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Awesome. So yeah, what I'm talking about is the planes oblivion in the Elder Scroll series serving as a unique re-imagining of hell.

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So I really want to focus on sort of the differences between what I'm gonna call a traditional conceptions of hell and I'm gonna be drawing from Christian theology just because that's kind of in the primary religion of the West for the past couple millennia.

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So fair enough. So when I say traditional, I'm referring to that. And one thing I don't want to do is I don't want to take the time to justify the idea that or oblivion is a representation of how I'm gonna take that as True, I'm gonna say because I mean, it's right when you started Livian.

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One of the first things they say is they look at the demonic planes and there's an in a lower book in where they argue that that's a bit of a complex and nuanced issue you don't want to call them the demonic planes that's something men do not Fair enough, I'm not gonna get into it.

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We'll just assume it's representation of hell. Alright, so I wanna say by examining the intrinsic metaphysics of the outer scrolls.

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The creators were responding and contributing to changing cultural paradigms that are really grounded in new ways spirituality.

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Or draw significantly from New A's spirituality. And individualist ideologies. So if you don't know the older scrolls is a high, a fantasy action RPG.

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Developed by the Fes of Game Studios. And it's very substantially permeated the cultural zeitgeist.

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Another quick note. I'm not going to use zeitgeist again. I'm probably going to use CS Lewis and discard him as uses, back cloth.

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I might use tapestry or cultural mill you. I'm not gonna use like that again though, but if I use any of those terms, that's what they mean.

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Marking its same way, it's pretty the cultural side guys. Marking is profound influence through iconic installments such as the other schools, 5 Sky Rim, which is extraordinarily popular.

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Oblivion, of course, for living was very popular as well. And it even contributed to the MMO domain through L scrolls on.

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That's through the series of peel in the sand is it's intricately . It offers an immersive narrative landscape that serves as the basis for this present analysis So I wanna elucidate cosmology of the other scrolls with a concentrate focus on the planes of oblivion.

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Okay. And how they contrast with traditional conceptions. So the When I when I talk about the backlog, the, this take place.

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Artistic creations don't take place within a vacuum. So if we think of token, for example.

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The Lord of the Rings exemplifies multiple modes of token thought, right? He has little, about how he was trying to justify the kind of more brutish western civilizations that as they were conceived of the kind of more brutish western civilizations that as they were conceived at the time like the kind of more brutish Western civilizations that as they were conceived at the time like the

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Saxons, the kind of more brutish, Western civilizations that as they were conceived at the time like the Saxons and he captures them in the Rohirrim, in contrast to the kind of high culture Greco Roman Western civilizations, he sort of justifies goodness of them.

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So there's that, that's his academic. Work, but he also talked about how he had been crafting Middle Earth since he was a little kid.

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And when he started to write down the stories it was largely for his children, right? That's how Tom's world got started.

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So There's all these different modes and he obviously most scholar, biologist when he was a kid, right?

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There's all these different things that are influencing him from left and right that cause you to have what ends up being an extremely creative projects in the long run.

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So it doesn't exist within a vacuum. So what I don't mean to say is that.

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The, creators intentionally picked off of different influences, though in some cases I'm fairly confident they did.

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But that again, the, the back clock is what they're drawing from. So, I'm postulating that.

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The cultural currents underpinning the older scrolls, planes of living. Individualistic. So what I want to talk about is a quick introduction to new age spirituality.

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And then I'll introduce individualism as well and do a quick historical overview. That.

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I think I think Mike lost connection.

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That looks like it.

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Yeah.

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Okay.

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I'll let him back in as soon as he. There he is.

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There you is, okay, good.

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Alright, we got Mike back. No problem.

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Oh, that's the worst. So, alright, I'm gonna try and bring it up on my phone in case that happens again and then I could just switch over Alright.

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That would be good.

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And let's go back to PowerPoint. Okay. But again, I don't have a, I don't have a graphic for new age, so I'm sitting on this graphic for a couple of minutes.

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So if you haven't heard of New Age spirituality, it's something that really it eludes a formal definition.

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It's kind of a lot of things. It really heavily draws on or favors.

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Gnosis and historical Gnosticism, which is sort of the same way. Scholars of Gnosticism often have question whether it's still appropriate to call the many groups that we've identified as Gnostic groups.

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With capital G at least. So, newly spirituality is a complex multi faceted belief system.

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It gained a lot of traction during the twentieth century, seventys and eightys. It's been posited by some scholars that it really wasn't outgrowth of the hippie movement which was heavily influenced by Eastern philosophies.

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And I'm suggesting to you that there's some central thesis that although it's ambiguous and ethereal.

