

The
PATH
of



INITIATION



Book of
Knowledge

BOOK of KNOWLEDGE

TABLE of CONTENTS

1. Gameplay Overview	1
2. The Higher Self	2
3. Difficulty Checks (DC)	3
4. Life Lessons	4
5. Karma	6
6. Experience (XP)	8
7. Polarity	9
8. Initiation and Rebirth	10
9. The Chakra Centers	12
10. The Universal Laws	14
11. Gameplay Example	16
12. The Tree of Life	17
13. Archetypal Powers	19
14. The Seven Rays	21
15. The Archetypes	22
Ray 1: Spirit	22
Ray 2: Empath	24
Ray 3: Druid	26
Ray 4: Artist	28
Ray 5: Alchemist	30
Ray 6: Monk	32
Ray 7: Wizard	34
16. Wisdom Teachings	36

INTRODUCTION

All players begin as a young Ego, defined in the game as the Personality aspect of a human being; a lower reflection of a Higher Self, who is a lower reflection of the Soul. It is the Soul's intention that the Higher Self and the Ego Personality work together to gain experience and ascend the Tree of Life, so together you must tread the great Wheel of Life and Death.

Start by choosing an Archetype and advancing around the Wheel as many times as it takes for you to demonstrate knowledge of one of the 7 Universal Laws by applying them to a Life Lesson. Then, if your Karma, Polarity and Experience permit, gain a Soul Level by taking Initiation and experience the Wheel as a new Archetype. Continue this process 7 times to reach the top of the Tree of Life and achieve unity with the Holy Trinity.

GAMEPLAY OVERVIEW

1. Choose a color and place your Avatar on the Wheel (gameboard) and your Soul-Stone at the bottom of the Tree of Life, Malkuth.
2. Choose an Archetype and fill in the blanks on your Character Sheet with the Chakra scores listed on the Archetype page.
3. Draw a Wisdom Teaching card and roll 1D6 (one six-sided die) to advance around the Wheel, which represents the player's life.
4. Choose whether you wish to Observe (draw a 2nd Wisdom Teaching card and end your turn) or continue and be tested with a Life Lesson.
5. The Higher Self (person on player's right) then draws a Life Lesson card and reads it to the player who must then choose how they wish to respond to it.
6. As the Ego Personality attempts to resolve the Life Lesson, they may engage in no more than the following 7 activities:
 - a.) Ask the Higher Self 3 mundane Questions
 - b.) Ask the Higher Self 1 Spiritual Question
 - c.) Perform (or attempt) 3 Actions
7. At the end of the player's turn, they may state the intentions, motivations and the reasoning behind their actions. Then the Higher Self confers with the Lords of Karma (all other players) and together they decide the Karma, Polarity and Experience awards or penalties which they believe reflect the Ego's intentions and the actual results.

THE HIGHER SELF

The Higher Self is the person on the player's right and she plays a similar role to the Dungeon Master in the Dungeons & Dragons role-playing game with the important exception that she only governs the gameplay for the player on her left.

The Higher Self is the liason between the Ego and the Lords of Karma and is responsible for guiding the Ego through Life Lessons. This is accomplished by the determination of Divine Will and by providing the details that make each Life Lesson a unique experience.

The Higher Self determines the difficulty level for any action the Ego wishes to take and it is she who chooses the Life Lesson Objectives that demonstrate the qualities of Divinity that she wants to cultivate in the Ego, such as wisdom, love and intelligence.

The Higher Self must draw heavily upon her own inner vision as she guides the Ego through the Life Lesson. If the issue is a vagrant, she must decide how they look and smell, what their back-story might be, and she largely dictates how all non-player characters behave within the context of a Life Lesson.

The Higher Self will confer privately with the Lords of Karma at the end of the player's turn and together they must assign the Karma, Polarity and Experience awards (or penalties) that accurately reflect the Ego's esoteric motivations while weighing the relative success of their exoteric actions.

