreams from God more rarely, they can have all the same types and purposes as dreams given to believers.

Sphere of Influence & Measure and Rule

I. The Realms that Dictate your Dreams.

A. Sphere of Influence.

1. You will most often dream according to your sphere of influence or allotment in the kingdom.
2. The areas where we have more influence, we will dream, and have visions about. God usually doesn't show us a great deal about things/places/people we have no influence over. (If it is happening to you, you must identify why God feels you have influence in these areas and exercise it)
3. Examples of sphere of influence.
 - a. Your personal habits, choices, goals, dreams, fears, plans, gifting, life-style, etc.
 - b. Your spouse, children, family, relatives.
 - c. Your workplace.
 - d. Your church.
 - e. Your community, county, city, region, state, nation. (Varying according to your influence)
 - f. Other cultures, nations, governments, continents, the world.

B. Your calling and giftings.

1. Your revelations will be colored according to you 5-fold gift. (Eph. 4:7-11)
2. They will be illuminated by your personal motivational gifts. (Rom. 12:6-8)
3. The gifts of the Spirit (I Cor. 12) that you operate in will give specific flavor to your Dreams and Visions.

II. Our Personal Measure of 'Rule'. A huge part of our personal directive from God is to have and exercise dominion over the created order. (Gen. 1-2) We are to rule and reign in this earth. Our 'Measure of Rule' is the releasing and limiting factor of where and how our Dreams and Visions will be accepted and have an influence.

That Measure of Rule is determined by 4 things. These things combine to determine why some people have a larger sphere of influence than others. Most people have a more local sphere of influence. Some have regional spheres. Some have national spheres of influence. A few are global.

A. Our Destiny.

1. The Lord determines our measure of rule according to his sovereign will. He chooses why we are on this earth and what he wants us to accomplish. Ps. 139:13-18; Rom. 9; Eph. 1:3-14; 2:10; Rom. 8:28-30; Prov. 16:1-2, 9, 33; 19:21; Ps. 33:10-11; Acts 5:38-39)

2. Remember in God's system of priorities, Faithfulness is more important than Size. (Matt. 25:21-23; Luke 12:42-48; 16:10-12)

3. Doing his will is of utmost importance in the issue of Destiny. (Matt. 7:21-23) His will reigns supreme in our life. Why we're on this earth, and what we're here to accomplish. God does not look at all the great and wonderful things we might be doing. He looks at what we're doing and whether it fulfills his will for us. Our entire life on this earth is built around that principle.

B. Our Authority.

1. There are areas where we have authority, and areas we do not. If we have no authority in an area, we will have difficulty ruling and reigning it.

2. Authority also has transient qualities. It sloshes back and forth like a wave. We can have it today, and not have it tomorrow. (Or vice versa) Much of that depends on our Destiny, are we in God's will, are we clean spiritually, has our assignment changed, etc.

3. Paul knew to stay in his sphere of authority. (I Cor. 10:13-18)

C. Our Faith.

1. What can you REALLY BELIEVE FOR? Identify that. Live in it, and stretch for more.

2. To believe for more than your Faith can handle, will cause a lot of problems - even if it is in your Destiny to go to that level some day. Grow before you go.

3. God wants you to be able to rule and reign in your family before he'll send you to larger. (I Tim. 3:1-13; Titus 1:6-9) The principle continues to apply in ruling and reign what we are already responsible for as we enlarge in our sphere of influence, and measure of rule.

4. Rom. 12:3.

D. Our Gifting.

1. This refers to the specific level or degree of grace gifting we have received from the Spirit.

2. What gifts do we operate in?

a. 5-Fold.

b. Motivational.

c. Gifts of the Spirit.

3. How proficient and confident are we in those gifts?

4. Our gifting will always be sufficient for our sphere of influence. But it may not operate very well outside that sphere. (Inefficient, over-loaded, not recognized, rejected by others)

Dream Inhibitors and Promoters

I. Inhibitors.

A. Holding on to and believing wrong traditions, theology, and world views. Believing dreams are an invalid or unreliable way of receiving divine revelation. (Matt. 15:6b)

B. Are you living in peace, or unrest? God operates in an atmosphere of peace. If our life, home, or environment are in disarray or unrest, we may receive very little in the realm of dreams. (James 3:13-17)

C. Are you living as a sacrifice to God, or are you sacrificed to the world. (Rom. 12:1-2) If we are not spiritually clean and our minds turned toward God, we can't test what is coming from God. This will greatly inhibit our recognizing Godly dreams, and possibly even receiving them.

D. Are you using/doing what you have already been given. (Matt. 13:12) People open to the truth will see, hear, and understand. (Matt. 13:16) Are we open enough to be doing, and not just receiving (hearers) the word?

E. The 'Dis' diminishers. ("Dis" — Webster: "The god of the lower world: Hades")

1. Distraction. 9. Discouragement.
2. Disinformation. 10. Disillusionment.
3. Disbelief. 11. Disinterest.
4. Disintegrate. 12. Disappointment.
5. Disregard. 13. Disaccord.
6. Disarray. 14 . Disavow.
7. Disassociate. 15 . Discord.
8. Disclaim.

II. Promoters.

A. Stay purged/purified by the Blood of Jesus.

B. Walk in the Spirit. (Continual consciousness of the Spirit)

C. Pray in the Spirit.

D. Be Led by the Spirit.

E. Eat the Word of God and Meditate on it.

F. Praise and Worship Intensely.

Your Personal Dream Language

Every person has a dream language that is unique to them. God will speak to you in ways that only you can understand what he's saying. We need to be aware of the kind of language we speak. Every profession has its own language. (Even when they all speak the same native tongue - English, French, Russian, etc.) Music is written in its own unique language. Dreams are no different.

I. Types of Languages.

A. Dreams will have a Language that is peculiar to you, your past, experiences, etc. Things will be told to you in words, phrases, pictures, sayings, etc. that will make sense to you, and carry a specific application to you according to what you understand these things to mean.

B. Interpretations can come in Colloquial Expressions/Pictures. Such as:

- "Back against the wall"
- "Chip off the old block"
- "Honest wage for an Honest Days Work"
- "Stubborn as a Mule"
- German Architecture of a building
- Dressed in a Medieval Roman Military Suit
- An 1800's Printing Press
- Other cultures & nationalities

C. Interpretations can tie into Familial/Family Traits.

- Using terms that only were known to the family.
- Nick-names.
- Family expressions.
- Settings of your growing up/past.
- Specific family members in the dream.
- Points in History/the Past that have definite thoughts/feelings tied to them.

D. Interpretations will often link into your past experiences.

- Past events that stood out to you
- Childhood experiences
- Education and Training
- Vacations and other locations/areas
- Sports, music, drama, and other activities you been involved in

- Other cultures and nationalities
- Etc. Etc.

II. Scriptural Language.

A. The Bible is full of parables, allegories, types, shadows, and symbols. God will use these in dreams. If you have any of these show up in a dream, the meaning will often be the same as it is in the scripture. This again can be somewhat personal because every person looks at the various stories, parables, etc. from a little different perspective - depending on what the Holy Spirit has emphasized to you. These perspectives will be unique to you and appear in your dream accordingly.

B. Remember: When possible, we look to the scripture FIRST. Any types, symbols, meanings, colors, numbers, etc. need to be interpreted according to what the scripture has to say about them BEFORE any other applications are made.

Guidelines for Dream Interpretation

The remainder of this booklet will be dealing with Interpretation. We will deal with some basics of interpreting, and then there is a huge amount of material dealing with various symbols, types, pictures, and what they could possibly mean.

Please Remember: The possible meanings listed in the rest of this booklet ARE NOT THE ONLY possible meanings to the things in your dreams. However, generally speaking, they will get the message across to you as to what God is trying to tell you. Don't feel limited to the descriptions listed in this booklet. God may show you how that in your dream, the thing, person, setting, etc. means something different than what is listed below. But from my experience, whatever God gives to you that is different will still flow in the same general realm of thought/meaning. RARELY will he give you something that contradicts the interpretation helps listed below.

I. Interpretations come from God.

A. Gen. 40:8; 41:8, 15-16.

B. Dan. 2:16-23, 27-28, 47; 4:18; 7:16b.

C. In the Old Testament, the Holy Spirit worked with man on a much more limited basis. The average person did not have direct access to the Holy Spirit. Only a few people did - like the prophets, judges, etc. So to get a dream interpreted, there was only a certain person who could interpret it.

D. In the New Testament, we ALL have full access to the Holy Spirit. In fact he lives in EVERY believer. GOD CAN USE ANYONE TO INTERPRET DREAMS. God can and will flow through you to interpret your own dreams, as well as the dreams of others.

1. Acts 2:17-18. (The promise)

2. Luke 4:18. (The Holy Spirit is the Anointer)

3. I John 2:20-21, 26-27. (Anointing teaches us)

4. John 14:15-20, 25-27; 16:5-16. (Jesus states what the Spirit will do)

5. I Cor. 2:4-16. (Spiritual things revealed to us by the Spirit)

E. God wouldn't give us the promise (Acts 2:17-18) without giving us the means to understand what the promise gives to us. Each one of us now has the Holy Spirit who will teach us, and reveal to us individually. (John 16 & I Cor. 2) THAT INCLUDES DREAMS AND VISIONS.

F. Interpretation of Dreams and Understanding Visions is often looked at like any other supernatural thing that God wants to do through his people. It's too hard for the average person to do. We look at these things like they are held in a shroud of mystery, and until we have some sensational, spooky, and maybe weird encounter with God, we can't move in the things of the Spirit. Those beliefs and feelings are NOT OF GOD. Just like any other Gift of the Spirit, move

of the Spirit - when you begin operating in Interpretation, IT JUST HAPPENS. Supernaturally, you simply begin to see and understand the language. The Dream or Vision will make sense to you. YOU JUST SEE IT & UNDERSTAND IT.

G. Interpretation is a By-Product of a Relationship with God. We are not entitled to Being able to Interpret.

II. Becoming a 'Master' of Dreams.

A. Some people are better at interpreting than others. WHY?? They've worked at it!!!

B. Remember: Dreams and Visions are Languages of God. Just like with any language - ANY ONE CAN LEARN A LANGUAGE. Why are some better at it than others?

1. They work at it with more diligence and perseverance.
2. They don't try to make the new language conform to their mind and way of thinking, they change their mind and way of thinking to the new language. It makes a huge difference. We must learn to think with and flow with the way the language functions and is expressed. If we fight it, don't like it, resist it, refuse to conform to it, regard it as foolish, etc. - we will not get very good at it.

C. We can become a 'Master' of dreams.

1. Gen. 37:19 - In the original Hebrew, this scripture refers to Joseph as the 'MASTER OF DREAMS'. This is confirmed in both the Amplified Bible, and the Interlinear Bible. Even though the brothers were saying this about Joseph in sarcasm, they were literally prophesying over him. Because that is what he became - a Master of Dreams.
2. That is why Pharaoh gave him the name Zaphenath-Paneah which means "Abundance of Life". The command of the Dream Language which Joseph had developed over the years literally was now giving life.
3. Dan. 1:17 - Daniel was also a 'Master' of dreams. He could understand Visions and Dreams of ALL Kinds. Chapter 5:12 expands it on to a very broad knowledge of how God operated and what God was saying.

III. Basics of Dream Interpretation.

A. Always record your dream, as quickly as is possible and practical. This helps insure you are remembering all the details. Include EVERYTHING that you remember. Nothing is insignificant. Setting, sunny or cloudy, rain, snow, wind, smells, sounds, directions, up and down indicators, people, colors, left and right indicators, personal involvement, etc. etc. I like to write it out. This will take more time initially, but it will save time when it comes to interpretation.

B. The first thing you want to establish is the 'Context' of the dream. The context is the largest determining factor of how the dream will be interpreted. Context is

made up of a number of components. They are listed below with the outline for interpretation.

C. Then we combine the Context information with some other factors. What we are looking for is what I call 'The Big Picture'. It is the One, Basic, Complete Message being given in the dream.

1. The Big Picture is the dream reduced down to its simplest form. It is condensing the overall meaning of the dream down to a few sentences or less.
2. This is extremely important. It gives the outside boundaries that the interpretation must now be established in. It also gives the basic structure the rest of the interpretation must now hang on.
3. The Big Picture helps you stay on the Theme of the overall dream, so you don't get pulled off onto rabbit trails and end up with a lot of loose ends that don't really tell you any one complete message.
4. To establish the Big Picture, look at the Dream in 2 separate ways:
 - a. First, look at the over-all dream, and find the general meaning of the Dream.
 - b. Once you've done that, now you can look at the details and find how they fit into describing the general meaning of the Dream.
 - c. To focus to intently on the details at first, will confuse you.

D. To remain as accurate as possible, keep yourself, your thinking, your opinions, what you already believe about a person, situation, etc. - KEEP IT OUT OF YOUR INTERPRETATIONS. Without a doubt, it will skew what God is really trying to say. This is extremely hard to do. It takes tremendous concentration and discipline. Not being able to 'Un-Hook' from these, is probably the greatest reason why people who know you well have difficulty interpreting your dreams. It also plays a big, big role in interpreting our own dreams.

E. Are you Personally Involved in the Dream/Vision, or are you an Observer?

- As an observer, the dream is likely not about you but someone/something/somewhere else. If you are involved/helping in the dream, but not the main focus - it means that it will impact you, but not directly. If you are the focus of the dream/vision, it means you are the main character. You will be directly impacted by what you see.

F. Are you above, below, at same level of the rest of the action?

- If you are above, you might be an observer, or it might be depicting your position (Overseer, Leader, Boss, Etc.) compared to the rest of the people.
- If you are below, you might also be an observer, or it may also be depicting position. (Lower can indicate: employee, follower, dependant, etc.)
- Observation can be depicted by being on the same level. However, interaction/involvement is usually found when your on the same level.

G. Are you younger, older, or the same age?

- Can be depicting past, present, future.
- Can be bringing up past experiences that need to be dealt with.
- Age usually represents some type of time frame.

H. What are your physical/emotional/spiritual attributes like?

- Is there anything happening with you physically that stands out?
- What is your emotional condition?
- What is happening with you spiritually?

*** All of these will be used to give you a message.

I. Interpretations come in one of 4 ways:

1. Reveals the meaning by an angel. (Dan. 7)
2. It is simultaneously spoken to us as we sleep. (Gen. 20:6ff)
3. By writing it down. Eye, hand, and mind. (I Chron. 28:19, Dan. 7:1)
4. The meaning is unfolded as we mature in our understanding of the ways of God. (Prov. 25:2; Dan. 8:27)

J. The 4 Levels of Interpretation. (Sociological)

1. Literal Interpretation - The easiest.
 - Direct Application.
 - Child Level.
2. Allegorical Level - Acts 2:16 (This is That.....)
3. Philosophical Level - Acts 2:16ff (Whose in control?)
 - Your sons and daughters → My servants
 - Acts 2 type of utterances are higher than the child level
4. Hidden Interpretation - Dan. 8:27
 - Things not easily understood.
 - Things that may never be understood by the person who dreamt or saw it.

K. Giving meaning to the Symbols/Metaphors.

1. There are 4 primary ways they acquire their specific meanings:
 - a. Inherent character: This is when the symbol has the same basic characteristics all over the world. It has universal meaning. (Ex. - Animals, cold & hot, stars, etc.)
 - b. Personal experience: An object, animal, person, color, or location may mean something to one person, and mean something totally different to someone else. God will speak your personal experiential language.

c. Culture or Society: These can be universal through out a nation. Like in America if we say someone has 'Gone Postal', most people understand what that means. However, that can change from sub-culture to sub-culture in a nation. An example: ranchers would understand what 'I'm about to Hit The Hay' means, where other societies may not.

d. Scripture: When at all possible, use the scripture to give the meaning to the symbols. (Esp. with numbers, colors) Try to always use the Bible as Your Base of Interpretation. Be Aware: Just because a word means something in one setting, doesn't mean it will apply to another. (See: Matt. 13:31, 17:20 - in one place 'Seed' means Faith, and in the other it means 'Kingdom')

To gain a better understanding of Metaphors.

- READ, READ, READ, the Scriptures.
- Especially: Parables, Dreams, Visions, Types, Shadows.

L. The Four Divisions of Authority.

1. God's mighty power in all 5 forms:
 - a. Delegated Authority. (Gr. - Exousia)
 - b. Explosive, Dynamite, Miracle Power. (Gr. - Dunamis)
 - c. Energy. (Gr. - Energeia)
 - d. Dominion. (Gr. - Kratos)
 - e. Strength. (Gr. - Ischus)
2. Power and influence obtained through education. (Secular or Spiritual)
3. Political Power. Power which is influence and authority obtained by position and wealth.
4. Financial Power. Power and influence by reason of his their resources.

M. The Four Seasons.

1. Spring: speaking of revival and renewal.
2. Summer: typifying a time of toil and labor.
3. Fall: representing changing of times. (something is changing)
4. Winter: speaks of waiting. A time of desolation and barrenness.

N. Sun, Stars, and Moon.

1. Sun: God; the one in authority; a human father.
2. Stars: they represent people; offspring; siblings; angelic; demonic.
3. Moon: the Christian church; one in a position of lesser authority; a human mother.

IV. Light & Colors.

*** This aspect of the study can be so huge and encompassing, I've decided to keep it simple and deal with some basics. Before I do that allow me to make an over all statement:

Realize that John 1; I John 1:5; as well as other scriptures refer to Jesus as the Light. We too are referred to as Light. (Matt. 5:14-16) This means that concealed in and woven through how Light functions and operates, is a detailed explanation of the soul, spirit, and spiritual dimension. If you will do a deep study of Physical Light and Colors, laying the physics of it beside the scriptures, you will be astounded at what it reveals and confirms of God.

When light is present, it illuminates and reveals. Since God is light, the Holy Spirit is also light. It's interesting how the scripture and the basics of creation run parallel. Isa. 11:2 talks about the 7-fold Spirit of God. Interestingly, there are 7 colors of light when refracted through a prism. (representing the 7-fold Spirit of God) When all 7 colors are combined, they make a White light. (representing God as one)

Pay special attention to the details of light in a dream/vision. God uses light in unique ways to describe what he's trying to communicate to us.

A. Light is a very short, fast vibration of energy. (Sound is a much longer, and slower vibration. Remember: If we had the capabilities to see and hear the full spectrum of light and sound, everything we see - we would also hear. And everything we hear, we would see)

These vibrations of energy are called wavelengths. Our eyes are designed to pick up from about the 400-700 nanometer length Wave-lengths. (A nanometer is 1/25,000,000 of an inch) In this 400-700 wave-length area that our eyes can detect lies 7 separate colors: Violet, Indigo, Blue, Green, Yellow, Orange, and Red. (Note: #7 being the number of Spiritual

Perfection and Completion. Also note how it stands for man - #6 plus #1 - God working in man

- #7 — Isa. 11:2; Rev. 1:20. Also note the absence of Black. Black is not really a color. In fact, Black is the full absorption of, or absence of color) Violet is the shortest wavelength that is visible, (approx. 400 nanometers) and Red being the longest wave length that the naked eye can see. (approx. 700 nanometers) All light that is shorter than 400 nanometers in length is referred to as Ultraviolet. All light that is longer than 700 nanometers is referred to as Infrared. Humans see a very, very thin slice of the spectrums and dimensions of Light. This is a perfect picture of the Biblically stated fact that as humans, we see and understand very little of the spirit and spirit realm.