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There's some central thesis that's kind of continuously pop up. It was subversive to some cultural norms.

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It has a profound respect for ancient wisdom and esoteric traditions. It often embodies an emphasis on Gnosis.

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And it really enjoys the secret knowledge aspect of that, which is one of the reasons that new age is so often interested in the ancient world, specifically in secret or a crypto histories of the ancient world.

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Then influenced a little bit by the East during the kind of hippie movement and then these sort of emerged as this thing that we would call new age is very broad thing we call new age.

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It has a heavy emphasis on which, encourages direct spiritual encounters. And then one thing that continually seems to pop up, almost, big previously is the law of attraction.

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Every the great jail son in once said several times so that every 10 years or so some jerk will write a new book that has all the same content and it's some variation of what the secret, what you know, the law of attraction.

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And it's actually, I think it's about more than that but probably every 10 years when it gets really popular again I haven't watched Opera so I know what the new one is.

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I think that's a fairly accurate statement. So. And the law of attraction is essentially the idea that you have the power to shape your own reality with your thoughts and not just limited to your conscious thoughts but your subconscious thoughts as well.

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So we are creators of reality. Alright, so that's my quick overview of new ways.

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Very quick, I'm sorry. Now individual is in the West. Just gonna do a quick historical survey and I don't think I need to justify this too much.

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So Western society has gradually shifted toward a higher access on individualism. I think this kind of perhaps climaxed in, the modernist philosophy.

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And, you know, engagement, in seventeenth century, had a wave of intellectual and philosophical movements, a renewed emphasis on individual and philosophical movements, a renewed emphasis on individual liberty, reasons, skepticism, and renewed emphasis on individual liberty, reasons, skepticism toward authority.

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Interestingly enough, the classroom looking Charles Taylor kind of lays all that questioning of authority at the feet of the Reformation, which I think is kind of funny and maybe accurate.

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I don't know. The Probably some people call him the first modern philosopher Descartes.

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He's the guy who says, I think therefore I am. That's sort of the foundation of modern philosophy, right?

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It's the idea. Hey, I do the thinking. I must be. It's no longer, there's something out there which tells me I am.

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Okay. And so Right at the very start you can see this individualistic tendency arising in modernist philosophy.

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Not a bad thing led to the free world where I live in America today. So, but. It's sorry it developed and perhaps today we see some of the outcrops of the high.

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And so I think that a really great example of this is the statement that we hold these truths to be self evident that all men are created equal.

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And throughout the history of the world, there's been nothing less self evident that then all men are created equal to this is found on this idea that there is a sovereignty of the individual.

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They have all the rights of every other person by virtue of the fact that they have been born.

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Okay, so to kind of summarize the section. New spirituality and individualism. 2 significant culture movements can be characterized by the following principles.

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They critique traditional religious narratives. The elder scrolls is going to do this. Repeatedly.



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There's an appreciation for some Eastern Flossie as ancient wisdom. This is present in the older schools but a little bit more understated so I'm not gonna emphasize it.

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The ancient wisdom, absolutely though. They reinterpreted, traditional religious narratives.

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There's and then there's an emphasis on individual experience and the power of belief. So when I talk about Western individualism and I just brought up a new age.

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The new wave is when I talk about it being an outgrowth of Western Esotericism, it's been getting hammered by the philosophy of the West.

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In its growth. So as we see the Western esoteric tradition grow and then get mediated by the East, it's still by virtue of the fact that it was emergent in the.

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Mid to late twentieth century. Significantly moderate, modified by modernist individualistic tendencies. So that's sort of the direction it went.

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Okay. Now, I wanna talk about a quick. Overview of the kind of the evolution of the concept of hell.

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And then I wanna get to the outer schools and I'm taking so long, I'm so sorry.

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So in Western thought there's been an evolution of our collective perception of the landscape of hell. The way, Translate Describing How can be a So, and this is very common one.

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In the Old Testament, hell is usually gonna be translated as Shale, which is just the grave or the PIN didn't necessarily carry any negative connotation with it.

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Yeah, it didn't necessarily carry any negative contagion. Just, hey, they went to the grave, right?

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They died. In the Septuagint, the Greek translation of the Dora. We're gonna see that this was translated as Hades.

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So Hades in the New Testament is gonna gain a little bit of the fire and brimstone idea to it, but it's also used.

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Just as another word for. ale or the grave. And so in the King James version in a large translation, the Bible.

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It's just gonna be translated as hell in both Hades and Shale and What have you.

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So. Hades is a bit flexible. Doesn't necessarily care. In New Testament usage, it will.