Divine Will

The Higher Self, like the Ego below her, has the task of intuiting the wishes of her own higher self, the Soul. This is accomplished in the game by rolling 1D20. Divine Will is considered to be Aligned when this roll is above 10. Higher numbers yield more favorable environmental details for the Ego in all chosen endeavors for that turn. Lower numbers yield the Born Loser who just can't seem to catch a break, and thus Divine Will is considered to be unfavorable, or Misaligned.

Therefore, a Divine Will roll of 17 would indicate far easier success in all the player's actions (resulting in lower DCs and fortuitous details) than would a roll of 3. Divine Will confines the workings of the Higher Self into parameters which she may or may not enjoy enforcing, especially if she must repeatedly thwart the Ego, but thus it is that all have their place upon the great Wheel.

DIFFICULTY CHECKS

As the Ego and the Higher Self work their way through the situation presented on a Life Lesson card, the player attempts to resolve the issue in a manner that displays the traits which they wish to develop within themselves (such as love, wisdom, knowledge, discernment, patience, etc.) that would ideally demonstrate as being for the greatest good of all.

The player's stated actions, whether they are mundane actions, which any normal human being could attempt, or whether they employ an Archetypal Power, are assigned a level of difficulty by the Higher Self. This number is called the DC (Difficulty Check) and must be met or exceeded by the player's total roll to be successful in their attempted action.

If the player's roll is equal to the DC, then success is indicated. The degree of success is implied by the amount that the roll exceeds the DC. Therefore, a roll of 20 represents supreme fortune while a 1 is a harbinger of the most bitter failure.

Sample DCs

Easy=5 | Average=10 | Difficult=15 | Expert=20 | Master=25+

(Example of a DC Check)

- a.) The player wishes to influence the higher mind of an average NPC. (DC10)
- b.) The Higher Self then rolls 1D8 to discover the NPC's Ray and rolls a 2.
(Ray2: Empath-Love/Wisdom)
- c.) The Higher Self then rolls 1D6 to discover the NPC's relevant Chakra score, which is the Crown in this example, and rolls a 3. This is added to the DC level resulting in 13. (DC10+3=13)
- d.) The player then rolls 1D20 and adds the value of their own Crown center to the roll, which must equal 13 or more in order to achieve success.
- e.) Player with a Crown score of 4 rolls a 7, for a total roll of 11. An 11 does not beat the DC13 and therefore results in moderate failure.

LIFE LESSONS

Life Lessons are one of the necessary trials which must be undertaken upon the Path of Initiation, and are the heart and soul of growth upon the Tree of Life. Each card offers one or more players the opportunity to affect the outcome of a situation while demonstrating the wise application of the Universal Laws, or the Divine qualities of love, intelligence and emotional maturity, for these are known to please the Soul.

Life Lessons provide catalyst for the Ego to achieve success and gain positive Karma, XP and Polarity, and possibly knowledge of a Universal Law. They may also fail, and incur only well-meant toil with its inherent Karma and Polarity penalties. However, XP is always granted because we learn from our mistakes as well as from our successes.

The Ego is encouraged to apply their creative and intuitional skills to the Life Lesson in any way they wish. Most actions that a player may decide upon will probably utilize an Archetypal Power, but other actions are possible. These actions, such as those which any human could take, are said to be mundane.

Each Life Lesson card begins with the narrative that is read to the Ego by the Higher Self. It presents a problematic situation upon one or more of the planes, which must usually be resolved successfully for the player to earn maximum XP and Polarity, while incurring the least amount of Karma.

The Higher Self will be tasked with providing details that will influence the Life Lesson. These must be gleaned primarily from the inner sight; the Eye of the Soul, or the creative vision that occurs as most reasonable to the person playing the role of the Higher Self.

For instance, imagine this simple statement in your mind's eye: "A fireball blazes across the sky." Was the ball of fire orange, blue, white? Did it travel from the left or the right? Was it raining, snowing, windy or cold? These are the types of questions that the Higher Self must decide as she responds to the Ego's questions and actions, although she must remember to yield appropriately to Divine Will.

Additionally, since no one is without some form of Divine aid, the Higher Self may invoke the wise counsel of the Lords of Karma to help them resolve difficult questions related to the Life Lesson.