B. There are 4 basic Spectrums of Light:

(1) Visual Spectrum: Explained Above: #19-a.

(2) Artist Spectrum: Where 3 colors are used (Red, Yellow, and Blue) to create a 4th color. (Black) Those four are used to make the Color Wheel which is used for painting. This is part of the Subtractive Spectrum. (See: b-4 below)

(3) Additive Spectrum: (Color by addition) THIS REPRESENTS THE GENUINE OF GOD. When lights of different colors are projected onto a screen, (like TV) they blend and form new colors. As light of different wave-lengths are added together, they form new wave-lengths, or different colors. The Primary Colors in Light are Red, Green, and Blue. Combining all three Primary Colors in Light in the proper proportions results in White Light. Also, the colors of any two lights are complementary if they form White Light when mixed. When Primary Lights are mixed in pairs, they produce Complementary, or Secondary Colors. Such as: Red Light + Green Light = Yellow --- the complement of Blue. Blue Light + Green Light = Blue-Green --- complement of Red. Blue Light + Red Light = Purple --- the complement of Green.

(4) Subtractive Spectrum: (Color by subtraction) THIS REPRESENTS THE COUNTERFEIT OF THE DEVIL. This is the result of mixing colorants such as dyes, or pigments. In a colorant mixture, each colorant absorbs, or subtracts some of the wavelengths of light that strike it. (i.e. - when paint with blue pigment is mixed with paint that has yellow pigment, the resulting paint appears green. When light strikes the surface of this paint, much of it penetrates the paint layer and hits pigment particles. The blue pigment absorbs most of the light of long wavelengths - light that appears red, orange, and yellow. The yellow pigment absorbs most of the light of short wavelengths - light that appears blue and violet. Most of the light of medium wavelengths is not absorbed but reflected through the surface of the paint. When this light reaches our eyes, we see the paint as green.) In a colorant mixture, each colorant absorbs, or subtracts, some of the wavelengths of light that strike it, that's why it's referred to as Subtractive color mixtures.

Any three colorants that can be mixed in different combinations to produce nearly any other color are known as Primary Colorants, or Primary Colors. (i.e. - Red, Yellow, Blue) When Primary Colors are mixed in pairs, the resulting colors are called Secondary Colorants, or Secondary Colors. (i.e. - Red + Yellow = Orange. Yellow + Blue = Green. Blue + Red = Purple.) Mixing 'equal amounts' of three primary colorants results in a color that is almost black. Mixing white with a color produces a Tint. Mixing white and black forms gray, and mixing gray with a color creates a Tone.

C. How do we know that the Subtractive Spectrum is the Counterfeit, and the Additive Spectrum is the Genuine?

(1) Look at how they produce color: The Subtractive is created by mixing pigments or dyes to something. Is God something that we add to something else, to create some new thing? No, God is the new thing, and must become the source/core everything else exists off of. He's not an additive, He's IT. That's why he's called the LIGHT, and he's not called the ADDITIVE.

(2) The Subtractive also takes away from other colors to produce a different color. The Additive adds to another color to produce a different color. Compare that to John 10:10.

(3) Subtractive colorants are not a source of color. Without White light, they cannot be seen. Application: The Devil is not a source of creative powers, or any powers for that fact - God is the source of all power and energies. In fact, without the true source (God) the Devil would cease to exist.

(4) How did the subtractive come into existence? By mixing sin/wickedness with what is pure. (Ezek. 28:15)

D. There are 3 Primary, and 3 Secondary Colors. (Note: #6 - the number of Man.) Yet there are 7 Basic/Primary colors in the Visible Spectrum.

(Note: #7 - the number of Spiritual Perfection and Completion)

When man starts working with colors it settles out as 2 sets of 3. (Soul = Mind, Will, and Emotions. Spirit = Wisdom, Communion, and Conscience.)

Combining the 3 Primary Colorants (Color by Subtraction - Counterfeit) in equal amounts produces Black. (Application: when the Soul tries to produce something good, it comes out black - Isa. 64:6)

Combining the 3 Primary Light Colors (Light comes in 3, and God is in 3 - Trinity) in the proper proportions results in White Light. (Application: when the spirit produces something good under the direction of the Holy Spirit, it comes out White - I Cor. 2:6-16)

Matt. 6:22-23: There are 2 kinds of light trying to be at work in us. Godly light, and Ungodly light. If we are led by our soul/flesh, (Ps. 119:25) or ungodly light (Subtractive) - How great is our darkness? If we are led by our spirit/Holy Spirit, (Rom. 8:14) or Godly Light (Additive) - How great is our Light? Jesus was concerned that the correct light was At work in his people.

When God starts working, The White Light, he produces one set of 7. That is Man (the #6) plus (the #1) Jesus, brings us back to Spiritual Perfection and Completion. (the #7)

*** The main application of 'Additive' Vs. 'Subtractive' colors is that one is more Godly than the other. Most dreams will manifest 'Subtractive' coloring. If you get a dream, or a portion of a dream that is 'Additive' in coloring - the colors are literally emanating out of the objects - it's like the objects are alive with color - you are dealing with a dream that is operating in a much higher realm of the Glory of God. Now I'm going to use a play on words to describe what this higher realm of Glory does - 'It Throws a Whole Different Light On the Subject'. (Literally) It will cause the dream to need interpretation more from a Godly viewpoint/language than your personal viewpoint/language.

E. There are also many other variables that can be added to the discussion that produce infinite variations of change. Listed below are some of the variants that can be added to the basic color schemes noted above:

- Neighboring Colors - Color Harmony
- Color Circles/Wheels - Triads
- Intermediate Colors - Tertiary Colors
- Complementary Colors - Near-Complementary Colors
- Monochromatic Color Schemes - Shades, Tints, and Tones
- Hue - Lightness
- Chroma - Reflection
- Refraction - Absorption
- Scattering - Interference
- Diffraction - Dispersion
- Polarization - Chemical Effects
- Photoelectric Effects - Photoconductive Effects

*** Source: World Book Encyclopedia.

F. The Coloring of Dreams.

1. A picture is worth a thousand words. Nothing is more true about colors in dreams. The colors in dreams are some of the most highly metaphorical aspects of the whole dream. Learning to read the colors correctly will give unparalleled insight into your dreams. I believe the reason for that is the fact that 'God Is Light' - the same way 'God is Spirit'. If God is Light and God is Spirit, then Light and Spirit must be very similar from God's perspective. That's why Light opens up the spirit realm like nothing else can. Pay particular attention to the Lighting of your dreams.

2. Understanding the mixing of light is absolutely huge. Remember, most colors are derived from the basic spectrum colors. (Primary & Secondary) Knowing and memorizing the mixing of colors, gives depth of insight into the color you are looking at in the dream. Because the color you are looking at is either a basic color, or it is a mixture. If it's a basic - the thing the color is standing for is easily seen. If it's a mixture, then the meanings of all the other colors that make up that mixture could be at play behind the scenes of the actual color you're looking at in the dream. It gives you much more depth of insight into the dream.

3. Black and White (and shades of gray) Dreams and Visions may be given by God but are not of God. What that means is God is letting you see something that does not represent his best, represent his will, represent his kingdom, or what he wants for you. He is showing you/allowing you to see activity of the kingdom of darkness/the devil. Hence the lack of the 7 colors of the visible color spectrum.

G. Dreams and Visions that contain the Visible Color Spectrum are more likely to be from and representing God's kingdom and will. (Note: please remember to

always sort through the 20 categories of dreams to help determine if something is from God or not)

H. General 'Positive' & 'Negative' Meanings of Colors:

1. Depending on the context of the dream, the colors will be interpreted in their positive Meanings, or their negative meanings.
2. All the colors and their meanings are listed later in this book. Please refer to the Table of Contents for the page number.

***Pay close attention to the Colors. Light is a language of God in itself. Colors, and how they are used in the vision/dream relay a lot of information.

*** Read the Bible for what it is -- The "White". But also understand that there are "Colors of Meaning" given and explained by the Spirit.

V. Numbers.

- A. They always represent something.
- B. They are used to get information to us in an accurate method.
- C. (See the detailed listing of numbers in the 'Table of Contents')

VI. People Who Appear In Your Dream It is very common to have family members, friends, acquaintances, prominent leaders in church, society, or government and even complete strangers appear in you dreams. In the majority of cases, the people who appear in dreams are symbolic in nature.

Discovering the meaning of a particular person in a dream is very important, but it can also prove to be difficult at times. Often, it is dealing directly with your personal dream language. This person will mean something to you that they would not mean to someone else. But that's OK, God is speaking to YOU.

A. Guidelines for interpretation of people in a dream.

1. Determining the general realm the person represents.
 - a. Was the person's name mentioned in the dream? If it was, look up the definition to the name.
 - b. What does this person represent to you?
 - c. Who is this person in relation to you?
2. Possibilities.
 - a. A man or woman of God in your life probably represents a particular type of message being delivered. Focus in on the message.
 - b. An untrustworthy person in your past may indicate a coming situation that you should not trust.
 - c. A healing evangelist (prophetic person, etc.) in your dream usually represents a healing anointing that is coming your way.

- d. Your husband in a dream will usually represent authority of some form.
 - e. Getting married in a dream usually relates to growing intimate with someone or something.
 - f. When dead people appear in dreams it usually needs to be interpreted by what they represent to you. (Provided you knew them) If you didn't know them, ask these questions:
 - 1. Do they represent some person, characteristics, relationships, etc.
 - 2. What is the circumstance or environment they appear in? What relation does it have to the rest of the dream?
 - 3. If they are typifying death, what aspect of death is being portrayed, and who or what will it affect?
 - g. Dreams of presidents and other people in authority are often calls to pray for the nation, or national events. They can also represent what is happening, or about to happen on a national scale, or in government.
 - h. A faceless person often appears in a dream as an indication of the presence of the Holy Spirit, or possibly even angels.
- B. Sexual Dreams.
- 1. Sexual dreams tend to speak of either:
 - a. Intense joining and intimacy.
 - b. Ungodly desires. (Likely originated in the natural man or the demonic)
 - 2. Sexual dreams with people.
 - a. If they are your spouse, try to discover the application of 'Intense joining and/or intimacy' via the setting, and events surrounding it.
 - b. If they are not your spouse, it likely is not from God.
 - 3. Sexual dreams with animals.
 - a. Not of God. (Again, either natural or demonic in origin)
 - 4. Other people having sex.
 - a. Are they married? If so, what is the setting in the dream? It must be revealed whether this is to be interpreted positively or negatively.
 - b. If they are not married, they will be representing some form of sin or ungodliness.
 - 5. Orgies. (More than one person involved)
 - a. Not of God.
 - 6. When you wake up, are you intrigued, aroused, do you have wondering thoughts, etc. If so, are these feelings toward your spouse or some other person?

- a. If they are toward your spouse because your spouse was the focus of the sexual aspect of the dream, don't let you passion bother you.
 - b. If they are toward someone other than your spouse, your passion is not of God.
7. Dreams of having sex with God, are not of God.

V. Interpretation Outline

1. Context.
 - A. Setting: (The immediate surroundings of dream)
 - B. Environment: (Sunny, cloudy, rainy, windy, light, dark, etc.)
 - C. Scenes: (Is there more than one scene? If yes, the context likely changes with each scene. Restate the context for each scene)
 - D. Day or Night: (Self-explanatory)
 - E. Directions: (North, South, East, West)
 - F. Right or Left Indicators: (Positions, movement, locations, etc.)
 - G. Up or Down Indicators: (Positions, movement, locations, etc.)
 - H. Overall Dream - in Color or Black & White: (Self-explanatory)
 - I. Location: (Heaven, Earth, Which Continent, State, Home-Town, etc.)
 - J. People: (Do you recognize them, know them, strangers, normal in appearance, etc.)
 - K. Forms of Transportation: (Cars, trucks, bicycles, planes, ships, etc.)
 - L. Genealogical Indicators: (Ancestral or Posterity)
 - M. Time Locator/Indicator: (Past, Present, Future)
 - N. Personal Involvement: (Observer, Participator, Center of Attention, etc.)
2. Type of Dream: (Warning, Prophetic, Informational, Healing, Comfort, Impartation, etc.)
3. Source of Dream: (1st Heaven - Natural Realm) (2nd Heaven - Demonic Realm) (3rd Heaven - God's Realm)
4. Category of Dream: (Simple Message; Simple Symbolic; Complex Symbolic)
5. Intrinsic or Extrinsic: (Mostly about you and your life, or mostly about someone else)
6. Over-all Symbolic Interpretation: (Positive or Negative) (This can change by scene)
7. Big Picture: (Explained above)

VI. Remembering Your Dreams.

- A. Ask the Holy Spirit to help you remember them. If you're struggling to remember, ask the Holy Spirit to tell you why.
- B. Ask the Holy Spirit to wake you up when you have a dream so that you can write it down. Establish the habit of getting up after having the dream, because the quicker you get up, the more you'll remember.
- C. Keep writing material handy.
- D. Specifically write down the ones that have to do with your future, answers to questions, somebody else, or the ones you can't understand the meaning of and need in-depth interpretation.
- E. Some of us don't remember much because we are not accustomed to remembering. Change that habit. Practice remembering. -- Short term memories: 1 year or less. Don't remember just the big picture, but also the details. It teaches us to pay attention, and use our memory. -- Long term memories: i.e. - Where were you at when you were 5 years old. Remember a house, car, vacation, places you went, feelings, clothes, appearances, etc.

VII. Five Hindrances to Dreaming.

- A. Our culture has stolen the relevance of dreaming from us, so we haven't thought it was important enough to pay attention to.
- B. Fewer dreams come when we don't pay attention to the dreams God gives. (Matt. 13:12)
- C. The spirit of the prophets is subject to the prophets. (1 Cor. 14:32) Our spirit helps determine what the Holy Spirit can give to us in both of the following elements:
 - 1. The utterance - Uttering a dream in a way that is not an accurate representation of God. Grieves the Holy Spirit.
 - Timing and Procedure. (Eccl. 4:6-8)
 - Saying it to the Wrong Person.
 - Saying more than God said, and saying less than was said. Also, saying more than God said to say.
 - Exceed your level of credibility and maturity and as a result, no one believes you.
 - Cheating, by telling others you have more to say about them, but you can't tell them now. It doesn't help them.
 - 2. Reception of it - God has to give it before we can receive it.
 - Our spirit must be in the position to receive from God. (Eph. 4:23-24)
 - Don't grieve the Holy Spirit. (Eph. 4:30) Things that grieve him: bitterness, wrath, anger, clamor, gossip, malice, evil speaking. (4:31)
 - Unresolved anger hinders the reception. (4:26-27)

D. Pride. (Job 33)

E. Drugs and alcohol can repress our memory capabilities.

*** We must become people of Integrity before we will flow in Dreams and Visions. We must be Honest, Pure, Transparent, Representing and Relaying Accurately.

*** Integrity must come before we will have credibility. Must have credibility before we have character. Must have character before we can have favor. Must have favor before we can have authority.

VIII. Basic Rules to Follow.

A. First Rule: Most dreams are messages to the dreamer, for the dreamer, about the dreamer. They are Intrinsic. The critical part of the dream is usually in the Now/Present.

B. Second Rule: You seldom know for sure that your interpretation is correct until it plays out in a real-life situation.

C. Third Rule: Most dreams are highly metaphorical. Most of the objects that appear in the dream are symbolic. When it comes to people, especially the ones you know, you MUST get the leading of the Spirit to discern whether they are symbolic or literal.

D. Fourth Rule: It's always the DREAMER'S position and responsibility to determine if the interpretation is correct or incorrect. This can become a problem when friends ask you to interpret their dreams. Your goal must always be to help them learn how to deal with their own dreams. To accomplish that:

1. Encourage them to learn the basics of this booklet. They need to learn the language and how God uses it.

2. Until that happens, you can lead them through their dreams via questions. This is very important, because a great deal of what they see, hear, feel, smell, experience, etc. in the dream is unique to them. It has to do with their Dream Language.

3. Helping others through questions: (Listed are some starter questions that may help)

- a. What is the dream's subject? What is it about?

- b. What past or present circumstances could the dream apply to?

- c. Who does the dream refer to? (Personal, church, family, etc.) Who is in the dream?

- d. Where is the setting? (House, office, outside, etc.)

- e. Is there a time indicator? (What part applies to now? What applies to past/future?)

- f. Why was the dream given? (What Kind of dream is it?)

- g. Is there action to be taken on your part?

- h. What symbols are used?
- i. What emotions, thoughts, questions, or impressions were experienced during it?
- j. Lastly: What do you think the dream means? Who do you think it applies to? Why do you think you had the dream?

IX. Further Study & Growth.

- 1) Get around other dreamers. Receive from their experience and the anointing on them.
- 2) Study. Get books, CD's, etc. on the subject. One HUGE Word of caution. There are many different veins of dreaming and interpreting. THEY ARE NOT ALL GODLY. So be sure to screen the material before you start believing or applying it.
- 3) File your dreams so you can go back in the future and look them over.
- 4) Add to this booklet, as the Lord expands your understanding.
- 5) Continually ask God for understanding and wisdom concerning the language.
- 6) Try to set your pre-bedtime schedule so that you can go to bed - peacefully.
- 7) Absolutely, you cannot go to bed agitated, irritated, upset, angry, bitter, unforgiving, hateful, etc. and still receive accurate information from God. BE SURE YOU'RE CLEAN - SPIRITUALLY.
- 8) Pray for impartation.
- 9) Above all, have a healthy, loving, strong relationship with God.

Types, Symbols, Numbers, & Their Meanings

THE REMAINDER OF THIS BOOK is dealing with various types, symbols, pictures, etc. REMEMBER: These explanations/definitions are not the only ones that apply to a specific animal, type, symbol, etc. But they will almost always apply in a general form. IF A PARTICULAR meaning does not feel right in your spirit, be open to the Holy Spirit to guide you into what it does mean in your dream. There are many, many different Elements/Symbols that show up in Dreams and Visions. Below is a list of a few of them. In some cases, various possible definitions will be given. And in many other examples, the Element is merely listed, giving you the opportunity to apply the meaning.