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There's another flame reference in the New Testament to Gehenna. Which is based on the value of, you know, we're in the Israelis had in the past sacrificed children by fire to the god Molec.

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Later, would continue to be associated with fire was a garbage dump. Where they would burn the garbage by the time of Jesus in the first century.

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And throughout the inter-testamental period it did indeed kind of grow into a have a more spiritual connotation to it being indeed, place in the afterlife where you would be.

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But in we're getting Judaism in at least in the tall mood. Your time in, which is the worst part of the afterlife, would never be eternal.

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So there's no eternity there. It was limited to, so there's no eternity there.

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It was limited to very specifically, 12 months. Not exactly sure how I can't remember, they justified, but I can't remember exactly how they just fight. 12 months.

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Not exactly sure how I can't remember, 12 months. Not exactly sure how I can't remember, they just like to sure how I can't remember they just fly, but I can't remember exactly how they just fight precisely 12 months, no more.

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You're not gonna be in this place of torment. So the biblical idea can You might be able to say these are these are kind of cut and dry.

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Most scholars would say, well, it's a little bit ambiguous. So, the prolific New Testament scholar and T right has said a couple of times when asked about hell that early Christian discourse rarely referenced it so if you're looking to the new test and saying, well, here I know what hell looks like and you haven't been already confused and muddled by my talk about the

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words. He would say, well, it's, it's not so obvious that the early Christians would have seen it the same way as you.

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And, I think this seems to be right. So if you read, for example, the app is.

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To my knowledge, you will find no, I mean. And I'm pretty confident this.

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There's no reference to the landscape. And so, and that's the app. Throughout the rest of the patristic era.

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It's scanty at best. It doesn't help the case that we have a clear cut conception of hell.

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It muddies the waters. We might. Here think of the eastern fathers specifically origin in his infamous apricata stasis the variant of universal salvation right Where, you know, hell again, lose this eternity.

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You're gonna be burned down to a germ and then God will kind of regrow you and this was eventually extended to the even the demons and the devil, which is why he was declare heretical by Justinian and his works for That's probably the reason it's never formally canonized the same.

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He's called Churchpot if not saying the So. By the middle ages.

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Representations of hell were much more common. But they've been heavily influenced by Greco Roman in thought.

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Culminating in what I believe is the most significant portrayal of hell in history. Dante's infernal, right?

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And we've all heard the name. And some of the images from Dante. Have that people who never read Dante or play the video game there's actually a video game where you just it's people who never read Dante or play the video game.

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There's actually a video game where you just it's not at all like the book you just going beat up watch the movie about it People who've never done any of those things are still aware of some of these sort of tropes, right?

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The idea that they were layers to hell based on the significance of sin. They idea of specific punishments based on the sin itself sometimes which are ironic.

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These are things that Dante brought into the popular world. But Dante again didn't write this in a vacuum.

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He directly was looking at Virgil's and And I mean, and he even has, guide through AI, right?

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He has the spirit of Virgil guide him through hell. And Virgil. Road the need when he was commissioned by Augustus to write a propagandistic myth, of Rome to justify.

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Is the rule of Augusta Caesar, right? So what Birtle did was he looked back at something all the Romans respected, which is the Greek world.

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And he said, okay, we've got Homer's works here that everybody likes. And those did a lot of good things for Greece.

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So what I want to do is I want to take Homer's stuff and I want to connect us to it.

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So he has, Aeneas be the protagonist of the, the, And Aeneas is actually a character in Homer's Iliad.

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A bit of a minor character who escapes and then comes and goes on this whole adventure that ends up leading to the founding of Rome and he gains, he learns a prophecy while he's in.

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Underworld. Where, you know, you know, Gus Caesar is gonna be awesome and look forward to that.

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And it's kind of a funny, it's a great story, very propaganda. So Homer has.

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In the Odyssey go and have a journey of the underworld in communion with the dead.

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Virtual and sort of, on this has a more descriptive journey of Aeneas to the underworld where he gains, learns a prophecy of the founding room, gets a very high stakes.

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Very high stakes stuff and then Dante. Expans on this even further. Drawing from Berlin drew from Homer.

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And as an entire book in his Magnum Opus, which is the Divine Comedy, dedicated to the Descent into the Underworld.

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And he takes. He's in the world. Of that is largely and he then tries to integrate it.

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Smoothly as cleanly as possible. With Christian cosmology. So for example, when we see a, this is almost certainly influenced by the medieval cosmology, which had concentric circles of reality.

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Which is also by the way interestingly not based on Aristotle's cosmology. So it's kind of a fun little thing.

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Everything's connected. Everything's connected. So. He took all these Western employees.

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He kind of integrated them and then he gave us this visualization of hell, which has had an enduring impact on the West visualizations of health.

