

0. Preface.

This book is devoted to the idea of a vertical (accelerated) evolution of the personal consciousness. This evolution the ancient Chinese called "the Left-Hand Path." However, in the European (Western) tradition, this path has been known for centuries as "Magic."

The 7th millennium society.

The society that existed once and died during the flood was high-tech. It was the product of a civilization that developed at the time of its death at least 20 thousand years ago and built on the basis of the achievements of an even more ancient high-tech civilization. According to my (subjective and very approximate) estimates, the difference in levels of development with modern civilization is about 5 thousand years of development.

Progressors.

When the ancient civilization died (about 67 thousand years ago), a small group of scientists (about 100,000 people) managed to avoid death (in terms of loss of consciousness of the individual). Unlike most of their fellow citizens who died in a catastrophe, these scientists, with each re-birth (incarnation), completely restored their entire consciousness and thus preserved the ancient knowledge.

During the centuries following the catastrophe, they influenced society, accelerating its development. Each of the surviving scientists (and the author of this book as well) had his own specialization.

We were the product of the advanced technology of the whole Atlantean civilization (as it is called today). When the catastrophe took place and about 9 billion people died within 3 hours, most of us also died. However, later we returned to this world again, we preserved memory, Strength and knowledge. Then we formed the Progressor corps, which still works now. The past 67,000 years after the disaster we worked, trying to recover the lost.

The civilization of Atlantis was a very advanced civilization, belonging to the category of Biocivilizations. This civilization did not die because of some kind of its own vice, but because of the war with an external enemy (space war).

In this book, I present for the adherents of my school a basic model of technology of the distant future of this world. Here we are talking not only about technology, but also about the evolution of human consciousness. What the Atlantean civilization did with the help of high technology, we subsequently learned to do with the help of Magic and training. By Magic we mean here such modes of human consciousness in which it can change the external world (objective reality).

1.0. Introduction.

What we offer is not fully a science or a religion. This is a third way of knowing the world. You can learn more about this just by completing the reading of this text.

1.0.1. The need for ancient technologies.

When we say "ancient technology", we can assume that this is the technology of the Middle Ages or antiquity. In the end – of the Ancient Egypt. But I'm talking about much older technologies. When one famous scientist of our time was asked what weapons will be used in 3rd World War, he replied: I do not know with the help of what they will fight in the 3rd World War, but in the 4th - with sticks.

In my memory, this happened twice: 67 thousand years ago, aliens from Mars of Etuny destroyed the civilization of Atlanteans, after which the world was plunged into the state of chaos and wildness. For the second time, 25 thousand years ago, the Wanese race destroyed itself in a bloody high-tech war, destroying all traces of high technologies on the planet. Now there is a new round of development of civilization, which began about 2-3 thousand years ago.

Thus, we have three versions of the knowledge existing nowadays:

- 1) myths, legends and legends that have a clear religious (descriptive) character;
- 2) the ancient science, existing in the form of a system of secret knowledge (in the final version, frozen at the time of the death of the Atlantean civilization);
- 3) a new evolving science.

For a long time, the system of ancient knowledge was leading, then religion came to the surface, and now the leading system is science. In this book I'm talking about the scientific paradigm of Atlantes, which has a great advantage over modern science. According to my estimates, the difference in levels is about 5 thousand years of development.

I present this technology to my students, with whom I work as part of the restoration of ancient technology. The technologies we are restoring can be very strong and progressive in this world. Their development can greatly change the face of this world. However, if we do not do this now and do not try to accelerate the development of this world, then after a while it may disappear completely or turn out to be a colonized by inhabitants of more developed realities.

1.0. 2. Why Psychotronics?

The entire Atlantean Magic technology was based on the idea of artificial acceleration of the individual consciousness evolution. This acceleration was achieved and maintained through the use of artificial man-made means. On the one hand, the Magical Consciousness is a powerful technological tool that allows changing the properties of reality in a large range and cannot be compared with other technologies, since in principle it gives a person unlimited power.

On the other hand, such consciousness is created and maintained artificially with the help of certain technical means. This book is devoted to the creation of technologies that allow us to receive and maintain such magical consciousness. By "Psychotronics" I understand the complex of knowledge and technologies that allow the Magician to keep his mind in a "working" state. The picture of the world described here corresponds to the scientific paradigm of the Atlantean civilization. The devices described in this book are analogues of the corresponding devices of the Atlanteans.

1.0. 2.1. Psychotronics.

Psychotronics is a technology for influencing the world, but it is in principle different from any existing technologies working in the direction of modern science. At its core, this is the same programming, but in relation to the world, which we are accustomed to consider objectively existing.

A psychotronics specialist uses his or her mind to edit the world, as a text writer, who rewrites a text or a programmer, who edits a program. For example, a building can be built, and this is a common technology adopted in the modern world, but it is possible to create it.

When we imagine a building, draw it, model it on a computer, we do not use bricks and cement. However, such a building created by our consciousness, though it will be tangible (in a sense), will not be real. Already, there are large printers that can materialize a three-dimensional computer image. The real object differs from the illusion by the density of energy and the dimensionality of the description. Now imagine a consciousness (pure, or equipped with special attachments), capable of creating multidimensional constructions and attaining a certain critical energy density of thought forms, in which the created thought form does not differ from the ordinary material object. Such a consciousness will continually interfere with the "objective reality" and change it.

1.1. Tradition, religion and science.

In the world there is a large number of religions. However, all religions are in their essence the described models of the world.

Religions include, in addition to the picture of the world, descriptions of some special (mystical) abilities that their founders possessed.

In addition to religious figures who, as a rule, possess some miraculous properties, legends also describe the past existence of powerful magicians and wizards, who could do wonderful things.

The ancient Indian epic "Mahabharata" describes battles with the use of high-tech weapons and, finally, modern scientists come to the conclusion (as a result of research on giant craters and traces of destruction) that about 25 thousand years ago a terrible nuclear war raged on Earth.

1.2. Source of knowledge.

There are many anthropological, archaeological and historical facts indicating the presence in antiquity of other civilizations that precede ours. According to scientists, the previous civilization of Earth died no later than 25 thousand years ago. The existing religions are now founded no more than 5 thousand years ago. In order to preserve the ancient knowledge, some special institutions had to exist. And we find such institutions in the form of secret societies. Moses, the founder of monotheism, was initiated into the knowledge and rituals of the priests of Ancient Egypt. Jesus of Nazareth, according to legend, was initiated into the secret doctrine of the Essenes, who received knowledge from the mystical Melchizedek. Thus, it can be assumed that the ancient knowledge of the deceased high-tech civilization reached people who lived in the foreseeable past, and, perhaps, are preserved somewhere at the present time. In the past, the carriers of ancient knowledge (technology) were some mystical secret societies, such as the Orphics and Pythagoreans. In the modern world Sufis, Masons, Illuminati, Rosicrucians and others are known as those claiming the possession of ancient knowledge.

1.3. The forbidden civilization.

However, contrary to the logic, despite a lot of data about a lost civilization, no one is trying to seriously study these materials. The study of the material traces of the high-tech civilization has not been advanced by a millimeter by the forces of modern science

This book is an attempt to present the working model of the World, which was produced by the Ancient lost civilization of the Earth. This model constitutes the essence of the Occult teaching or Heritage and is transmitted within the secret societies that are the structures of this Ancient civilization.

2. Man as an object of research.

The basic element of the study of Ancient Science, according to tradition, was the man himself. It would be more accurate to say that this civilization investigated and studied organisms.

2.1. Medicine as a set of techniques.

In the modern scientific system, all knowledge about a person is united under the aegis of medicine. However, the main disadvantage of modern medicine, compared to its ancient counterpart is the study of one individual in the absence of ideas about his surroundings.

2.2. Sociology as a sluggish attempt to describe the environment.

Sociology is a rather dull attempt to study human society. The cause of diseases of most people lies in the surrounding society. Doctors, by the way, readily admit it, but point to the impotence to change anything.

2.3. Psychology as the science of behavioral programs.

The present-day science of psychology comes close to the heritage of the Ancients. Psychology can be considered as a science that studies behavioral algorithms. By analogy with computers, psychologists can be identified with programmers, and psychiatrists with electronics engineers. But modern psychology has fixed itself on pathologies. Instead of creating and disseminating new effective behavioral algorithms, psychologists focused on methods that reveal pathologies in consciousness (the core of pathology), and methods for its compensation. If we consider this task - the restoration of the psychological norm from the point of view of programmers, then most of the problems are solved very simply.

In most cases, the formation of personality is thrown off to teachers, who often consider themselves not at all as educators (programmers who create the personality), but as subject specialists, whose task is only to teach their subject. Standard behavior programs are usually created by writers describing portraits of "heroes of their time".

2.4. Information methods of influence.

There are different methods of influencing a person and his body. Some of them can be classified as "information impact". In this case, the object is transmitted not only the energy pulse, but also some control information. Such an impact on a person can be very strong. For example, a man is shot from a pistol, he is injured and survives. However, the same person, having received a letter with a letter of resignation at work, gets a heart attack and dies. The paralyzed patient does not respond to any treatment. But the professor comes up to her bed and starts yelling that she is a simulator and in vain took a place in the ward, and the patient jumps up and runs away in horror. There are many such examples.

There are different ways of informational impact on a person. Such methods can be explicit (verbal) and implicit (non-verbal). The verbal methods include psychology and psychotherapy. Non-verbal methods include, for example, telepathy, certain types of hypnosis, homeopathy. With the use of information impact it is possible to influence not only the state of the individual, but also the situation associated with this person, and the society in which this person is included.

Having created a certain visual image, a person can change the state of his body. So, for example, one swimmer has set several records in different types of swimming. When asked how he did it, the athlete replied: "I have a vivid imagination, and every time I imagine a shark chasing me. Thus, everyone swims for medals, and I save my life. "

Auto-trenning is based on this principle. Creating a system of visual images, a person can manage their state.

2.5. Reflexotherapy as a description of the external management system.

Reflexotherapy fell into the European medical system from Chinese and Tibetan medicine (from the Ancient Knowledge System) due to its effectiveness. However, most "official" doctors treat this science the same way as magic and witchcraft.

Until a certain time, European doctors considered the existence of Chinese meridians to be purely conditional. However, X-rays, with a contrast agent injected into the biologically active points, clearly traced the system of meridians.

Indeed, society can be considered as an energetic structure of a higher level than the energy of one organism. In other words, society can be considered as a single organism consisting of lower level organisms.

2.6. Sacred knowledge of Tibetan and Indian medicine.

Tibetan medicine is an artifact of ancient civilization. Tibet itself is the surviving fragment of Ancient civilization. It is in the Tibetan medicine system that the most important principles of information impact, which will be discussed in this book, are preserved.

2.7. Homeopathy as a method of information impact.

One of the methods developed in the bowels of the modern "European" medical system is Homeopathy. This system is born on the verge of Magic (the system of Ancient Knowledge) and science (associated with a new civilization). In homeopathy, the substance is used. However, in homeopathy, a degree of dilution of the substance in water is used, in which it is no longer possible to talk about chemical reactions. The patient's body is affected only by information about the structure of the injected substance. This is a typical example of information impact.

2.8. Psychotherapy and Hypnosis.

Psychotherapy is one of the modern examples of the use of information impact. However, for the time being this method in its various variants is ineffective in comparison with the Ancient methods. Indeed, if you compare the session of psychotherapy with a spell that can heal a person from a serious illness, then the advantage of Ancient technology will be clear. One of the methods of Ancient technology in a reconstructed form fell into the arsenal of psychotherapists. This is hypnosis.

3. The System.

The system in the ancient tradition is called a phenomenon known in religions under the name of God. If in religions God, or Gods, is credited with anthropomorphic traits, then the System in the Ancient Tradition is a completely inhuman phenomenon. The idea of the essence of the System is based on the idea of collective organisms, such as, for example, a hive or an anthill. A person consisting of billions of cells is also a collective organism. All populations of organisms together form the Biosphere of the planet. However, the system is not just a collection of collective organisms of the planet, it is a living planet Earth itself.

3.1. Experiments with collective consciousness.

In the thirties, at the dawn of the creation of cybernetics, scientists experimented with the properties of collective consciousness. So, in experiments with migratory birds, they found out that the flight route and the technique of rebuilding the flock knows only the collective consciousness of the pack. The same was in experiments with ants.

3.2. General idea of the Biosphere.

The term "Biosphere" was introduced by scientists of the modern period. This term is used to denote the totality of organisms that form the entire biomass of the planet. There is also the modern term "Noosphere", describing the totality of artificial changes introduced into the structure of the planet Earth, by man.

That is, the term "Biosphere" describes the sphere formed by the entire cumulative biology of the planet. The biosphere can be viewed not simply as a sum of biomass, but also as a superorganism. As for the Noosphere, how to separate the hive from the bees, and the anthill from the ants? Obviously, the Noosphere is part of the Biosphere. By System we mean the organism of the planet Earth, which we consider as a living object.

3.3. The organism as a hierarchical system.

In any organism there is a hierarchical system of subordination. The main is the central nervous system (CNS), below is the peripheral nervous system, then the hormonal control system, then the organ systems, even lower - separate organs. The analogue of the hierarchical system in the human society is the feudal ladder.

3.4. Assumed role of mankind.

Man is the crown of the creation of evolution and the most developed form of life on Earth. By analogy with the body, all of humanity can be attributed to the nervous system of the planet. Then all people can be divided into the Brain, or CNS, and the Peripheral nervous system, including the Spinal cord.

It is possible to divide mankind into three parts: the main body - the body (profane), the small part - the neck, being in the development stage (adepts) and some of the people with the developed consciousness (masters, or magicians) correspond to the brain.

3.5. Sleep as a reflection of the work of the System.

In the "sleep" mode, you connect to the System and process information coming from the outside. The subconscious is active, and consciousness is passive (it is an observer). The dream reflects the processing of the incoming information flow by the subconscious structure.

3.6. Egregors.

Egregors are the structures formed by the consciousnesses of people. The psychic energy of individuals is united according to various principles into energy structures. These structures are vortex energy structures having the following parameters: amplitude (amount of energy), frequency (rotation speed) and phase (time shift relative to each other). There are two types of Egregors: natural (independent of human consciousness) and artificial (associated with human consciousness).

The unification of people around some ideas or deeds generates Artificial Egregors. These Egregors include economic, political and religious entities.

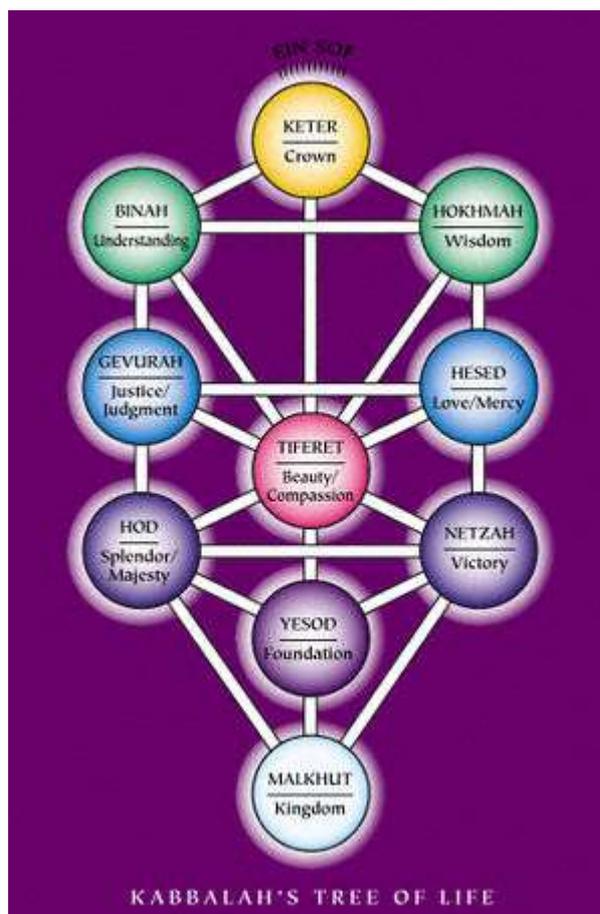
All the egregors existing on Earth are part of its bioenergetic structure. This structure is represented by the ancient scheme of the Sephiroth Tree, consisting of Sephiroth (generators of fundamental frequencies, or, by analogy with the brain, excitation zones) and Channels (the structure of the Earth's energy body).