Please be Aware, in the realm of Elements - Context of The Dream/Vision (#11), and Your Own Personal Language in Dreams (#6-8) greatly affects the meaning of the Elements in the Dream/Vision. The various Elements can mean something totally different (1) in different settings, (Context) and (2) to different people. (Personal Language)

In interpreting the meanings to Elements/Symbols in a Dream or Vision, let me again emphasize that it is God who gives the interpretation. Elements are a prime example of areas where you will need to pray about it and have God tell you what the meaning is.

Colors Defined

GENERAL POSITIVE MEANINGS

WHITE - Purity: Pure; without mixture; unblemished; spotless; righteousness; blameless; truth; innocence.

BLACK - Beautiful; substance.

BLUE - Divine Revelation: Spiritual; Spiritual gift; Symbol of heaven; divine revelation; heavenly visitation; God's love; peace.

Medium or Dark Blue = God's Spirit or Word; blessing; healing; good will

BROWN (or Tan) - Compassion: Repented; born again.

ORANGE - Perseverance: Persevere

Bright or Fire Orange = Power; force; energy; energetic

GREEN - Life: Life; resurrected life; creation; new; renewal; prosperity; growth.

Evergreen = Eternal life; immortal.

PINK - Flesh: Moral (as in "a heart of flesh"); chaste (sexually pure); sweetness; innocence; modest.

PURPLE - Authority/Royalty/Virtue: Rule (good rule); majestic; noble.

Scarlet = A shade of purple (often tied to purple and blue - See Ex. 25-39 in conjunction with the tabernacle).

RED - Power, Redemption, Anointing; Passion; enthusiasm; zeal.

Crimson = A deep Red.

YELLOW - The Mind or A Gift: Gift; A gift (with feeling); gift from or of God; marriage; family; honor;

GOLD/AMBER - Glory/Hallowed: Holy; wealth; prosperity; rare; unchanging.

SILVER - Knowledge.

GENERAL NEGATIVE MEANINGS

WHITE - Deception; pure evil; uncleanness.

BLACK - Lack/Impurity/Death/Destruction: Lack; bad news; sin; ignorance; grief; mourning; gloomy; evil; ominous; famine; burned; wickedness

BLUE - Spiritual: Emotional Lows; depressed; pain; suffering; sorrowful spirit.

Very Light Blue = Spirit of man; evil spirit; corrupt.

BROWN (or Tan) - Dead (as dead grass is brown): Spiritually dead; humanism; man-made; humility; one who is lowly; one who is poor.

ORANGE - Danger: Great jeopardy; harm.

Bright or Fire Orange = Power; force; energy; energetic; danger.

GREEN - Imposter/counterfeit: Mortal; flesh; the temporary state of man's flesh (I Pet. 1:24); carnal; envy; inexperienced; immature.

PINK - Flesh: Sensual; sensuous; immoral; passion; lust; lascivious.

PURPLE - Mockery/Defilement

RED - Anger/War/Destruction: Hatred; lust; sin.

YELLOW - Fear: Deceitful gift; timidity; fear; cowardliness.

GOLD/AMBER - Greed/glory that is not good/Bad glory

GRAY - Not Defined/Confusion: Unclear; vague, not specific; hazy; deceived; deception; hidden; crafty; false doctrine.

Gray Hair = Wisdom (good or bad); age or weakness.

COLOR COMBINATIONS

CHRISTMAS COLORS - Red = passion; Red & Green = Passionate flesh

ORANGE & BLACK - A common color combination is orange and black together, which usually signifies great evil or danger - Danger for either a human or for the devil, depending on the overall setting of the dream. Example - A tiger (with orange & black stripes) is danger for the devil " " - Orange & black room - dangerous place for the dreamer

RAINBOW - Covenant; everlasting covenant.

BLACK & WHITE - Right & wrong; legalistic; opinionated; clear cut and easy to read; revealing the enemy's plans.

GOLD & SILVER - Wisdom and knowledge as a team.

THERE ARE MANY SHADES OF COLORS: As yourself: What does this color remind me of? What was I feeling when I dreamt about it? Often the answers will be clues. In every case, there's something within the dreamer's own consciousness or experience that will help solve the riddle.

Numbers Defined

1 - The number of God/Beginning: It is the symbol or number of Unity; beginning; First in time, rank, order, or importance, new.

2 - NEGATIVE-The number of Division or Difference: Implies opposition, enmity, and oppression; to divide; to judge; separate; discern; witness; the accused; to be judgmental; to accuse.

POSITIVE - Sign for witness, testimony, agreement, or unity.

#3 - The number of the God-head/Conform: Typifies what is Solid, Real, Substantial, Complete, and Entire; conform; obey; copy; imitate; likeness; tradition. This number corresponds to our repentance and confession as we come out of sin into conformity to God's image(spirit, soul, body).

#4 - Is the number representing Creative Works/The Earth — 4 winds/4 corners: That which is Created; and also redemption; reign; rule (over the world); dominion/dominance; kingdom; creation (including things in heaven and earth); world; worldwide; universal.

#5 - The Number of Grace or Servant hood:

POSITIVE - Grace; Redemption; Serve; works; service.

NEGATIVE - Bondage (including debt, sickness, phobias, etc.); addictions; law; taxes; prison; sin; motion.

#6 - The number of Man & Image. Typifies Imperfection, Humanness, Man Without and Destitute of God; man; flesh; carnal; idol; form; image.

#7 - The number of Spiritual Perfection and Completeness. Complete; finished; all; Types to be Full, Satisfied, and to Have Enough; complete; all; finished; rest.

#8 - The number of New Beginnings or to "Put Off" : The number speaks of being made fat; To Cover with fat; To Super Abound; putting off the works of the "old man"/the works of the flesh; sanctify; circumcision.

#9 - The number of Finality, Judgment, and Salvation OR Harvest, Fruit, Fruitfulness, Fruition; blessings; Manifestation of the Spirit.

#10 - The number of the Perfection of Divine Order & Weighed In The Balances/Judgment: It also types Pastoral; Compassion; wilderness; trial; test; or to be tested; temptation; weigh or measure for the specific purpose of accepting or rejecting that which is being weighed.

Multiples of #10

When we take a base number (1-9) and multiply it by the number 10, we are weighing or measuring it to determine whether to accept or reject it.

2 x 10 = 20: Twenty means to "divide" or "judge" something, and in the process determine whether to "accept" or "reject" it.

3 x 10 = 30: Thirty means “conformed in character”. (acceptably or unacceptably)

4 x 10 = 40: Forty means “acceptable or unacceptable rule; rule that has been determined To be good or evil”.

5 x 10 = 50: Fifty means “conformed in service”. (acceptably or unacceptably)
Deals With ministry.

6 x 10 = 60: Sixty is speaking of “the measure of our image”. It refers more to the Outward image than the inward likeness. What is man’s appearance from The outward?

7 x 10 = 70: Seventy means “completely accepted or completely rejected”.

8 x 10 = 80: Eighty means to “acceptably put off the flesh”. (Positive) “ “ “ “be rejected of God”. (Negative)

9 x 10 = 90: Ninety means “the fruit has been inspected”.

Opposites

#11 - #19 are simply the opposites of #1 - #9.

#11 - Last or End: The number which marks Disorder/Disorganization/Imperfection/Disintegration: End; finish; last; stop; some feel it also typifies the Prophetic.
OPPOSITES: (One means: “Beginning” - Eleven means: “End or Last”)

#12 - The number of Perfection of Government; Unity: Apostolic Number; united; govern; Government; oversight. OPPOSITES (Two means: “Divide” - Twelve means: “Join”)

#13 - The number of Change, Rebellion, Revolution, Rejection. OPPOSITES (Three means: Conformed - Thirteen means: “change” & “rebel”)

#14 - Typifies a Double Measure of Spiritual Perfection; Double Anointing; Duplicate; reproduce; recreate; disciple; servant; bond slave; Passover; time of testing.

#15 - Acts wrought by the Energy of Divine Grace: Free; Grace; salvation; liberty; sin covered; honor; God’s divine ability reflected in man.

#16 - Free/Spirit: Free Spirited; likeness; without boundaries; without limitation; without law and Therefore without sin); Salvation.

#17 - Incomplete/Immature: undeveloped; unfinished; childish; naïve; A babe in Christ.

#18 - Put on, Overcome: Judgment; destruction; captivity; overcome; put on (the Spirit of) Christ.

#19 - Lack, Ashamed, Denotes the Perfection of Divine Order connected with Judgment: Barren; ashamed; no fruit; no harvest.

#20 - The number of Expectancy or the number meaning Holy: Tried & approved (or Unholy: tried and found wanting).

Two = Separated

Ten = Measured

#21 - To be Solidly, Substantially, Completely, Satisfied and Full.

NEGATIVE - Exceeding sinfulness, of sin.

#22 - Light.

#23 - Death.

#24 - The number associated with Heavenly Government and Worship.

#25 - Pastoral Ministry, Training; forgiveness of sins.

#26 - The gospel of Christ.

#27 - Preaching of the gospel.

#28 - Eternal life.

#29 - Departure.

#30 (3 times 10)- Number of Training. Denotes a Higher Degree of the Perfection of Divine Order, as Marking the Right Moment; maturity for ministry. "Acceptably conformed" or if one is conformed to this world it is "unacceptably conformed" but "conformed" none the less.

#31 - The Hebrew expression of this number is "El", the Name of God; it signifies Deity.

#32 - Covenant.

#33 - Promise.

#34 - Naming of a son.

#35 - Hope.

#36 - Enemy

#37 - The Word of God

#38 - Slavery

#39 - Disease

#40 - The number of Probation, Trial, and Chastisement. The # 40 also means "acceptable" or "unacceptable rule" or rule that has been determined to be good or evil. (Four means rule and four times ten equals acceptable or unacceptable dominion.)

#42 - A number that is Connected with Antichrist.

#45 - Preservation.

#50 - The number of Jubilee or Deliverance: Symbol of liberty, freedom, Pentecost. It also relates to ministry and "weighing" whether a minister's character is conformed to Christ. (5 x 10)

#51 - The number of Divine Revelation.

#60 - Pride; The measure of our image (six times ten) (Image: more the outward image than the inward likeness).

#65 - The number typifying Apostasy.

#66 - Idol Worship

#70 - Denotes Perfect Spiritual Order carried out with all Spiritual Power and Significance; both Spirit and Order are greatly emphasized. (Some also say it is Jerusalem's number/God's acceptance or rejection of Israel) Completely accepted or completely rejected; the measure of acceptance or rejection (Seven times ten).

Matt. 18:21-22 - Not only are we suppose to forgive (number 7) but we are also required to accept (number 70) the person again.

#80 - The age of Godly men in the Bible who had acceptably put off the flesh to the Point that God could be glorified through them.

NEGATIVE - The ages of corrupted men in the Bible who were rejected of/by God. (Eight times ten) The corruptness and sanctifications of man: Being weighed.

#90 - (Nine times ten) - The fruit has been inspected/the weighing of one's fruit.

#100 (HUNDRED)- Fullness: Full measure; full recompense; full reward, God's election of grace; children of promise.

#119 - The resurrection day; Lord's day.

#120 - The number of Divinely Appointed Period of Probation: The end of Your Flesh.

#144 - God's ultimate in creation.

#153 - The number of the Sons of God.

#200 - The number typifying Insufficiency.

#300 - Faithful remnant.

#400 - A Divinely Perfect Period. (of time).

#430 - The number of Sojourning.

#490 - It's the product of Spiritual Perfection (7) with regard to the Working out of Jerusalem's number (70).

#600 - Warfare

#666 - The number of a Name (antichrist). Six Hundred Threescore and Six - Rev. 13:11,18 - John identifies the beast as a man. Since we know that this is an evil man, we also know that the symbolism used here is negative. Interpretation: 600 describes a full image, 60 describes a rejected image, & six portrays an image, which John plainly declared is the image of man. In the same way that Christ was the express image of the invisible God, this beastly man will be the warped image of the invisible devil. He will fully reflect satan's despicable image. The Trinity of

Human Perfection; The Perfection of imperfection; The culmination of Human Pride in Independence of God and Opposition to His Christ.

#888 - The first resurrection saints.

#1,100 - The last of the last; the love of money is the root of all evil.

#1,200 - Unity.

#1,300 - Rebellion in its fullness; fullness of rebellion

#1,400 - Covers the whole kingdom

#1,500 - Fullness of grace; radically saved.

#1,600 - Free as a bird.

#1,700 - Says he's just a baby

#1,800 - Pressed down and running over (or bankruptcy, whichever comes first)

#1,900 - Totally lacking in whatever counts.

(THOUSAND) - Unit of Measure - Maturity: Full stature; mature service; mature judgment.

#1,000 - Beginning of maturity

#2,000 - Mature Judgment

#3,000 - Being maturely conformed

#4,000 - Mature rule

#5,000 - Mature Service

#6,000 - Mature Image

#7,000 - Simply/complete mature

#8,000 - Relates to a mature attitude towards the cross

#9,000 - indicates the fruit is ready for harvest.

(10,000-19,000 - Measure's things to determine their size)

#10,000 - Something very large; large and very difficult trial; insurmountable problems that simply won't go away; giant problems such as the ones Israel faced.

#11,000 - The end of time (It is not in the Bible perhaps because the end of time hasn't happened yet.)

#12,000 - Beautiful unity, complete unity, every tribe perfectly represented and joined together for a common cause.

#13,000 - Complete rebellion

#14,000 - Double repaid; full compensation.

#15,000 - The last stronghold defeated by the Grace of God.

#16,000 - Completely free; free spirit; every man for himself.

#17,000 - 17 = Incomplete; immature

Thousand = Mature Figure that one out! It was only used once in the Bible: 1 Chron. 7:11

#18,000 - Strife/fighting amongst ourselves can bring us close to destruction.

#19,000 - Totally ashamed, completely drained, fully useless, utterly barren.

#20,000 - Something very, very holy; a very big decision that has to be made.

#30,000 - Maturity in battle.

#40,000 - Wise rule; extraordinary ability to wage wise warfare; expert in war.

#50,000 - Large testing/large trials; 50 indicates the quality of service, whether it's accepted or rejected, and thousand measures it's quantity; How much our "service" and "works" are tried by fire and tested/weighed.

#60,000 - Image that doesn't agree with God; when Israel did not reflect God's likeness.

#70,000 - It can relate to anything where the measure is large and complete.

#80,000 - A failed attempt to bring an entire kingdom under one rule (I kings 12:21)

#90,000 - Refers to a very large harvest (as will occur at the end of the world).

#144,000 - Rev. 14:1-3 - These scriptures speak of "the 144,000 with the Father's Name written on their foreheads".

The meaning of 144,000 = These people represent all the redeemed warriors of God's kingdom - multitudes of them; leaders; God's holy and righteous apostles and prophets who rule with Him over His Kingdom.

"Whatever symbols appear in a dream, they must be either interpreted by the Holy Spirit or analyzed in light of the dreamer's experience and not solely by an interpretation imposed by another individual. Never impose your interpretation of a symbol on another if the dreamer does not bear witness to it. God will give the dreamer assurance and peace when the proper representation of the symbol is found." ~Jane Hamon

Animals/Birds/Fish/Insects

UNCLEAN ANIMALS - Swine on the land, catfish in the sea, vultures in the air.

ALLIGATOR (or Crocodile) - Ancient: (Note: Alligators are Old World Animals.) Evil out of the past (through inheritance or personal sin); danger; destruction; evil spirit; someone who is opening their big mouth - they are talking about you or someone. (See BEAR)

ANT-Industrious: Wise; diligent; prepared for the future; nuisance; stinging or angry words.

- Irritation: unwanted guests; infestation; usually not harmful but painful.

BAT - Evil; Of the darkness; night feeder. It is speaking of something that operates, works, and Consumes in the hidden places, the difficult to see realms.

NEGATIVE - Witchcraft/Blindness: (Note: A bat is a creature of the night. Flighty; unstable; fear (as in "deathly afraid of bats").

POSITIVE - One who can discern spirits (only this interpretation when dream is overall positive)

BEAR - Destroyer: Destruction, an evil curse (through inheritance or personal sin, including financial lost or hardship); economic loss (as in "a bear market"); danger, opposition; unexpected fierce attacks; something that appears docile but can easily become volatile; Russia. (See SNAKE)

BEAVER - Industrious: Busy (as in "busy as a beaver"); diligent; clever; ingenious.

BEES - Chastisement of Offense: Demonic attack; painful; possible death; stinging words; affliction; busybody; busy (as in "busy as a bee"); gossip. (See HORNETS)

BIRD - Spirit: Symbol of spirits (good or evil); Can represent the cause or spirit behind a curse; Something that moves in the air (could be spiritual air) (can be positive or negative) Holy Spirit; demon; man; gossip; message (See CROW/RAVEN, Eagle, OWL, VULTURE/BUZZARD, etc.) Cormorants, Pelicans, Herons - Forbidden under the law to eat; all portray a spirit that is NOT God's spirit.

BLACK PANTHER - (See definition for BLACK) Cunning; sneaky; predator. (See Cat)

BLACK WIDOW - Danger: Great danger; deadly, evil; slander

BULL - Persecution: Idolatry; false religion; Spiritual warfare; opposition; accusation; slander; threat; economic increase (as in "a bull market"). (See CALF)

BULLDOG - Unyielding: Stubborn; tenacious; dangerous.

BUTTERFLY - Freedom: Flighty (flitting about); fragile; temporary glory.

Cocoon = Metamorphosis; transformation; change.

Caterpillar = Devourer; potential.

BUZZARD - Perfect picture of a seemingly spiritual person who isn't under authority. Feathers cover his body but nothing cover his head. If you are in rebellion, you are unclean. See **VULTURE**.

CALF - Increase: Prosperity; idolatry; false worship; stubbornness; children of the Kingdom.

Cow or Heifer = A rebellious woman.

CAMEL - Endurance (because of their ability to go for long periods without water): Long journey; ungainly (not graceful).

CAT - Self-willed: Not trainable (unteachable spirit); predator; unclean spirit; bewitching charm (witchcraft); stealthy; sneaky; crafty; deception; self-pity.

Personal Pet = Something precious.

CATFISH - A naked scavenger; scale-less, naked fish; a sinner feeding on filth; unclean under the law.

CATERPILLAR - Represents judgment and destructive powers.

CATTLE - Represent the social aspect of mankind - They follow the leader. Dividing the hoof/Chewing the cud - Rightly dividing the Word/Meditating on the Word
Hooves/Shoes - Same thing as "words"

CHICKEN - Fear: Cowardliness.

Hen = Protection; gossip

Rooster = Boasting; bragging; proud.

Chick = Defenseless; innocent.

COLT - Represents bearing a burden of others or could be a portrayal of stubbornness.

COW - See **CALF**

CRAWFISH - Retreat: Coward.

With Raised Claws = Defensive; cautious; renege on a promise (as in "he got cold feet and crawfished out of the deal").

CRAWFISH/SHRIMP/LOBSTERS - Creeping things; unclean; forbidden by the law.