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In various ways.

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Okay. Now.

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. I wanna talk about Real quick, quick survey of soteriology, which is the study of salvation.

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Okay, so they're diverse perception, soteri, which is why I don't wanna talk about specifics here.

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Obviously, I don't want to talk about specifics here. Obviously, you have to believe differently.

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A lot of people have different ideas of how you But one thing that is ubiquitous across them is the idea that you are being saved by something else.

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It's not you saving yourself, right? Even in the capital G Gnostic cultures they see or Relative.

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They didn't think they were saving themselves. They were embarking on a gnostic endeavor, but they were called to do so, right?

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And they were drawn to maybe because they were by their nature, they were sons of Seth, for example.



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So. This, I think, is. Where the new age really kind of heavily diverges.

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They, the, like, noses and they like, they stored Gnostic colds, but they really diverge here.

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In the idea of individualism having an extraordinarily outsized effect relative to the traditional. No, right?

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The store groups would assume you're being saved. But the new age over states or I don't wanna say overseas because that implies that it's inherently incorrect, but it.

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More heavily emphasizes the role of the individual's journey as opposed to you being called and drawn in by something which in some streams of new age thought that is present you are the one has the godhood within you and you are the one going and doing it.

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So it's kind of a self salvic sort of thing. Okay, and so is there What is hell look like?

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Well, there's been a development of what hell looks like. And if you, if it culminated in the new age and not that it didn't, right?

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Because Christianity is still around, but part one branch that, in the new age. It went from This.

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Not so bad, very, very bad, extraordinarily bad and extraordinarily eternal to Well, there's hope yet because you know you can get yourself out of there if you really want in new age thought and this is where the auto schools comes in.

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Alright. So I just have this map of Tamrio to associate something to look at. But this is Dante's view of how you can see he's got all these So the gives us an innovative conceptualization of the supernatural through the plan of oblivion.

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So in the in-game book on oblivion. You can access it through couple of games in series.

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Dear, is the film. Called oblivion. Multiple rounds, they, sometimes in the where it is outside of NUR, right?

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So, NURN being the mortal plane. And look at all this. All this is oblivion.

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So you can see here that this is sort of an inverse. Of what traditional theology would have us see about hell, right?

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So if we think now of CS Lewis's, rate of course where it seems like hell is extraordinarily large but it turns out it can fit in the tip of a blade of grass and the heavenly realm is very, very large by comparison.

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Here, you got these are representing the gods. The A. You've got oblivion surrounding it on all sides.

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You're like this help. And it's not even like it's just out there. It's always somebody who's always trying to break in whether it's Mare Runs, DAGON or MOLAG BALL.

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Somebody's always trying to bust in there. So you're always on guard and by the way turns out I'll get into this later.

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The gods. Probably are not stronger than the day dr. Now, the The day dr are the inhabitants of oblivion.

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The racism, to lower book, call them demons and this occurs in some exchanges in the empire, but you also hear them call them, So, in demon.

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Are kind of interchangeable, but I've heard that they in one more book that's a mischaracterization because they're not actually all evil, right?

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The, you can call them God's interchangeable again. Some people would say that's a misnomer in some of the in game lower books.

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But, Adra, good, Dedra. D, theme and bad. So. The

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Yeah, so what I'm suggesting is The reason I think that over here. The concentric circles in this of hell here.

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It seems like there's a bit of an echo of this sort of concentric circle idea in the cosmology of the outer scrolls, it's not an official piece of art, but this is a relatively common portrayal of how the neuron is situated.

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And so it seems though there is a little bit of a medieval influence here. Then ties back to Aristotle.

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Then each of these planes. Is ruled that we know of, right? We know of team, dated princes.

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Is ruled by one of the major princes. Here's an alternative, and you can have different motivations.

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So the And then they have all sorts of inhabitants that are basically object to them. Now, I call them date princes, but you don't need to use the word prince.

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There's actually one more book by priestess of his or called the invocation of Azora where all of them like even more, so, is there was called a princess, well, of us bought a princess, and, Princess, it's kind of a funny thing.

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Most commonly, they're called princes, but they're considered to be in. So they have various motivations.

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Some more demonic than others. The data prints domination in Slayman known for his love of torture, suffering rape is called Molag Ball.

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Molly Ball's name is probably influenced by the God Molec of Canaanite fame.

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But his role is the main are the closest parallel we have to the real conceptualization of The same in the Otis roles, his realm of cold harbor.

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So, it's crazy. You actually get to explore it and the other scrolls online.

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And. One way here that I'm talking about it. That you subvert tradition.