The main religious and spiritual Egregors are associated with specific Channels. The natural egregors are associated with the Sephirahs (governing the territorial Egregors as organs of the organism of the planet Earth).

3.7. The genius of the Earth.

The genius of the Earth is called the Consciousness of the Planet Earth. This consciousness is depicted structurally in the form of a diagram of the Sephiroth Tree. All the religions of the Earth, one way or another, are access channels (terminals) to the planetary consciousness of the Earth. These channels are spaced in frequency and have phase shifts relative to each other.

The genius of the Earth is a System that controls all planetary processes. It was the presence of such a management system that repeatedly revived the biosphere after global catastrophes. This same consciousness protects the Earth from receiving some kind of global "trauma".



PART 2

4. PRINCIPLES OF EVOLUTION

4.1 Evolution of the Human.

A person undergoes a long evolution of consciousness, stretched across many incarnations, some of which take place on Earth.

The evolution of human consciousness occurs during several stages. These stages are called Castes. In the ancient history of mankind there was a caste society, traces of which survived in our time.

In total there are 4 castes of people, the last 4 castes can be divided into 4 levels. Thus, the whole system has 7 gradations. This corresponds to the 7 energy Chakras described in the Indian tradition.

In the process of evolution of the Monad, which occurs during many births of this particular personality, the assemblage point moves from one Chakra to another.

Consider this experience as the formation of information structures. It is clear that for each frequency line there will be a limiting information capacity. Satiation of this capacity will signal a transition to the next level or the next caste.

4.2. Evolution of the biological species Human.

A man, as a representative of the biological species, evolves. During the existence of the Earth, this species will evolve from being A (protoman) to B (homo sapiens). We can assume that the creature A corresponds to the lowest-frequency Chakra (Muladhara Chakra), and the creature B is the highest-frequency Chakra (Sahasrara Chakra).

During the evolution of the Monad, the proportion between the energies of the Body (low-frequency Chakras) and consciousness (high-frequency Chakras) shifts toward increasing the energies of consciousness. The three lower chakras are related to the energies of the body. The four upper chakras are associated with the energies of consciousness.

The main difference between the first three castes and the fourth one is that these people live in the Treaty (virtual world) without influencing it with their consciousness, and the people of the fourth caste have such a strong consciousness that it is able to change the Treaty.

This ability to influence the Treaty increases from the 1st level of the 4th caste to the 4th level of the 4th caste. These new properties of the human consciousness are called Siddhas (or higher abilities). These abilities are associated with an increase in the density of Consciousness energies, which makes possible its interaction with the Treaty.

The consciousness of people of the 1-3rd caste is occupied with the creation of behavioral algorithms. It is this (algorithms of effective behavior in society) that is the subject of training and education of the people of the first 3 castes. This thinking is associated with the dominant work of the left hemisphere.

People of the 4th caste have an active (disinhibited) right hemisphere (left-handedness) and are able to directly modify their own mind (the objective reality).

The ability to interact with the outside world for the 1st level of the 4th caste means the ability to perceive the energies emitted by living objects. This ability is called extrasensory perception.

4.3. Evolution of the Personality.

4.3.1. The first caste.

Forms a maximum of radiation in the area of the "red" Muladhara chakra.

The very first caste in which personality formation takes place is called "workers". A personality as a personality does not represent anything, has no knowledge and education, but at a subconscious level (without hesitation) is capable of insight and the performance of absolutely right things.

The purpose of this caste is the formation of personality. These people have a large reserve of health and longevity. They have a very high resistance to disease (high immunity). These people are capable only of the simplest work, but they do it well, because their mind does not distract them from work.

In the process of interaction with the outside world, they acquire individual differences.

Performing simple physical work helps them to form a monad (soul) and is a condition for their development.

4.3.2. Second caste. Merchants.

The maximum energy is in the area of the sexual chakra of the Swadhistana in the "orange" frequency range.

Having formed a monad, the consciousness of a person falls into the circle of the same consciousness. The main occupation of people of the second caste is communication. Developing the art of communication, the people of this caste make arrangements, receive new information. Without producing a new material product, they live at the expense of the difference in the requirements for goods in different territories (ie, make sales). The main quality of these people is the art of negotiation.

4.3.3. Third caste. Warriors.

This caste is in the frequency range of the "yellow" Manipur chakra.

Having mastered the art of communication, a person begins to participate in building a society. At this stage, he learns to obey and subordinate. Will and strength of mind are developed. Warriors always test each other for stability. Warriors seek their place in the society. They control the two lower castes. Warriors become rulers and leaders of the human world.

4.3.4. Fourth caste. Sages.

This caste is in the frequency ranges of the four upper chakras (Anahata-Vishudha-Ajna-Sahasrara) and accordingly is divided into four levels (podcasts). Common to all Sages (or traditionally "Magicians") is that their consciousness changes the objective reality.

The people of this caste have many differences from the people of the first three castes. The main difference can be called a different system of motivation. For people of the first three castes, the main motivation is the implementation of the program of procreation (life for the sake of children). For people of the fourth caste, personal development is the dominant factor. At the same time, as the level (from 1 to 4) increases, the dependence on the society decreases, and the possibility of growing consciousness increases.

With the growth of the caste, the proportion between the physical body and the energy information structure of its surroundings changes in the direction of increasing the intangible information component in such a way that for the fourth level of the 4th caste the concept of birth and death disappears, these people are fully informational field structures (demiurges).

4.4. Homo Sapiens. Development of the 4th Caste.

Speaking of the evolution of man on Earth, we can limit ourselves to the description of the first three castes of people and the fourth caste, which has four levels.

4.4.1. The first level of the fourth caste. Engineers, or psychics.

They are in the frequency range of the "green" energies of the Anahata chakra.

People who are in this segment of development, are engaged in the study of the sciences of the universe and its laws. Moving from theory to practice, they build some models and try to recreate them (the practical work of engineers).

However, by calculating models by known formulas, they begin, one way or another, to immerse their attention in the object of study. So the doctor involuntarily tries to feel the patient, although the diagnosis is based on the analyzes and symptoms, and the builder begins to feel the dynamics of the erected structure.

In other words, they begin to adjust themselves to the energies emitted by the studied object, and read them with their sensory fields (senses).

The experiments showed a high dependence of human states (sensitivity) on external weak physical fields. By focusing on external objects and studying their properties (classifying them), these people (psychics) compare their sensations with those of other objects. For example, a crack in the wall of the house creates inaudible by the ear vibrations, but the human body catches them, passing them upward (to the central nervous system) in the form of anxiety.

A similar feeling is experienced, for example, by a driver who has heard a new noise in the work of his car. Having experience of communication with different objects, psychics learn to analyze their feelings, linking their entire complex with this or that object. As a result of this development, people of this level read energy emitted in a wide range by different objects, classify them and compare them with the information accumulated by them.

For example, a doctor at this level will not understand that the wall of the house has a crack, but it feels like a "disease of the house," and that has a physiological rather than physiological character. On the other hand, an experienced test pilot (psychic) will feel another person's cancer tumor, as a major malfunction of the "machine" and the need to urgently catapult.

4.4.2. The second level of the fourth caste. "Healers".

They are in the "blue" frequency range of the Vishuddha chakra.

People at this level of consciousness not only feel the radiation of energy by other objects, but also are able to control their own radiations to such an extent that they can affect the change in the state of other objects. However, their total external energy is such that they can only affect complex systems (such as organisms) that are in nonequilibrium states (homeostasis principle). In this case, any disease can be regarded as a violation of equilibrium. The stronger the disease (more changes), the further the body from the equilibrium point and the more energy (in the form of radiation) is necessary to attach to it to restore the balance (health). Therefore, the possibilities of "healers" (level designation) are always limited, but increase with development in caste.

4.4.3. Alchemists.

People of this level interact with the world in the range of the "blue" chakra, called (all chakra names are taken originally from the Indian tradition) Ajna (the Third Eye).

The energy of their energy (thin, or informational) body is so great that they are beyond the physical world.

Here you can draw an analogy with the human body: the brain is outside the trunk, but connected to it. We can say that the habitat of "alchemists" (the name of the level, not the profession) is phase-shifted relative to ours. For example, there is between two moments of our world. This space is traditionally called "Magonia" (also see Paradise, Valhalla, Bright World, Sky, etc.). In this space are several passages (analogous to the neck, connecting the head and body), called the Gate: Shambhala, Belovodie, Avalon and so on.

An analog of this world order is an atom. Electrons, depending on the amount of energy, form clouds that are at different distances from the nucleus and have different shapes: S, P, D, etc. In shamanism (see shamanic tradition), our world is usually called "middle", located between the "lower" and "upper" world. By analogy with the electron clouds of the atom, we are in the middle shell between electrons with a smaller and higher energy. Departing in the process of the evolution of the personality into a higher frequency range, the personality passes from the middle world to the higher or lighter one.

People of this level are capable of powerful influence on external objects. Unlike low-power "healers", whose consciousness is able to change the state only in complex nonequilibrium systems, "alchemists" can work with simple static objects (inanimate objects). Their consciousness develops from the ability to act on macroobjects (telekinesis) to affect the molecular level (pyrokinesis and transformation), and further - to the atomic level (transmutation of elements).

4.4.4. The Demiurges.

The level of interaction lies in the frequency range of the "violet" Sahasrara chakra (the highest-frequency chakra).

These beings have their entire mass in the form of energy (thin, or informational body). That is, they do not have a physical (low-frequency) body and are similar in their properties to radio waves. These creatures are able to slow down (materialize) in any configuration (transformation into any form - analogy with molten metal, capable of taking any form). These creatures can transmit themselves as a telegram to any point (teleportation). However, they are limited to the planet Earth, of which they are a part. Their evolution proceeds in increasing control objects from particular processes (for example, earthquakes or cyclones) to global ones (external radiation of the Earth and its interaction with other planets).

4.4.5. Wanderers (the term is taken from the works of the Strugatsky brothers).

These creatures are in the frequency range of the 8th chakra (see images of "Buddha with a tuft").

These creatures leave the Earth and are part of the consciousness of the solar system, representing for them a natural boundary (as an organism for the cells that make it up). Therefore, there is no point in talking about them here. It can only be said that this is a further and far from the last stage in the evolution of human consciousness.

PART 2-2

ANCIENT AND MODERN MAGICIANS.

5.4. Complete consciousness.

By analogy with the computer, human consciousness can be viewed with two levels of memory (information awareness). In the computer, the entire amount of memory is divided into disks (C, D, E, F ...). You can imagine a human consciousness, also divided into two areas - "personality", or "I", and "subconscious", or "not me."

At the same time, in the "I" area, the whole experience of the person from birth to the present moment is stored, and in the "not me" area, the experience of the same person, accumulated in previous lives, is stored.

It can be said that "not me" is a creature, or beings, whose consciousness is recorded by a very weak signal (a sharp decrease in the signal occurs at the time of the death of the object).

However, the energies of all "past I" are summed up, and it is possible to imagine the moment from which this amount will reach the "threshold of sensitivity". Then all the experience accumulated in previous lives will become available to the "I". This is what happens when you go to level 4.2.

This ability (or quality) is the first stage of gaining full immortality, which manifests itself at the level of 4.4. Such a person does not begin his development with each new birth (spiral movement), as happens in mortals (castes 1-4.1), but continues his life in the next incarnation, accumulating a new experience (forward movement in the development of the personality). This makes it possible to accelerate the evolution of consciousness and move on to "vertical" (accelerated) evolution. Such a person can act consistently throughout many lives, pursuing some goals.

5.4.1. Formation of elites.

One of the problems, that mortals spend most of their energy on, is finding a place in the social hierarchy ("finding their place in life"), and achieving material prosperity (not always connected, since history knows poor generals who are barely able to provide themselves and their loved ones, and the oligarchs, who, despite all their wealth, are not able to defend themselves against the society (to resist the arbitrariness of officials)).

In ancient times, this issue was solved with the help of the formation of the Aristocratic elite (a secured part of society connected by hereditary bonds). This aristocracy was for the most part of military origin (from the leaders of the fighting squads) and represented a nobility who received property by inheritance.

In such a situation for immortals (level 4.2) there was a fairly simple task - to be born inside such an aristocratic family and to inherit the necessary property and position. This task does not represent a technically difficult problem, but it requires a well-thought-out behavior from a person (creating the right connections and eliminating unnecessary ones). Having studied the factors influencing the time and place of the next birth, the immortals created a set of certain rules of behavior, leading to the desired result (birth in the aristocratic elite).

5.4.2. The needs of the immortals.

Vertical evolution, as a matter, requires certain conditions (like any occupation). However, unlike most other occupations, this work is not external (as in the professions of mortals), but internal (the transformation of one's own consciousness). This work was called "spiritual development" (or internal doing).

From the point of view of mortals, which make up the greater part of the society, such inner work is complete idleness (lack of work). Therefore, it was necessary to form an aristocratic elite, belonging to which justifies in the eyes of society the right of idleness. However, the military origin of the aristocratic elite brought with it the duty to participate in wars and military service, which contributes to the evolution of the 3rd caste, to a certain extent level 4.1 and to a small extent 4.2.

As a result, the immortal (Mage 4.2) began the formation of a new type of egregores, which ensure the formation of a special elite, called "priests." Initially, it was also the birthplace where the profession was inherited (like aristocrats), for example, there were brahmanas in India (a hereditary caste of priests), or Levites from the Jews.

These egregors were initially tied to people at level 4.3. (who were in Magony), they were patrons of religious egregors. With the emergence of the priest's profession, there arose the possibility of some inner spiritual work, claimed by the society.

The priests, as mediators in the intercourse between people (castes 1-3) and gods (4.3), were considered possessors of huge forces superior to the might of the soldiers (3 castes).

With the emergence of monotheism (tied to the consciousness of the egregors themselves) an institution of monks (in different denominations) arises. These people form professional communities in which spiritual development (internal doing) is considered quite a noble occupation.

5.4.3. Shamans.

After the death of a highly developed civilization on Earth (Atlantis died about 65 thousand years ago), quite a few (about 100,000) people remained (Mages, level 4.2), possessing "full consciousness", whose evolution was accelerated technologically (the achievement of Atlanta science).

These people were put in difficult conditions: their life had a meaning for the system only under the condition of further spiritual development (they died as soon as they stopped in development), and spiritual development itself required so much effort (in the absence of technology) that there was no time to satisfy ordinary physical needs.

Thus, a special tradition has formed in which a whole group of people (tribe) works for one person of a shaman (4.2), who has a great impact force (on people, see description 4.2). This shaman makes an effort to remain in the world of people and be born again at his own wish after death. He still takes a student during his lifetime, which he promotes to a level of 4.2 by means of a special training. (the pupil is selected from 4.1).

With the help of certain actions and manipulations, he creates a strong connection with the student and, after his death, is held on to him, as at anchor. Holding on to the disciple (possession), the spirit of the shaman continues to gain experience and develops further. The student chooses his wife (wives) and with one of them makes the child, to whom the soul of the shaman is connected. Thus, he immediately incarnates in the same tribe and becomes the successor (and heir) of his own pupil.

The entire resource of the tribe energy (life energy) and material (objects) is at the disposal of the shaman.

Shamans have their own hierarchy and levels of subordination (on a territorial basis). Each shaman, depending on his personal strength (degree of power) controls more or less territory.

Shamans form an intellectual elite with their own rules. The leaders are only the military leaders of the tribes. The real power belongs to shamans. Such a scheme is similar to modern space rockets, when the entire mass of the accelerating stages is spent in order to bring into orbit a comparatively small satellite.