Life Lesson Cards

The Details and Objectives are arranged on either side of the central pillar with Aligned on the left and Misaligned on the right. The Higher Self must ensure that Divine Will dictates the overall thrust, or quality, of the Life Lesson. This format provides clear examples of how Divine Will affects the details of a Life Lesson and raises or lowers the bar that determines success. An outcome that results in the death of the player, for instance, may still be judged a success if Divine Will was heavily against them from the start.

Details

These are optional details to help get the Life Lesson rolling smoothly, but the Higher Self is encouraged to add and alter the details using their intuitive inner vision and creativity, but should also keep their chosen Objective, and Divine Will, in mind at all times.

Objectives

These are optional conclusions to the Life Lesson that would demonstrate the wise application of love, intelligence and emotional maturity, thus pleasing the Higher Self and representing clear success for the player. Other resolutions may be chosen or judged by the Higher Self as representing success, failure or a result in-between. Objectives are usually only revealed through the player's one Spiritual question.

Whether the Higher Self chooses an Objective that is printed on the card or develops their own, they must make their decision before reading the narrative to the Ego so that the right voice inflection and details can be added accordingly.

Karma/XP

The values listed in red at the bottom of each Life Lesson card suggest the general range of Karma and XP awards (or penalties) that fit the intensity of the particular situation. It is important to remember, however, that these are only guidelines; the Higher Self and the Lords of Karma are free to increase or decrease the values as they choose.

Life Lesson #8, for example, concerns only a telephone salesman, so the Karma/XP range is low. Yet it is conceivable that the player (and Divine Will) may somehow distort the situation to the extent that someone gets hurt, and this should be reflected in the final amounts awarded at the end of the player's turn.

KARMA

The universal balancing force that we call Karma is in reality, part of Universal Law 6: Causation, and imposes a natural consequence for every action taken in life. Consideration is given not only to the actual outcome of a situation, but also to the intentions which underlie the player's actions.

Each Archetypal Power, and most mundane actions, carry their own Karmic cost and reflect how much force, or direct influence, is exerted upon a situation. Consider Karma as the ripples which occur after casting a stone into a still pond; larger stones create larger ripples.

The player will keep a running total of the Karma they have incurred on their Character Sheet by updating it at the end of every turn. Karma scores can be infinitely negative (below 0) but cannot exceed 0 on the positive side, because 0 is considered to be a state of Zen and is as close to Karmic perfection as an Ego can hope to be. Positive Karma reduces negative balances, but is useless to the player at Zen.

The goal of each player is to maintain a low Karma score because Initiation is only possible if the player's Karma score does not exceed the ever-narrowing requirement. This means that it will be difficult to achieve the higher Initiations unless the player approaches or maintains a state of Zen. As an additional bonus to maintaining a state of Zen, players may add +1 to every die roll versus a DC.

Example

1. A player at Zen inadvertently causes a car accident and is awarded -50 Karma, taking them out of Zen with a Karma score of -50.
2. Player then helps an old lady across the street and is awarded +10 Karma, placing their score now at -40.
3. Player then saves someone's life and is awarded +100 Karma and is back at a state of Zen. Note that the Karma score does not move to +60 but reaches its maximum value of 0 because one cannot improve upon perfection.

Sample Karmic Values

Stealing candy=10	Stealing a car=40
Lying to help=10	Lying to hurt=40
Saving a Life=80	Taking a life=100
Causing a small car wreck=20	Causing an interstate pile-up=80+

The Lords of Karma

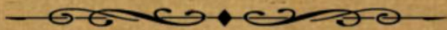
The Lords of Karma are all players who are not currently involved as Higher Self or Ego. While mostly acting as conscientious observers, they may be invoked by the Higher Self to help resolve issues regarding details, probability and assigning DC values.

The Lords of Karma must carefully observe the Ego's behavior and quietly judge their use of the qualities of Divinity, such as wisdom, love, intuition, creativity and intelligence as well as the mental, emotional and physical responses they elicit upon the three planes.