CREATURES - They picture the spirit realm; beings and activity of spirit realm. This can be Either Godly or Demonic. (Questions: what do they appear like? What Are they doing, saying, etc.? What colors? What body parts are Pronounced? Etc.)

- Long tails: Emphasizing words, gossip, slander, stories. ('Tales') : Can be dealing with chastisement, stinging, death, attacks.

- Big mouths: Typifying gossip; words; eating and spitting out; chewing, etc.

- Big stomachs: consuming for fleshly desires; serving false gods.

- Large ears: eaves dropping; over-hearing; listening in.

- Large or many eyes: being watched.

CROW/RAVEN - Confusion: Outspoken person, mocker/harasser; usually operating under the influence of a spirit of envy or strife (which causes confusion and disorder); hateful; direct path (straight line, as in “as the crow flies”); God’s minister of justice or provision.

DEER - Graceful: Swift; sure-footed; agile; timid

Buck = Regal; rule

Antlers = Power; authority.

DOG - Unbelievers, religious hypocrites. (Note: Dogs pant when they get hot. Heat is passion. When men rid themselves of anger and frustrations through swearing and cursing, they pant like dogs and offend God with their sin.)

POSITIVE - Faithful; loyal; friendly; eager to please

NEGATIVE - Vengeful; Not trustworthy; dangerous; strife; contention; offense; unclean spirit.

Personal Pet = Something precious, or a friend (as in “man’s best friend”)

Dog Wagging Tail = Friendly, acceptance.

Tucked Tail = Guilt; shame; cowardly.

Biting pet = Rewarding evil for good (as in “biting the hand that feeds him”); betrayal; unthankful.

Barking Dog = Warning; Persistent; obsession.

Rabid Dog = Single-minded pursuit of evil; contagious evil; persecution; great danger.

DONKEY - Obnoxious: Self-willed; stubborn; unyielding; tenacious.

Braying = Bragging (SEE MULE)

DOVE - Holy Spirit (See BIRD)

DRAGON - Satan

ELEPHANTS - Wisdom & Strength; solid and unmovable; capable of moving large loads.

EAGLES - Represent the Prophetic/Leader: Prophet (true or false); to see from above (as in “an eagle’s eye view”); minister; God’s powerful deliverance: majestic eagle can represent both clean and unclean.

NEGATIVE - Unclean to eat; fierce predator; sorcerer; America. Fish Hawk - One who doesn’t like sharing his “fish” with spiritual predators.

ELEPHANT - Invincible/Thick Skinned/Wisdom/Strength: Not easily offended; powerful; large.

Elephant Ears = Extra sensitive hearing.

Baby Elephant = Potential for greatness (the beginning of something large).

White Elephant = Unusable item; unsaleable; unwanted.

FISH - Spirit or Soul: Person (good or bad); human beings in the masses; a person's character or motive (as in "something sure smells fishy about him"); Holy Spirit; unclean spirit; hidden motives of the heart.

NEGATIVE - Lost souls

POSITIVE - Souls that are saved.

FLEA - Insignificant: Nuisance; irritant; elusive.

FLY - Unclean: Corruption; demon; curse; nuisance.

FOX - Subtlety/Cunning & Evil Men: Deception; cunning; also, a con man; false prophet; wicked leader; hidden sin (as in "foxes have holes," they hide).

FROG - Spirit: Demon; unclean spirits; witchcraft; curse; evil words (as in "casting a spell"); puffed up.

GIRAFFES - High; Exalted.

GOAT - Sinner: Unbelief; stubborn; unyielding; strife; argumentative, negative person; scapegoat (blamed for other's wrongdoing).

GORILLA - Strongman; one that dominates.

GRASSHOPPER - Destruction.

HAMSTER - Represents running in circles and getting no where; could also mean being in a caged/confined situation.

HAWK - Predator: Sorcerer; evil spirit; a person who is for war.

Falcon = Hunter; minister. (See EAGLE)

HOG - Gluttons; those who don't meditate on the Word; unsaved rich people; their covering is their surplus not their God; scavengers; (Note: They don't have sweat glands and always wallowing in the mud. They can't rid themselves of body heat any other way. Heat is passion. When men wallow in the filth of this world to relieve their passions "body heat", they are as unclean swine.) (See SWINE or PIG)

HORNET (or Wasp) - Affliction: Stinging, biting words; slander; strife; curse (because of sin); persecution; trouble: offense; demon spirits. (See BEES)

HORSE - Time/Work/War/Transportation/Power/Rulership: Flesh (as in "the works of the flesh"); the work of God's Spirit through man; spiritual warfare; one week (or another specific period of time); age; strength; conquest.

HORSE'S RIDER - Nature of time or work: Anxious; happy; confident.

FRONT HALF OF HORSE - First part of time or work: beginning; ready.

BACK HALF OF HORSE - Last part of time or work; End; also, an offensive or obnoxious person.

BLACK HORSE - Famine: Bad times; evil. (See BLACK)

RED HORSE - Persecution: Anger; danger; opposition. (See RED)

KICKING/LIFTING HEEL - Threatening: Betrayal; rebellion; persecution.

QUARTER HORSE - Strong: Good times; fast; agility; success.

KANGAROO - To jump: Predisposition; prejudiced (as in “a Kangaroo Court,” where the verdict is decided before the person is even tried); to jump to a conclusion; Australia.

LADYBUGS - God is going to send things that eat the harassers.

LAMB - Humility, the Church, Christ.

LEOPARD - Powerful: Powerful leader (good or evil); predator; permanent, unchanging evil person; danger. (See LION)

LICE - Conviction: Shame; guilt; accusation; affliction.

LION - Dominion: Royalty; kingship; bravery; Christ; king; regal; bold; power; satan; religious tradition; destroying spirit. (See LEOPARD)

LOBSTER - (See Crawfish)

MAGGOT - Corruption: Filthiness of the flesh; evil.

MICE - Devourer: Infestation; uncleanness; rapid multiplication; disease; Small demonic infestation that feed off of the garbage in our lives, and we’re not doing anything to get them out; or we gave them permission to be there by leaving something a mess or unattended.

MONKEY - Foolishness/Clinging/Harassment/Mockers: Mischief; dishonesty (as in “monkey business”); addiction (I.e., a heroin addict is said to “have a monkey on his back”).

MOSQUITOES - Drainer of life. (They suck the blood of a host. Life is in the blood)
- Disease transmitter.

MOTH - Deterioration: (Note: A moth is an insect of darkness.) Infestation; quiet destruction; they destroy coverings; loss through deceit; secret or undetected trouble; corruption; chastisement.

MOLE - Hidden.

MULE - Stubborn: Self-willed; tenacious; strong; also, unbelief (See DONKEY).

OCTOPUS - Hidden; deceptive; laying wait; predator; strangler.

OWL - Circumspect (looking around); May represent good or evil.

NEGATIVE - Demon (because it is a bird of the night); curse; sinner; unclean spirit;

POSITIVE - Wisdom (as in “a wise old owl”); may represent one who is skillful in discerning of spirits

OXEN - Labor/God's Ministers: Work; used for sowing and reaping; gather for God and not themselves; perseverance; endurance; reliable; the body of Christ is increased by their labors.

PARROT - Mimic: Copy; mock; repeat.

PIG - Things that are unclean and destructive; usually involved with real messy situations. They involve a lot of work. (See SWINE).

RABBIT - Increase: Fast growth; multiplication (good or evil increase); destruction.

RACCOON - Mischief: Night raider; rascal; thief; bandit; deceitful; obsession with or excessive cleanliness.

RAT - Unclean: Wicked person; jerk; devourer; plague (curse because of sin); betrayer (as in "ratting on someone"). (Larger expression of mice - See MICE.)

RAM - Sacrifice.

ROACHES - Infestation: Unclean spirits; uncleanness; hidden sin.

SERPENT - Satan and evil spirits.

SCORPION - Sin Nature/Black Magic: Lust of the flesh; temptation; deception; accusation; destruction; danger.

SHARKS - War; devouring; disturbing; dangerous.

SHRIMP - (See Crawfish)

SHEEP - Innocent: Saint(s); unsaved person(s).

SLOTH - Lazy: Lethargic; lifeless; slow.

SNAIL - Slow

SNAKE - Curse: Demon: evil; demonic; attack; deception; threat; danger; hatred; slander; critical spirit; witchcraft.

Fangs = Evil intent; danger.

Rattles = Words: threats; warning; alarm

Viper = Deadly; Quick Death. Attacks through the blood.

Constrictor = Deadly; Slow Death. Attacks through the breath. Colors - Pay close attention to the coloring of the snake. God will say a great deal about the snake/situation via the coloring. Other things to consider: shape, length, width, type, aggressive, passive, attacker, Defender/protector, etc.

SPARROW - Small value but precious

SPIDER (WEB) - Evil/Occult: People in that arena that are trying to poison and do harm; a devouring of little things; sin; deception; false doctrine, temptation.

Web = Snare; lies (as in "What tangled webs we weave when first we practice to deceive"). (See SCORPION)

STORK - Expectant: New birth; new baby; new experience; that which is forthcoming.

SWAN - Graceful

SWINE - Unclean: Selfish; backslider; unbeliever; glutton; fornicator; hypocrite; idolater.

Boar = Persecutor; hostile to virtue; vicious; vengeful; danger.

TERMITES - Corruption: Hidden destruction; secret sin; deception; demon spirits. (See MOTH).

TERRAPIN - Slow: Withdrawn; cautious; protected; safe.

TICK - Hidden: Hidden, unclean spirit; oblivious to one's true self (as in practicing self-justification and self-righteousness); parasite; pest.

TIGER - Danger: Powerful minister (danger for the devil!); evil, dangerous person (good or evil). (See LEOPARD)

TRANSPARENT ANIMAL - A spiritual issue (what kind of animal is it?)

TURKEY - Wisdom or Foolishness: Dumb; clumsy (in word or deed); thanksgiving.

TURTLES - Peace; slow movement; perseverance.

VULTURE - Scavenger: Unclean; impure; an evil person; also, all seeing; waiting (in an evil sense, as a person waiting for parents to die so he/she may get their possessions).

WATCHDOG - Watchman; Elder; minister (good or bad); alert; beware.

WASP - See HORNET.

WEASEL - Wicked: Renege on a promise (as in "weasel out of a deal"); informant or tattletale (as in "that weasel squealed on me"); a Judas (betrayal); traitor; informant.

WHITE MONSTERS - Seem good and religious, but they will deceive and destroy.

WILD GAME - Work: Hunting or Eating Deer, Birds, etc. = Seeking or doing God's Word and work; sorcery.

WOLF - Predator: Runs in packs and devours innocent lambs: Devourer; false prophet; evil minister or governor; person seeking his own gain; womanizer; God's minister of justice.

Fangs = Evil motive; danger.

WORMS - Humility; (See MAGGOT)

Buildings/Rooms/Places

AIRPORT - Waiting: Preparing; being made ready (for ministry, travel, change, etc.); also, the Church; waiting on God's timing before embarking on some venture that He has assigned us to. Waiting for someone's arrival = May indicate your anticipating a divine appointment.

ATTIC - Mind: Thought; attitude (good or bad); the past/past memories; things accumulated/hidden/private; learning; spiritual realm.

Dusty Relics From the Past = Memories

Dust = Neglect; inactivity; atrophy.

BANK - Secure: Dependable; safe; saved; certain (as in "you can bank on it"); reward reserved in heaven; the Church.

BARBERSHOP - Church: Place of removal of old covenants of sin, occult, or religion.

Haircut = Putting away tradition or bad habits; repenting of bad attitudes.

BARN - Storehouse-Symbol for blessings: Church; relating to the work of the ministry; provision; large work.

BASEMENT - Soul: Carnal nature; speaks of below the surface; hidden motives/agenda; lust; discouragement or depression; refuge; retreat; hidden; forgotten; secret sin; put away or stored (as in "put away in the basement"). (See FOUNDATION.)

BATHROOM - Desire or Cleansing: Prayer of repentance; confession of offenses or sins to another person; passion; strong lust.

BEAUTY SHOP - Church: Preparation; vanity; holiness. (See BARBERSHOP)

BEDROOM - Rest: Salvation; meditation; intimacy; privacy; peace; covenant (as in marriage), or an evil covenant (as in natural or spiritual adultery); self-made (harmful) conditions (as in "you made your bed, now sleep in it").

BUILDING FRAME (a house under construction)- See FOUNDATION.

BUS STATION - (See AIRPORT)

CAFETERIA - Service: Church; people or work; teaching; ministry of helps.

CARNIVAL - Worldly: Festivity; party spirit; exhibitionism; divination; competition.

CHURCH BUILDING - Church: Congregation; may represent one's own church. The Church can also represent a person's character.

CITY - Characteristic: That for which the city is known; symbol of security, safety; permanency. (for example: Las Vegas = Gambling, prostitution, etc);

CONCRETE SLAB - (See FOUNDATION)

COUNTRY - Isolated: Quiet; peaceful; restful; removed from the city; (A country, See NATION)

COURTHOUSE - Judgment: Trial; persecution; justice; legal matter.

DEN - (See LIVING ROOM)

DESERT - Desolation, temptation, solitude.

DUST - Neglect. Inactivity. Atrophy.

ELEVATORS - Faster Transition: Effortless; Skipping Floors.

FACTORY - Production: Getting things done; the Kingdom of God; the Church; the “world”; the motions of sin.

Idle Factory = Not busy; not reaching full potential; natural workplace (when applicable).

FARM - (See FARMER)

FLOOR - (See Foundation)

FOUNDATION - Foundation (as in “a concrete slab for a building under construction”): Established; stable; unstable (when shaky); not ready to proceed with construction (when incomplete); the gospel; sound doctrine; church government; building program.

FORTRESS - Protection: A stronghold.

GARDEN - Growth & Fertility.

GRAVEL PIT - Source; the Word of God; abundant supply.

GROUND FLOOR - See LIVING ROOM.

GYMNASIUM - Comes from a Greek word that speaks of Discipline; do it over and over and over and over....

GRAVEYARD (or Grave) - Hidden: Out of the past; curse; evil inheritance; hypocrisy; death; demon.

HIGH RISE - Status: Level of calling; where you’re going or are at.

HOSPITAL - Care: Church; place of healing; mercy; persons who are wounded or sick.

HOTEL - Public place for rest of business: Church (place for rest in Christ): public gathering; travel; business travel.

HOUSE - Person or family: Individual; Church. When naturally interpreted, it means a dwelling place/home.

Home = Heart (as in “home is where the heart is”); identity; roots.

NEW HOUSE - New life (as in salvation): Change; revival; new move (natural or spiritual).

OLD HOUSE - Past: Inheritance, e.g., one’s Grandfather’s or Grandmother’s religion, ways, or temperament; established tradition.

An old house in good condition = God’s ways; righteousness; diligence.

In bad condition = Our sins or the sins of our forefathers. Needing revival (when in need of repair or remodeling); untended (when unpainted or the property is grown over with weeds); neglect; unusable (when beyond repair); ruin. (See GRANDMOTHER).

LARGE HOUSES - Speaks of a Large Setting.

HOUSE TRAILER - Temporary: Place; situation; relationship.

HOUSE UNDER CONSTRUCTION - (See FOUNDATION)

JAIL - See PRISON.

KITCHEN - Heart: Intent; motive; plans; passion; ambition; affliction (as in "if you can't take the heat, stay out of the kitchen").

LIBRARY - Knowledge: Education; learning; research; distraction (when noisy).

LIVING ROOM - Revealed: Everyday or current affairs; that which is manifest; truth exposed; without hypocrisy.

MOTEL - (See HOTEL)

NATION (or nationality) - Characteristic: That for which the people are known. Some examples are:

France = Romance

Germany = Industrious; Hardworking.

Israel (a Jew) = Shrewd business dealings (as in "he jewed the price down"); persecuted. May represent the actual nation. (See CITY).

OFFICE BUILDING - Work: administration; your function/office/purpose.

OUTER SPACE - (See FLYING)

PALACE - Heaven; royalty.

PASTURE - Places of spiritual nourishment.

PARK - Rest: Peace; God's blessing; God's provision (as in "the garden of Eden"); leisure; vagrancy.

PIT - Prison; oppression.

PORCH (FRONT) - Public: Open to everyone; exposed; revealed.

PRISON - Bondage: Rebellion; strong emotion (such as depression, fear, rebellion, hatred, etc.).

Prisoners = Lost souls; stubborn sinners; persecuted saints.

ROADS - Opportunities for movement/change; new direction or path in life; Can denote your Life's work/ministry and where you are at or what is going on with it, or coming, etc.

STAIRWAY - Speaks of transition in your life - either to higher or lower levels.

TUNNEL - Passage: transition; way of escape; troubling experience; trial; hope.

WALL - (Exterior) - Protection; Privacy; Support; Fortification; Refuge. (Interior) - Dividing/Division; Support; Privacy.

ZOO - Strange: Commotion; confusion; chaos; disarray (as in "this place is a regular zoo!"); very busy place; noisy strife (like a zoo at feeding time)

Metals

COPPER/BRASS - Word: Word of God or man; judgment; hypocrisy; self-justification; fake; man's tradition; cheap, impure word of man.

GOLD - Glory or wisdom: Truth; something precious; righteousness; glory of God; self- glorification.

Gold Shields = God's glory

Brass Shields = Man's Substitutes.

IRON - Strength: Powerful; invincible; stronghold; stubborn.

LEAD - Weight: Wickedness; sin; heavy burden (the cares of the world); judgment; fool or foolishness; grievous.

SILVER - Knowledge: Knowledge of God = Redemption.

Knowledge of the World = Idolatry; spiritual adultery.

Silver Coins = Revelation knowledge.

STEEL - (See IRON)

TIN - Dross/Cheap/Weak/Worthless: Positive: purification. Negative: Waste; worthless; cheap

People/Relatives/Trades

AGGRESSIVE - Self-Explanatory.

ANGELS - Often they are seen as individuals with the face or head out of the view screen of the Dream or vision.

BABY - New Positive - Beginning; new idea; new work (church); dependant; helpless; innocent; natural baby. Negative - Sin

BAKER - Instigator: One who cooks up (and serves) ideas; originator; Christ; satan; minister; self.

BLACK MAN - If a stranger, see **BLACK**

- If known, see specific person: **BROTHER**, **CARPENTER**, **FRIEND**, Etc. **BRIDE** (as participating in a marriage ceremony) Church: Covenant (good or evil).

Groom = Christ; natural marriage when naturally interpreted.

BROTHER - Self: Spiritual or natural brother; someone he reminds you of.

BROTHER-IN-LAW - Partiality or adversary: Fellow minister; someone he reminds you of (see

FRIEND); problem relationship; partner; oneself, he may represent himself.

CARPENTER - Builder: Preacher; evangelist; laborer (good or evil); Christ.

CARTOON CHARACTER - Person: One who is like or is acting in the same way as the cartoon character. For Example: Goofy = Foolish: dumb actions

CLOWN - Fool: Foolish works of the flesh; the "old man"; childish; mischief.