In primitive societies shamans (Mages 4.2) have to use all resources for development. They revive the dead to create helpers and guards, use the dried heads of defeated enemies as powerful personal computers, etc. Like Nazi (Japanese and Soviet) doctors who experimented with prisoners, they are not shy about choosing objects for their experiments. Hence the eerie rituals and human sacrifices.

5.4.4. Mages in villages (village Magic).

After the spread of monotheistic religions and the emergence of monasteries, the majority of people interested in spiritual development went there.

However, there are stages in the development of magicians (transitions 3-4.1, 4.1-4.2, 4.2-4.3), which require seclusion (accumulation of energy) and experiments that are risky from the point of view of society's morality (for example, sexual rituals, or the summoning of spirits, or the transformation of the body and etc.). In addition, many magicians who master the level of 4.2., need the possibility of collecting herbs, minerals and communication with animals. All this induces the Mages, who are on the above-mentioned stages of "inner doing", to retreat into the country wilderness. It is clear that absolutely uninhabitable places in our world are difficult to find and around, one way or another, there will be people.

In times of feudalism, the Mage could become a country landowner and live in the wilderness, protected by caste bans. However, the influence of religions and the fall of serfdom led to the abolition of this possibility. Now the Mages live somewhere in the settlements and in the farms in the distance from the people. As a rule, you can find quite powerful Mages there. Like shamans, they try to keep territory in their hands, causing fear among the nearest villagers. Such Mages know each other well and, as a rule, form something like a territorial council (coven).

5.4.5. City Mages.

Even in the city Mages try to live apart. This is due to the same moral problems of interaction between the society (1-4.1) and the Mage (4.2).

From the point of view of the everyman, the practices of the Mages can be terrible, disgusting, horrible. As a simple example, we can mention the first anatomists who stole corpses at night (which nobody really needed) and secretly dissected them in their homes. Or the founders of physiology who conducted vivisection on poor animals (killing them for food and fun does not contradict the moral). Even the innocent work of the alchemists (Transition 4.2-4.3) caused accusations of a connection with the Devil, take at least the history of the English alchemist of the 16th century John Dee in the description of Gustav Meyrink ("The Angel of the Western Window"). At the same time, the auto-da-fe, produced by the Inquisition (that's where Satanism is), was considered a perfectly godly deed. Thus, the religious egregors created by the Mages themselves turned out to be time bombs that exploded in the Middle Ages.

All this caused the Mages living in the city to lead a special way of life. They turned their abilities (Magic) into a profession and began to sell their services (healing, predictions, fortune telling, astrology, creation of talismans).

Urban magicians also formed unions, called "orders" and "lodges", allowing them to resist the influence of society. With the influence of the lodge, both secular and spiritual power were compelled to be taken into account.

It was the Magical Lodges that put an end to feudalism and the power of religion and led people to a democratic form of government, although they had to sacrifice some convenient social niches, as was said above.

Modern urban Mages work in salons or consulting centers.

In many countries, the status of urban magicians is quite legal (they pay taxes), in others they have to hide in the underground (they do not pay taxes and take much more for services). At the same time, only state officials who exercise control risk - if the Mage decided to keep incognito, then the death of several policemen or financial inspectors, which came for quite natural reasons, will not stop him.

Even in the period of bourgeois revolutions, the Magical Orders began to conclude treaties like those that were concluded with kings and emperors. Under these treaties, the secular authorities pledged not to get into the affairs of the Mages. It was the violation of this treaty that led to the death of European monarchies. Since then, in important cases, if the Orders of the Mages require secular authorities to follow the "status quo", the authorities retreat (nobody wants to be on the guillotine).

5.4.6. The Earth's elite, or the secret government.

There is such a direction of research thought, which is usually called "conspiracy". These researchers (conspiracy) explain the entire history of the Earth from the point of view of conspiracies. That is, there are some secret societies that carry out their terrible plans with the help of secret activities.

Imagine people of level 4.2, capable of preserving consciousness in later lives, born in the right place and at the right time, and planning their actions for many centuries (incarnations) forward. It is important that the population of these people is not so large (about 300,000 for the whole Earth).

In addition, they are rooted in the powerful man-made civilization of Atlantis, which had cosmic colonies and external contacts with other civilizations of the cosmos.

These creatures always knew where America was and what is under the ice of Antarctica. They knew what a UFO is and where the lunar bases are. Realizing a single plan, they accustomed people to gold, and later - to the world currency too (the famous mystic sign on the American dollar).

They have accumulated over a millennium of purposeful and systematic work treasures, connections and technologies that make them the real rulers of mankind. In addition, they had in their hands "external" (space) contacts.

They represent the inhabitants of the Earth before the inhabitants of the cosmos, conduct negotiations and trade with them (close to the plot of the film "Men in Black"). This elite is non-religious and non-national. These people (4.2) assert rulers and influence events in the world.

5.4.6.1. The principle of managing the world.

The above-described world government rules the planet as a whole and is of course interested in uniting humanity, but this turned out to be a difficult task.

Having initiated several great conquerors, such as Alexander the Great, Genghis Khan, Tamerlane and Napoleon, they did not achieve sustainable results. The same was with huge empires, which, one way or another, fell apart. The creation of the United Nations, the united Europe and the NATO bloc are one of the stages in the unification of the world.

PART 3

Ancient evolution schemes and secret schools.

Reincarnation as a stage of development.

As it was said above, the man's full consciousness (transition 4.1 - 4.2) is an important stage in the development of the personality.

If the evolution of a person in the range 1-4.1 occurs in a completely natural way, then the transition 4.1-4.2 is a rather complicated position. The fact is that the Atlanteans got people at this level with the help of high-class technology. Everybody, who passed this level before, were also the fruit of creation of entire civilizations.

The natural process of accumulating the mass of energy for the transition 4.1-4.2 can take at least 100 incarnations (5-7 thousand years or more, taking into account the fact that there can be a large gap between the incarnations).

This is due to the fact that the work of each caste requires active interaction with the outside world. However, beyond level 4.1, interaction occurs with energy or information objects (the world of spirits).

As it was said above, in the period of the existence of Atlantis people of 4.2 were created, and this was the achievement of an entire civilization. By this point, all those who switched to 4.2 earlier (Mages of other, earlier civilizations of the Earth), have already gone to 4.3.

Secret societies.

After the death of Atlantis, Mages with level 4.2 formed their elite (see above) and created an extensive network of their influence in the world.

This influence was realized through the branched structures of the **adepts** (transition from 4.1 to 4.2). Strictly speaking, these structures also form numerous "secret societies", some of them, despite the name ("secret societies"), are quite legal.

For example, some Masonic lodges or Sufis residences, as well as Kabbalist schools, have a very respectable appearance, registered address and legal advertising. The essence of all the mystery is that these organizations are connected with the **"Curators" of level 4.2**, which are part of the elite Secret Government of the Earth. For example, the Curator of Nazi mystical societies, who had the pseudonym of "green gloves" or "a man wearing green gloves," is known from the immediate history. N.Rerikh and E.Blavatskaya spoke about meetings with such curators. The curator of the Masonic lodges was the mysterious Count of Saint-Germain.

Usually, the curators deal with advanced adepts who are in the transition stage 4.1-4.2. For these people (adepts) there is nothing more important and valuable than evolution. They believe in the power of their Curator. They can not be intimidated or bribed.

Occult schools.

Based on the foregoing, we can draw the following conclusion: the evolution of a person, going in a normal way, stops at the level of transition 4.1-4.2 and then proceeds only in an artificial way ("short path", or "left hand path" - the Chinese term).

In this accelerated evolution we need teachers who, in one way or another, are connected with the "ruling elite of the Earth." These teachers can be conditionally divided "by layers".

In this case, the first layer is formed by people of 4.1, who popularize occult knowledge (knowledge about evolution). This layer is, as a rule, "psychics" (4.1), propagandizing their own views on evolution.

The next layer is formed by "instructors" - people (transition 4.1-4.2), themselves actively practicing the inner work and teaching different practices (for example, yoga, qi-gun, aikido, etc.). This level is closer to classical Magic (Atlantes' knowledge system). This also includes "instructors" associated with the systems of knowledge of other civilizations (the pre-Atlantean civilization of Mu - the Voodoo system, and the post-Atlantean Aryan civilization - "Runic system" or "Northern tradition").

The next layer is formed by "Masters" (4.2). These are "healers" who have overcome the barrier (4.1-4.2), which are "guides" in the "spirit world". Masters are quite rare, they have significant Forces (see description 4.2) and work only with people at the transition level 4.1-4.2.

The next layer is "curators" (4.2-4.3) (the characters are a bit like the "smoker" of the "X-Files"). As a rule, these are deeply conspiratorial people who occupy an incomprehensible position in society and possess great powers (see descriptions 4.2 and 4.3). They also have a huge influence and very extensive connections (very similar to Bruce from the book "Look into the eyes of monsters" Lazarchuk and Uspensky or, for example, Gesser in "Night Watch" Lukyanenko). Curators communicate mainly with people of 4.2 and direct "schools", thus implementing the function of managing evolution.

On the other hand, the Curators (4.2-4.3) are associated with the "Alchemists" (4.3), who are in Magonia. Sometimes Emissaries emerge among the Curators (4.3-4.2) – those, who come from Mahonia. They are, rather, not a layer, but a one-time phenomenon.

In the Buddhism of Tibet, there is the term "bodhisattva" denoting such Emissaries. Hindus describe them as avatars (incarnations) of Vishnu (analogous to the Hindu Trimurti God of the Son in the Christian Trinity). An example of such Emissary is Babaji, who sometimes appears in India. In accordance with the ancient legends of Britain, Merlin can be attributed to such Emissaries.

Transitions between castes and rituals of initiation.

Transitions between castes always depend on the amount of energy (qualities) accumulated in the form of experience and represent an event of a biological or physical order (shifting and fixation of consciousness in another frequency range).

Nevertheless, this event is usually formalized in the society. Such a formalization is honoring of the transitions 1-2, 2-3 and 3-4.1 (see descriptions above). These measures are not an action aimed at accelerating evolution, but simply a statement of the fact of the transition. Actions related to evolution precede these activities.

- Transition 1-2 corresponds to the shop holidays of the transition from the apprentice to the master.
- Fixation on the 2nd level - attribution to the merchant guild.
- Transition 2-3 corresponds to the receipt of the rank of chief.
- The fixation on the 3rd level corresponds to the knight initiation.
- Transition 3-4.1 – taking of monastic vows - getting a degree.
- However, further on, in the transition 4.1-4.2, initiation ceases to be of a festive and formal nature.

Magical initiations.

The problem of the transition 4.1-4.2 is a problem of energy shortage. The next level is higher in energy, but all interactions occur in the spirit world. A person who does not know how to extract energy there will not be able to gain enough of it.

Therefore, in the rituals of transitions 4.1-4.2, 4.2 energy donors participate, which can fill it from the spirit world. These rituals are of the nature of hard work, produced at the limit of human strength. An example of such a ritual is the ancient Egyptian ritual, held in Ossirion (the construction of ancient Egyptians, which is an underwater maze).

Having received a portion of energy from the Master, the applicant goes into high-frequency mode and dives into the underwater labyrinth. With the help of aggravated intuition, he sees the structure of the labyrinth and finds a way out of it. Without an intuition, there is no chance to get out of the underwater maze. The fear of death drives the applicant, including new mechanisms of perception of the world, and the energy invested by the Master makes it possible. As a result, the applicant goes to level 4.2 and is fixed in it.

There are varieties of this initiation, but the scheme remains the same: the portion of energy invested by the master to the applicant is used to survive in artificially created conditions by entering the next frequency range (4.2) and using the properties of consciousness of this level.

Note: This Ritual is sometimes called the Initiation through death, when, under the influence of high stress and additional energy, activation and use of the experience of past incarnations takes place.

Ascension, or the transition 4.2-4.3.

To exit from the "middle world" even more energy is required than for the transition 4.1-4.2, because to exit from the middle world you need to disperse the entire body to the next frequency range.

This practice is called "raising the energy of Kundalini." Unsuccessful experiments on this topic are described as cases of spontaneous combustion. The fact is that with uneven

overclocking individual parts of the body just burn. These practices are fairly well described in the yogic tradition, and in the books of Carlos Castaneda this phenomenon is described as the Great Transition.

The ancients described this Great Transition by encoding the technique in describing the 12 exploits of Hercules. Each of the feats conceals a certain technique of getting the energy necessary for the transition. Traditionally, this transition is called "Ascension", referring to the transition to a higher energy level. Ascension does not represent death or combustion of the body. The classical description of this process is associated with the appearance in the "middle" (our) world of Emissary Babaji. At the end of each of his visits, he, with a large crowd of people from all over India, enters the Ganges waters, sits in the Lotus pose and, turning into a ray of light (acceleration of the body), leaves this world in a flash.

PART 4 - THE WORLD OF GODS AND MAGES

Magony as a potential level.

Magony can be described as the "head" of the planet Earth. There is its central nervous system - people at levels 4.3 and 4.4.

You can call Magony the location of prototypes (egregor species). So, for example, all animals of the same species (for example, tigers) are represented by only one prototype.

Thus, the Magony is, as it were, the diminished (the relation of the body and the head) projection of our world, which is a control system or the Consciousness of the Planet Earth.

We consider further the specific types of mages: shamans and werewolves.

Shaman totems.

As it was mentioned above, shamans (ancient Mages 4.2-4.3) created their own evolutionary path, which, however, detached them from the egregor of the human species (they began to ignore the principle of dying, acting in the system (see 13 A.) But they understood that no creature can live outside the egregor of its species as a living cell separated from the body, so they have created a mechanism for themselves to lead such an unnatural (artificial) way of life, this mechanism is called a "totem", and it works with "prototypes" of animal species. (eg. Adam Kadmon), the shamans are connected to the egregors of certain animal species (there is no mechanism causing human death in these egregors (no 13A).) Mechanisms that are tuned to regulate the population size of animals of this species do not work with people (they give out a signal for self-liquidation in another frequency range.) Unlike people who manage to form a monad (soul) during one lifetime and develop it during subsequent births, animals that lead a primitive life do not accumulate so much experience and do not form a monad, but dissolve in the consciousness of their kind, transferring all the accumulated experience there. The exception is "pets", those cats and dogs that live in homes and actively interact with a person. Some of them begin to form a monad and regenerate, developing consciousness during subsequent lives. In general, a prototype possesses the mind of an animal, located in Magony (see legends about the Great Cat or Great Wolf, etc.). By creating Totems (a method of connecting to the egregor of animals), shamans invented a cult of beast-people (see all about the gods of ancient Egypt). This way led the shamans to interesting results. In the process of interaction with prototypes of animal species, many shamans acquired a second monad of the animal type.

Gods and Saints.

Magony contains a hierarchical structure that represents the central nervous system of the planet Earth. The parameters of this "Heavenly Hierarchy" are displayed in the Small Arcana Tarot in the form of "pictures".

The sequence of Volts-Knights-Dames-Kings-Aces shows the structure of the "brain" of the planet.

The pages / Volts are the "Curators", who just made the transition (4.2-4.3). They are called "creators" and are engaged in a direct impact on the "middle world". By the standards of humanity - these are powerful gods (bottom view from the middle world), but in the hierarchy of Magony these are the smallest figures (manipulators).

The next level, designated in the Tarot as Knights, is called "pointers." These are messengers carrying an order "from above" to "creators".

The next level is marked by Dames (the passive feminine) and is called "observers". They monitor the results of the actions of the "creators" and, on the basis of the existing order of things and the plan that has been lowered from above, issue an order to the "pointers".

The next level, indicated by the Kings, is called "decisive". They make a decision and work out a general plan, lowered to the "observers".

The next level is "mere", denoted by Aces (4.4) and it denotes the information space itself, in which the Earth Treaty exists (analogous to a computer).

All this can be illustrated by an example with the structure of a ship: the steering wheel (rulers) is controlled by thrusts (pointers) attached to the steering wheel (observers), which turns the helmsman under the guidance of the captain (decisive). But the whole ship and the sea are Aces (mere).