The Lords of Karma, as well as the Higher Self, must consider the important distinction between a player's intentions and the actual results they achieve. A well-intentioned player who errs and thus causes loss of life should not receive the same Karmic penalty as a reckless or violent being who routinely trades in chaos and death.

In order to receive Initiation, players must meet the conditions below:

Maximum Karma allowed to receive Initiation and reach Soul Level



Malkuth: Soul Level 1 (Probationary Path)	Zen
Yesod: Soul Level 2 (1st Initiation)	555
Hod: Soul Level 3 (2nd Initiation)	444
Netzach: Soul Level 4 (3rd Initiation)	333
Tiphareth: Soul Level 5 (4th Initiation)	222
Geburah: Soul Level 6 (5th Initiation)	111
Chesed: Soul Level 7 (6th Initiation)	55
Holy Trinity: Soular Unity (7th Initiation)	Zen

EXPERIENCE (XP)

Every action taken by a player results in experience for the Ego and the Higher Self, but Life Lessons that are handled successfully, according to intention, result in higher XP awards than those given for unsuccessful results.

XP represents the vast, ever-changing sea of catalyst in which the Ego is immersed. Players who merely choose to Observe on their turn may avoid difficult Life Lessons but they do not gain XP. Since XP minimums must be met to qualify for Initiation, they act as an auto-levelling force to guard against lethargy, apathy and fear.

There exists a distinct correspondence between Karma and XP and they are almost always awarded in equal amounts, but where Karma values can be positive or negative, XP is always a positive value. Therefore, 50xp is usually awarded whether the player is awarded +50 Karma or penalized -50.

1000xp is also awarded for learning a new Universal Law. Players receive this award only once for each Law.

Minimum Experience allowed to receive Initiation and reach Soul Level

Malkuth: Soul Level 1 (Probationary Path)	0
Yesod: Soul Level 2 (1st Initiation)	111
Hod: Soul Level 3 (2nd Initiation)	222
Netzach: Soul Level 4 (3rd Initiation)	444
Tiphareth: Soul Level 5 (4th Initiation)	888
Geburah: Soul Level 6 (5th Initiation)	1666
Chesed: Soul Level 7 (6th Initiation)	3222
Holy Trinity: Soular Unity (7th Initiation)	6444

POLARITY

Polarity, within the context of this game, relates to a particular aspect of Universal Law 4: Polarity. It refers to the two fundamental pathways that conscious evolution can take within this world of duality between the poles of Service-to-Self and Service-to-Others.

The path of Service-to-Self involves the pursuit of gain through the exploitation of others and is clearly demonstrated in the predatory nature of animals and some human beings. Surprisingly, since this path requires that others perform the function of prey, the prey too can fall into this category due to their own victim mentality.

The path of Service-to-Others attempts to transcend the predator/prey relationship and is founded upon the knowledge that all are One; that by helping others you are helping the 'you' in them.

Polarity functions in synthesis with Karma and XP but is usually on 10% of their values. Therefore, if a player is awarded +50 Karma, it is typical to also award +5 Polarity, but this is not always the case.

An Ego's Polarity is rooted in their intentions rather than upon their concrete effects, thus a well-intentioned outlaw such as Robin Hood may polarize himself further toward Service-to-Others than a false-hearted Sheriff who works selfishly but within the law. These careful distinctions and difficult decisions are left to the Lords of Karma and the Higher Self to decide.

Minimum Polarity allowed to receive Initiation and reach Soul Level

Malkuth: Soul Level 1 (Probationary Path)	0
Yesod: Soul Level 2 (1st Initiation)	11
Hod: Soul Level 3 (2nd Initiation)	22
Netzach: Soul Level 4 (3rd Initiation)	33
Tiphareth: Soul Level 5 (4th Initiation)	44
Geburah: Soul Level 6 (5th Initiation)	55
Chesed: Soul Level 7 (6th Initiation)	66
Holy Trinity: Soular Unity (7th Initiation)	77

INITIATION and the LAW OF REBIRTH

According to the esoteric Mystery Schools, true Initiation signals the entrance to a higher level of consciousness. It is important to understand that Initiation is not the cause of the resulting consciousness, but rather it is the increase in consciousness, occasioned by the Ego's heroic efforts, that makes Initiation possible.