CULTURAL INDIVIDUALS OR GROUPS - If they are unfamiliar to you, they represent the Characteristics of the culture being represented. Germans; French; Spanish; Chinese; Etc. (Sub-cultures: same meaning) (See Nationalities)

DAUGHTER - See **ONE'S CHILDREN**.

DOCTOR - Healer: Authority; Christ; preacher; medical doctor. Usually implies healing in one form or another.

DRIVER - Control: Self; Christ; pastor; teacher; satan; the emphasis may be on the nature of the driver (careless, careful, frantic, confident, selfish, rude, kind, etc.)

PASSENGER - Self; Holy Spirit; Angels: (Can also indicate Church or family members.) When a school bus driver represents a teacher, his passengers usually represent his students.

DRUNK - Influenced: Under a spell (i.e. under the influence of the Holy Spirit or a demonic spirit, such as witchcraft); controlled; addicted; fool; unchangeable; stubborn; rebellious; selfish; self-indulging; proud; conceited; arrogant; boastful.

ELECTRICIAN - Fixes and routes electrical power. (Power of God, power of demonic, etc.)

EMPLOYEE - Servant: Fellow Employee = Self, another employee (see FRIEND), or the actual employee when naturally interpreted.

EMPLOYER - Authority: Pastor; Christ; satan; someone he or she resembles, in position, action or character; actual employer when naturally interpreted.

FACELESS INDIVIDUALS - Typically represent the Holy Spirit.

FAMILIAR PEOPLE - Generally represent the characteristics the person carries in your opinion.

FAMILY - Relatives: Spiritual family (Church) or natural family.

FAMILY VISIT - Quality time with the family.

FARMER - Laborer: Preacher; pastor; Christ; minister.

Farm = Field of labor: an area of ministry; the Kingdom of God; the Church.

FATHER - Authority: God; author; originator; source; inheritance; tradition; custom; satan; natural father.

FATHER-IN-LAW - Law: Authoritative relationship based upon law; legalism; problem (authoritative) relationship; he may represent himself.

FOREIGNER - Alien: Not of God; of the flesh; demonic; not of this world (therefore heavenly).

FRIEND - Self: The character or circumstance of one's friend reveals something about oneself.

- Another: Sometimes one friend represents another (look for another with the same name, initials, hair color, job, or trade, or one with similar traits, character, talents, personality, features, circumstances, etc. (See NAME)

- Actual friend when naturally interpreted.

FRIENDLY - Self-Explanatory.

GARDENER - (See FARMER)

GIANT - Strongman: Champion; stronghold; challenge; obstacle; trouble; spiritual warfare; one's own fleshly nature (to be overcome).

GOVERNOR - Rule: Christ; person in charge (good or bad).

GRANDCHILD-Heir: Oneself; inherited blessing or iniquity; one's spiritual legacy; actual grandchild when naturally interpreted.

GRANDMOTHER (or Grandfather) - Past: Spiritual inheritance (good or evil). Self-examination for inherited traits, faults, or sins.

GROOM - (See BRIDE)

HARLOT - Seduction: The worldly church; adultery; fornication; temptation; snare; unclean person; stubborn.

HUSBAND - Authority: God or Christ; a divorcee's first husband sometimes represents "the world" (her bondage to sin before she was saved), natural husband; also, Satan.

INDIAN - First: Flesh (as in "the old man"); firstborn; chief; fierce; savvy; native.

JUDGE - Authority: God; conscience.

Evil Judge = satan; evil authority

LAWYER-Advocate: Christ; a legalistic minister.

Crooked Lawyer = The devil's advocate (the accuser of the brethren).

LEADERSHIP TYPE OF PERSON - These types of people usually represent issues that the Particular person represents. Parents; Pastors; Presidents; School Teachers; Judges; Lawyers; Professors; Senators; Military Officials; etc.

MAN (stranger) - Angel, oneself, or a demon: God's messenger (angel); person with evil intent; danger.

Kind Stranger = Jesus; a minister of mercy; helper.

White-headed stranger = Wisdom

MECHANIC - Minister: Christ; prophet; pastor; counselor; need for adjustment in theology, attitude, relationship, etc. Mechanic's Tools = Word of God; gifts of the Spirit; wisdom and knowledge.

MOTHER - Source: Church; spiritual or natural mother; love; kindness.

Mother-in-law = Legalistic church; meddler; trouble; she may represent herself.

MOTHER-IN-LAW - Legalism: meddler; trouble; natural mother-in-law.

NATIONALITY - Characteristic: That for which the people are known. Some examples are:

France = Romance

Germany = Industrious; Hardworking.

Israel (a Jew) = Shrewd business dealings (as in "he jewed the price down"); persecuted. May represent the actual nation. (Also See CITY).

OLD MAN (unknown) - Wisdom (Especially if he is white headed): Carnal (as in "put off the old man"); weak; fool (as in "there's no fool like an old fool").

ONE'S CHILDREN - Oneself or themselves: Character or behavior reveals something about oneself (or something about one's own child if the dream is to be naturally interpreted). Sometimes children gathered together from different families from one's own Church represent the Church members.

PASSENGER - (See DRIVER)

PASTOR - (See PREACHER)

PASTOR'S WIFE = Church.

PILOT - (See DRIVER)

PLUMBER - Fixes leaks. Creates new flows, avenues. (Deals with liquids - like anointing)

POLICE - Power & Authority: Natural (civil) or spiritual authority (pastors, etc.), good or evil; protection; angels or demons; an enforcer of a curse of the law (because of transgression or an evil covenant).

PREACHER - Messenger: God's representative; spiritual authority (good or evil, because he can also represent satan); deception.

SISTER - Self: Spiritual sister (sister in Christ); someone she reminds you of; the Church; she may represent herself.

SISTER-IN-LAW - Someone she reminds you of or she may represent her family, herself, or the dreamer is female. Other possibilities are:

Brothers Wife = Brother. Husband's Sister = Church. Wife's Sister = Wife (Note: In any case, if she is the wife of a minister, she may represent the Church.)

SOLDIER - Force and Power. Warfare: Spiritual warfare; angel (protection); demon (accuser or opponent); persecution.

SON - See ONE'S CHILDREN.

SUB-CULTURES - (See Cultural Individuals/Groups, Nationalities)

THIEF - Hidden: Deceiver; deception; fraud; destruction; satan; evil intent; works of the flesh; unexpected lost. The thief's victim = One who is a victim of false doctrine (as in truth lost through tradition or philosophy); lost of liberty; or even salvation; also, temptation; unaware; secret; covert operation; God's judgment (curse) on the wicked.

WARRIOR - See SOLDIER

WIFE - Covenant: Joined; job; business; hobby; Church; dedicated involvement in any activity, such as a job, business, Church, etc.; help; her husband's own person; she may represent herself.

WITCH - Witchcraft: Control; evil influence; evil intent; seduction; non-submissive wife; rebellion; slander; gossip; worldly church; evil spirit.

WOMAN (stranger) - Spirit: Seducing spirit; temptation; deception; witchcraft; God's messenger (angel); one's own self.

Transportation, Vehicles, & Parts

*** Vehicles - Level of ministry where you are at; gifting or work you are doing today; may indicate how you as the dreamer feel regarding being in control of certain situations in your life.

The average person chooses a vehicle that suits his own personal tastes, that is, as far as his pocketbook will allow. The wealthy tycoon will choose an expensive sedan; the Don Juan, a sleek convertible; an exhibitionist, a sports car; a house wife with several children wants a van; a farmer wants a tractor or a pickup truck. In each case, the vehicle is more than transportation; it's an extension of its owner. This transfers over into dreaming. God will often use a vehicle that represents the type of work or impact needed.

Examples: Teachers: School vans or buses. Family: Van or SUV. Muddy Road: Trouble ahead. Fender Bender: Contention. Automobile Wreck: May be a warning of impending clash with one of your peers. Road Rage: Spiritual problem. Prophets: Airplanes. Ministry: Any form of transportation listed. Often denotes level your living at or Impact of the ministry.

AIRPLANE - Person or Work: Church (large airplane, such as a passenger plane); Larger areas of impact; travel. Jet - Ministry or minister; powerful and fast;

Passenger Jet = Church

Fighter = Individual person.

Small Airplane = A person or personal ministry; oversight. (Like a Car or Bike). But also denotes position and speed

Flying or Soaring = Moved by the Spirit; ministering in the Gifts of the Spirit.

Flying Near Electrical Power Lines = Danger; caution; need for much prayer.

Flying Too Low = Insufficient power (prayer) or preparation (training); not following (being led by) the Spirit.

Airplane Crash = Failure; church split (the survivors are those remaining after the Split); personal disaster (i.e., a failed marriage, business venture, etc.) Large Planes — (Like Buses or Trains). Again, note position and speed.

AIR BALLOONS - Peaceful rising in the Spirit: (depending on context).

AUTO JUNKYARD - Ruined: Waste; wrecked; lost souls; corruption.

AUTO WRECK - Strife: Contention; conflict; confrontation; calamity; offense; mistake or sin in ministry (as in "failure to maintain right of way").

AUTOMOBILE - Life: Person; ministry; level of ministry where you are at; Gifting or working you are doing today.

New Car = New ministry or new way of life.

Automobile Breakdown = Problem; sickness; trouble; opposition; hindrance (to one's ministry, career, livelihood, etc.)

Limousine = Important; pride. Auto Wreck - Strife; contention; conflict; calamity; mistake or sin in ministry.

BATTERY - Power:

POSITIVE - Strength; prayer; motivation.

NEGATIVE - Weak; without spiritual power.

BIKES - The beginning of a ministry; a personal ministry; level where you are working at.

BICYCLE - Works: Works of the flesh (i.e. not of faith); legalism; self-righteousness; working out life's difficulties (as in riding uphill or in sand or mud); messenger (as in "a paper delivery boy");

Bicycle Built for Two (or with child seat) = Family; more than one person involved.

BLIMP - Weak; Moved by every wind; wimp; controlled; powerless; aimless; puffed up.

BOAT - Support: Life; person; recreation; spare time.

Large Ship = The church.

Small Boat = Personal Ministry.

Sailboat = Moved by the Spirit; Can speak of freedom and not being dependent on anything but the wind.

Powerboat = Powerful ministry or fast progress.

Battleship = Spiritual warfare; rescue.

Shipwreck = Apostasy; church split.

Captain of a Ship = Denotes someone in charge; Lord, Pastor, etc.

BRAKES - Stop: Hindrance; resist; wait.

Brakes Fail = Overcome; not able to discontinue a bad habit or change a tradition; no resistance to temptation.

BULLDOZER - Overcomes everything that's in its path; can make a way where there is no way.

BUS - Church: Churches or larger areas of impact.

School Bus = Teaching or youth ministry; learning; working together; takes us to school when we need to learn something new.

Passenger or Tour Bus = Sojourners; Christians; sightseers.

BUSES - Churches or larger areas of impact; more involvement from people.

CAR - (See AUTOMOBILE)

CARS - Level of Ministry where you are at. Gifting or Work you are doing today

CONVERTIBLE (with the top up)- Covered: The emphasis is on the covering of the auto owner or driver's life (spirit, attitude, covenant, etc.)

CONVERTIBLE (with the top down) - Uncovered: Everything revealed; open; nothing hidden; a self righteous or unsaved person; "Living in the fast lane"; not submitted to authority; pride; sin or evil exposed.

CHARIOTS - Speak of something that is going to be accomplished: They speak of war; advancement; destiny; connected to power.

COVERED WAGON - Tradition: A powerful tradition; used for movement and protection; slow; cumbersome.

DRIVING BACKWARD - (using the rearview mirror) = Operating by the letter of the Word (instead of by God's Spirit): legalism; looking back.

FLYING - Denotes High Spiritual Activity that God is taking you to. Also speaks of spiritual Advancement is coming.

- Were you flying without help? Were you in a plane, chair, alone, on a bike, etc.?

FOUR WHEEL DRIVE VEHICLE - See TIRES & PICKUP TRUCK.

HELICOPTER - Ministry: Individual; the Church; versatile.

Hovering = No forward motion; stationary; lack of progress.

HIGHWAY - Way: The Christian Faith; truth; way of life; Christ; a person; way of error.

Under Construction = In Preparation; change; hindrance.

Crossroads = Decision; change of direction.

GRAVEL ROAD - Way: God's word and way (unless it's muddy/dusty etc.)

MUDDY ROAD - Flesh: Man's way; lust; passion; temptation; offense; strife; sin; need for caution; impassable; difficulty caused by weakness of the flesh.

MUD = Flesh, in its weakness;

RUTS = Habits or addictions of the flesh; traditions of man. (See DITCH)

DEAD END - ROAD or STREET - Change Directions: Stop; repent; certain failure; no advancement possible; a point at which you must review the way you are going or what you are doing and make necessary changes in direction.

INTERSECTION - Same as HIGHWAY

MILITARY VEHICLES - Spiritual Warfare

MOTOR - Power: Motive; motivation; anointing.

MOTORCYCLE - Individual: Personal ministry; independence; rebellion; selfish; pride; swift progress.

MOVING VAN - Change: Geographical move (natural or spiritual; moving from one church to another, including changing denominations); relocation.

PICKUP TRUCK - Work: Personal ministry or natural work.

- Individual works; personal ministries; secular job; spiritual ministry.

PILOT - See DRIVER.

RAFT - Adrift: Without direction; aimless; powerless; makeshift.

REARVIEW MIRROR - Word/Revelation of the past.

Driving Backward (using the rearview mirror) = Operating by the letter of the Word (instead of by God's Spirit): legalism; looking back.

ROADS - Opportunities for movement/change; new direction or path in life; Can denotes your Life's work/ministry and where you are at or what is going on with it, or coming, etc.

ROLLER COASTER - Unstable: Instability in life and in Spirit; emotional instability; unfaithfulness; wavering; manic-depressive; depression; trials; excitement.

ROWBOAT - See ROWING

SHIPS: Larger areas of impact and travel. Again note position, speed, number of people. -- Sail Boat >> Can speak of freedom, and not being dependent on anything but the wind. (Holy Spirit) -- Captain of a Ship >> Denotes someone in charge: Lord, Pastor, etc.

SEAT BELT - Security: Safety; assurance.

Unfastened = Unsafe (lack of prayer, commitment, attention to detail, etc.)

STATION WAGON - See VAN.

TIRES - Spirit: Life (as in "where the rubber meets the road"); spiritual condition.

Four-Wheel Drive = Full ministry; full gospel foundation.

Deflated Tire = Discouragement; dismay; hindrance; lack of prayer.

TRACTOR (FARM) - Powerful Work; Slow but powerful ministry; preaching (when plowing); plows and plants; combine harvests that which was sown.

TRACTOR TRAILER - Large Burden: Ministry; powerful and/or large work (truck size is often in proportion to the burden or size of the work); the Church.

TRAIN - Continuous: Continuous chain of events (chain of cars); traditional; cannot easily change directions; Unceasing work; the Church; connected; fast; habit; staying on track.

Train Wreck = Similar to Airplane Crash.

TRAINS - Large Churches, Denominations, Corporations, etc.

TRANSMISSION - Change: Steps; change of direction, change of purpose or intensity of ministry; transformation.

TRUCK - Large Trucks (18 Wheelers): Large Churches; responsibilities; burdens.

VAN - Family: Natural or church family; family ministry; fellowship.

WHEELS - See TIRES in "Object" section.

WOODEN RAFT - Things we've made for survival: but not very comfortable/safe/sturdy.

Objects/Implements/Tools

ACID - Bitter: Offense; carrying a grudge; hatred; sarcasm.

ALCOHOL - (See Drunk)

ALTAR - A symbol for sacrifice and for incense.

AIR BALLOONS - Peaceful Rising in the Spirit. (Depending on Context)

ANCHOR - Representation for safety and hope.

ANTIQUES - Past: Inherited from our forefathers (good or evil); memories. (See ATTIC).

ANTLERS - See HORNS

ARMOR - A symbol of warfare.

ARROWS - See BOW/ARROWS.

ASHES - Memories (that which has been reduced to ashes remains only in memory): Repentance; ruin; destruction.

ATOM BOMB - Power: Holy Spirit outpouring (the atom bomb is both a sign of the last days and parable of God's mighty power); miracle power; sudden destruction.

AXE - Word - Represents warfare and judgment: Gospel; preaching; exhorting others; rebuke; repentance.

BALANCES - Represents judgment.

BASEBALL CARDS - Hero Worship: Esteem for another person (proper or improper).

BED - Rest: Salvation; meditation; intimacy; peace; covenant (as in marriage), or an evil covenant (as in natural or spiritual adultery); self-made (harmful) conditions (as in "You made your bed, now sleep in it!")

BELLS - Sign indicating: 1. Change (as in "the times are changing").

2. God's Presence (as in "the manifestation of the Spirit...the gift of Tongues").

3. Vanity (when used as jewelry); pride.

BIKINI - Uncovered: Carnal; seduction; temptation; insufficient covering.

BINOCULARS - Insight: Understanding; prophetic vision; future event.

Not focused (blurred) = Without understanding or insight.

BOOK - Record: Word of God; heart of man; witness; remembrance (good or evil); conscience; education; knowledge.

BOW/ARROWS - Words or Person: Accusations; slander; gossip; prayer; deliverance.

Bow = Tongue; Power.

Quiver = Heart.

Arrows = Words.

BOWL - See POT/PAN/BOWL.

BRICK - Represents slavery and human effort.

BRIDLE - Symbol of restraint; control.

BRIDGE - Support or Way: Faith; trial (of faith); joined.

BRIERS - Snare: Obstacle; hindrance; trial; wicked person; rejected; cursed.

BROOM - Cleaning or Witchcraft: Clean house (put away sin).

BULLETS - (See GUNS/BULLETS)

CALENDAR - Time: Date; event; appointment. (See CLOCK).

CANDLE - Symbol of light (Holy Spirit or spirit of man).

CANDLESTICK - Represents the church.

CARDS - Facts: Honesty (as in “putting all your cards on the table”); truth; expose or reveal; dishonesty; underhanded dealing; cheating; wisdom (as in “knowing when to hold and when to fold”).

CARNIVAL/FAIR - Worldly: Festivity; party spirit; exhibitionism; divination; competition.

CENSER - Symbol of intercession and worship.

CHAIR - Rest or Position: Quietness; position of authority (as in “chair of a board meeting”).

CHAIN - Symbol of binding, oppression, punishment.

CHECK (Bank) - Faith (the currency of the Kingdom of God): Provision; trust.

Bad Check = Fraud; deception; hypocrisy; lack of faith or prayer.

CHRISTMAS - Gift: Season of rejoicing; spiritual gifts; surprise; good will; benevolence; commercialism.

CHURCH SERVICE - Worship: True or false worship; tradition.