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Is that the permanency. So even in the most extreme. Of the hellish landscapes, which is with the worst prince we know of, Mollag Ball in the worst place we know, which is cold harbor, nothing but jailing and torment and enslavement.

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You are able to get out of there. You do this in the oldest roles online. It takes. A little bit of help and a little bit of ingenuity.

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And the help of some friends. But you're able to get out of there. And this is.

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This to me is Kind of dabbling with a new age idea of the self salvation concept.

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So then. I'm gonna move on to, no. I'm gonna move on to a

05:06:23.000 --> 05:06:38.000

Different concept here. And I want to talk about she. We're And he to me is a great example of the introduction to quintessentially new Asian.

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The introduction of ambiguity and complexity. Right? To suggest that there is a necessary, in complexity to spirituality.

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Yes, a lot, almost they're very inclusive. Every religion has something right, but nobody has the whole darn picture.

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It's very complex. In fact, I would say that the late Old Testament scholar, Michael Heiser, the reason that his series on the Divine Council was so successful is because he was responding to this.

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Call that we have in the West right now for a complex non non something more complex than good and evil dualism spiritual landscape.

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So introduce complexity ambiguity, and this is exactly what the auto scrolls does. So when we look at Shayagoras, Shay Gorath is the danger principle of madness.

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Now, he says some crazy stuff. You know, I like to eat your tongue and all these weird things, right?

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He's, he's a loony guy. But the fandom really likes the guy. He's a lot of fun.

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He's a funny guy, an interesting character. He almost reminds you of the mad hat or something like that in to in Wonderland.

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And he exhibits this, duality of madness in his, in his plane, known as the Shivering Isles.

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There's the area mania which is colorful, vibrant, and sort of the creative manus.

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And then there's dementia, which is sort of the dark and green representation of paranoia and fear.

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So it's this sort of Do, hey, there's good and bad everything. Everything has that.

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It's kind of a minor example of challenging traditional religious concept of hell because this is still part of that plan as inherently evil.

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By choosing again, ambiguity and complexity. And moreover, SHAGE S. Is that he is he came from D, principle order.

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Jegalag, the other, were intimidated by Gilac's power. And so they were able to.

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Hey, turn him into the Prince of Batas. The long thing has his binary opposite and then once every so often during the gray March, GI is able to come free and destroys the whole chaotic realm, GI is able to come free, kind of destroys the whole chaotic realm and restores order and then he turns back into chaos.

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You end up mansling shake or at the end of that expansion for, oblivion.

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But that's another interesting idea here. So in one of the lower books. It's this is said that The Ddra represents an alignment with the primordial force of chaos, which is Whereas the ADRA represent the alignment with the primordial force of order, which is anu.

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So if you've got a date with Prince. Who is representative of order itself? All of a sudden, if you're a lower person, you go.

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Well, that's weird. Is if Shade G is sort of the quintessential embodiment of the principle of data, which is non stasis and disorder in chaos.

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Then what does that make, what was he before he got turned into shape or it's a very interesting concept.

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This is just a picture of Moli Ball so you know that he's scary and evil.

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Now I want to talk about a little bit of the founding myth. Of the other scrolls because again, this subverts traditional religious narratives.

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So, the Grand Lord, the Otis School series. The figure of Lorcon who has different names is prominent.



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So there's actually a lore book called the mono myth, which is a very clear just reference to Joseph Campbell's mono myth from his here with a thousand faces As a matter of fact, few word archetypes in, the mono, book in the game called Use the Word Archite just right there.

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So. He in the book the mono myth There's an examination of the universal elements across the religions of Tamara.

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So we learned that there are only 2 gods, as it turns out, which are present in every religious pantheon.

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And those are the God of time, often called Acatosh or Ariel, but A is very common.

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And the missing god or the trickster god Lorcon. So of the 2 guys that are ubiquitous across the, Pantheons, Lourcon is one of them.

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And he's called the trickster. Because he said to have deceived the at auto who are the original spirits.

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In the creation of the mortal plane, and depleted their power in the process. So the.

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For the founding of the moral plane, he got a bunch of people together and they put said, let's start doing this project where we build a mortal plane.

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And as he didn't tell them, you're gonna lose a lot of power as you do this.

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And so the elves call him the trickster, but a lot of, you know, the n, for example, would say, well, I mean, We wouldn't be here if it weren't for him, so that's pretty good.

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So here we learn this, another subversive portrayal of the traditional framework. The age, the gods, our drain.

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So Il said I was gonna mention this. Let me earlier, they had their power drained and they took on other forms.

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So morals could live and they ended up dying. So the legacy of work on is kind of that gods can die.