The Law of Rebirth is an aspect of Universal Law 5: Rhythm and serves to bind the human Ego to the Wheel of Life and Death until the 7th Initiation is taken. When an Ego dies, whether due to the events encountered within a Life Lesson or because they have advanced to the end of the Wheel, one of two occurrences are possible:

1. The player **DOES NOT MEET** the requirements for Initiation. This results in immediate rebirth as the same Archetype for another journey around the Wheel.

The player is awarded 1 point of Power to be added to any one of their Chakra scores, which represents the slow-but-steady ascent of Spiritual evolution that takes place even if we, as Egos, fail to successfully capitalize on opportunities presented to us through Life Lessons.

Each rebirth as the same Archetype, however, carries its own inherent penalty which also serves to press the Ego ever further toward their personal but often hidden Spiritual Goals. This is accomplished in this game as a cumulative penalty of -2 to all rolls for Divine Will. Therefore, a player who is upon his 3rd life as the same Archetype will receive -6 to all rolls for Divine Will.

2. The player **MEETS** the requirements for Initiation. This results in the player ascending to a new Soul Level and the following 3 occurrences:
 - a.) The Ego is reincarnated as a new Archetype and can choose freely among them. The player still has access to the Powers they acquired while playing as other Archetypes, but can now add the new Archetypal Powers to their repertoire.
 - b.) The player receives 3 Power points and can assign them to one or more Chakra scores to permanently increase their values. Additionally, the player then adjusts their Chakra scores to reflect the amounts listed for the new Archetype.
 - c.) The achievement of Initiation by any player affects the entire Collective, and therefore, all players immediately receive 1 Power point to permanently increase one Chakra score.

Example of Initiation

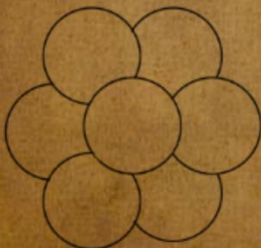
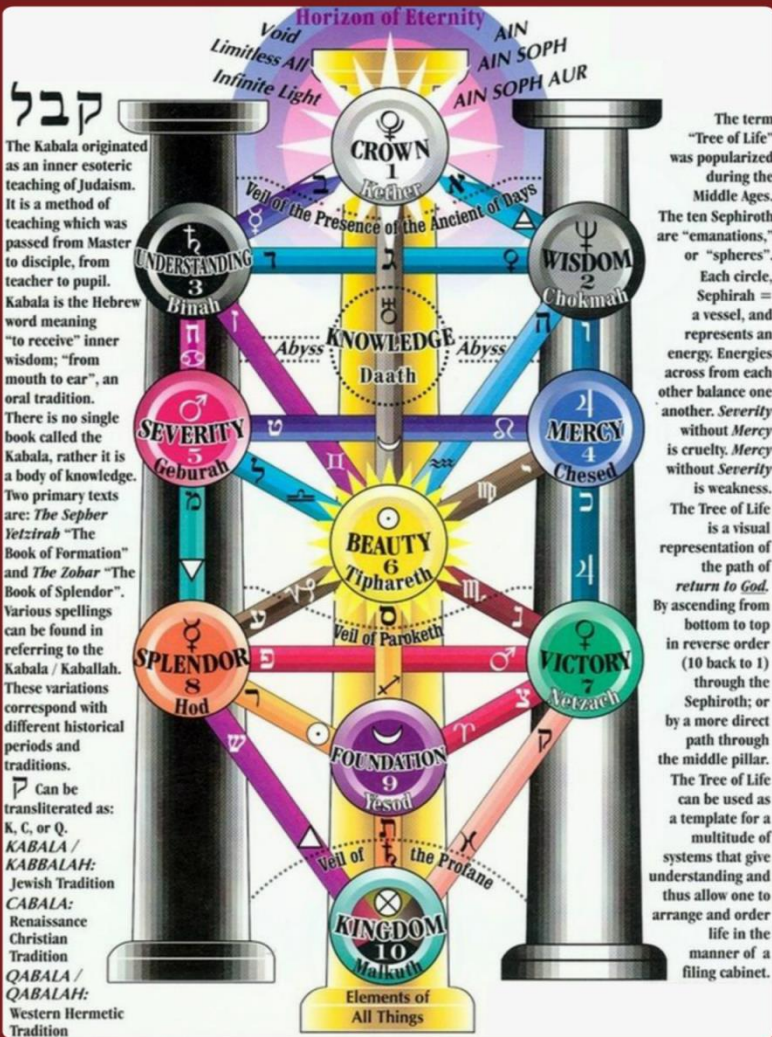
Player 1 experienced death on his last turn due to severely misaligned Divine Will in Life Lesson #10. His Character Sheet looks like this:

