

## The Great Expanse



The natural world is a great source of inspiration for the imagination. The spiral symbol shows that everything in existence comes from source. I however believe everything in existence has its natural place. The moon, the sun, and the stars have a place; as well as the terrestrial world with its life. There is an interesting thought, that perhaps everything we can think of exist. What an inspiring thought that is.

To gain such a perspective, one must think of the imagination as both a receptor and a generator. For some this is an easy frame, for others it is harder to grasp. Such a frame requires an all powerful source as generator of all of existence. Some indigenous cultures call this source the great spirit. I simply call it, Source. It is a source that is beyond the sun. By what logic do I even know such a source is beyond the sun. It is a very specific kind of logic that is magical in nature, that is based on subjective knowing and contemplation.

What does "beyond the sun" even mean? This phrase means that to look at the stars in the sky is a source of inspiration for the imagination for extraterrestrial connection. Why else would the great spirit place them there? The mundane point of view, right below meaning, is the realm of science. Science will have studies of the terrestrial and the extraterrestrial from the mundane perspective, but lack meaning unless these realms are looked at from a subjective lens.

The limits of imagination is best looked at when viewing the soul from two creative perspectives. That of a first dreamtime creation perspective, and of a mundane evolutionist creation perspective. In the first perspective, the limits of the human soul is boundless. In the second creation perspective the soul has bounds. I argue that both perspectives are necessary. Rather I say that the first perspective is four dimensional, while the second is three-dimensional.

In order to guide this view of the human soul, I will look at three sources. That of ancient Africa from the point of view of the Bushman, that of Hamitic people of Egypt, and from writing as a technology. The first source will provide the Key of Dreamtime, the second source will provide the key of Spiritual Progression, and the third will provide a framework for the written word as a powerful technology both from an individual perspective, and of the judeo-christian narrative. It is my hope that this framework brings an ancient story of creation to its rising climax, as it brings a touch of the goddess to the realm of the sky- Father.

Without any book sources, we can see that the wilderness holds a complex realm of knowledge as deep as any library on earth. Every beast of the wild seems to know what must be done in the wild, and nature seems to know how to regulate itself independent of these beasts of the wild. It is only man that seems out of place in the wilderness. Perhaps this is a learned disability or it is innate. Nonetheless this disability makes us special in that man is able to create a space away from the expanse of the wilderness. However the wilderness is man's true home, it is opposite of any orderly system we create for ourselves away from the wild. From a creation point of view, perhaps this is why man might be the great spirit's special creation. This disability in the wild is a key to understanding man's connection to source. It is why to be connected to dreamtime is crucial for the growth of man.

I will lay out four realms of understanding. The primal terrestrial realm, the realms of man, the extraterrestrial realm, and the realm of heaven. These four realms constitute a fundamental make up, a soul might find itself. These realms exist independent of any book sources.

The primal terrestrial realm is the realm of the wilderness. It is there man will find its origin and connection to the goddess. This realm is a library as great as any that might be created in the realm of man. This realm consists of the natural forces, beasts, and ancient ancestors. This realm is the realm of nature, its pathway is earth. It is man's true home. However man will always be uncomfortable in this realm because we have been kissed by The great Spirit in its masculine form.

The realms of man are numerous. In its core it is a realm that is created to protect man from the primal terrestrial realm. Another use of the realm of man, is to cultivate man in the realm of man and to form a community of man. The realm of man gains its energy from the primal terrestrial realm and is pulled by the realm of heaven. Its pathway is the moon.

The realm of heaven is abstract in nature as some men believe it is supposed to be on earth, and some men believe it is of the fourth dimension. Nonetheless, to create and find such a realm away from the harshness of the primal realm is the goal of man. The pathway to this realm is the Sun.

The extraterrestrial realm is a realm of imagination for man. Hidden behind the imagination of these realms are a type of truth that can only be found in dreamtime. The extraterrestrial realm holds an expanse that is beyond this earth, an expanse that is greater than what is present on earth. This realm's pathway is the stars. It is plentiful and unique for each man. It is a realm that The great-Spirit pulls man towards

This is the picture of the earth from the Sun's perspective. It is an ancient perspective that exist independent of books. It is a perspective that is only the beginning of man's journey towards the many heavens. These four realms constitute the four primal potential of man; The hunter, the chief, the healer, and the shaman/magician.

The key system of study below is known as the tarot consist of 21 keys

0. The fool: The Poet
-----------------------

<b>The Underworld</b>	<b>The Middle World</b>	<b>The Upper World</b>
Key 1: The magician: The Dreamer	Key 8: Strength	Key 15: The Devil
Key 2: The High Priestess	Key 9: Hermit	Key 16: The tower
Key 3: The Empress	Key 10: The Wheel of Fortune	Key 17: The Star
Key 4: The Emperor	Key 11: Justice	Key 18: The moon
Key 5: The Hierophant	Key 12: The Hanged Man	Key 19: The Sun
Key 6: The lovers	Key 13: Death	Key 20: Judgment
Key 7: The Chariot	Key 14: Temperance	Key 21: The world

*A hidden story*

Man was made perfect from the abyss in which the Goddess lives and the Lord Judges  
A Devil and Angel Protects the World in which man calls home  
The escape plan is hidden in happiness and sadness of a star in which the soul calls home  
To see all roads, one must master the tree

This is the beginning of knowledge. In the mystical tarot this knowledge falls under the realm of key 1: Magician. A better term for such a key can be called, The dreamer.