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But the end result is that the agera, the gods, the good ones that are fencing you in are actually less powerful than the people outside of them.

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And you're really only safe because they collected their power. Created this plane that's not easy to breach.

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The other guys are always trying to breach. The other guys are always trying to breach it. God help you if they get in because they will kill everybody they are always trying to breach it.

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God help you if they get in because they will kill everybody there and they have the power to do it.

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So they stay with the normal plan to protect it and they possibility and enslave from outside forces.

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No, little bit of lore here as punishment for his trickery the gods. You guys mean the Adamantine tower and he sends the one to the mortal plane and they rip his heart out and toss it very far away.

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It lands on the ground and where it lands it grows volcano which is called the Red Mountain. And in the volcanoes, the hard work on is located and has all sorts of power seeping out of it.

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So there was a. A dwarf. A dw in the other scrolls, which is.

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A race. A race of elf in the auto scrolls. Don't get hung up on it.

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There's a dwarf in the doors in this game are known for technological prowess.

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And He, his name, He created tools in order to harness the power of the heart of Lorcon.

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And this became very relevant to the history of the, okay? So in most of the history of the Dark Elves is sitting around Red Mountain for various reasons, but not least of which is because the Heart of Warcon is located there.

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And Cagnarx tools. Design harness power. Resided there. Now, after the Battle of Red Mountain and the using the tools and then just vanishing off of.

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Out of the mortal realm. We don't know where they want. It's one of the great mysteries about those disappeared and we don't know where they went.

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I'm gonna talk about the air at the end of the whole speech. So the tools of Kagan are here.

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And they're for horsing the paths, but Asura who the dark elves worship says Don't be touch these.

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Don't touch the hard work. That's not a good idea. Please don't do it.

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Okay, well, who would later become the tribunal? Who is Vivek Sothasil and they decide, well, what if we did?

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And so indeed they do. They harness the power of the hard work on and they become what is called living gods.

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Okay, deviating from the stern warning of the nature of Princess Aura. And the form was called the Tribunal.

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And they called on more when to worship that. They challenge dayric authority and influence. And they still revered the data they worshiped the 3 good days of more wind, but they call them anticipations.

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They were anticipations of my coming. It's a really kind of funny turn and that's the part of the main part of Mor.

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So of the tribunal, which is the 3, Vex of the Celomo Alexia, the Vic, the warrior poet.

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Is certainly the one who's most concerned with people viewing him as legit God. He wrote a series of tractates called the 36 lessons of the We're in he reveals a concept that is fascinating community of the other school since the conception and it is By far the coolest thing in the entire outer school series if you ask me is the coolest concept.

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And the concept is Kim, CHIM. It's an overarching, causing principles to suggest that all beings are mere figments of the god hedge dream.

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Now remember, this is in the tract, Tates of the Vivek. He writes this.

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Or, of the God hedge dream, even the guys themselves, the ager in the day draw.

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Even the primordial forces on the impotamate, they're part of the dream of the godhead.

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And just a little bit of outside, this might echo the Buddhist concept of Maya, the Lux 3 nature of existence.

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I don't want to hop on it. So achieving Kim, the reason I want to hop on that is because I really want to talk about NASA is a lot because mainly P.

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Hall says it basically says that it's at the heart of Westminster and everything's. Achieving Kim is no trifling act, okay?

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It really seems a parallel notice. Now, when people mischaracterize notes to this and gnosticism, as.

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About secret knowledge. As though notice were just a matter of intellectual ascent like a master mason or an ascended master in some in the road, or a great white brotherhood should just write an insight they had on a piece of paper and then, should just write an insight they had on a piece of paper and then hand it to their successors and then everyone becomes enlightened.

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That's not how Gnosis has ever worked. The secret knowledge is part sure. But it's not just hearing the fact and learn the fact and intellectually.

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It's just like Kim.

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True and deep understanding. You can't simply believe reality doesn't exist. You got to internalize that fact.

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You gotta really say, man. I'm just a dream. I don't exist at all.

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It's a hard work. When you do internalize the fact, here's that. We do turnize that fact one of 2 things is going to happen.

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You're going to 0 sum. Which means you vanish out of existence.

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Evanage out of existence. Or you're gonna achieve Kim. And so this is from Tesla.

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I've the YouTuber fudge. Muppet is the first guy I heard say this way, so I'm gonna give him credit.

05:17:50.000 --> 05:18:01.000

But really good way of understanding the concept of Kim. So 0 summing is I exist. I'm one individual.

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Oh, wait. I'm a dream I don't exist. One minus one is 0. That makes sense.

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So you. You've proof out of existence and you've never existed. You'll vanish from the timeline entirely.