Crown: 1 | Ajna: -1 | Throat: 0 | Heart: 3 | Solar: 1 | Sacral: 1 | Root: 0
KARMA: -122 | XP: 555 | POLARITY: +7

1. Player 1 was a thrice-born Empath when he died, who is now considering his 4th round as an Empath when he suddenly realizes that he may qualify for Initiation if he turns in his Wisdom Teaching cards. He finds that he lacks a single point of Polarity to qualify, which will cost him 3 cards to gain +2 Polarity.
2. "I choose to receive the 1st Initiation and advance to Soul Level 2, the sphere of Yesod." he declares decisely, "I shall experience rebirth as a Wizard." He updates his Character Sheet to reflect his new Polarity and Chakra scores:
Crown: 4 | Ajna: 1 | Throat: 2 | Heart: 1 | Solar: 1 | Sacral: 0 | Root: -1
KARMA: -122 | XP: 555 | POLARITY: +9
3. "I will assign my 3 points of Power as follows: +1 to Root and +2 to Ajna."
Crown: 4 | Ajna: 3 | Throat: 2 | Heart: 1 | Solar: 1 | Sacral: 0 | Root: -1
KARMA: -122 | XP: 555 | POLARITY: +9
4. Player 1 moves his Soul-Stone up the Tree of Life from Malkuth to Yesod and quickly begins to study the Wizard's Powers. Since it is still his turn, he begins to pick up the dice to advance upon the Wheel when he is interrupted.
5. "Wait!" Player 2 cries out, "I think I can ascend Sympathetically! My Karma is 653 but the limit is 555, which is normally too high for Soul Level 2. But at the moment that Player 1 receives Initiation, the Karma is 50% more lenient. That means I'm allowed up to 833 Karma, so I can ascend too!"
6. As Player 2 begins the process described above, Player 3 cries out, "Me too! I just have to visit the Hall of Wisdom first." The other players remind Player 3 that the Ego must be in a constant state of readiness to qualify for Initiation, because the window of opportunity to do so is too short for last minute preparations.
7. Player 1 suddenly remembers that everyone gets a point of Power when any member of the group receives Initiation, so he updates his Character Sheet once mor; choosing to add the point to his Ajna score:

Crown: 4 | Ajna: 4 | Throat: 2 | Heart: 1 | Solar: 1 | Sacral: 0 | Root: 0
KARMA: -122 | XP: 555 | POLARITY: +9

The Qabalistic Tree of Life



Egg of Life



Seed of Life



Flower of Life

THE CHAKRA CENTERS

The Chakras are centers located within the human etheric body where energy is converted to force, which is then dissipated through active use, or congested due to blockages within the lower Mind-Body-Spirit complex. Each Chakra receives and processes a specific pattern, or frequency, of energy for a unique purpose.

The Crown Center: Often termed the Head center, it concerns the super-conscious Mind, the Higher Self, the Soul and the Monad, or God. Its exoteric correspondence in the physical body is the Pineal gland and it is associated with the colors violet and white.

The Ajna Center: Often termed the Third-Eye, it concerns inner vision and Spiritual insight. Its exoteric correspondence is the Pituitary gland and it is most often associated with the color indigo.