Part 3-2. Wanderers

The Cosmic man like a way out.

Below we talked about the level of evolution 4.5, which can also be described as 5.1. This creature, who lives freely in space and does not need a planet, we, after the writers of the Strugatsky brothers (see "The Beetle in the Anthill" and "The Waves Extinguish the Wind"), have called the "**Wanderer**".

We can assume that there are two ways of cosmic expansion of mankind: technological and magical (evolutionary). In the case of the technological path, the civilization of people (1-4.1) goes into space on the spaceships created by it, and, creating bases there, is engaged in the expansion of oneself and one's way of life into outer space, increasing the area of the space developed by mankind. This is an obvious path to scientific and technological progress, well described by science fiction writers.

Another way, much less described, is the cosmos as a natural habitat for some supermind (5.1). This mankind has its own goals and tasks, associated with the existence of not the consciousness of the Earth, but of the solar system and, most likely, controls the cosmic expansion of mankind.

Manifestations of the activities of Wanderers.

First of all, what do Wanderers look like? In fact, this is a bunch of high-frequency energy, which is the carrier of a huge amount of information.

At the same time, it is also a human (superhuman) personality, which has a genetic connection with humanity (perhaps with those civilizations and people whose tracks are lost in the depths of centuries).

Wanderers, obviously, can materialize in any convenient form, but at the same time fall outside the scope of the known material objects.

Under this definition fall some of the UFOs, known as "luminous" objects or "plasmoids". In ufology, there are descriptions of clearly man-made objects, solid metal ships, which, one day, will probably learn to build Earth humanity. Along with this, there is a description of luminous objects that easily change shape and are able to move contrary to our ideas about the laws of motion. In addition, they are able to separate into several objects and reconnect into one. If "solid" ships have "population" descriptions (in the form of creatures or robots), the plasmoids behave like intelligent organisms. During the various tests of new technologies or military operations, plasmoids are often observed in the sky. American and British pilots during the war raided Germany, saw in the sky plasmoid objects, which were called fu-fighters (taking them for new weapons of the Germans). However, fu-fighters did not attack anyone. American astronauts described the plasmoids that accompanied them when flying to the moon, while they had a feeling of "insurance". They felt that the plasmoids were not just present, but they were also ready to come to the rescue .

Voice of emptiness.

At the initial stage of flights to space, there were not many crews of spacecraft. The astronauts who were left alone with the Cosmos experienced strong feelings, superior to everything they experienced in the training in decks. At this point, many of them (astronauts were afraid to tell anything to the authorities about this, because they were afraid of writing off for a mental illness) experienced contact with the higher mind. Some Supreme beings contacted them and talked with them about their lives and the role of man in space. There are descriptions of such stories by several Soviet cosmonauts.

Part 3-3. Hermits. The transition of man.

Buddhas and Samadhi people.

There is a boundary layer 4.2-4.3 occupied by **hermits** .

This is a certain stage of internal work, which requires complete solitude. This is due to the accumulation of energy necessary for the transition. At this moment, the person secludes oneself and works with the energies of the 9 Arkanas (see the description of the 9th arcana "The Hermit").

Working with the accumulation of energy, the Mage (4.2-4.3) interacts with his consciousness with the entire Treaty (objectively real world) of the Earth. As a rule, at this moment the person himself secluded in a cave or in the mountains (he almost does not need food and warmth and receives energy directly from the outside (9A).

At a certain stage, some of them leave consciousness in Magony, leaving their physical body in the middle world (point of interaction 9A and 12A , see the description of 9 and 12 Arcana).

This state has two phases, one called Sattori (temporary state), another Samadhi (constant state).

These people are part of the management mechanism or part of the System, and their consciousness is used by the Creators (see) to transmit control signals to the middle world (physical world).

These people can be in the state of Samadhi for centuries, and their body at that time is protected from decay. Periodically, ordinary people are attacked by Sattori's condition, which can last dozens of years (lethargic sleep), at which time their body is also protected from aging and decay. This is due to the special properties of the 12 Arcana (shift in Water, see Element Water).

Cases of detection of imperishable bodies of people, whose condition can not be classified as living or dead, are quite a lot.

The very state of consciousness in Mahon is called "nirvana." Those who manage to move from 4.2 to 4.3 are called in the middle world "buddha" (the designation of a person perfect for the middle world).

Buddhism exists in two versions. The first option is religious. It is designed for an illiterate and rather primitive population. Includes a vast cosmology, saturated with spirits and demons. The second variant is philosophical and intellectual, designed for people engaged in their own evolution purposefully (4.1, 4.2, 4.2-4.3). This is a high level, directly linked with the Kurat and the World Government.

At this level, there is no religious speculation, but only a description of the methods and stages of the evolution of human consciousness. The stronghold of this knowledge is Tibet, where the interests of the rulers of the whole world extend. Speaking of Tibet, do not be mistaken about the role of the Dalai Lama, who is the leader of a religious direction. Leaders of the religious direction are the Mahatmas (great souls) who are in two secret centers of Tibet: Shambhala and Agarati.

Shambhala and transition zones.

After the death of Atlantis, the planet was extremely flooded (see the myth of the Flood.) The painting, close to the one described, is shown in the film "Water World").

Only the peaks of the highest mountains protruded over the water (about 67 thousand years ago). Those who survived the flood were safe there, and these people created secondary settlements of the Atlantes on the mountain peaks (the only land accessible) (see Forbidden City of the Gods).

These cities (centers of knowledge and technology of ancient civilization) existed for 27 thousand years, until they were destroyed about 40 thousand years ago during the war with the Van civilization (see Van Invasion).

However, several such "secret cities" have survived to our time. One of them, "Avalon" in Britain, disappeared during the Dark Ages, around the 6th century AD because of the invasion of the barbarians (Picts, or Saxons).

According to the legends of the peoples of the world, three such centers survived: Shambhala (in Tibet), Agarati (the underground capital of the underground civilization - usually also points to Tibet) and Belovodie, the center associated with the ancient mysterious civilization of the giants in the Altai and the religion called Burkhanism.

Shambhala is the main of these centers. It is directly connected with the Magony (contact with the "Creators" 4.3). Shambhala itself is a frequency gateway (the frequency converter of the middle world into the frequencies of Magony). Therefore, those seekers of "adventures of their own", going in search of Shambhala, can not find anything. It is between our world and Magony.

There are passages to Shambhala, but they do not look like doors, they are rather elevators. Roughly speaking, every person in his caste has one of seven carried frequencies (in accordance with chakras and by analogy with 7 notes and 7 colors of the spectrum), which accounts for the maximum of his energy.

Shambhala, as a frequency converter (or elevator to the "light world"), has a capture band (approximately from 4.1-4.2 to 4.2-4.3 frequencies). Thus, only a person, at least of level 4.1, can enter Shambhala. Sometimes the soldiers of level 3-4.1 enter under the influence of stress (stress accelerates the body) the frequency band 4.1. And they can enter Shambhala (for example, fleeing from enemies).

Shambhala is not only a meeting point with the Mahatmas (4.3, they are also "buddhas"), but also a world center of space (interstellar) communication, similar to what is described in the "Andromeda Nebula" (I. Efremova) as the "Great Ring". In Tibet, there is one of several spaceports used jointly by the World Government and external civilizations.

PART 5 - HERITAGE. History of civilization.

1. Heritage.

Usually, the term "heritage" is used to denote the historical, material, scientific and magical heritage of the ancient civilizations of the earth. In the German tradition there is an idea of the "land of ancestors" (the civilization of the Vans), called Thule (it is "Arktida"). There are thus two poles, which are sources of two traditions: the Atlantic (not to be confused with NATO) and the Arctic (the same – Antarctic, see the Yetunov Bases and the Vans landing zones). These two poles produce two traditions of consciousness evolution (the two races of Vana and Asura (Ases) have different types of consciousness). As a result, there are three fundamentally different traditions in the world: the Pre-Atlantic (over 100 thousand years old), the Atlantic (about 100 thousand years) and the Van, and the Aryan (about 40 thousand years).

1.1. Atlantis and sources of knowledge about it.

The Atlantic tradition is associated with the flowering of civilization, known as Atlantis (simply designating one of the empires that existed at that time). The self-name of the race of of the Atlantes is Ass-Su, hence the later Assyrian (they are Assi from the northern tradition). According to the legend, this race was artificially created by powerful aliens from Mars - Jötunns (Tibetan Yeti, in the northern legend - Jötunn). The Bible speaks of giants (angels) who came from the sky and took in mistress earthly women who gave birth to giants. In the ancient tradition (Greek myths) it is said about the Titans, overthrown in Tartarus by the Gods led by Zeus. The danger threatening people in the case of flights to Mars (the birthplace of the Jötunns) is predicted by Michel Nostradamus. According to the northern legend (the legend of the Vans, recorded by Samund the Wise in the 8th century - "The Elder Edda"), the Jötunns, which was a powerful (man-made) civilization, created 4 races for the colonization of the Earth. The first race is dwarf diggers Dwarves (gnomes), the second race is the tall and wise Alva (Elves), natural magicians, the third race are intelligent and inventive Asuras (Atlantes), and the fourth race is the brave and cruel warriors of Vana (Aryan).

1.1.1. Dwarves

The first artificial race, created on the basis of the technologies of Jötunns. Contains the genes of native earthlings (the race of Mu) and Jötunns themselves. Created by the Jötunns as workers for the extraction of minerals on Earth. In a collision with the native population, they were forced to go into mines, where they created a whole underground civilization. Known as the Cycrops and Dwarves (leprechauns). They created a system of tunnels (white arrows in the terminology of modern diggers) and underground structures throughout the Earth. This is the legendary kingdom of Hades from ancient myths. The dwarves retained the Jötunn technology, but they did not create their own technologies. Traditionally, they are considered experts of minerals and metals (see "The Ural Tales" by Bazhov). Underground civilization of the Earth exists in our time.

1.1.2. Elves

Natural Mages 4.2, capable of interacting with consciousness with living matter. Long-livers (up to 1000 years), but very poorly reproduce - 1 or 2 children during life. The source of energy for them are plants (trees). The Druids were their disciples. Defeated by the aborigines in a number of wars (people learned to block their magic and were much more numerous), the elves adapted to life in the water, creating a water civilization (the kingdom of Poseidon). This underwater civilization gave rise to a number of legends (mermaids, nixes). At present, due to new technologies, the penetration of people into the world Ocean and clashes with "underwater people" have increased. During deep-water descents pictures of some large humanoid creatures and their structures are taken. Towed cameras make photos at great depths of some technological

complexes (underwater plants). A large number of UFOs (vimans - the Jötunn aircraft) are observed, submerging in water and flying out from under the water. In the classes of combat swimmers conducted in deep inland lakes (Baikal), Soviet "sea seals" were engaged in combat collisions (with casualties for personnel) with unknown divers, rising from the depths, dressed in black overalls and transparent round helmets. These divers had no visible external breathing apparatus such as gas cylinders.

1.1.3. Asuras

This race, created by the Jötunns, was the most successful. Created as warriors and engineers (transition 3-4.1), the Asuras conquered the planet. They built a city in Antarctica for their creators (the inhabitants of the cold Mars, so the Jötunns are covered with thick red hair, although the color of the skin is white, they hardly survive the temperatures of the Earth, preferring to be in the polar regions among the ice.) Samud the Wise calls them frost-covered giants (height is from 3 to 5 m.) Asuras moved the defeated aborigines to some reservations on the islands and began to build cities. For some time on Earth there was a Limurian civilization that included all the created races by that time. After that the Asuras began to separate themselves into an independent culture and created their own empire, it took tens of thousands of years and was associated with the creation of fundamentally new technologies based on the highly developed technologies of the Jötunns. Jötunn's civilization is "iron", it builds mechanisms, and the Atlantes created biocivilization. On the basis of the artificial quasi-cell created by them (a unified cell containing the "base" genome), they began to build "pseudo-organisms" (in the work of the writers of the Strugatsky brothers "Waves quench the wind" there is a fragment connected with artificial organisms built on the basis of "embryophores" - this is very similar to Atlantes' biotechnology).

1.1.3.1. Biotechnology of Atlantes.

These technologies were related, as was said above, with the creation of a quasi-cell. This cell of completely artificial origin was obtained by assembling from the fragments of living cells of different types by means of programmable viruses. Viruses are nanotechnology, somewhere and once created by extraterrestrial civilization (roughly located in the central region of our or even a different galaxy). Viruses represent robots created to work on the transformation and assembly of cells. Viruses are controlled by a sequence of pulses of light in the blue or violet region, the codes being developed on the basis of a periodic system of chemical elements. After choosing control codes, the Atlantes created an average or protocell using the genomes of hundreds of different organisms that existed at the time. This cell is essentially the same as the beast of Baron Frankenstein, described by the writer Mary Shelley (a man sewn from bodies taken from different corpses, and animated by an electric discharge). The obtained protocell could be grown in a nutrient environment and be an embryo for the creation of a specialized pseudo-organism. Unlike ordinary organisms that make up the Earth's organism, pseudo-organisms do not enter this organism and, accordingly, are not connected with external control (from the System). Therefore, they do not die like ordinary organisms, and can exist infinitely long. By creating them, the Atlantes, naturally, built a self-destruct mechanism into their living machines, but having lost their technological capabilities after the destruction of Atlantis, they lost the opportunity to use this code. Developing biotechnology, the Atlantes have learned to build living houses, create live clothes, live aircraft and live starships. Biomachines of Atlantes have mastered all the spheres and worked in space.

1.1.3.2. Confrontation of Atlantes and Limuria.

The coexistence of two civilizations, biogenic and man-made, lasted for thousands of years on the planet. The Atlantes increasingly felt like earthlings (just as the Europeans who came to America became Americans). Between Atlanta and the Limurians disputes arose constantly because of environmental problems. Iron (mechanistic) technology of Jötunns exhausted the useful resources of the Earth and poisoned the environment. According to the legend, Mars was

not the birthplace of the Jötunns. Their home planet Phaeton (located between Mars and Jupiter) exploded precisely from the imbalance of the core, which occurred due to unreasonable mining of minerals and the use of non-environmentally friendly technologies. In addition, the interstellar civilization of the Jötunns was not unified. Once there was a split (very similar to the plot of George Lucas's films "Star Wars", where the "rebels" fraction fought with the "Imperial" fraction.) The leader of the "rebels" was Sa Gana, the "emperor" of Hef Royim. Thus, events occurring in the "outer" world influenced the Earthly mythology. Atlanta, formally entering the camp of the Jötunns (the self-name of this race of Yo-Tu), had a very tense relationship with them and always armed themselves. Knowing about the existence of magical civilizations in the universe (more powerful than "iron"), they sought to reach this level sooner.

1.1.3.3. Creation of technology of mages.

By betting on more promising biotechnologies, the Atlantes tried, first and foremost, to accelerate their own evolution in order to get Mages (4.2). These creatures were a very powerful weapon (see abilities to control the state of living organisms). Having created special installations - "sarcophagi" (or "incubators", see below), they artificially began to accelerate the evolution of a group of volunteers selected for experiments (4.1). As a result, they received a group of fully functional Mages of level 4.2. These Mages possessed the effect of "full consciousness", that is, they could consistently build up the potential of consciousness in each subsequent life. The formed group received the task to investigate interactions such as "human consciousness - the consciousness of the planet Earth." They had the most perfect, according to Atlantis level of technology development, hardware. They had huge resources, accumulated by the entire Atlantean civilization, which had external bases not only in the Solar system, but also in other stellar systems. At their disposal were several thousand years of "peaceful" life. As a result, they received data on the consciousness of the planet Earth, the principles of building the Treaty and ways to manage planetary processes. Thus, the Atlantean civilization passed into the class of Magical civilizations (capable of manipulating the universe with the help of their consciousness). All the knowledge was immediately used. Atlanta began to create the technology of "Magical" civilization.