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Kim is to say, I exist. Oh wait, no, I don't exist. You know, and then you assert your existence anyway.

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You know you don't exist and you say, well, no, I exist. And I assert that I do and you truly believe that you do despite the fact you know you don't is paradoxical and contradictory just like one minus one equals one.

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That's the concept of kin. And when you do that. We embrace this internal paradox.

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You will You become as a godhead yourself. A new dreamer, right? And so this feat was potentially published by the back here. It's controversial.

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Some people don't think he did. And it was almost certainly accomplished by the Nord God Talos.

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Oh, formerly known as the Emperor, And when the achiever of Kim, exits the Matrix, so to speak.

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They leave Plato's cave, so to speak. They can then manipulate reality as they see fit.

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Just like Neil from the matrix as a matter of fact, right? I should have just stuck with that one.

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So they go outside of the entire cosmos. You're now outside of this entire from work.

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And they're able to manipulate it as they see fit. So, actually did this at 1 point.

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A really interesting use of this power. Sierra Dil, which is the heart of the Empire.

05:19:37.000 --> 05:19:49.000



Was all jungles. Unbearably jungleish. But then when you go there, you play, you're like, well, no, I mean, this kind of seems like it's just planes and trees and kind of normal foot.

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Seems like an old, or the jungles. What, He ascended and he deleted the jungles from the timeline.

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The jungles, yeah, when he was alive, the jungles were there and it was all jungles and it stunk.

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Then he became a transcendent godhead achieving Kim and he now the jungles don't exist and by the way they never did you'll never find a history book talking about how they existed except for when you reference is telling you that they did exist.

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It's a crazy concept, very tough to understand, which is why I really love. That's somebody came up with this.

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Okay, so the, the concept of Kim. As much as I love it in itself. I have to justify why it's prudent to the discussion of health.

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It further subverse the traditional cosmology. It's so we've already established that the gods are weaker than the demons and the demons have surrounded the gods and morals on all sides because hell is infinitely larger than the mortal plane of Now we learn that despite that infinite vastness.

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A sufficiently disturbed individual, like, T can step outside and transcend the whole darn thing.

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So you're in this tiny thing, the gods are pretty small. Infinity is closing on you.

05:21:05.000 --> 05:21:11.000

Well, if you, if you as the individual want to, you can step right on outside of the entire paradigm.

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And then you can manipulate as you see fit. So. The. First citizen, so for the citizens of Tamara might first be discouraged by the bleakness of their cosmology.

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And the terror of it the robust demonology. But then they should be encouraged by the potential of their own ability to conquer all reality.

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Should they choose to apply themselves sufficiently to the project. Okay, so. Alright, now. At the heart of the scroll series.

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I want to talk about self mastery a little bit. And the whole school series is the individual's joint toward personal power and transcendence.

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It underscores the theme of self determination, individual agency, but also resonates with the evolving cultural narrative of spiritual autonomy that's taking place in the real world right now in So, divine entities like Aquatosh might intervene at critical junctures in the game, sure.

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But the resolution of the game's overriding conflict relies fundamentally on the player's actions. You are a key player in the divine mechanisms of the world.

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And so you Personally, just your spiritual revolution are vastly important.

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So.

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Sorry.

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This central theme. Echoes the

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Mike, let me, let me, let you know that we've only got 5 min for questions.

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So it's up to you. Do you want to have questions or do you want to wrap things up?

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I'll speed run the risk because in the previous things I've seen people ask like one or 2 questions.

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I'll speed run this last time very close to being done. I'll speed run it, get it done in 2 min, then I'll take questions.

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That's cool.

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That's up to you, that's fine.

05:23:03.000 --> 05:23:06.000

Yeah, I'm gonna rush through. Alright, so there's a modern time spiritual audio market drift away from the rigid institutionalized.

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Religion toward a more individual spiritual exploration and personal discovery. The series narrative puts a player at its core, okay?

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This narrative arc uptails needly with Devi's principle of the law of attraction, which is at the core.

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That the individuals have the power to manifest their own reality. This and finds embodiment the various plans of oblivion.

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I had a discussion here about jigglag and a dw that I'm going to skip.

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We want to give them more things. Maybe we'll talk about it later in the chat or something.

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So in conclusion, Gilder School presents a novel conceptualization of the traditionally malevolent planes of hell in their interesting and potential.

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Potentially bad potentially interesting potentially sometimes fun and cool. Plains of oblivion, putting cultural and spiritual shifts rather than portraying these realms is inherently evil, they're presented as landscapes with potential, reflecting the new age ethos of empowerment, the Western ethos of individualism, and a self-determined transcendence that is common.