CIGARETTES - (See SMOKING)

CIVIL TRIAL - (See COURTHOUSE)

CLOCK - Time: Late; early; delay.

Grandfather Clock = Past (for significant numbers see NUMBERS section).

CLOSET - Private: Personal; prayer; secret sin (as in “skeletons in the closet”); something hidden.

CLOTHING - Covering: Righteousness; spirit (attitude).

Filthy Clothes = Unrighteousness; self-righteousness; uncleanness. Cultural

Clothing - Can be showing you a heritage; a geographical location; an ancestral Mantle or covering. (Blessing or Curse)

CLOUDS - Change or Covering: Trouble; distress; threatening; thoughts (of trouble); hidden; covered (see FOG).

- Clouds >> They are made of water, but are being suspended by air. (A Type of Water and Air > Holy Spirit and his moving) They can refer to protection and shade, or violence and destruction.

White Clouds = Good change; glory; revival.

COATS - Denote covering: Anointing; authority; protection; grief; shame; confusion. Very colorful coat represents favor; What is on the coat? color?

Shirt = Covering as pertaining to the heart, righteousness, or sin.

Without a shirt = Self-righteousness (self-justification); legalism, shame, temptation.

COMPASS - (See MAP)

CORD - (See ROPE/CORD)

CORNET - (See TRUMPET)

CORNUCOPIA (Horn of Plenty) - Abundance: Abundance without measure or limitation; goodness without end; blessed.

COUCH - Rest: At ease; unconcerned; lazy.

CROSSROADS - Decision: Confusion; choice; job change; career change; geographical move.

Right Turn = Natural change.

Left Turn = Spiritual change.

CROWN - Authority or Reward: Rule; honor; glory; power; promotion.

CRYSTAL BALL - Vision: Future; divination; fortune telling; prediction.

CUP - Symbol of life, health Negative - Represents death and evil.

CURTAIN - See VAIL.

CYMBAL - Symbol of vibration, praise, worship.

DARTS - Attack: Painful distraction.

DAM - Power: Potential; reserve; source of (or potential for) great power; block; restriction; hindrance; a way over an obstacle.

DEATH - Termination: Repentance; loss; sorrow; failure; separation; the end of a relationship; physical death when naturally interpreted.

DEED - (See TITLE/DEED)

DEER HUNTING - (See DEER)

DESERT - Barren: Unproductive; dry; spiritual wasteland; without hope.

DIAMOND - Hard: Unchangeable; hardheaded; hardhearted; eternal; Gift of The Spirit; something valuable or precious.

DISH - (See POT/PAN/BOWL)

DITCH - Habit or Snare: Religious tradition; addiction; lust; passion; sin.

DOMINOES - Continuous; chain reaction.

DOOR - Opening/Entrance: Christ; (new) opportunity; way; avenue; mouth.

DRESS - (See COAT)

DRINKING FOUNTAIN - (See WATER FOUNTAIN)

DROUGHT - (See RAIN)

DRUGS - Influence: Spell; sorcery; witchcraft; control; religion (legalism); medicine; healing. (See WITCH).

DYNAMITE - Power: potential; danger; destruction.

ECHO - Repetition: Gossip; accusation; voice of many; mocking; mimic.

EGG - Promise: Promising new thought; plan; potential; revelation; fragile.

Rotten Egg = Bad Person; a person who breaks promises; bad company; bad idea; uncertainty; without promise.

ELECTRICITY - Power: Holy Spirit or sorcery.

Power Lines = Spiritual Power; dangerous obstacle when flying (see AIRPLANE).

Electrical Outlet = Power Source: Holy Spirit.

Burned Power Outlet = Offense; anger.

Power Cord Unplugged = No Power; lack of prayer; lack of authority.

ELEVATOR - Changing Position: Going into the spiritual realm; elevated.

Going Down = Demotion or trial; backsliding.

EXPLOSION - Sudden: Sudden expansion or increase; swift change; destruction.

EYE GLASSES - Vision; Insight; Understanding. They are picturing your ability/inability To see something.

FEATHERS - Covering/Protection: Spirit.

Wet Feathers = Offense; weightless.

FENCE - Boundaries: Barrier; obstacles; religious traditions; doctrines; inhibitions.

FIELD - World: God's work; harvest; opportunity; mixed multitude.

FLASHLIGHT - See LIGHT

FLOOD - Overwhelm: Temptation; sin; judgment; depression; overcome.

FOAM - Types as a concealment, covering, distraction, scum, impurities generated by the Movement of water.

FOREIGN MADE (something made overseas, such as a dress, car, or gun) - Alien: Not of God; of flesh; demonic.

FURNACE - Heat Source: Heart; vengeance; wrath; zeal; anger. (See OVEN).

Smoking Furnace = Offense; anger; trouble.

GARBAGE (DUMP) - Rejected: Filth; hell; evil; vile; corruption.

GAS FUMES - Deception: Deceiving spirit; evil motive; envy; false accusations; slander; danger; poisonous doctrine.

GASOLINE - Fuel: Prayer; inflammatory gossip; contention; strife; danger.

GATE - A way of entrance, power, authority.

GLOVES - Covering: Protection; safe; careful.

White Gloves = Clean; inspection.

Black or Dirty Gloves = Evil works.

GOLD - Kingship: kingdom glory, God or gods.

GRAVEYARD (or Grave) - Hidden: Out of the past; curse; evil inheritance; hypocrisy; death; demon.

GUNS - Power of God. Powder in the Gun is the valuable thing. The gun has little to no power without the powder. (Dynamite/Dunamis) Guns speak of the power of God, Defense, Offense, Longer Range attack, Authority, Protection.

- Battery-operated gun — Weaker, Limited, Short Duration.
- Cap gun — Toy but no Power. Having a Form of Godliness.
- Water gun — Water being a type of the anointing and the Holy Spirit. Could be speaking of focusing the Anointing/Spirit on someone. BULLETS of a Gun - Words; Accusations; slander; gossip; power.

Broken or Inoperative Gun = Without authority or ability; without power; hindered. .22 CALIBER - Weak or Ineffective Weapon: Without power; lack of prayer and fasting. .357 CALIBER (or other High Powered Pistol or Rifle) - Powerful: Spiritual power through acceptable service; covenant; effective; the power of evil working through agreement (acquiescence) or conquest (our defeat).

HAMMER - Force: Word of God; preaching; evil words; destruction.

Tack Hammer = Tactful; weak.

HARP - Praise & worship to God.

HAT - Covering: Protection; thought; attitude; activities (as in “wearing many different hats”).

HELMET - Protection for thoughts, mind.

HORNS - Authority: Power; strength; defense; ability; kings; anointing (anointing oil was carried in a horn).

INCENSE - Prayer, intercessions and worship.

JEWELRY - Treasure: Desire; precious; God's gifts; idolatry; self-glorification; pride.

Jewel = Precious person; gifted person: truth.

JEWELS - People of God.

KEY - Knowledge: Authority; power to bind or loose; power to lock or unlock; wisdom; understanding; ability; important or indispensable: Christ.

KNIVES - A Cutting Away or Words: severing, defense, knowledge, Word of God; revelation; truth; sharp or angry rebuke; accusations; gossip.

Pocket Knife = Personal revelation of practical use or value.

LADDER - Ascend or Descend: Enable; way of escape; way of entrance; struggle (if hard to climb); steps upward. Fireman's Ladder = Rescue; help.

LIGHT - Manifest: Revealed; exposed.

Lights Turned Off = Without understanding or manifestation.

Flashlight = Personal knowledge or understanding; guidance

Dim Light = Without full knowledge or understanding.

LOBSTER - (See Crawfish)

LOST & FOUND - Lose/Gain

Lose = Truth lost through tradition; gift lost through neglect; soul lost through sin.

Found = Revelations or gifts received from God.

Finding Silver Coins or Knives = Receiving revelation knowledge.

LUMBER - (See WOOD)

MACHINES - Work or Motion: Idle words; productivity.

MAP - Directions: Word of God; correction; advice.

MARRIAGE - Covenant: The church as the Bride or Christ; agreement; joined.

Sexual Intimacy = One in agreement.

Interruption of Intimacy = Interference or trouble in the marriage or covenant relationship. Natural marriage when naturally interpreted.

MICROPHONE - Voice: Authority; ministry; influence.

MICROSCOPE - Examine: Close examination; self examination; discern (as in discerning of spirits).

MICROWAVE OVEN - Instant: Quick work; sudden; impatience; convenience.

MIRROR - God's Word or One's Heart: Looking at oneself; looking back; memory; past; vanity; Moses' Law. It's a reflection of you/whoever is looking into the mirror: mirror images are generally about you: God is letting you know what you look like.

MONEY - Favor or loss of favor/Power: Provision, wealth; natural talents and skills; spiritual riches (faith, wisdom, spiritual gifts, etc.) power; authority; the strength of man; covetousness.

MISCARRIAGE - Abort: Failure; loss; repentance; unjust judgment.

MISSILE - (See ROCKET)

MOVIE - (See PICTURE)

MOVING (as in changing churches, jobs, houses, etc.) - Change

MUSHROOM - Quick: Sudden growth; sudden or unexpected appearance; fragile; deadly poison.

MUSIC - Worship: Of God; of idols (idolatry); activity or action that proceeds from the heart.

Playing Instruments = Prophesying: ministering in the gifts of the Spirit; worshiping.

NAILS (as in "hammer & nails) - Words: Word of God or man; wisdom; vows; covenant; fasten; steadfast; permanent; unmovable; unchangeable; secure.

NAME - Identity: Authority; reputation; the name's meaning; a person whose name rhymes with the name in the dream; a person with the same initials; a different person with the same name or similar personality, nature, character, or reputation; the actual person in the dream.

NEST - Home, place to dwell.

NET - Symbol of catcher as in the parables, catching men.

NEWSPAPER - Announcements: Important event; public exposure; news; prophecy; gossip.

NOISE - Annoyance: Interference.

Loud Noise = Alarm; sudden fright.

NUDITY - Nothing Hidden; Transparent; innocence; open; truth; honest; nature.

- Uncovered or Flesh: In (of) the flesh; self justification and self-righteousness; impure; ashamed; stubborn; temptation; lust; using sex to control others; exhibitionism;

NUTS & BOLTS - Essential: Bottom line (getting down to the real issue); indispensable; wisdom; to fasten.

Lock Washer = Secure; unmovable; unyielding.

OIL - Anointing

Clear Oil = Holy Spirit anointing; healing.

Dirty Oil = Unclean spirit; hate; lust; seduction; deception; slick (slippery); danger of slipping.

OVEN - Heart: Heat of passion; one's imagination "cooking up" good or evil; meditation; judgment.

OUTER SPACE - (Same as flying)

PAINTING - Covering: Regenerate; remodel; renovate; love. House Painter's Brush = Ministry or minister.

Painting (TO PAINT) = Preaching; covering up (hiding) sin.

Paint = Doctrine; truth or deception. Artist's Painting = Word's; illustrative message; eloquent; humorous; articulate.

PATH - Way: Life; private walk with God; gospel; salvation; error; misjudgment.

PEARL - Spiritual truth.

PEN/PENCIL - Tongue: Indelible words; covenant; agreement; contract; vow; publish; record; permanent; unforgettable; gossip.

PERFUME - Influence: Seduction; enticement; temptation; persuasion; deception.

PICTURE - Memory: Conscience; past experience; circumstance; imagination; a message within itself.

Picture Taken With an Important Person = Honor; promotion.

Unusual Picture Frame = Attitude (as in a "peculiar frame of mind");

Old or Antique Frame = Time or age (memories from the past)

Pictures can also be glimpses into different realms and times. They can reveal 'snapshots' of the past, present, and future. They can be glimpses of revelation knowledge.

PILLAR - Strength, steadfastness, assistance.

PIPE - (See SMOKING)

PLATE - (See POT/PAN/BOWL)

PLUMBLINE - Standards of God, measuring of life.

POSTAGE STAMP - Seal: Authority; authorization; small or seemingly insignificant, but powerful.

POT/PAN/BOWL - Vessel: Doctrine; tradition; a determination or resolve; form of the truth; a person.

PREGNANCY - In Process: Sin or righteousness in process; desire; anticipation; expectancy.

Labor Pains = Trials.

PURSE (or Wallet) - Treasure: Heart; personal identity; precious; valuable; when empty, spiritually bankrupt.

RAFT (WOODEN) - Things we've made for survival, but not very comfortable, safe, sturdy.

RADIO (SOUND) - Unceasing: Continuous; unrelenting; contentious; unbelieving; tradition; news; the gospel being broadcast.

RADIO TOWER - Broadcast: Truth or error; gospel; witness.

RAILROAD TRACK - Tradition: Unchanging; habit; stubborn; gospel; caution; danger.

REFRIGERATOR - Heart: Motive; attitude; thoughts.

Stored Food = Memories stored in the heart

Spoiled Food = Harboring a grudge; unclean thoughts or desires.

RIBBONS - They are usually reminders of something: Note: Their color and what they are attached to.)

RING - Covenant: Authority; eternity (unending); prestige.

Wedding Ring = Covenant.

Engagement Ring = Promise.

Rings Worn as Jewelry = Self-glorification.

ROBE - Covering; royalty.

ROCKET - Power: Powerful ministry; swift progress; swift destruction; sudden, unexpected attack; war.

ROCKING CHAIR - Old: Past memories; meditation; rest; retirement.

ROD - Rule, correction, guidance.

ROLLER SKATES (or Roller Blades) - Speed: Fast; swift advancement or progress; skillful.

ROOF - Covering: Oversight; government or covenant (good or evil); Holy Spirit.

Rooftop = Revealed; manifest.

ROPE/CORD - Bondage: Sin; covenant; vow; hindrances; rescue; salvation.

RUBIES - Value, worth, significance. Sapphire - Beauty, value.

RUB BOARD - Rough: Hard correction; not diplomatic; cleansing; weariness.

RUG - Covering: Covenant; Holy Spirit; deception or covering things up.

RUTS - (See DITCH)

SEWAGE - Corruption: Filthiness of the flesh; sin; evil; corrupt authority; abuse of authority.

SEX - Agreement: Covenant; unity; taken advantage of or "used"; abuse of authority; when naturally interpreted it means love or fornication.

Masturbation = Self-gratification; inordinate self-love; selfishness.

Genitals = Secret; private matter; shame.

SHIRT - (See COAT)

SHIELD - Sign of protection.

SHOES/BOOTS - Words: Gospel; covenant; preparation.

New Shoes = New ministry or way of life.

House Slippers = Self-examination.

Loafers = Casual; at ease; unconcern; hypocrisy; loafing.

Combat or Heavy Boots = Spiritual warfare.

Steel-Towed Boots = Protection.

SHOE - Sign of walking; protection for your walk.

SHOVEL - Tongue: Prayer; confession; gossip; slander; dig; search; inquire.

SHRIMP - (See Crawfish)

SIDEWALK - (See PATH)

SIGN - Directions

Stop Sign = Stop.

Yield = Yield.

Detour = Change of direction.

Intersection = Decision or change.

Keep off the Grass = Give no man offense.

SKATEBOARD - Balance: Skillful maneuvering; skillful ministry; risky; fast.

SKIRT - Covering: Grace.

Lack of a Skirt = Uncovered; shame because of sin; hypocrisy.

SKINS - Covering.

SNOW SHOES - Faith: Walking in the Spirit; supported by faith in the Word of God.

Snow = Word.

Snowshoes = Faith.

SOAP - Cleansing: Conviction; forgiveness; prayer; repentance.

SOCKS - Covering (same as an undergarment)

Socks Without Shoes = Without full preparation.

White Socks = Pure Heart.

Black or Dirty Socks = Impure Heart.

SOLDIERS UNIFORM - Spiritual Warfare.

STAIRS - Steps (as in a process, sometimes including the concept of time):
Promotion, ambition (self-promotion); procedure.

Stairs Going Down = Demotion; backslide; failure.

Stairs Going Up = Promotion; prosper; higher level.

Guard-Rail = Safety; precaution; warning to be careful.

STEPS - (See STAIRS)

STOVE - (See FURNACE and OVEN)

STREET - (See HIGHWAY)

SUITCASE - Personal: Heart; travel; move; temporary.

SWIMMING POOL - Spiritual Place or Condition: Church; home; family; God's blessing.

Dirty or Dry Pool or Pond = Corrupt or destitute spiritual condition; backslidden.

SWING (PORCH) - Peaceful: Rest; quietness; romance; fellowship.

Swinging High (Park Swing) = Danger; immorality; infidelity.

SWORD - Words: Word of God; critical words; evil intent; threat; strife; war; persecution.

TABLE - Communion: Agreement; covenant; conference; provision.

Under The Table = Deceitful dealings; hidden motives; evil intent.

TAR - Covering: Repair; patch; bitterness; offense; hatred; grudge.

TELEPHONE - Communication: Prayer; message from God; counsel; gossip; enemy's voice.

Phone Inoperative or Busy = Prayer hindered.

TELESCOPE - Future: Prophetic vision of the future; at a distance; far away in time.

TELEVISION - Vision: Message; prophecy; preaching news; evil influence; wickedness.

TENT - A temporary covering, not a permanent home.

TIRES - In a dream/vision, the vehicle the tires are on would represent your ministry, or a job that God has you doing at the present time: In the physical, they give traction, and are filled with air. Tires would refer to getting a grip on what is going on in your life that God has called you to do in the power/inflation of the Holy Spirit.

TITLE/DEED - Ownership: Authorization; possession.

TNT - (See DYNAMITE)

TRAP - Snare, danger, trick.

TROPHY - Memorial: Evidence of victory; award; competition; victory in spiritual warfare.

TRUMPET - Voice: Announcement; preaching; prophesying; warning; call to assemble; worship; tongues; the Rapture.

Sounding Reveille = Beginning; wake up; call to assemble.

Playing Taps = End; finished.

TUNNEL - Passage: Transition; way of escape; troubling experience; trial; hope.

UNDERTOW - (See SEA)

VACUUM CLEANER - (See BROOM)

VAIL or VEIL - Concealment: Hidden; concealed (or revealed if veil or curtains are removed): covering; deception; without understanding; law; flesh.

WAGON - Needs to be pulled. Typically something small, powerless, labor intensive.

WAGON (COVERED) - Tradition. A Powerful Tradition. Used for Movement and Protection. Slow. Cumbersome.

WALL - Barrier: Obstacle; defense; limitation; unbelief.

WALLET - See PURSE.

WASHBASIN - Prayer: Repentance; petition (to God); self-justification.

WASHCLOTH - Truth: Doctrine; understanding.

Dirty Cloth = False Doctrine; insincere apology; error.

WATCH - Prophetic, intercession, being on guard.

WATER FOUNTAIN - Spirit: Words; spirit of man; Holy Spirit; salvation; source.

WATER WELL - Source: Heart; spirit of man; the Holy Spirit.

WEDDING - See MARRIAGE.