1.1.3.4. Technologies of Magical Civilization.

1. The reading machine.

First of all, technologies related to teaching and intellectual work were created. These technologies are analogous to modern computer technology, with the difference that all programs recorded on a metal medium were installed directly in the human consciousness (the medium is gray metal rectangular bars measuring approximately 15x10 cm with a thickness of about 2 cm, have fixing grooves on the surface and protrusions for fixation in the reader). The recording of information on a metallic medium was performed at the intra-atomic level due to the spin orientation of the electrons over the levels. I can not estimate the capacity of one such CD, but, in principle, it is comparable to the amount of human memory). With the aid of a reader (the Atlantean reading machine is now known as the "Ra helmet" or "crown of Upper Egypt." It is described in I. Efremov's "The Razor's Edge" entitled "Black Helmet"), it was possible to screen the human brain and record the information directly in the human consciousness. Such "programs", or "books", were divided into "catalogs" (reference books) and "expert programs" containing personal experience of specialists. Imagine learning at the institute. The study of subjects is reduced to listening to lectures (presenting the theory), performing laboratory work (obtaining practical experience), and performing coursework (using the acquired knowledge of the subject to solve a specific problem). Further, a specialist after the institute begins to work practically, and the obtained data is supplemented by personal experience. As a result, a block of professional knowledge accumulated by this specialist during life, which can in principle be

copied to an external medium and installed to another person is formed. For this person, the "non-verbal" experience obtained will be equivalent to one's own experience. The catalogs contained the "Guide" service program, equivalent to the expert program in this field. For example, the Catalog of Plants of the Earth contained an expert program of a specialist in botany, capable of giving a characterization (lecture) for each plant mentioned in the catalog.

2. Hyperbrain.

All information was stored on external "computers", which were an artificially grown brain from quasi-cells of a huge capacity in relation to the human brain. This machine allowed not only to store a huge amount of information, but also to connect users to a single network (single consciousness) with the help of many external connected terminals. Each client through his terminal was included in the total information capacity, resulting in a direct information exchange between the minds. The total power of group consciousness was such that it allowed for very strong effects. To enhance the effect, all such machines were connected to the network, and since the artificial hyperbrain was not connected to the System (the consciousness of the Earth), the network was attached to a giant octopus, the part of the brain which was a prosthesis grown from quasi-cells. This very large specimen, who lived in a special basin connected to the sea, was still a teenager and was in contact with his adult mother, who was of fantastic size and was swimming in the Ocean (see Leviathan). Since these were real animals, the connection between Hyperbrain and the System allowed to control real planetary processes.

3. Chintamani

When the Jötunns created their artificial races (they were created on the Moon and Mars), these creatures were not included in the body of the planet, and were perceived by it as a foreign body. To include these artificial races in the Earth cycle, in order for them to reproduce and after death to be incarnated here on Earth, the Jötunns dropped the artificial crystal brain of Chintamani on the planet from orbit. In addition to the main computer (a large crystalline sphere), this brain included small terminals, made in the form of different sizes (different capacities) of black stones (usually irregular shapes). These stones in appearance are something between coal and meteorite iron. Crystal brain began to interact with the consciousness of the Earth like an implant, changing the consciousness of the Earth. As a result of this change, the artificial races, planted from the outside, were dragged into the cycle of Earthly life. Designed primarily to adjust the Chintamani parameters, the terminals further became the planet control consoles (power stones) and the way to access the Earth's memory (see the History of the alchemist John Dee and his partner Kelly, who owned the "black mirror"). Occultists (4.2), close to the government of the Earth, have long taken possession of these terminals and influence with their help on the course of planetary processes. The crystal brain itself, according to legend, was moved to Tibet and placed on top of a copper tower .

4. The Great Pyramid of Atlantes.

Jötunn civilization knew how to use the properties of pyramids. They used pyramids to focus the energy flows of the planets, creating power stations that produce free energy. Atlantes, using this principle, created a network of control machines from the pyramids, which made it possible to control the consciousness of the planet. These pyramids, usually called the Great Pyramids of Atlanta, were giant structures such as the Great Pyramid of Cheops and were located in various parts of the world. Selected in advance (from space) the pyramid installation points were the places of passage of large energy flows (forces) through the surface of the planet. In these places, obelisks were made in the form of a lion (a designation in the occult of the Power). Later, one of the pharaohs altered the lion into a sphinx, carving out his face on the monument. The pyramid inside had a complex system of chambers (resonators) and mines (waveguides), with the help of which it was tuned in frequency to this channel. In the upper

golden section of the pyramid (1/3 of the top) there was a control loop, which included a very large artificial diamond and an operator's chamber coordinated with it (for controlling planetary processes). The operator through the crystal modulated the energy flow entering the structure of the Earth's consciousness, thereby creating a control impulse.

5. The Sephiroth Tree.

Studying the structure of the planetary consciousness of the Earth and taking on the models of the universe of other civilizations as a basis, the Atlantes came to the information model of the universe (like the one described in the movie "The Matrix"). Earth Consciousness is something like a virtual computer. This idea is most clearly described in Hinduism: there is an energy that controls the world (Shiva), there are certain events that occur in the world (Vishnu) and there is some external consciousness within which it occurs (Brahma). Brahma consciousness has two states: sleep and wakefulness. It is customary to designate the universe with the sign of infinity - the eight placed on its side. In this case, the dream of Brahma will correspond, for example, to the left loop (the world), and the wakefulness to the right loop (anti-world), the knot between the loops, usually called the singular point, will correspond to the awakening (falling asleep) of Brahma-the point of the Big Bang in modern cosmogony. You can imagine a computer with two states - on (the world exists) and off (the world does not exist). However, for consciousness, sleep and wakefulness are something else (during sleep, consciousness and all the information inside it do not disappear, but only go into a different mode of work). Further in the computer there is a certain program (language, system of codes and commands) which helps to organize the whole internal information environment of the computer (the Contract). Having studied the information space of the Earth, The Atlantes created a certain block diagram of this space, known as the Tree of Sephiroth (Kabbalah tradition). This structure consists of two types of objects: the first type is Sefirot (they correspond to the idea of dividing the internal computer information space into disk areas (disks: D , C , E , etc). In total there are 10 Sefirot (that is, the Earth's information space is divided into 10 regions (disks) .The second type of objects is called Channels, and there are only 22 of them, they connect the Sefirot and form the structure of the Sephiroth Tree (Contracts) .This is a system of commands, or Angels (Kabbalah), - "language", with the help of which the Treaty (program) was created.

Each Channel is a certain command (acting force, physical law and measurement). Each channel contains an Angel that performs the transformation (each command is a subprogram and can be viewed from within the program as an object or character). We are inside a computer game located on one of the disks (the world of some Sefirot), and we are constantly exposed to the influence of Forces (Angels, or commands). A model of the world, built in the form of a computer, needs a programmer (the Creator). The model of the virtual consciousness embedded in each other excludes the external character of the Creator and is reduced to Brahma, who sees a dream - a Contract in which sleeps Brahma, who sees a dream ... In this model there is no Creator (programmer), but there is a Supreme principle (Brahma) called System in the Magic. The term System means some extra-human intelligence of a completely different level than the human (the transition of quantity to quality). So, we ourselves consist of billions of cells possessing some kind of consciousness, but it is qualitatively different from ours, while direct dialogue "person-cell" is practically impossible, since there are no common concepts. More precisely, there are such concepts, but they are related to the most primitive functions: nutrition, reproduction, movement ... Imagine communicating with the Higher Beginning about they are related to the most primitive functions: nutrition, reproduction, movement ... Imagine communicating with the Higher Beginning according to principle: go, eat and reproduce...

The death of civilization.

What exactly led to the death of civilization, is now definitely not known. There is a suggestion that this could be the "Imperial" ship of Jötunns, who broke into the solar system (through the defense of the "rebels") and fired upon the Earth as the base of the Jötunns; possibly the system of protection of the orbital stations of the Lemurians mistakenly has taken the Fluctuation of the Treaty (reality) as a Magical Attack of the Asuras (Atlantis). As a result, it is known that the first blow was made from space and it was not blocked. Then everything happened automatically: all the defense systems of Atlantis went on alert and struck back at the Jötunn orbital stations, the bases on the Moon and on Mars. Crews and devices were out of order. Atlantes ships blocked all movements in the Solar System. However, the first missed strike did its job. Although direct damage from the strike from the orbit was insignificant, the side effect was simply stunning: from the strike of the radiators in the ionosphere of the planet ring currents appeared, which in turn induced a current in Magma, which is the second winding of the Earth's transformer. And the current in the electrolyte is the movement of particles. As a result, a tidal wave appeared in Magma several kilometers high, which began to move with great speed, moving and turning the continental plates. As a result, volcanoes erupted and the seas began to boil. All the evaporated water spilled in rain, flooding the land. The main continent of Atlantis was torn into several parts, forming the Azores, Britain and Greenland. Civilization on Earth was destroyed in a few hours. When Magma's wave went out, circling the Earth several times, those who survived began to save everything that could be saved.

6.1.3.6. Rescue work.

Basically, about 70% of the world's population died during the first two hours of the Catastrophe. Moving continents caused displacement of the Earth's axis and the Magnetic poles. Part of the people drowned in the flood, the other was burnt in the streams of erupting lava. There was nowhere to escape. Spacecraft, underwater vehicles and several orbiting satellites survived. The lunar base and the cities on Mars were out of order. The spaceships landed where they could, took all those who were still alive, and headed for the distant space colonies of the Atlantes. The least, strangely enough, were affected the aborigines of the Earth, dragging out a semi-wild existence in distant reservations of the islands. During the underground tsunami, these islets behaved like floats on a wave, and their inhabitants did not suffer. Moreover, having got used to storms and floods, they immediately hid in shelters. Underwater settlements were mostly destroyed, but underwater inhabitants (who adapted to life in the ocean) saved everyone they could. Underground civilization also suffered terribly, but took part in rescue operations. When the water level has gone down a little, the survivors began to gather on the survived islands of land, which later turned out to be mountain peaks. Underwater inhabitants searched the bottom in search of surviving equipment and dragged it to the survivors. The Atlantes and the Lemurians, who survived the cataclysm, united and began to establish everything that could be repaired. the survivors began to gather on the surviving islands of land, which later turned out to be mountain peaks. Underwater inhabitants searched the bottom in search of surviving equipment and dragged it to the survivors. The Atlantes and the Lemurians, who survived the cataclysm, united and began to establish everything that could be repaired. the survivors began to gather on the surviving islands of land, which later turned out to be mountain peaks. Underwater inhabitants searched the bottom in search of surviving equipment and dragged it to the survivors. The Atlantes and the Lemurians, who survived the cataclysm, united and began to establish everything that could be repaired.

6.1.3.7. Noah's Ark.

Having magical abilities, many inhabitants of Atlantis anticipated something wrong. However, the Governments tried to suppress the panic, since there were no visible preconditions for a catastrophe, either in tectonics or the atmosphere. However, individuals who feel the proximity of the disaster have taken their own measures. Including Noah, described in the Bible, who may have been a historical character who tried to save some samples of flora and

fauna. Most likely, the Ark was something of a closed ecological space, located inside the ship. However, given the existing technology, it is unlikely that he built this ship with the help of an axe made of wood. Thus, despite the instantaneous cataclysm, flora and fauna, thanks to the initiative of individual enthusiasts, still survived.

6.1.3.8. Drawings in the desert Nazca. Rescue expeditions.

After a while, the water level began to go down and large enough free spaces were formed. Aborigines sailed there from the islands and began to quickly settle the land. After some time people again settled on the surface of the planet. Meanwhile, several space stations of the Limurians remained on Earth's orbit. When the disaster struck, the station crew could do nothing to help the people at the bottom, and just watched the cataclysm in powerful optics. Then, realizing that for a long time on Earth there would be nothing to do, they decided to introduce watches, keeping most of the crews in anabiosis. At the stations there were only descent emergency vehicles like aircrafts capable of floating in the Earth's Magnetic Field. However, such devices did not develop sufficient power to return to the station. The resources of the stations were great, but not infinite, and all the crews understood that sooner or later they would have to go down. They prepared several reconnaissance expeditions to Earth. Those groups of scouts that began to descend to the surface hundreds of years after the disaster, discovered large areas of land inhabited by savages. The task of the groups included preparing the base for the return of the inhabitants of the orbital stations to Earth. As a result of this work, several civilized states have been created that can provide some comfort to the returnees. The process of creating civilizations lasted for decades. Naturally, neither the batteries nor the accumulators were able to last that long. Therefore, for communication with the orbit, technologies were used to transfer luminous letters to the top. On the contour of the signs of the alphabet (a hieroglyphic letter, created by the type of symbols on our video cameras), grooves were rummaged, into which a combustible mixture was poured. So, "burning" successively the necessary letters, messages from the Earth were transmitted "upward". Intelligence groups did not have serious weapons, and many tribes resisted "civilizers." In such cases, after a communication session with unruly savages, a point strike was made from outer space, much weaker than the impact that caused the catastrophe. Fearing an attack in a dream, the reconnaissance teams slept on the bottom of the reservoirs, using the equipment of spacesuits. As a result, several empires were created to accommodate the "heavenly guests" with a maximum comfort. Descent of astronauts from orbit was carried out in several stages, while those who stayed at the stations insured the descended fire support. Some of the equipment of the stations was taken down, but they left the main mechanisms in working order just in case. Those who descended to Earth tried to re-equip descent vehicles for ascent to orbit, but apparently did not succeed in this.

Invasion of the Vans.

Creation of the Van race.

For several millennia after the disaster, the civilization of Jötunns recovered. It is possible that the ship of the "Imperials", which fired at Earth, fired at Mars too. As a result the civilization again needed the Earth's resources. Not expecting a hearty welcome on the planet that survived the catastrophe, the Jötunns created a new race to conquer the planet. This race, called Vans (wings), was created in such a way as not to repeat the path of Asuras and not get out of control (see the gene of absolute submission). Van, like the other artificial races, was created on the Moon and Mars. They were endowed with Magical abilities, creating for them a certain type of Magic (Magic of Runes). This magic was a kind of natural magic of the Alvas (Elves). The condition of action of Magic on the Earth (or another planet) is the connection of the Mage with the consciousness of this planet (Vril's energy). This connection in the form of a setting only has a being born on this planet (as part of the whole). To obtain this setting, the Jötunns came into contact with one of the Asuras, the Mage of Loki. He was taken to the lunar base and his setting was copied there, giving it the Mages of a new race. Since Vans were immediately created as Mages, they were initially given specialization. Thus, only one Mage of Van was created approximately per thousand warriors. In addition to the Mages, leaders were set up to manage groups, or commanders (leaders), who were programmed separately. It was they who built the genetic program of "absolute submission".

6.1.3.9.2. The gene of absolute submission.

The work of this gene, built in by the leaders of Van, was as follows: in the body of these people (leaders) there is no program for the synthesis of alkaloids, chemical compounds responsible for the CNS relaxation regimen. As a result, the tension in the leader's body increases and, as a result, comes to the ongoing stress, which can only be removed by a special drug called Soma-Davi (Indian tradition), a drink of the gods "Nectar" (Western tradition), "Honey Poetry" (northern tradition). This substance is a beer derived from the Soma plant (small plantations of which were in Tibet and Altai and were controlled by the Jötunns). Under the influence of Soma-Davi, processed by Wang Mages with the help of special runic spells Atta Beer (all runes are divided into 8 atts with 3 runes each), the leaders enter into the trance state (inclusion in the information channel) and their minds engage Jötunns on Mars. The Jötunns rule this leader and through him the whole group. After the end of the communication session, the leader left the meditation with a ready decision and completely rested. However, with the advent of beer (ale) and vodka (alcohol), as well as with the interruption of the very tradition of runic magicians, the gene of absolute submission turned into hereditary alcohol dependence. As a result of the degradation of the drunk leaders, the Van civilization got out of control of Jötunns. Because the Vans were born warriors, and the outside enemy of Asuras was no longer there, they arranged a chain of internal wars that ended with the death of the Van civilization about 25 thousand years ago.