05:24:03.000 --> 05:24:15.000

Western Isaacism. The, I'm an end there. I'm gonna read the last 2 signs because they're in my.

05:24:15.000 --> 05:24:20.000

That's it. All right. Sorry, I can take question now.

05:24:20.000 --> 05:24:27.000

Alright, did Paul, anyone else have a question before I? Before I dig in. Okay, okay.

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You go first, I'm still formulating mine.

05:24:30.000 --> 05:24:45.000

Alright, so kinda talking about, Kim or, Jim, how you wanna say it and the ability of the kind of acknowledgement of the reality and of the Godhead and of the ability to manipulate your world.

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I've heard some theories that the player character You know, the eternal champion, they have in some way inherent.

05:24:52.000 --> 05:25:01.000

Kim, because they, cause you know you're a player, you know you're in the game, you know it's a game because you're up through the player and then you have the ability to pause the entire world.

05:25:01.000 --> 05:25:11.000

Is this heard some kind of weird world breaking theories like that? I kinda wanted to what you think of that because that's like the player character, you know, that's not exactly, it's not Laura, it's not Canon.

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I mean, you know, they don't say that.

05:25:12.000 --> 05:25:39.000

Yes. So what I would say is I don't think that the lower masters at, and would say that's the case in game right now it wouldn't be spread they incorporated it later on they heard online they're like that's cool But that is an extremely law friendly interpretation because if you have the ability to pause to step outside of time and to modify reality that is Kim to see.

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As a matter of fact, that's, you're almost hitting the exact definition came. No, I love that. I think that's great.

05:25:44.000 --> 05:25:55.000

So you. The on some level I know that I'm real but I understand that my existence in this world is fake and when I acknowledge that oh my gosh what a great way of understanding Kim that's a way easier way of understanding it than any other way.

05:25:55.000 --> 05:26:06.000

Yeah, no, that's great. I love that. And I don't, yeah, again, I like you say, I don't think it's canon, but I think that's a really cool way of understanding.

05:26:06.000 --> 05:26:11.000

Okay, okay, go ahead.

05:26:11.000 --> 05:26:21.000

I'm close to an idea, I think. Cause you're talking about, as a representation of Satan.

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And how all of the data. Oblivion itself is kind of connected to our ideas of hell. And I'm wondering, do different data represent different aspects of what we would call Satan?

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Cause I'm, Meridia, is the light bringer is Lucifer.

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Yeah. Definitely think so and I think that likes Hello, have you guys ever seen it's about the Sandmann, Neil Game and Sandmann, they're a red the, the same man.

05:26:55.000 --> 05:27:10.000

I think that's one of the interesting things too is like you have Lucifer and then you You know, the 3 main leaders of however, is Lucifer and then, And then, forget who the other 2 are, but they kind of represent different.

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Traits and one of them is for like this beautiful like kind of one that you would see in the TV show Lucifer where like smooth talking and stuff.

05:27:18.000 --> 05:27:33.000

Yeah, I think that else was employees a similar dynamic where they took different concepts, right? Like, with Jesus talks about, you know, when saying lies, he's drawn from his own resources.

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Okay, well you have now, who's all about to see in live.

05:27:42.000 --> 05:27:43.000

Oh.

05:27:43.000 --> 05:27:46.000

Okay, excuse me, we've got it's a 5 20. We. We need to continue this on Discord.

05:27:46.000 --> 05:27:47.000

Sure.

05:27:47.000 --> 05:27:55.000

Because we need to make room for the next session. So I apologize for interrupting. Mike, it's been really great listening to this.

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And my big question to you is have you read Clive Barker?

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No, I've heard the name. Was he right?

05:28:02.000 --> 05:28:07.000

It's, hard that is an awful lot like what you're describing.

05:28:07.000 --> 05:28:17.000

Awesome. Okay, I was looking. I'm going to Google it after this.

05:28:17.000 --> 05:28:18.000

Okay.

05:28:18.000 --> 05:28:25.000

Look into the And, my favorite is in Magica. A, It looks like the world that you're describing here.

05:28:25.000 --> 05:28:26.000

Interesting. Okay.

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So the Magica is, you know, he considered it. Sort of like his favorite and a Bible for a long time.



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And I'll think of the second one. That's it's damnation game is another favorite of mine.

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And then, is a series of children's books that has this sort of world in it. So I recommend those and we've really got to.

05:28:50.000 --> 05:28:55.000

Go to the next session

05:28:55.000 --> 05:28:58.000

Awesome. Well, thank you guys so much and I apologize for kinda going over. Talk to you guys later.

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Good.

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There's so much, you're good. See ya.