WESTERN - Frontier (as in "the wild West," or a western movie, etc.): Pioneering spirit; spiritual warfare; boldness; challenge.

WELL - Places of refreshment, source of water of life.

WHEEL - Transport, a circle, speed, spiritual activity.

WINDOW - Revealed: Truth; prophecy; revelation; understanding; avenue of blessing; exposed; an unguarded opening for a thief to enter.

YOKE - Servitude, slavery, or fellowship.

Games

BASEBALL GAME - See PLAY (Action/Verbs)

BINGO - Winner or Correct: Sudden victory; correct answer, idea, or understanding.

BOXING - Striving: Preaching; deliverance; trial; tribulation. (See WRESTLING).

CARDS - Facts: Honesty (as in “putting all your cards on the table”); truth; expose or reveal; dishonesty; underhanded dealing; cheating; wisdom (as in “knowing when to hold and when to fold”)

DOMINOES - Continuous: Chain reaction (as with dominos, each causing the next one to fall).

FISHING - Hope: Witnessing; evangelizing; preaching; discouragement (without hope).

FOOTBALL GAME - (See PLAY)

GOLF - (See PLAY)

HUNTING - (See WILD GAME)

PLAY WORSHIP: Idolatry; covetousness; true worship; spiritual warfare; strife; competition.

WRESTLING - Striving: Deliverance; resistance; persistence; trial; tribulation; controlling spirit (person) attempting to gain control.

Nature — Weather/Elements/Plants/Seasons

*** Weather Conditions - Help to interpret the overall setting/meaning of the dream; helps to give indication of the overall message of the dream.

AIR/WIND - Holy Spirit. The Presence of God. God's Sovereign Moving. Praying in the Spirit.

AUTUMN - End: Completion; change; repentance.

CROPS (of any kind) - Deal with times and seasons until fulfillment comes to fruition.

CLOUD and FIERY PILLAR: Represents divine presence, covering and guidance.

CLOUDY SKY - Setting of Godliness is obstructed/hidden. Light of sun is obstructed.

- Depression, heaviness, weary, tired. (Gray, cloudy day)

DAM - Power: Potential; reserve; source of (or potential for) great power; block; restriction; hindrance; a way over an obstacle.

DARKNESS - (See NIGHT)

DAY - Light: Knowledge; truth; manifest; good; evil revealed.

DITCH - Habit or Snare: Religious tradition; addiction; lust; passion; sin.

DROUGHT - (See RAIN)

EARTHQUAKE - Upheaval: Change (by crisis), thus repentance; trial; God's judgment; disaster; trauma; shock.

FIELD - World: God's work; harvest; opportunity; mixed multitude.

FIRE - Refinement. Cleansing. Purging. Affliction.

FLOOD - Overwhelm/Judgment on sin and violence: Temptation; sin; judgment; depression; overcome.

FLOWERS - Glory: Temporary; gift; romance; fading glory of man.

Lily = Death; funeral; mourning.

Note: The color and fragrance; can be speaking of both good and/or evil.

FIRE - Refinement: cleansing; purging; affliction.

FIRE/HEAT - Passion: Power; God's Word or Spirit; revival; anger; envy; jealousy; strife; desire; lust; zeal; trial; affliction; gossip.

Fireplace = Heart. Firewood - (See WOOD)

FOG - Confusion or Temporary: Clouded issues or thoughts; obscurity; uncertainty.

FOREST - Foreboding/Symbol of nations: Fearful place.

Lost in the forest = Confusion; without direction.

FOUNTAIN - Source of life, refreshing.

GRASS - Flesh: Self (as "in the flesh"); frailty of the flesh; the Word of God.

DRIED GRASS - Death: Repentance; spiritual drought.

MOWED GRASS - Chastisement: Sickness; financial need or distress; emotional and mental depression or anguish.

Mowing Grass = Repentance; preaching against sin.

GRAVEL PIT - Source: The Word of God; abundant supply.

HAIL - Judgment: Punishment; destruction; bombardment.

HAY - To Bundle: Prepare; gather people together (as a church) in the name of the Lord but with wrong (selfish) motives; carnality. (See GRASS).

HILLS - Elevation, high, loftiness.

ICE - (See SNOW/ICE)

LEAVES - Words or Life: Covering; covenant; testimony; doctrine; temporary; self-justification.

LEAF - Life amidst prosperity

LIGHT - Manifest: Revealed; exposed.

Lights Turned Off = Without understanding or manifestation.

Flashlight = Personal knowledge or understanding; guidance

Dim Light = Without full knowledge or understanding.

LIGHTNING - Power: Instant miracle; judgment; destruction; knowledge.

MOON - Church (true or apostate): To rule; to manifest the works of darkness; occult; false worship.

Moon as Blood = Persecution.

MOUNTAIN - Exalted: Obstacle; difficulty; challenge; kingdom (nation).

MUSHROOM - Quick: Sudden growth; sudden or unexpected appearance; fragile; deadly poison.

NIGHT - Darkness: Ignorance; hidden; unknown course of action; sin power of evil; stealth.

POND - (See SWIMMING POOL)

PALM TREE - Victory; worship.

RAIN - Life: Revival; Holy Spirit; Word of God; depression; trial; disappointment.

Drought = Blessings withheld (because of sin); without God's presence.

RAINBOW - Covenant: Promise; good; protection.

RIVER - Spirit or Life (the Spirit of God, the spirit of man, or the world): Sin, wickedness; judgment; righteousness; trial.

Deep, Wide, or Muddy River = Difficulty; obstacle; impassable; incomprehensible. Dry River Bed - Barren: Religion (as compared to true worship); tradition; backslidden condition; repented.

ROCK - Christ our rock, stability.

ROOT - Attitude/Spiritual Source/Offspring: Hidden Sin: Love of money, bitterness, low self esteem, fearfulness, selfishness, and independent spirit/rebellious, etc.

Positive ROOT = Conviction; steadfastness; pure motive; cause; reason; source; stable; unmovable.

ROSE - Romance: Love; courtship.

Red Rose = Passion.

Yellow Rose Garden = Marriage Counseling.

SAND - Flesh: Improper foundation; weakness; weariness; drudgery; hindrance; childish(child's sandbox); unclean.

SEA - Humanity: (Note: Sea [salt] water is undrinkable); People; nations; gentiles; barrier.

Salt Water = Spirit of the World; unclean; source of evil;

Undertow = Undercurrent; discontent; murmuring.

SEACOAST - Boundary: Heart or soul (which contains and limit's the spirit of man); flesh; limitations; weights.

SEED - Word of God: Saints; faith; word of man (revealing the heart); Christ; fullness of iniquity.

SKY - Covering; Spiritual Realm; Heavenlies. It speaks of the spiritual atmosphere. It is a large Indicator of what is going on in the spirit realm over your life/situation. Is a crucial element in establishing the 'Context' of a dream.

SMOKE - Manifest Presence: Evidence; to manifest; glory of God; prayer; lying or boasting; offense; temporary; cover-up; blinding power.

SNOW/ICE - Word

Snow = Pure; grace; covered; unrevealed; unfulfilled.

Dirty Snow = Impure.

Snowdrift = Barrier; hindrance; opposition; snare.

Ice = Hard Saying; slippery; dangerous.

SPRING - (New) Beginning: Revival; fresh start; renewal; regeneration; salvation; refreshing.

STAR - Person: Christian; apostle; saint; preacher; minister; leader or role model (good or bad, as a hero or a movie star).

STARS - Israel; generations; people; angels; demons.

STONE - Witness: Word; might; permanence; testimony; person; precept; accusations; persecution.

STORM - Disturbance: Change; spiritual warfare; judgment; sudden calamity or destruction; trial; persecution; opposition; witchcraft.

White Storm = God's power; revival.

- Storms, Tornado's, Wind, Rain, Hail, etc. >> Pay attention to the color. There will be some mighty forces coming/or trying to come into your life. The color will tell you where they're from.

SUMMER - Harvest: Harvest time; opportunity; trial; heat of affliction.

SUN - Heat: God; light; goodness; affliction; persecution; trial; god of this world (arousing the heat of passion).

THORNS - Hindrance: Gossip; evil circumstance; persecution; cares of this life; curse; defense.

Stickers or Cockleburrs = Irritant: irritated; minor afflictions.

THUNDER - Change or Without Understanding (of what the Spirit is saying or of the signs of the times): Dispensational change; a warning of impending judgment or trouble.

TREE (S) - Person or Covering: Leader; shelter; false worship; evil influence.

Oak Tree = Strong shelter.

Willow Tree = Sorrow.

Evergreen Tree = Eternal life.

TREE STUMP - Stubborn: Unbelief; roots; tenacious; obstacle; unmovable; hope or promise or restoration; regeneration.

VINE - Source or People: Christ & His church; symbol for Israel; person; family; city; nation; flesh; entanglement; snare.

VOLCANO - Eruption: Sudden violent reaction to pressure; emotionally unstable (as in sudden anger); trouble erupting; God's judgment.

WATER - Spirit: Word, and therefore the Spirit of God, the spirit of man or the spirit of the enemy; unstable.

Stagnant, Muddy, or Polluted Water = Man's doctrines and ways; iniquity; haughty spirit; unkind. Water (Is it in a glass, pool, water falls, river, ocean, etc.?) Generally Represents: The Anointing and Holy Spirit; or People, the masses of people

Troubled Water = Trouble; worry; sorrow; healing.

WATER FOUNTAIN - Spirit: Words; spirit of man; Holy Spirit; salvation; source.

WATERS - Nations of the earth: agitation, under-currents, cross currents.

WATER WELL - Source: Heart; spirit of man; the Holy Spirit.

WHIRLWIND - Hurricane, sweeping power, unable to resist.

WIND - Breath of life, power of God.

AIR/WIND - Spirit or Doctrine (Therefore, wind can mean “the spirit of a doctrine,”): Holy Spirit; The Presence of God; God’s sovereign moving; praying in the Spirit; demonic or strong opposition (strong wind); idle words.

WEEDS - Unkempt: Works of the flesh; sin; neglect; laziness; worry; the fullness of iniquity (if they are gone to seed).

WINTER - Barren: Death; dormant; waiting; cold (unfriendly).

WOOD - Life: Temporary; flesh; humanity; carnal reasoning; lust; eternal; spiritual building materials.

Time Indicators

There is almost always a time indicator in your dream. It gives you a time-line as to when things are taking place. It is very important to know what is Past, Present, and Future. It helps you know where you are in the dream and what to watch for next. It also helps set the stage, so you can understand what has happened to bring things to this point.

Time Indicators can be very obvious, or very subtle. Below are listed some of the ways they show up in a dream:

- Seeing yourself in a mirror. (What age)
- Seeing another person you know. (What age)
- Activity currently taking place in your life that the dream reveals.
- An activity you just did.
- Reference to a person in office, position, etc. (Like the president of the U.S.; or a pastor)
- Showing you a position in a trip you could take. ($\frac{1}{4}$ of the way; $\frac{1}{2}$ of the way)
- Etc.

(Time Indication when our house represents our-self)

THE PAST - Something behind us in our dream may indicate our past; backyard refers to yesterday; something that may be “lurking” behind us; a repressed memory.

THE FUTURE - Front yard can predict future events; eastward directions indicate “beginning” and “front”; what is in front of you can indicate what is in your future.

THE PRESENT - One’s living room in a dream can indicate present circumstances.

Directions

BACK (as in Backyard or Back Door) - Past: Previous event or experience (good or evil); that which is behind; unaware; unsuspecting; hidden; memory.

EAST- Beginning;

General = good direction (Heb.: "In front of you when facing the rising sun") - birth; first; law; anticipate; false religion (as in "Eastern religions").

FRONT (as in Front Yard or Front Porch) - Future or Now: In the presence of; a prophecy of future events (that which is to come); immediate; current.

NORTH - ABOVE/Spiritual

General = good direction Judgment; Heaven or heavenly; spiritual warfare (as in "taking your inheritance"); God rule's from His throne which reveals that His throne is on the North side.

LEFT - REJECTION/Spiritual

General = Not good Weakness (of man); God's strength or ability to demonstrate through man's weakness; rejection.

LEFT TURN = Spiritual change.

SOUTH - BENEATH/DOWN/Natural

General = Not good World; sin; temptation; trial; flesh; corruption; deception.

RIGHT = ACCEPTED/ Natural

General = Good Authority; power; the strength of man (flesh), or the Power of God revealed through flesh (Christ or The Church); accepted.

RIGHT TURN = Natural change.

WEST - End; Bring to a close/end.

General = Not good Grace; death; last; conformed.

Shapes

ROUND (Shape) - Spiritual: Grace; mercy; compassion; forgiveness; approximate (as in “rounding off”).

SQUARE (Shape) - Legalistic: Religious or religion (speaking the truth without love); no mercy; hard or harsh; off the world.

CIRCLE - Symbol of eternity.

CRISS-CROSS LINES - Confusion of thoughts, ideas, motives, etc. (Criss-cross lines like in the Pattern of a man’s suit coat)

Food/Vegetation

APPLES - Fruit: Words; sin; temptation; appreciation (as in “giving a teacher an apple”); fruit of the Spirit.

BREAD - Life or Word: Doctrine; covenant; the Church; substance; provision (money, food, etc.)

BREAD, MOLDY - Unfit: Tradition; without revelation; stale; defiled.

BUBBLE GUM - Childish: Foolishness; immaturity.

BUTTER - Works: Doing (or not doing) the Word or will of God. (See CHEESE for explanation); deceptive motives, words, or works; smooth talker; deceiver.

CHEESE - Works: Doing (or not doing) the Word or will of God. (See BUTTER).

COFFEE - Bitter or Stimulant: Desire for revenge (bitter envying); bitter memories; wake-up call; become sober.

CORN (Oil and Wine): Represents the blessings of God.

DRUGS - Influence: Spell; sorcery; witchcraft; control; religion (legalism); medicine; healing. (See WITCH).

EGG - Idea; new thought; plan; promise; potential.

FIG - Relates to Israel as a nation.

FIG LEAVES - Self-atonement, self made covering.

FOOD/MILK - Work.

Milk = Word of God; foundational truth; teaching; nourishment.

Solid Food = Work of God.

Fat = Excess; abundance.

FRUIT - (See APPLES)

GRAPES - Fruit: The Spirit of Promise (Holy Spirit); fruit of the Spirit; promise of wrath.

POMEGRANATE = The Word of God (because of the seeds).

HONEY - Strength: Power; Holy Spirit anointing and enlightenment; wisdom; knowledge; pleasant experience.

LEMON - Sour: Bad deal; crabby.

LEAVEN - Spirit (Good or Evil): Attitude; sin; false doctrine; hypocrisy; self-justification; self-righteousness; self-importance; anger; pride; zeal.

MEDICINE - (See DRUGS)

MILK - (See FOOD/MILK)

MUSHROOM - Quick: Sudden growth; sudden or unexpected appearance; fragile; deadly poison.

OIL - Holy Spirit; Anointing.

PIE - Whole: Business endeavors; part of the action;

FRUIT PIE - (See APPLES)

PILLS - (See DRUGS)

PUMPKIN - Witchcraft: Deception; snare; witch; trick.

REED - Weak: A spiritually weak person; opposition that comes the weakness of the flesh; affliction (when used as a whip).

ROOT - Attitude: Hidden Sin: Love of money, bitterness, low self esteem, fearfulness, selfishness, and independent spirit/rebellious, etc.

Positive ROOT = Conviction; steadfastness; pure motive; cause; reason; source; stable; unmovable.

SALT - Seasoning or Preservative: Covenant; acceptable; memorial; rejected.

SELF-RISING FLOUR - (See LEAVEN)

SUGAR - (See HONEY)

TEA (also Iced Tea) - Refreshing: Grace; good news; salvation; time of refreshing; revival.

VEGETABLES - (See GARDEN)

WATERMELON - Fruit: Refreshing; picnic.

Seeds = Words.

Water = Spirit.

Sweet = Strength.

Green = Life.

Red = Passion; the fruit of good or evil works; the pleasures of sin.

WINE (or Strong Drink) - Intoxicant: Strong emotion; Spirit (of God or spirit of man); revelation; truth; witchcraft; delusion; mocker.

Drinking Wine With Someone = Spiritual fellowship (good or bad).

WINE-SKIN - Spiritual structure.

Actions/Verbs

ADULTERY - Sin: Idolatry; pornography (see SEX).

AGGRESSIVE - Self-Explanatory.

BATHING - Cleansing: Sanctification; repentance; temptation.

BEATEN - Someone being beat up >> Something is being forced on them, rather than them being led.

BESTIALITY - Inordinate Lust: Unnatural, deviant sex acts (as in oral or anal sex); obscene.

BLEEDING - Wounded: Hurt, naturally or emotionally; spiritually dying; offended; in strife; gossip; unclean.

CHEWING - Meditate (as in “let me chew on that a while”): Receiving wisdom and understanding.

Chewing Bubble Gum = Childishness: foolishness.

Chewing Tough Meat = Hard saying or difficult work.

CHOKING - Hindrance: Stumbling over something (as in “too much to swallow”); hatred or anger (as in “I could choke him!”); unfruitful (as in “the weeds choked the tomatoes”).

CRAWLING - (See: Running)

CRYING (as in weeping) - (See TEARS)

TEARS - Grief: Sorrow; anguish; repentance; prayer; judgment.

CRYING OUT - (See TELEPHONE)

DANCING - Worship: Idolatry; prophesying (true or false); joy; romance; seduction; lewdness.

DEATH - Termination: Repentance; loss; sorrow; failure; separation; the end of a relationship; physical death when naturally interpreted.

DREAMING (Dreaming that you are dreaming) - Message: A message within a message; It's a double pronouncement. That means it is very important, and means it's something that God doesn't want us to miss. It will usually deal with Destiny, Life- Calls, Purpose, etc.

Changing Your Dream: When you are in a dream, you don't like the way it is going, and you change it >> The Lord is showing you to change something and the way it is going in your life. Double emphasis: When something in a dream is emphasized/or reoccurs twice; or when you have the same dream over again - indicates it is solid, Set in concrete, sure, it has been determined and will be. **Getting Up To Do Things:** When you dream that you've gotten up and went and did something, and in reality you haven't gotten up at all >> It's likely a dream of anxiety, or fear. You are afraid you are going to miss something, or not do thing. Same person appearing as two people: >> they are dealing with/ or doing something to themselves.

A person changing to another person or animal - Basically means that they are in an unstable; unpredictable; possibly deceitful; not who they appear to be; possibly a changing time in their life.

Dreaming you are someone else - Probably a dream of the soul that is saying you are like somebody, or you want to be like somebody else.

Bathroom Dreams - God is working in the area of cleansing us. (Without and Within) We are getting rid of dirt, filth, and toxins.

Bedroom Dreams - Intimacy; privacy; possibly rest; the very personal, private areas Of life are being affected.