The Throat Center: This center concerns communication, creative expression and the use of will. This is the center that is being developed in the Aquarian Age. It is associated with the Thyroid gland and the color blue.

The Heart Center: This center governs our use of intuition and love, and has been the primary focus throughout the Piscean Age. The exoteric correspondence is the Thymus gland and it is associated with the color green.

The Solar Plexus Center: This center governs the Astral (emotional/desire) body and is the center used to transfer energy upward to the higher centers. The Atlantean period focused on the development of this center. The exoteric correspondence is the Adrenal gland and it is associated with the color yellow.

The Sacral Center: This center concerns the balance between our masculine and feminine natures as well as our personal power. This center was the focus of the latter period of Lemurian development. The exoteric correspondence is the Lymphatic system and the color associated with it is orange.

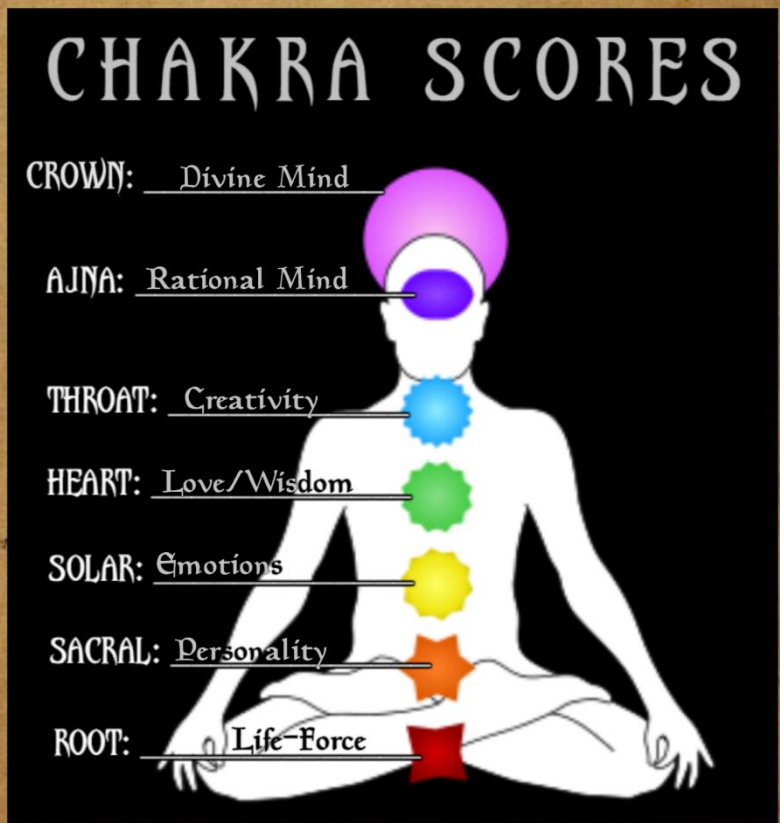
The Root Center: This center is the seat of our connection to earth, to the Life Principle and concerns issues such as grounding and survival. This was the center most active during the early Lemurian period. It is associated with the Gonad glands and the color red.

There are many more correspondences to the primary 7 Chakras, and there are actually 22 that are very important. There are 114 total centers in the human etheric body and 72,000 nadis, or energy channels, along which vital energy (Chi) moves.

The art of using the Chakras begins by consciously directing energy through them, and by focusing upon the center where they are needed for a particular purpose. This begins the process of inner Alchemy or White Magic.

The Chakra centers are the source of the Archetypal Powers and players will receive Power points to increase their Chakra scores from rebirth and Initiation.

We urge all players to begin to study the many influences that these centers have upon our daily lives and learn how, by conscious control, we can direct the flow of energy where it is most needed for a particular purpose.



THE 7 UNIVERSAL LAWS

These seven Laws, or Principles, elucidated for humanity by Hermes Trismegistus, are the immutable, infinitely powerful yet subtle laws which govern all experience in the three worlds: physical, emotional and mental.