The nature of the dreamers universe is one in which the universe has no limits and the only proof of that is that objective experience can never match point by point subjective experience. In this aspect of thinking, I will present a framework in which everything is possible in its own subjective way from the perspective of one dreamer when compared to another. This framework will allow for understanding of the peculiar, interfaith understanding, and existential growth. I make three claims

Claim 1: Dreamtime is the first key of Creation and is a portal to higher realms

Claim 2 : The Ancient key system is a path towards spiritual progression

Claim 3 : The nature of Art, writing, and storytelling as technology is a powerful tool for understanding the dreamers reality.

For this treatise we will focus on Key 0 and key 1 and develop understanding of the tarot as a story of spiritual progression.

The earth is the place where all forms of life call home. It is a place where the elements intertwine. The Earth's origin, future, and mechanics is unknown to a Poet. However when one understands the nine worlds of existence, all knowledge can be found.

An understanding of cosmology will allow the dreamer to travel and understand reality in a variety of ways. In natural cosmology there are 32 vectors in which each has a locality within 7 realms

1. The Middle World (7 vectors)
2. The UnderWorld ( 4 vectors)
3. The Upper World (4 vectors)
4. The Objective Realm (4 vectors)
5. The subjective realm (4 vectors)
6. The Past Realm (4 vectors)
7. The future realm (4 vectors)
8. The Creator's realm (1 vector)

The Middle world is the world in which terrestrial life inhabits and in which man inhabits. It also consists of the primal and extraterrestrial realm It consists of three different dimensions. This world consists of the present reality with 7 vectors

1. The present
2. The Past vector (veil)
3. The Future veil (veil)
4. The Beyond vector
5. The heaven veil (Veil)
6. The Objective vector (veil)
7. The subjective vector (veil)

Some vectors are called veils because an observer in the present cannot actively be in these places while in the 3rd dimension. The 3rd dimension is the present world. The Beyond veil is the 4th dimension. The heaven veil is the 5th dimension. The past veil is in a dimension above the present and below the beyond. The past veil is a barrier/portal to the past. The future veil is a barrier/portal to the future. The Beyond veil is a portal to the Great beyond. There isn't a barrier to the Great beyond. The heaven veil is a barrier/portal to a realm above the 4th dimension. The Objective veil is a barrier/portal to objective experience of another thing outside of self. The subjective veil is a barrier/portal to a total experience.

The Underworld is a realm below the present in which everything that makes up the present can be known on a deeper level. It consists of four vectors in two dimensions

1. The form vector
2. The past form vector (veil)
3. The future form vector (veil)
4. The Goddess's Universe vector (Veil)

The form vector is in the 2nd dimension. This vector explains the formation of everything in the present time. It is where the laws of the Universe originate. The past form is a veil/ barrier to the forms of the past. This veil connects the Underworld of the present to the Underworld of the past. The future form vector is a barrier/veil to the forms of the future. This veil connects the Underworld of the Present to the Underworld of the future realm. The Goddess's Universe Vector is a veil that connects the Middle world to a feminine reality below the Underworld. This reality is a unique reality itself with 32 vectors

The Upper world is a realm above the Great beyond in which everything that makes up the present has a higher/transcendental existence. It consists of four vectors in two dimensions

1. The Archetypal vector
2. The Past Archetype Vector (veil)
3. The future Archetype Vector (veil)
4. The Lord's Universe Vector (Veil)

The Archetypal Vector is in the 6th dimension. This vector explains the Divine hand of everything in the present time. It is where the Laws of the Universe can be manipulated and expanded upon. The Past Archetype vector is a veil/barrier to the Archetypes of the present time in the past. This veil connects the UpperWorld of present time to the Underworld of the Lord's Universes objective reality. The future Archetype vector is a veil/barrier of Archetypal forms of the future. This veil connects the Upper World of Present time to the upper world of an individual's subjective reality. The Lord's Universe Vector is a Veil that connects the middle world to a masculine reality above the upper world. This is a unique reality itself with 32 vectors

The Reality above the Lord's realm is known as the Creator's Realm. The beings that touch this realm can be thought of to be the Creators of this present reality. It is in this realm that the Creator of this Universe inhabits.

The Objective Realm is a realm in which everyone in the Middle world shares. It is the Objective reality of the Middle World. It consists of four vectors in 2 dimensions

1. The Object-Subject Vector
2. The Object Vector

3. The Archetypal Object vector
4. The Past-Object Vector

The Subjective Realm is a realm in which a Dreamer/Observer inhabits but shares with no one. It is the subjective reality of the middle world. It consists of four vectors in 2 dimensions

1. The Subject-Object vector
2. The Object Vector
3. The Archetypal Subject Vector
4. The Future-Subject Vector

The Past Realm is a realm in which the past exists as an object. It consists of four vectors in 2 dimensions

1. The past resonance vector
2. The past-object vector
3. The past-Underworld Vector
4. The actual Past vector

The future realm is where the future exists as a subject. It consists of four vectors in 2 dimensions

- 1.The future resonance vector
2. The future-subject vector
3. The Future Underworld Vector
- 4.The actual future vector