DREAMING YOU'RE A CHILD - Dreaming you are a child, when at the present you are an adult >> It's speaking of stunted growth/arrested development. There's issues in you, and/or areas of you that God wants to grow and mature.

DRIVING BACKWARDS - Looking over our shoulder and driving backwards means we're going by our past experiences instead of being led by the Spirit.

Drive backwards by looking in rearview mirrors = Ministering by the letter of the Word instead of by the inspiration of the Spirit. WE MUST DRIVE FORWARD → facing forward, to pass God's exam.

DROWNING - Overcome: Self-pity; depression; grief; sorrow; temptation; backslid; excessive debt.

EATING - Partake: Participate; experience; out-working; covenant; agreement; friendship; fellowship; devour; consume. (See CHEWING, FOOD/MILK, & TEETH).

ECHO - Repetition; gossip; accusation; voice of many; mocking.

FALLING - Unsupported: Loss of support (financial, moral, public, etc.); trial; succumb; backsliding.

FALLING AND WAKING UP - Your Physical Nerves are Unwinding.

- Sense you're out of control in an area of life. You feel like you're going downward in a situation. Can also depict fear.

FISHING - Hope: Witnessing; evangelizing; preaching; discouragement (without hope).

FRIENDLY - Self-Explanatory.

GARDENING - Working: Church; ministry (such as a counseling ministry); pleasant past time.

Garden = Church; field of labor.

Vegetables = Fruit of one's labor.

GOING DOWN = Demotion or trial; disintegrating; things getting worse; backsliding.

GOING UP = Promotion; freedom; new level of ministry; getting better; prospering.

HOMOSEXUAL ACTS - Against Nature: Rebellion; disobedience; (wives not obeying their husbands; husbands not bearing their responsibility of headship properly); also signifies Abuse of Authority (leaders using authority for personal gain and fame); fornication when naturally interpreted.

HUG - Acceptance; support.

IRONING - Correction: Change; sanctification; exhortation; instruction in righteousness; God's discipline; repentance; working out problem relationships; reconciliation (as in "ironing out differences"); pressure (from trials).

JOGGING - (See **RUNNING**)

KISS - Agreement: Covenant; enticement; betrayal; covenant breaker; deception; seduction; friend.

LIMBS THAT DON'T FUNCTION PROPERLY - Can't run because the legs won't move/or they're weak; can't lift because the arms aren't able to do it; etc. - Spiritually hindered; something in your spirit isn't functioning correctly and it's hindering you.

MARRIAGE (to be married) - Covenant: The church as the Bride or Christ; agreement; joined.

Sexual Intimacy = One in agreement.

Interruption of Intimacy = Interference or trouble in the marriage or covenant relationship. Natural marriage when naturally interpreted. Nudity - Nothing Hidden; Transparent; innocence; open; truth; honest; nature.

- Uncovered or Flesh: In (of) the flesh; self justification and self-righteousness; impure; ashamed; stubborn; temptation; lust; using sex to control others; exhibitionism.

MOVEMENT - (See: **Running**)

NOISE (to make noise) - Annoyance: Interference.

Loud Noise = Alarm; sudden fright.

PAINTING - Covering: Regenerate; remodel; renovate; love. House Painter's Brush = Ministry or minister.

Painting (TO PAINT) = Preaching; covering up (hiding) sin.

Paint = Doctrine; truth or deception. Artist's Painting = Word's; illustrative message; eloquent; humorous; articulate.

PARACHUTING - Leave: Bail out; escape; flee; saved. Parachute - God's promises; salvation; faith.

PLAY - Worship: Idolatry; covetousness; true worship; spiritual warfare; striving; competition.

PLOW (To **PLOW**) - Breaking new ground.

PREGNANCY - In Process: Sin or righteousness in process; desire; anticipation; expectancy.

Labor Pains = Trials.

RAPE - Violating Another's Will: Violation; abuse of authority; hate; desire for revenge; murder.

RAPTURE - Revival (Personal or concerning the Church): Spiritual awakening; warning of unpreparedness if left behind!

ROWING - Work: Working out life's problems (personal or ministry); earnest prayer; spiritual labor.

RUNNING - Striving: Working out one's salvation; faith; haste; trial.

- Running, Walking, Crawling, and Movement.

1. They can all denote speed of movement. Effort of movement. Purpose of movement. Activity, Involvement, Effort.

2. What if a limb or your body doesn't function correctly/ or not at all; or you find yourself moving in slow motion?

>> Something in you is not fully Operating. (Usually referring to your soul or spirit.) You're being Hindered. Weakness. Paralysis.

SCREAMING - When you can't scream or yell in a dream >> telling you that you are not praying enough in your everyday life. Circumstances in your life are probably choking off your passion for prayer. Also denotes: spiritual weakness with your mouth, Words, confession.

SEWING - Joining: Union; reunion; counseling; reconciliation.

Sewing Notions = Inclination; idea

SEX - Agreement: Covenant; unity; taken advantage of or "used"; abuse of authority; when naturally interpreted it means love or fornication.

Masturbation = Self-gratification; inordinate self-love; selfishness.

Genitals = Secret; private matter; shame.

SHAVING - (See HAIR)

SHOWER - (See BATHING)

SITTING - Rest; Waiting; Fellowship.

SITTING AT SCHOOL - God is going to teach you something. Sitting at school without any pants on >> God is going to teach you something that is going to make you spiritually reproductive

SKIING (Water or Snow Skiing) - Faith: Supported by God's power through faith; fast progress.

SLEEP - Unconscious: Unaware (hidden or covered); ignorant; danger; death; rest; laziness.

Oversleep = Late; to miss an appointment.

SMILE - Friendly; Kindness; benevolent; good will ; without offense; seduction.

SMOKING - Pride

Smoking Cigarettes = Pride or bitterness; bitter memories; offense; unforgiving; envy; jealousy; self-righteousness.

Smoking a Cigar = Haughty; arrogant.

Smoking a Pipe = Intellectual pride.

STEPS - Signs of spiritual progress.

STUMBLE - Fail: Sin; backslide; mistake; become deceived; to be overcome; obstacle; ignorance.

SUICIDE - Self-destruction: Self-hatred; grief; remorse; foolish action.

SWEEPING - Cleaning; Repentance; change; removing obstacles; rebuking evil doers.

SWIMMING - Spiritual (as in spiritual acts or activity): Serving God; worshipping; operating in the Gifts of the Spirit; prophesying.

TASTING - Experience: Discern; try; test; judge. (See TEETH and CHEWING).

THROWING UP - Purging; cleansing; expelling; something you have taken in needs to be gotten out. Likely speaking of something that affects you spiritually.

TRIP - (See STUMBLE)

URINATING - Excretion; Removal; Impurity; ungodly spirit.

Full Bladder = Pressure; compelling urge; temptation (as in sexual lust or strife).

Bladder Infection or Cancer = Offense; enmity.

WALKING - Progress: Living in (being led by) the Spirit; living in sin.

Difficult Walking = Trials; opposition. (See: Running)

Body Parts

ANKLES - Faith.

Weak Ankles = Weak faith; unsupported; undependable.

ARM = Strength or Weakness: Which arm is it (left/right)? Savior; deliverer; helper; aid; reaching out (showing mercy); striker; represents God's Power or strength.

BEARD - Covering - Represents old age and wisdom: Humanity; relating to the heart.

Rough, Unshaven Face = Spiritual neglect or uncleanness; coarse or harsh personality.

BELLY - Spirit; Desire; lust; heart; feelings; selfishness; self-worship; sickness.

BLADDER - See URINATING. (in Action/Verb section).

BLIND - Ignorance: Unseeing; without understanding; foolish; self-justification and self-righteousness; hatred; sealed; unlearned.

BLOOD - Life of the Flesh: Symbol for sacrifice and for life; covenant; murder; defiled; unclean; pollution; purging; testimony; witness; guilt.

Blood Transfusion = Change: regeneration; salvation; deliverance.

Bleeding = Wounded; hurt; naturally or emotionally; dying spiritually; offended; gossip; unclean.

BODY ODOR - Uncleanness: Bad attitude; filthiness of the flesh; rejected.

BONES - Spirit: Condition of the heart; death; that which is eternal.

BROKEN - Potential pain (when or if pressure is applied); unfaithful; undependable friend or person; no faith; unbelief

EARS - Types Perception; keenness; and discernment.

EYES - Desire (Good or Evil): Omniscience, knowledge, sight, insight, foresight; covetousness; passion; lust; revelation; understanding; the window to the soul (thus revealing what is in the heart).

Winking = Deceitfulness or cunning; hiding true desire.

Eyes Tightly Closed = Unbelief; willful ignorance.

FACE - Heart/Character/Countenance: Sad; glad; mad; bad; etc. the same as another person (when one looks into the mirror or another person's heart, he see his own heart's reflection); before or against another person; the actual person's face.

FEET - Heart: Walk; way; thoughts (meditation); offense; stubborn (when unmovable); rebellion (when kicking); sin; speak of movement in connection with the gospel and peace.

Lame Feet = Unbelief or error; doubt.

Diseased Feet = Offense (toward God or man).

Barefoot = Without preparation; without understanding; without protection; without salvation; novice; easily offended (as in tender feet); denote vulnerability, humility, and peace; could also speak of servant hood and, or pain.

FINGER - Feeling: Sensitivity; discernment; conviction; works.

Pointing Finger = Accusation; direction; instruction.

HAIR - Covering: Covenant; humanity; the old (sinful) nature; doctrine; tradition; speaks of what is adorning us or is acting as a covering.

Long-Haired Man = Defiance; rebellion.

Woman With Long Hair = Glorified.

Shaving = Putting away the filthiness or nature of the flesh.

Haircut = Removing or breaking covenants or religious traditions.

Hair Growing Back Out = Restoring the covenant (or tradition).

HANDS - Works: Deeds (good or evil); labor; service; idolatry; spiritual warfare; direction; anointing; influence; involvement.

HAND - Symbol of strength, power, action, possession.

Raised Hands = Worship; surrender.

Clinched Fist = Fighting or anger.

Two People Shaking Hands = Covenant; agreement.

Hands Trembling = Weakness or fear.

Hands Outstretched, Palms Up = Helplessness. Hands Covering Face (or Face in One's Hands) = Grief, guilt; shame; laughter. (Other self-explanatory uses of hands include: waving good-bye; begging; prayer; clasped together; calling someone to "come" or to "follow").

HEAD - Authority/Thoughts/Mind: God; Christ; government; husband; pastor; employer; power.

HIPS (LOINS) - Mind: Truth; joint (as in relationship); reproduction.

Out of Joint = Offense between brethren

KICKING - (See FEET)

KNEES - Submission: Obey; worship; reverence; humility; serve; stubborn; unyielding.

LEGS - Man's Walk/Support: Spirit; strength.

Female Legs = Seduction

LIPS - Words/Witness: Seduction, speech.

MOUTH - Witness, good or evil.

NAKEDNESS - Vulnerability. To be in a position where everyone can see what's going on in your life. God is making you, or you are transparent.

NECK - Will: Self-willed; stubborn; unbelief; authority; rule.

NOSE - Busybody or Discern: Nosy; meddling; strife; smell (discern). (Same as Ears)

Nosebleed = Strife; trouble. (See EARS).

SHOULDER - Support: Bearer (burden bearer); government; authority; responsibility; stubborn.

Broad Shoulders = Strength; consolation.

Drooped Shoulders = Tired; overburdened; discouragement; hopelessness.

Bare Female Shoulders = Seduction; temptation; witchcraft.

TAIL - Last in Time, Rank, or Importance: That which follows; afterward; least.

Wagging Tail = Friendly.

Tucked Tail = Guilt; shame; cowardly.

TEETH - Wisdom (Especially Wisdom Teeth): Experience; work out (as in "work out your own salvation"); they type meditation; ability to take something apart and get into the inside of it. Devour things.

Brushing Teeth = Cleaning one's thoughts or words; meditation. Animal's Teeth (lion, wolf, etc) - Danger. Baby Teeth - Immaturity: Without experience; without wisdom or knowledge; innocent. False Teeth - False or Replacement: Wisdom or knowledge gained through experience or previous failures; logical reasoning; tradition; error. Toothache - Trial: Trouble. Broken Tooth - Bad experience; problem; gaining wisdom (learning obedience through suffering) (Tooth = Wisdom ; ache = Suffering). Losing Teeth - Losing ability to meditate and think through something; ("I think I'll chew on it") Specific Teeth - "I" teeth: Prophetic realm.

- "Wisdom" teeth: Insight, understanding; gift of the Spirit.

THIGH - Faith: denotes faith (In positive)

- Flesh: The natural man; works of the flesh; lust; seduction. (In negative)

TONGUE - Can be speaking of evil speech; talking; cursing; rumors; stories; bitterness; etc. (See BOW/ARROWS, PEN/PENCIL, and SHOVEL.)

WINGS - Protection/Spiritual Transport: Minister (prophet); Holy Spirit; shelter; demon (See BIRD).

Christ Is Symbolized As

A Scepter	Num. 24:17
Commander of an army	Josh. 5:14
A Warrior	Ps. 24:8
A Rose	Song of Sol. 2:1
A Sanctuary	Isa. 8:14
A Foundation	Isa. 28:16
A Servant	Isa. 53:11
A Branch	Jer. 23:5
A Fountain	Zech. 13:1
A Ruler	Matt. 2:6
A Physician	Matt. 9:2
A Bridegroom	Matt. 9:15
A King	Matt. 21:5
Bread	John 6:48
A Light	John 1:4
A Door	John 10:7
A Vine	John 15:2
A Judge	Acts 10:42
A Rock	I Corinthians
The Head of a Body	Eph. 5:23
A Cornerstone	I Pet. 2:6
A Shepherd	I Pet. 5:4
A Lion	Rev. 5:5
A Lamb	Rev. 5:6
Bright Morning Star	Rev. 22:16

The Saints Are Symbolized As

Treasure	Ex. 19:5
The Sun	Judg. 5:31
Trees	Ps. 1:3
Deer	Ps. 42:1
Doves	Ps. 68:13
Sheep	Ps. 78:52
Eagles	Ps. 103:5
Lions	Prov. 28:1
Lambs	Isa. 40:11
The Stars	Dan. 12:3
Jewels	Mal. 3:17
Salt	Matt. 5:13
Lights	Matt. 5:14
Babies	Matt. 11:25
Fish	Matt. 13:48
Children	Matt. 18:3
Servants	Matt. 25:21
Branches	John 15:2
Runners in a race	I Cor. 9:24
A Body	I Cor. 12:20
Soldiers	II Tim. 2:3
Vessels	II Tim. 2:20
Stones	I Pet. 2:5
The Bride of Christ	Rev. 21:2

The Holy Spirit Is Symbolized As

Rain	Ps. 72:6
Fire	Matt. 3:11
A Dove	Matt. 3:16
Oil	Luke 10:34
Wind	John 3:8
Water	Rev. 22:17

Satan Is Symbolized As

Lightning

A Thief

A Lion

Red Dragon

A Serpent

Luke 10:18

John 10:10

I Pet. 5:8

Rev. 12:3

Rev. 12:9

Symbolism In Parables

The Sower

The Field

The Seed

The Tares

The Enemy

The Harvest

The reapers

The Son of Man

The World

Children of the Kingdom

Children of the wicked one

The Devil

The end of the world

The angels

Personal Symbols

“Whatever symbols appear in a dream, they must be either interpreted by the Holy Spirit or analyzed in light of the dreamer’s experience and not solely by an interpretation imposed by another individual. Never impose your interpretation of a symbol on another if the dreamer does not bear witness to it. God will give the dreamer assurance and peace when the proper representation of the symbol is found.” ~Jane Hamon

Angels - Often they are seen as individuals with the face or head out of the view screen of a dream/vision.

Animals - The symbolism attached to animals will come from each dreamer’s personal experience, although animals each typically stand for certain characteristics. (See interpretations for each different kind of animal.)

Clothing - Clothing gives insight into the overall message of the dream: what type of clothing are you wearing? Casual, formal, etc?

Colors - Have high symbolic value: may have negative or positive meanings depending on the setting/interpretation of the dream as a whole.

Black & White Dreams = God is revealing the enemy’s desires/plans.

Crowds of People - May represent your concern with public opinion or feelings of peer pressure; God may be dealing with fear of man or fear of going against the crowd; He may be challenging you to rise above the status quo and break forth into a new area of His calling.

Death - Actual Physical Death or Spiritual Death: Something is coming to an end in your life. (A job, relationship, career, season of life, plans, etc.) May mean one is fearful or insecure (the ultimate end in most fears ends in the fear of death).

- Death dreams may be spiritual, revealing things to our hearts.
- Death dreams may be soulish in origin, mirroring our fears.

Faceless Individuals = Typically represents the Holy Spirit.

Flying - Flying to new heights may speak of new ministries or giftings that God desires you to move into or new areas of freedom which God desires you to experience: Flying often takes you out of the grip of a “would-be-attacker”.

Houses - Represent a person’s life and personality; may also signify a past time in our lives and something God desires to address from that period; may signify the condition of one’s soul. Money - Abundance or Lack: may signify a person’s desire for security or power; take a good look at the role money, finances, and prosperity plays in your dream.

People - May be dreaming prophetically about someone else, or God may be showing you a part of yourself: (Be careful not to assume a surface interpretation.) When dreaming about other people look at the dominant personality trait of the individual or what the person symbolizes to you.

Pregnancy or Babies - Pregnancy With A Vision or An Actual Natural Child: A baby may represent something that God wants to birth into a dreamer's life or situation that requires constant care or attention.

Numbers - Highly symbolic and rich in meaning:

Sources for this study

Obviously a manual of this size is not self-originated. Below is a listing of the sources used in making this booklet. I highly recommend the books listed. Small amounts of material were taken from the books. They have much more information than was used. Including the scriptural references and lines of reasoning for their conclusions.

There is more good material available on the subject. However, when getting material on Dreams & Visions, be aware of the fact that there is a lot of material available. It DOES NOT all come from a scriptural/Christian perspective. Much of it has a new-age, witchcraft, etc. viewpoint. My advice: Stay away from those materials. They will only confuse you.

- (1) Larry and Betty McNoldy. (My first instructors on Dream Interpretation)
- (2) 'Understanding Dreams & Visions'. by John Paul Jackson.
- (3) 'Understanding The Dreams You Dream'. (Volume 1) by Ira Milligan
- (4) 'Understanding The Dreams You Dream'. (Volume 2) by Ira Milligan
- (5) 'Dreams And Visions'. by Jane Hamon
- (6) 'Dreams Language'. by James W. and Michal Ann Goll
- (7) All types, symbols, and metaphors -- The Bible.
- (8) Numbers and their meanings -- 'Number in Scripture'. by E.W. Bullinger
- (9) 'World Book Encyclopedia'
- (10) Years & Years of being instructed in and working at Dream/Vision Interpretation under the Master Teacher - The Holy Spirit.