6.1.3.9.3. Invasion of the Vans.

After the death of Atlantis, more than 20 thousand years passed. Secondary cities of Atlantis restrained the onslaught of the Barbarians, seeking to seize the treasures of the forbidden "cities of the gods." The inhabitants of these cities remembered little about the Jötunns. Compared with the Barbarians, the threat from Mars was abstract. At this moment, Vimanas appeared above the secondary cities of Atlantis (the Jötunn aircraft). They landed troops and fired at cities from the air. Within a few days they destroyed the remains of the Asuras civilization on Earth.

6.1.3.9.4. The Mahabharata.

The Indian epic "Mahabharata" narrates about the decline of the Van civilization. Modern researchers agree that there was a nuclear war about 25 thousand years ago on Earth. The epic "Mahabharata" describes the war with the use of Astravidia - the weapon of the gods. The ancient Indian treatise "Vimanikashastra" describes many types of aircraft, including combat aircraft. Apparently, one of these Vimanas was found in 1946 in the center of Kiev and was handed over to

scientists who created Soviet space technology. There is an indication that another Vimana of smaller size was found by the Germans in Ukraine during the war and was taken to Germany. Russian engineers, having examined the monuments of ancient civilization accessible to visitors in Egypt (a significant part of the ancient objects is closed for visits under the pretext of restoration or the work of archaeologists, but there are no signs of ongoing work there), concluded on the basis of studying the methods of processing stone monoliths that the part of it was created by a highly technological man-made civilization, far exceeding today's level of development (see the movie "Secrets of Ancient Egypt"). According to the estimates of Russian civil engineers, all the ancient structures (except for the three pyramids) are underground bunkers and bomb shelters. The ancient chronicles of the Egyptians are just informing about the war of Set with Osiris, which took place in the pre-dynastic period (before the first dynasty of pharaohs, Egypt was ruled by the gods Ra and Osiris). One of the affluents of the Yenisei River is the Kotelnaya River. Its name comes from some "copper" boilers, dug there in the land of ancient shamans. According to eyewitnesses (hunters accidentally find this "boilers" in the forest), these are underground metallic structures protruding from the earth and having open entrances. Inside the buildings, the hunters found corpses of people in their spacesuits. Many who have visited the "boiler x ", had clear signs of radiation sickness. On the territory of Russia, Ukraine and Belarus, you can still see the remains of some Cyclopean ancient defenses known as the Serpent's Walls. In the territory of Ireland there are ancient castles, the walls of which are fused with a heat ray. There are many such examples (it also includes the ruins of the ancient city of Mohenjodaro, destroyed, by some indications, by a nuclear bombardment).

According to general ideas, the civilization of the Vans died about 25 thousand years ago. It is difficult to say who fought with whom. "Mahabharata" describes the battle of the Pandavas with the Kauravas, the mythology of other peoples names other names. It can be assumed that there were several empires, which participated and died in the Great War.

PART 6. The Magical Empires

6.2. Magical empire.

There is a reason connected with the fact that the ancient Mages sought to rule over people. They were the products of artificial evolution, taking place using the technical achievements of an entire civilization. The condition for their existence is further development (expediency in the system), but it (development) can occur only under certain conditions (many Magical practices require significant resources). Therefore, the following scheme was usually implemented: 1) The mage, with the help of what he knows, creates some primary group of supporters. 2) This group is trying to restore something from the ancient technologies (depends on the specialization of the Mage). 3) With the help of the received technologies the group increases, accordingly the resource grows. 4) Some territory is seized. 5) The group receives a resource of the territory, increases again and expands the boundaries of the territory.

To capture territories (inhabited by barbarians), Mages used everything they could, including the resurrection of the dead, the creation of werewolves, the cultivation of monsters (a variety of monsters were created from the survived quasi-cells of Atlantis times). Sometimes they created mutants (basilisks and griffins), using the technology of the matrix (see below). As a result empires appeared, whose goal was to ensure the existence of a single school (laboratory). This scheme was repeated many times. For example, in Nazi Germany was such a laboratory (Ahnenerbe) which was led by Wolfram Sievers (mainly, apparently, the technology of building Vimana). In Soviet Russia, apparently, in the beginning - I. Also Agranov (laboratory in the bowels of V.C.K.), then - Barchenko. Perhaps Lysenko later headed the same laboratory. This laboratory has explicitly investigated the method of imposing matrices (see Michurin's works and experiments on breeding a cross between a man and a monkey). In addition, some work was apparently carried out there in the field of necromancy (revival of bodies) and alchemy (obtaining a philosophical stone (see materials on "red mercury")).

6.2.1. Set Empire.

Known from the mythology of ancient Egypt, the god Set (the god of the desert and death) was originally a very positive character and even a savior of the world. Its prototype is a real mage from Atlantis who, about 15 thousand years ago, created the Magical Empire of Stygia, which existed somewhere in northern Africa. This Mage created a laboratory and a school, using for the formation of his empire skills in necromancy and creation of werewolves. He had strong disciples, among whom the most famous were subsequently Ra, Isis and Thoth. Set was engaged in the collection and studying of ancient high-tech artifacts associated with Magic. Among other things, he faced a complex multifunctional artifact from the outer worlds, hereinafter referred to as the "Set bracelet". There are indications, that his closest pupil Ra reconfigured this martial artifact (something like a dematerializer) in such a way that Set himself disappeared when he tried to use it. Ra led the school and empire after the disappearance of Set. Focusing his efforts on the "reading helmet of Atlantes", part of the collection of Set artifacts, he used the helmet as an amplifier of telepathic abilities. With the help of this helmet, subjugating the consciousness of people, he enlarged the empire, creating a state, known subsequently as the Egyptian kingdom. Moving the center of the empire from the land of the Berbers to the delta of the Nile, Ra created a powerful empire with hereditary rule. Gradually, having exhausted his psyche with intense tension, Ra handed over the rule to his son Osiris, warning Osiris of the danger of unrestricted use of the helmet, which by that time had become an official state relic - the "Crown of Upper Egypt".

However Osiris neglected the prohibition of his father and soon lost his mind and power. There is a suggestion that he was overthrown by other disciples of Set. After the Osiris shift, the power was in the hands of the senior pupils of the Set school - Isis and Thoth. He captured the helmet of Ra, using it to read the ancient texts (Atlantis) recorded on metal carriers. Isis also focused on the technology of reincarnation and the acceleration of evolution (incubators, or sarcophagi). She and her followers (the house of Isis) also developed rituals that use the potentials

of living Mages to "initiate" (the mysteries of Isis.) The power in the country was transferred to the warlords (Vans), who founded the first hereditary dynasty of rulers (pharaohs). The third disciple of Set, Anubis, the Werewolf (wolf-man), who practiced necromancy (all Set's students, like the shamans, had active totems and, as a consequence, second non-human monads), focused on the development of the method of temporary de-conservation of the dead (mummification). The meaning of these procedures (expediency) was that after the death of Atlantis and the civilization of the Van people, humanity rapidly deteriorated, losing accumulated knowledge, and this process as a whole continued. Reversible conservation in the corpses (mummies) of the consciousnesses of the great Mages (scientists, 4.2) of the past would enable Reversible conservation in the corpses (mummies) of the consciousnesses of the great Mages (scientists, 4.2) of the past would enable the next generations get lost knowledge directly from their carriers.

6.2.1.1. Technology of reversible conservation.

1. Conservation.

Consciousness (monad, or soul) exists independently from the body and is like an inhabitant in the house. While the house is unbroken and there is food, the inhabitant lives there, when the house is broken or decayed, and the food is absent, the inhabitant is leaving. The usual ideas about life, existing in modern medicine, include a list of injuries incompatible with life. However, the data collected during the period of using the guillotine shows that life can be maintained in a severed head for up to several days. In experiments conducted by Nazi doctors in concentration camps, one prisoner of war supported life in a severed head lying next to the body for about five days. The body was alive too. It did not die even when the heart, liver and lungs were removed. Thus, there are some other ways of existence of the organism, unknown to modern medicine. Necromancers removed internal organs from dead bodies and filled them with a liquor capable of absorbing energy coming from outside and transferring this energy to the cells of the body. This liquor was a cross between the plant chlorophyll, capable of converting external light into energy, and blood, capable of absorbing the energy obtained during the oxidation of glucose, carrying it to the cells of the body. In this artificial blood, there are certain unicellular blue algae that can perceive external radiation in wide range and convert them into energy. If in a dead body blood corpuscles die, and the blood itself is curtailed, the single-celled algae behave independently. Such existence of bodies is not infinite, but can be very long. When dying, the bonds of the monad with the body are broken, and to fix it again with the body it is necessary to recreate these connections. Usually, when dying, the monad goes along with the high-frequency structures of the etheric body (see the etheric body produced by the vibrations of the Svadhithana chakra) and the astral body (see Astral body, produced by the vibrations of the Manipur chakra) of the bodies. To connect a monad with a dead physical body, these agents (etheric and astral bodies) are necessary. They are derived from organic substances, which contain these bodies (from plants). For mummification (preservation of the monad in a dead body), vegetable ointments are produced. They have strong radiation in the frequency range of the astral and mental bodies. The body is opened, all internal organs that are mummified separately are removed from it and it is covered from the inside and outside with special ointments that ensure the gluing of the monad. Further, the body is tightly bandaged with a special hygroscopic bandage in several layers of different structures. Mummified internal organs are stacked in several ceramic vessels, according to their frequency range (separately the organs of Svadhithana, separately - Manipuras).

2. Deconservation.

The reason for the deconservation was the acute need for this specialist. Sometimes, except for scientists (4.1-4.2), experienced warriors and military leaders (3-4.1) were conserved, whose knowledge could also be useful to the state. The procedure of the deconservation was started from the body, which was directly placed in bandages in a special underground (without sunlight) pool filled with a special liquor saturated with nutrients. The body was bandaged underwater without access to oxygen and light, and its surface was wiped off from the protective resin covering it. By

varying the composition of the liquor and using electrochemical reactions between the body and the liquor, a direct current was passed from the galvanic cells, which was regulated in magnitude and modulated in frequency, using rotating disks as breakers with several contact groups on the surface. Such a current, without changing its direction (which is important when the body is saturated with nutrients), will have frequency characteristics, which will shift the impact from one chakra to another. Having introduced the body into a state of saturation with moisture and nutrients (otherwise it is oxidized to the state known to all who have seen mummified animals in museums), they extract it from the liquor, put canopic jars (vessels with organs) next to it, placing them relative to the body from the legs to the head in increasing frequency of the chakras. Thus, the cenotaphs should be seven, and they perform the role of modulators of frequency. In each canopic jar consistently (from Muladhara to Sahasrara, electrode are put and the current of the desired frequency is passed (the frequency of the given chakra) between the cenotaph and the body (activation of thin bodies). Depending on the specialization of the deceased (for example, "warrior" 3.0, the seer 4.1, or the Mage 4.2) canopies may be not seven, but, for example, three (Svadhastana + Muladhara, Anahata + Vishudha, Ajna + Sahasrara). The warrior needs an obedient body and reflexes (exact frequency separation of the lower chakras), and the sage does not care for the body, but the mind must be clear (the exact frequency separation of the three upper chakras). As a rule, after the activation of thin bodies on the Sahasrara Chakra frequency, the body revived. For a better current flow between the body and the canopies, braziers were placed on which aromatic substances were burned, creating a cloud of smoke and fumes around the body. but the mind must be clear (the exact frequency separation of the three upper chakras). As a rule, after the activation of thin bodies on the Sahasrara Chakra frequency, the body revived. For a better current flow between the body and the canopic jars, braziers were placed on which aromatic substances were burned, creating a cloud of smoke and fumes around the body.

3. The principle of twins.

In Magic, the principle of congruence or full fit is used. The monad has spatial geometry, and the physical body is a three-dimensional manifestation of this geometry. The mummy is the anchor holding the connection with the consciousness of the deceased person. In the most important cases (especially gifted individuals) people tried not to risk the possibility of losing this connection (with the destruction of the mummy) and made additional anchors for the monad (statues, masks, portraits of the sarcophagus).

4. Library of mummies.

Mummies were kept in large underground storages. Many storages had an exit through the water (water gate). Inside, oxygen was burned (coal or crude oil), creating an atmosphere depleted in oxygen. The keepers of the mummies (librarians) penetrated there with special breathing devices, such as modern oxygen breathing apparatus (used by divers and firemen). In addition to protecting bodies, it also created protection against robbers. Getting into the labyrinth of dungeons filled with carbon monoxide threatened ordinary illiterate peasants with death. Therefore, in such storages, important texts, tools, artifacts were hidden. Depending on the instructions received, the keepers removed the necessary mummies from the storage and transferred them to an underground room with a pool and artificial lighting (red light) for deconservation. When the need for this mummy ended, they stopped changing the nutrient liquor, and she "fell asleep". Afterwards it was again swaddled and carried away to the storage. Periodically, there was a need to embody this or that person, to give her a new birth.

5. The embodiment of the monad.

With this aim a special ritual was held, in which Mages participated (4.2). In a special screened (underwater) room above the mummy a bed was placed, on which the couple, conceived as future parents of the "great man", produced the conception. When the "grip pole" became the maximum, the Mages neutralized the spell that held the monad in the body of the mummy. It was captured by the energy pole of the uterus (see Grip pole), and conception occurred.

6.2.2. The Sacred Book of Thoth and the Book of Set (Necronomicon).

6.2.2.1. Creation of a holy letter.

Scientists from the House (laboratory) of Thoth, having obtained the Helmet of Ra and several records of information that had escaped Atlantis, began work on rewriting Atlantis' knowledge on papyrus. The result of this work was a collection of scrolls, later known as "The Sacred Book of Thoth." Work was slow. Under the influence of the ancient reading machine, the health of the priests deteriorated. It was very difficult to translate ancient scientific terms into modern language to priests. To write scientific treatises, a kind of universal "sacred" language was developed that used "intuitive" symbols, similar to those used today for the marking of electronic equipment and the creation of descriptions for it. So, moving feet meant "to go," the hand with the object - "to give," the empty hand - "to take", the bird in flight - "to fly," the bird on the branch - "to land." "Snail" - meant slow movement, "snake" - time interval, "rising sun" - the beginning of the process, and "setting sun" - its end. A special place was occupied by the image of water. In connection with the use of gnomons and clepsydra (water clock), water began to symbolize the passage of time.

6.2.2.2. The book of Thoth.

Rewriting all the information that was on the plates of the Atlantes, Egyptian priests (scientists) became possessors of a variety of knowledge, often completely inapplicable (due to the lack of an elementary material base). So, for example, working with biology (the main line of work in Atlantis) was absolutely impossible without microscopes, centrifuges, separators and yet a lot of equipment customary for Atlantis. In the end, everything that could be used was reduced to two codes. The first set of knowledge concerned Magic (that is, the ability to change the world directly with one's mind), and it was called the "Sacred Book of Thoth." The words "sacred book" for people of that time meant a ban on any refinements and changes in the main text. The second code, in the first place, included the "modern" (15 thousand years ago regarding us) part of the comments written by Set (who also studied ancient materials), and the original ancient texts relating to death and dying, after death, the location of the dead (Limbo) and the subsequent incarnation (resurrection) of the soul (monad). This knowledge was immediately classified, giving them the status of "DSP". If the code of Thoth was the clear key to the "vertical" (accelerated) evolution, the second code could plunge the world into Chaos.

There is a legend according to which the full text of the Book of Thoth existed in a single copy, and all the other lists from it were only fragments. To store the main scroll, the Underwater Temple of Thoth was built. To this end, the waters of the Nile were taken away, changing the channel, the temple was dug under the bottom, where several secret entrances were made, and the Nile was returned to its place. According to this legend, the scroll of the Book of Thoth lies in this temple on a stone foundation, illuminated by the light of eternal lamps, until now. Mages with the ability to move outside the body (see witches) can penetrate this temple and read the Book.

6.2.2.3. The book of Set.

Between the world manifested (imagine a chessboard) and Limbo (a box for the figures taken from the board) there is a direct dependence (the number of figures is limited). Fertility (putting figures on the board) is directly related to how much time the monads are in Limbo. Any experiments with the revitalization of dead bodies or the fixation of consciousness in Mummies lead to a disruption in the birth rate. Since rotation "World-Limbo" always occurs, it creates a powerful "current". As a result, the delay of some in Limbo leads to an accelerated departure from there of others. But during stay in Limbo there is a "cleaning" and "repair" of the monad. Thus, the process of mummification (delay) of the intellectual elite will lead to the accelerated birth of deformed monads (the birth of sick children and cripples) with very modest mental abilities (the most developed and advanced linger in Limbo). Set studied the properties of Limbo and its inhabitants. He found there indigenous inhabitants, which are usually called Daimons or Limbo Domains. Roughly speaking, these are consciousnesses of the cells in which information is recorded. If we consider Limbo as an information volume, then it will be divided into separate

local areas that have their own management system. This system of management of a separate information domain can be conditionally recognized as consciousness. Each of these consciousnesses, like any developing consciousness, absorbs information. Once in Limbo, the consciousness of a person after death falls into the zone of influence of the Daimons of its generators, and begins to lose energy. Human consciousness can be conditionally divided into two types of energy structures: stable and unstable. Stable structures can be attributed to the behavioral programs developed in the process of obtaining personal experience, which form a personality and a character, and to dynamic ones one can simply refer the energy of memories accumulated during life. It is her that is eaten by Limbo Daimons. If some knowledge accumulated by a person during life does not become a program (an algorithm that forms behavior), it will be lost in Limbo. Therefore, with repeated births, the person, basically, brings with him a character (a set of behavioral programs), but not memories. Those cases described, when the child born suddenly recalls the events of his previous life, are connected with the very short time spent by this person in Limbo, or with the fact that she (the person) did not get there at all (see Mummification and Non-Dead) . In the tradition of shamanism, associated with rather high levels of consciousness (4.2), the Mage tries in every possible way to avoid getting into Limbo (until the monad has moved into an object, for example, a tambourine, or even an idol), so as not to lose the knowledge that he (the shaman) has not yet translated into a personality structure. Set studied the possibility of avoidance for the Mages from entering Limbo, and also extracting some consciousnesses from there. As a result, there was a work uniting the theoretical models of Atlanta and the practical workings of the Set laboratory. In addition, this book includes numerous herbariums (described by Atlantes), containing descriptions of plants in our region of the Galaxy, and a prescription guide for the compilation of special potions from them. The fact is that among the metal discs was one containing all sorts of catalogs, including the one distributed among biologists, physicians and astrologers "Catalog of plants of the Galaxy with a short recipe directory." As far as I know, after all, the famous Voynich manuscript is not exactly a "dummy" and "fake" of an arrogant antiquarian, but an extract from this very herbarium, apparently redrawn by someone in the Middle Ages from the "Black Book" (which was, apparently, a late replica from the text of the book of Set).

6.2.2.4. The epidemic of the non-dead.

It should be noted that all the rumors about ghouls and vampires, that is, about lively dead people, refer specifically to Eastern Europe and to the period of 15-16 centuries, when there was a confrontation between the Christian European culture and the Muslim culture of the East. Knowing that these technologies are applied and of great military importance (even in modern wars), one can assume that one or the other of the struggling parties applied this ancient knowledge as a weapon. At the same time, it is more likely to suspect the Christian side, since the advancement of Muslims to the West was very successful without it. In connection with the use of ancient technologies in the military field, it is at the front of the struggle against Muslims that one can recall a knightly order of the "Dragon", of which the father of the famous ghouls Dracula was a member, and he himself was in this order (we are talking about Vlad Tsepesh, Lord Vallahia, 15th century). Knights of this order not only wore odd armor in the form of monsters, but also, apparently, used something like a hand-held flamethrower, apparently equipped with Greek fire (a mixture of oil products and volatile oils tucked into a device like a large metal syringe with flint a lighter). Apparently, this order, sanctioned by the church, had in addition to a small detachment of operatives still a large enough staff of analysts who sought out in ancient texts all the technologies that could be used against the Turks. The unexpected liquidation of the order from the inside could indicate that some extremely powerful technology fell into the hands of Christian knights, the spread of which the church feared more than the Turkish invasion. Really, for that time (and for ours) the technology of creating an army of the dead (in the biological sense), bloodsucking or devouring the enemy flesh, was amazing. In addition, there was a real modification of the methods of revitalization (using Soma juice (see), in which the vampire's saliva and blood initiates his

victim, turning also into a vampire. In this version, Christians would have hordes of practically invulnerable soldiers growing at the expense of the enemy.

However, any war ends sooner or later, and then what should we do with this blood-sucking army of the dead? Naturally, the Church leadership thought about this and stopped the existence of the Order of the Dragon. However, the already resurrected non-dead remained and, apparently, continued the guerrilla war against the Turks.

There is a message that the Nazis accidentally rediscovered the technology of the non-dead during the war. While engaged in the development of a psychostimulant for his army, which does not give the effect of addiction, they used cadets of one of the military schools for experiments. Unexpectedly it turned out that the obtained combination leads to the effect of "non-dead". The same report indicates that, after suffering heavy losses in a clash with non-dead Wehrmacht soldiers, the advancing Americans bombarded this school with incendiary shells so that no organic matter there basically left.

6.2.2.6. The Holy Inquisition.

Perhaps the Black Book itself or lists from it came to Europe from the Arabs during the period of the Crusades. It is unlikely that the illiterate population of Europe as a whole was able to understand anything in the Book of Set, but some very deep minds could certainly draw enough information from there. Most likely, these people wrote out extracts and their own translations. It is known that in later times, from the 14th century, lists from separate parts of the Black Book circulated throughout Europe, initiating witchcraft (black magic) and village Magic (combined with the remnants of local paganism). I saw in our time a copy, copied by hand and dated by me around 1860-90 with a cover and some inserts made on a human skin (nobody, however, was killed). The language is Slavic, but rather Bulgarian than Russian. A lot of colorful illustrations (mostly, herbariums) and the schemes connected with healing. The book contained bad translations (as far as I could tell) of several chapters (albeit very curious) from the Book of Set and fragments of the plant catalog, which is described above.

Having spread in Europe, the Black Book led to the emergence of several centers of necromancy, including, according to the descriptions of events, centers in Hungary and Romania (the Order of the Dragon in the 15th and 16th centuries), and in the Czech Republic (Prague, 16th century). It is possible that the dead were raised in Germany and France (where the Templar positions were strong). The Spanish Inquisition, apparently, considered the main bearers of the Black Magic the Jewish Kabbalists and scholars of the Moors and took them for good, which prompted these scientists to take refuge in the Muslim lands. The processes of identifying witches were aimed at finding and removing texts that were then sent to the Vatican and analyzed there. Perhaps, as a result of this work, the Vatican has the most complete version of the Book of Set.

The construction of "ossuaries" (churches of human bones) in some European countries, in addition to the officially declared goal: to give rest to the victims of epidemics, had one more function - the rest of the non-dead. If the deceased person is brought to this church in a magical way, then the remains of many people who make up this architectural structure suck out energy from it and extinguish artificially fueled life.

6.2.2.7. Black mass.

Satanism (apparently on behalf of the leader of Jötunns – rebels of the Sa Ghana) exists as the religion of the Anti-Creator, and at this point, is probably cosmologically close to the destructive aspects of Shiva (Shiva as the entropy of the universe). By building their religion on anti-Christianity, the Satanists perverted the rituals of this religion, apparently believing that if Christians can really reach the Creator (at this point they are fanatical Christians), then by doing the opposite, one can get to the Anti-Creator. However, the poachers of Magic penetrated into the camp of Satanists, who found there a convenient environment for themselves that they needed to conduct forbidden (by Mages) experiments in the field of necromancy. In particular, some variants of the Black Mass (conception on the altar of the desecrated church) are aimed at seizing and embodying (the birth of) the spirits of the Lower World (see Shamanism).

6.2.2.8. Invasion of the Hyksos. Prohibitions in Magic.

About 10 000 years ago Mages (4.1-4.2-4.3) united and started a war against the Egyptian empire. This was caused by large-scale experiments with the revitalization and creation of the most dangerous types of vampires (able to infect others, turning them into vampires), which the laboratory of the Set House began to carry out. Striving for personal immortality, the priests of Egypt used technology that influenced the interaction of World-Limbo. The birth rate began to fall, the number of children born with deformities increased dramatically. Combining neighboring with Egypt tribes of the nomads Hyksos, the Mages gave them a warlord, who led the campaign. In a series of battles the army of the pharaoh was defeated, and the Hyksos captured the capital of the empire. They destroyed the cult of Set and most of the priests, introducing the cult of Osiris, common among the Hyksos (the "human beginning", similar to the religion of God of the Son) to the rank of state religion. After this victory, the Mages concluded a Treaty prohibiting henceforth large-scale effects on Limbo, and banning most practices of necromancers. Subsequently, this Treaty, concluded in Larnaca on the ruins of the empire of the Pharaohs, was violated several times. Once this led to an epidemic of non-dead in Eastern Europe (see above), the results of the second (that occurred during World War II) are still unknown.

6.2.2.9. The main legend of Tarot, stone Tablets and Golden Tables.

It is believed that the Mages of Egypt knew about the upcoming invasion of the Hyksos and took into account the possibility of their defeat, thereby they gathered a council on which the issue of saving accumulated knowledge was discussed. Having a high enough level of consciousness (4.1-4.2), the priests were not afraid of personal death, since in the new incarnation they had to preserve the former personality. They were afraid to lose the knowledge that gives them Strength, Power and Authority over the world. Thereby, the issue of saving knowledge was discussed. The legend describes a long debate, during which three main suggestions were made: 1) cut the texts on the stone and hide the stone tables in the mountains; 2) cast gold tables with texts and hide them in the caves of the Great Pyramid in Giza (the pyramid of Cheops is one of several Great Pyramids built by the Asuras, and has nothing to do with the burials. In the described period 10,000 years ago it was already "a very ancient structure"); 3) create a game of chance, which includes the Magic Texts (the creation of the Tarot Cards).

Legend says that as a result, all three projects were adopted. It must be said that since the time of the Van civilization there was an interesting artifact: material extracted by one of the expeditions from the Earth's core. It was a kind of special substance (an unknown chemical element?), from which 10 tables with texts were made. The cache was arranged in Sinai. The location of the cache was described on several massive stellas, and certain cipher was used, which is understandable to a narrow circle of priests. As a result, Moses took the stone Tablets during the exodus of the Jews from Egypt. As one of the senior priests of the House of Isis, he was initiated into the secret of the cipher, read the inscription on the stella and found a hiding place, setting this event as a divine revelation to consolidate his power over the people.

The golden tables were cast and hid in the dungeons. According to legend, to protect the tables some kind of self-charging kind of non-dead was used, able to live for thousands of years without food. Perhaps, they had built in capsules with a radioactive substance, like those that worked in eternal lamps. The secret of eternal lamps consists in a capsule with a radioactive substance (the phenomenon of radioactivity is called in the ancient texts "internal fire"), placed in a transparent flask, covered inside with a phosphor (most likely - zinc sulphide). From the flask the air is pumped out (something like a piston). In the room where such lamps are installed, too, the air pressure is reduced. When the robbers open the burial door, the external pressure increases (the doors are sealed) and the bulb bursts. Most likely, these non-dead continue to guard the tables so far. According to legend, under the left paw of the Great Sphinx (built about 25,000 years ago) is a capsule with a dungeon scheme of the Great Pyramid. Modern studies of the Japanese expedition using ultrasonic sounding showed that there really is something under the sphinx paw.

In the course of these same investigations, under the Pyramid of Cheops, previously unknown cavities were identified.

Tarot cards appeared in Europe in the Middle Ages along with the Roma and received the name "Gypsy Tarok". One of the first European variants of the Tarot deck was painted by the Spanish artist Goya. Prior to that, the book of Thoth came to Europe in the form of Arabic and Hebrew texts.

As for the projects of saving the Book of Set, it was trusted precisely to the non-dead. It is possible that the original (the full text was usually in a single copy) is hidden there, in the dungeons of the Great Pyramid. Perhaps, some fragments were written on the walls of some ancient graves. The late version of the text, known as the Egyptian Book of the Dead, which includes several chapters of the book of Set, was found by archaeologists in the burials. The Arab and Jewish lists that came to Europe were apparently made with the help of robbers of ancient graves, who sketched signs from the walls of burial chambers. It is believed that the Frenchman Champalion first read the Egyptian letters, using bilingual (a word written in two languages) on the Rosetta stone. This is total nonsense. The sacred temple letter of the ancients was always available for reading to the Magos who were initiated into the system of "keys". The same magic keys (decryption codes) were "enclosed" and tarot cards.

PART 7. TARO AS A SYSTEM OF EVOLUTION. SEPHIROT

6.2.1. Structure of Tarot cards.

Tarot cards (the Sacred book of Thoth) consist of 78 pages (cards). Each card contains the text of the whole chapter of the book. Usually, in the deck, the authors put one empty card in case of replacing the lost one. For applications of card use (guessing, modulating situations, or charging talismans), if the Mage knows every card thoroughly, if one of the cards is lost, he can symbolically mark it on an empty card, consecrate (see the consecration of cards below) and use as a card itself. The profane, who do not know what Tarot cards are in general, often interpret the meaning of an "empty card" in their writings, thus provoking the laughter of the initiated. By analogy with the Runes, which represent a completely different system of working with energies, cads see a deeper meaning in an empty card. But the Runes are energy flows, and the empty rune denotes its (energy) absence, as, for example, when the light bulb is off. Tarot cards are the pages of the text of the book. What, for example, is the deep meaning in a blank sheet? What can be read there?

Further, the Tarot deck consists of two parts (sections), called the Major and Minor Tarot Arcanas. The word Arcana means exactly the rope tool, representing a long rope with a long loop, similar to the way nomads catch horses, cattle and each other.

Arcana means in this case a tool for setting the mind to catch energy of a certain quality. Each card has a picture field and service fields. For Major Arcanas on the service field fits the Roman numeral indicating the serial number of Arcana and his "slogan". The Minor Arcanas have a division into "pictures" and "figures". The "number" in the service field is represented by an Arabic numeral number, the symbols of the Elements are included in the "picture" of the card. The "pictures" of Minor Arcanas in the service field indicate their dignity: Volts, Knights, Queens, Kings, Aces. All cards, like the pages of the book, have clearly marked top and bottom. Some cads took it as a rule to comment on the meaning of "inverted" cards in their writings, demonstrating to everyone the complete lack of knowledge in the matter. By analogy with the Runes, which are vectors of energy and have, therefore, direction, these fools overturn the texts of the Book of Thoth. However, if the inverted rune has just the opposite direction of the energy vector, then what exactly is an inverted book in the hands of a layman trying to read it? It means, mainly, ignorance of letters and inability to read. For the Mage, the presence in the Tarot book of comments on an empty or inverted card immediately means that this work was written by a profan, and there is no need to waste time studying it.

Over time, players in gambling (to whom the meaning of Tarot was absolutely unavailable) simplified the deck for their needs. This would be a complete surprise for the ancient Egyptians, accustomed to take care of the texts. Thus there was a playing deck of cards, in which are completely absent Major Arcanas, and Minor Arcanas include only number and color (element). From Major Arcanas in preference deck (more complete) got 22 Arcana card ("Fool"), transformed into the Joker and, apparently, indicating the player. From the Pictures the Knights disappeared.

Matching Suits and Elements:

Swords (Fire) - Spades of Dinaria (Earth) - Diamonds of the Cup (Water) - Hearts of Wands (Air) - Clubs.

There are decks made by the profane, in which "playing" cards are placed instead of Minor Arcana. These fools, apparently, somewhere heard that in Tarot there are 22 Major Arcanas, and somehow they draw them (not knowing what they are doing), but instead of Minor Arcana they simply put playing cards, not thinking about the discarded text (not even guessing that it should be). Such a deck is similar to a book containing only chapter titles and page numbers. To such grief-masterpieces can be attributed the "Marseilles deck," made by the Mage specifically for

screening profane. In former times, self-appointed sailors were sifted out in this way in the navy. They were asked: - What did you go to the sea on? - On cruisers, on battleships ... - And on the latrine? (name of the ship toilet). – Yes, on it most often ...

Thus, there are several ways to immediately weed out the profane, struggling in the field of Tarot cards.

The Tarot deck consists of 22 cards of the Major Arcana and 56 cards of the Minor, broken into 4 suits (elements) with 14 cards each. Each suit forms a structure called the "Staircase of St. James" (the saint had a vision that supposedly showed the work of this structure).

6.2.4.1. A curious case of the interpretation of symbols.

The fact is that the above system of keys is not a special case, applied only to the Tarot, but it is a kind of universal system for the entire occult heritage, including alchemy, but with some additions related to the specifics of the work of alchemists. This also includes the interpretation of ancient Tibetan iconography. So, for example, the Tibetan icon of Kalachakra depicts a male demonic (low-frequency supernatural) creature that is in sexual contact with a female demonic creature. From which the profane concluded that in the Tibetan religion there are sexual practices (to the surprise of the Tibetans themselves, who knew nothing about it). In reality, it is said there about the spirit minds of the lower plan (male supernatural being), accessible to contemplation of the Mage by means of intuition (female being). However, the interest generated by the profanation of this icon gave birth immediately to the market of proposals. There was a whole galaxy of teachers who began to teach Tantra (in fact, the name of the Tibetan version of Buddhism, which has nothing in common with sexual practices) to all comers. These practices were enthusiastically received by a sex-hungry public who was able to satisfy their sexual needs under the guise of spiritual development.

Magical elements.

In Soviet times, Russia published a lot of critical materials about Magic, Alchemy and Astrology. In these articles the worldview of the Ancients was presented as primitive and very naive, which fit very well into the idea of the progressive development of civilization (descendants know more than ancestors). However, this process is not linear, but spiral (which was recently confirmed by scientists, having come to the conclusion that 25 thousand years ago there was a nuclear war on the Earth).

This means that the ancients were not so naive, and their worldview can far outrun existing ideas about the world. Mocked as a pseudoscience, Alchemy produced an absolutely real product: chemically pure gold in volumes, very close to industrial (and it exists to our time).

Astrology allows you to predict many life events with a large correlation. The ancient methods of controlling reality (Magic) describe absolutely terrific possibilities.

Thus, the cosmogonic and physical representations of the Ancients can be very interesting to us.

Under the Elements, the Ancients understood the principles of the organization of matter in our Universe. Their breakdown of the structure of matter into five principles was based not on empirical guesses. In total there were five Elements: Earth, Water, Air, Fire, Ether.

- The Earth carried in itself the notion of a solid state of matter, information, and energy density per unit volume.
- Water includes concepts of the liquid state of matter, elapsed time and inertial mass.
- Air includes ideas about the gaseous state of matter, the future of time and Chaos. The probabilities of events and parallel worlds are associated with it.
- Fire corresponds to the plasma state of matter, kinetic energy and present time.

- Ether is a system of interaction of the four Elements in equal proportions, an idea of living matter and vital energy.

The concept of Elements is connected with the principle of organization of matter in the universe and with the existence of other Universes constructed from other Elements. It is also said about the Universes bordering with ours, in whose structure there are Elements like those that exist in our universe. Between our Universes there is a Boundary and the transfer of objects is possible. These other universes are named after the common (boundary element). For example, the Worlds of Fire or the Worlds of the Earth. Beings that pass into our world from other universes are called Elementals. These include the Elements of Fire, referred to by Mages as "Salamanders" (medieval terminology), Elementals of Earth - "Dwarves" or "Kobolds", Elementals of Water - "Undines", Elementals of Air - "Sylphs".

There are many names for the Elementals of Ether: "Ollie", "Dryad", "Loa", "Elementary", etc. The Mages themselves describe the Elementals (creatures of elements) as such fluctuations of the Elements, which can be regarded as the presence of some living being. For example, in the flame of a candle, in the absence of a draft, uneven burning occurs, and the tongues of flame form bizarre patterns resembling a lizard (fiery salamander). The Elementals theme is not covered in detail in the Egyptians' heritage (Tarot cards) or the Hebrew heritage (the Torah book is the deciphering given by Moses on the Stone tablet). This theme was worked out by the ancient and medieval mages, including Paracelsus. The most complete description of this topic is still the repeatedly reprinted book of the abbe Villefort de Montfocon "Count Gabalis", written in a very dark and metaphorical manner. For a person who is not familiar with the occult method of concealing information, it will be very incomprehensible and useless. There are also known works of Agrip and Paracelsus, affecting the nature of spontaneous spirits.

6.2.2. Consecration of Tarot cards.

As already mentioned above, the Tarot cards represent the surviving version of the ancient Egyptian Sacred Book of Thoth. In turn, this book is a textual record of a selection of information plates of Atlantes. In the original source there were no written texts, but video materials that included all the parameters of reality (sounds, smells and tactile sensations) that people perceived not from the screen, but directly. Based on these experiences, the Egyptian priests also compiled their tables with texts. The Atlanta Library, even if you take those few plates that the Egyptians got along with Helmet Ra, was amazing in size. Priests immediately eliminated "all unnecessary", which includes incomprehensible alien technology, art and literature, and focused their attention on several magical materials. Having translated these collections into texts, they isolated the "most necessary" from them and thus created a textbook of Magic. The main thing in this textbook, from their point of view, was the technology of changing reality with the aid of the "command system" (Major Arcana). In addition, they found the keys to working with matter and energy, as well as ways to penetrate other Worlds (Minor Arcana). Each of the 78 tables described the method of entering a certain "command" state of consciousness, in which the human consciousness turns into a "reality converter". This system of knowledge, which is the product of achieving the science of an entire civilization, in principle operates with a different model of the world than modern physics.

It is possible to describe this model briefly by analogy with the ideas of the movie "The Matrix": we are all only programs in a giant computer. Atlantes talked about the information model of the world in which the Earth is a computer with a 22-bit processor. In other words, each object in this system (in our objective reality) is denoted by a name that includes 22 signs. Having found such a name for the object and entering the state of reality control (get to the program itself), we can rewrite the name of the object, changing its properties.

In addition to the digit capacity of the "processor" Atlanta found that the system has 10 levels (information is recorded on 10 disks). Each such level corresponds to one of the 10 Sefirot (see Sephiroth or Jewish heritage. In the 10 Tablets handed down by Moses from Mount Sinai, Sefirot was apparently described). The program itself (reality) is written using a language containing 22 symbols, each of which corresponds to one of the program commands (the law of nature acting in this world). Thus, behind each card of the Major Arcana there is an existing packet of information. The map itself describes the method of setting up consciousness for this external information block. When the mind is set up in accordance with the map, the Mage can pass this energy and fix this stream to the card itself. This procedure is called "consecration" of cards. Sanctifying each of the 22 cards of the Major Arcana, the Mage passes to 56 cards of Minor Arcana.

Minor Arcana indicate the points of the universe in which certain forces act. Tarot cards include 14 dots for each of Elements (the direction of displacement of one of the 4 universe boundaries (a total of 6: Fire, Earth, Water, Air, Ether, forming two Elements: Life and Death) are shifted in accordance with the indication of the map at a given point in the universe, the Mage fixes its properties in the card, that is, it charges the card with the energy of that place, using the point of the Universe described by the map as the "Place of Power" (see Places of Power).

After fixing all 14 points on the cards for each of the Elements, the cards are laid out as the main Mandala of Tarot (triangle in the square) in order for the energies of the cards to align with each other. After the consecration of cards, they can be used as talismans possessing the quality indicated for this card (see Talismans of Major Arcanas).

6.2. Major Tarot Arcana and the evolution of human consciousness.

The whole Sephiroth tree can be considered as a device for the development of human consciousness (like a gym). For many lives, working with different Arcanas, a person moves from one level of development to the next. As a rule, for levels of 1-3 castes this transition is unconscious. Next, a person begins to engage in evolution, as a matter of fact, and approaches this transition consciously (Magic). However, development does not necessarily take place with one person, but sometimes with the entire society. One can imagine how whole civilizations go from the lower world of Malkut to the next world of Yesod or other worlds.

There are several described examples of strange disappearances of entire populations of people. There is a description of the resettlement of a whole village of some sectarians in a higher-frequency world (presumably, Yesod), and the technology was described in the diary found there. There is also a modern description of one American tourist, who lived for several months among Australian aborigines, quite seriously discussing plans of moving the whole tribe to a higher-frequency world (not death.) We can assume the existence in the past of civilizations, which managed to completely move into higher-frequency worlds.

6.5.1. Arcana as a method of tuning.

The main textbook of Magic, which is the heritage of the civilization of the Asuras (Sephiroth Magic), is still the Sacred Book of Thoth, which has survived to the present day in the form of a Tarot card, and the Holy Scripture of the Jews in the form of the book "Torah." This book is based on the stone tablets brought by Moses from Mount Sinai (the reserve version of the book of Thoth, hidden there by the Egyptians before the Hyksos invasion and the death of the Ancient Kingdom of the Egyptians). However, the texts of the Old Testament are very vague. The Ten Commandments in number are joined with the idea of the ten Sefirot. In some pieces of text, the description of the Tarot Arcanas is seen.

Thus, the story of Adam, the apple and the Serpent is a verbal description of the 6 Arcana (but the Tarot Arcana is 2-5 thousand years old than the Torah). A vague description of the creation of the world roughly describes 1 Arcana. However, the esotericists who examined the Torah said that its text was encrypted in a complicated way. The same conclusion was given by modern researchers who studied the Torah with the help of computers. As a result, currently the best and most understandable Magic textbook (scientific paradigm of the ancient civilization) is a Tarot card deck. But it is also encrypted. However, the method of deciphering is simple, as is the method of reading the sacred letter of the Egyptians. Here we are dealing with intuitive symbols (as in modern technology). To decipher the Tarot, you need to know a few basic concepts that were passed orally from teacher to student. These key concepts were called "Keys" and were recorded in the Bible, according to legend of the King Solomon (King Solomon's Keys). Crossed keys in the coat of arms of the Vatican reflect the claim for knowledge (possession) of this oral tradition. More important Key is illustrated figure in Tarot of a winged sphinx (Sphinx enigma). The decipherment of this Key is given in several Magical Tracts. However, the symbol itself is painted inside 10A.

In general, all instructions related to Tarot cards should be looked for within the cards themselves. In principle, analyzing the figures of Tarot, you can decipher Glyphs (signs) yourself, especially if you study the works of esotericists first, as the most of them relied on the Tarot (see Mobius, Uspensky, etc.).

6.5.2. Features of Ritual Magic.

Working with the energies of the Major Tarot Arcana is usually called Ritual Magic. The fact is that each Tarot card contains a certain number of glyphs (signs), indicating the need to perform actions to adjust consciousness to the flow of energy of this Arcana. Since for centuries, many people worked with each of the Arcanas, each card got the energy of the ritual (the energy of the Egregor Ritual of this Arcana). In other words, getting into the ritual (when starting the ritual) of tuning to this Arcana, you seem to get on some rails, which you yourself send further. Tarot cards are nothing more, than a paper with pictures. However, when they engage the energy of the ritual (the consecration of the Tarot deck), and for each of the 22 Arcana, the cards become a source of the Power, which is a volt of the Sephiroth Tree (Volt System).

6.5.3. Management of planetary processes as work.

Working with Major Arcana is similar to the work of a starship crew. All together they serve a more complex mechanism. Those who work with Arcanas 22-18, are bilge sailors. They serve machinery, body, engines. Working with energies 17-10 are engineers. They work with ship control systems. Those who work with the Arcanas 9-5 are officers. They control all services and lay the course of the ship. Those who work with the Arcanas 4-1 are the headquarters headed by the captain (1A), the navigator (2A), the chief power engineer (3A) and the Senior officer (4A). Thanks to the efforts of the entire crew, this ship plows the expanses of the Universe.

6.3. Minor Tarot Arcana and five Elements.

As mentioned above, the Tarot deck consists of 78 cards. Of these, 22 are the Major Arcana (see above). The descriptions of Sephiroth, apparently, were hidden separately (stone tables of the Covenant containing the 10 commandments) and got in some kind of encrypted form in the Torah, and from it into the Bible. The 56 remaining cards are the Minor Arcana and in modern esotericism this is the most mysterious area. Virtually none of the modern books on Tarology has advanced further descriptions (always controversial) of the sci-fi aspects of Minor Arcana. Meanwhile, this is one of the most exciting areas of the Asuras Heritage, called "Practical Magic". These Minor Arcana keep a knowledge of ancient psychotechnology. All cards of Minor Arcana - 56 pcs. – are divided into 4 groups (elements), reflecting the features of the energy and world perception of man. In fact, such groups (Elements) are not 4 and 5. And the fifth Element of Life

(Element of "Ether") contains at once two active principles, or directions - Life and Death. That is, theoretically in Tarot cards there should be two more groups (suits). However, the compilers of the Book of Thoth withdrew the Ether beyond consideration. There is a separate Necronomicon (Book of Set), describing the death of poems (14 cards (or chapters), by analogy with the rest of the verse), and the Book of Life, which has a completely different name (from the Crane Books to the Book of Dragons (Draconomicon)). In addition, there are references to the Book of Flowers and the Book of Trees. We will assume that the writers of the Book of Thoth had good reasons to exclude Element of Ether from consideration. Thus, we have 56 cards divided into 4 groups of 14 cards.

6.6.1. Evolution of consciousness and Hierarchy.

As it was said in the description of the Major Arcana, the Sephiroth Tree is a rigid hierarchical system in which the higher rule the lower. A complete analogue of the organism, in which there are control systems and controlled cells, tissues, organs. The growth of consciousness occurs due to its specialization. Also in the human society, the growth of mastery is inextricably linked with the narrowing of specialization. Specialization consciousness of the Mage (4.1-4.4) occurs within the Element, usually called the Elemental Clan. Elemental clans are complex social structures with a multiparameter hierarchy. One of the hierarchical parameters of the spontaneous clans is designated in Minor Arcana and looks like a transition from 2-to-10-kam (4.1-4.3) and from volts to aces (4.3-4.4). If we consider the Minor Arcana as the Stage of the evolution of consciousness (usually 14 cards of the Elements are called "St. Jacob's Ladder"), then one can say that at each step a person learns certain skills. If the Major Arcana dealt with the work of consciousness with energies of a certain type (a description of the Tree of Sephiroth himself - our analogy with the starship), the Minor Arcana describe the profession of the crew of this spaceship, and the description begins not with sailors' professions (1-3), but with the level of engineers (3-4.1-4.4). In this case, the engineering professions (4.1-4.3) are described by digital maps (from 2 to 10), and the officers' - by "pictures", from Volts to Aces. As a result, there are two sections of Practical Magic: Development of Consciousness (Adept Magic (4.1-4.3) (2-10 Minor Arcana)) and Called Magic (invocation of the "higher powers" (from Volts to Aces (4.3-4.4))).

6.6.2. The Power of Hierarchy.

Unlike the human society (1-3), where the "bosses" create verbal (manifested) conditions for subordination of other people (laws, material incentives, etc.), in the world of Magic (4.1-4.4) the power of the Hierarchy is non-verbal (it is not manifested in the form of incentives or coercions emanating from a specific person), but is hidden and expressed in the form of a change in the picture of the world (the Treaty). For example, the world of a squirrel sitting in a cage is arranged in such a way that it is forced to turn the wheel, although nothing is paid for it, and no one asks for it. Simply, knowing its nature (features), such conditions were created for it. The hierarchy rules the Treaty and through it – separate individuals. At the same time, the power of the Hierarchy is anonymous and is not based on orders, but on the emergence of situations that the lowest should work out. Consciousness of highest create a world, in which the lowest live. In this regard, ordinary people can be defined as those from whose consciousness the Treaty (the picture of the world) does not depend, and the Mages - as those on whose consciousness it depends.