It is through the clear understanding and the wise application of these laws that true magic is wrought in the earthly kingdoms. They are the keys to universal comprehension, the power of manifestation and they must be wielded judiciously by all who seek Initiation. We offer examples of their application to Life Lessons in the Higher Self Handbook and recommend further reading in the bibliography. For now, consider the following from the Kyballion:

Universal Law 1: Mentalism

This Principle embodies the truth that All is MIND, the Universe is Mental. "Mind, as well as metals and elements, may be transmuted from state to state, degree to degree, condition to condition, pole to pole and vibration to vibration. True hermetic Transmutation is a Mental Art."

Universal Law 2: Correspondence

This Principle embodies the truth that there is always a correspondence between the laws and phenomena of the various planes of Being and Life. "As above, so below. As within, so without."

Universal Law 3: Vibration

This Principle embodies the truth that everything is in motion, everything vibrates, nothing is at rest. "The difference between the various manifestations of the universal power are due entirely to the varying rate and mode of vibrations."

Universal Law 4: Polarity

This Principle embodies the truth that all manifested things have two sides; two aspects, two poles with manifold degrees between the two extremes. "Everything is Dual; everything has poles; everything has its pair of opposites; like and unlike are the same; opposites are identical in nature but different in degree; extremes meet; all truths are but half-truths; all paradoxes may be reconciled."

Universal Law 5: Rhythm

This Principle embodies the truth that in everything there is manifested a measured motion; a to-and-fro, an ebb and a flow, a swing forward and backward.

"Everything flows out and in; everything has its tides; all things rise and fall; the pendulum-swing manifests in everything; the measure of the swing to the right is the measure of the swing to the left; rhythm compensates."

Universal Law 6: Causation

This Principle embodies the truth that Law pervades the universe; that nothing happens by chance; that Chance is merely a term indicating cause existing but not recognized or perceived; that phenomena is continuous, without break or exception.

"Every cause has its effect, every effect its cause; everything happens according to Law. There are many planes of causation but nothing escapes the Law."

Universal Law 7: Gender

This Principle embodies the truth that Gender manifests in everything; that the masculine and feminine principles are ever-present and active in all phases of phenomena, on each plane of life.

"Gender is in everything; everything has its active/masculine and passive/feminine principles; Gender manifests on all planes."

THE PRINCIPLES OF TRUTH
ARE SEVEN; HE WHO
KNOWS THESE,
UNDERSTANDINGLY,
POSSESSES THE MAGIC KEY
BEFORE WHOSE TOUCH ALL
THE DOORS OF THE TEMPLE
FLY OPEN. – THE
KYBALLION



GAMEPLAY EXAMPLE

LIFE LESSON #1: THE GHETTO

Player 1 is upon his 1st incarnation as a Wizard and his Character Sheet looks like this:

Crown: 4 | Ajna: 4 | Throat: 2 | Heart: 1 | Solar: 1 | Sacral: 0 | Root: 0
KARMA: -122 | XP: 555 | POLARITY: +9

1. The Higher Self reads the narrative to the player, who responds by stating his intention, "I want to take the children somewhere they can't hear their parents fighting." He then states his action, "I use the power of my Throat Chakra to cast a Group Merkaba!"
2. The Higher Self (suppressing a smile) calculates the DC, which she believes should be low because the targets are young children. "I assign a DC5."
3. The player then rolls a 4 and is quick to add his Throat Chakra score of 1 to the roll, for a total roll of 5. "Your action is moderately successful, the kids are in your Merkaba."
4. The player then states his next action, "In order to give them hope, I use the power of the Merkaba to show them what life might look like for them in the future...a happy one!"
5. The Higher Self then calculates the difficulty and decides on a DC12. The player rolls a 14. "Once more you are moderately successful and the children see your vision of their future."
6. The player states his final action, "After everyone has seen the vision, I return us all to the ghetto."
7. As the Higher Self begins to calculate the DC, the player begins to wonder what might happen to them all if he fails the DC check. "Where would they be left?" She decides on a DC5 and player 1 rolls an 11. "Success! You and the kids have returned."
8. Concluding his turn, the player is given a chance to explain the intentions underlying his actions to his Higher Self and to the Lords of Karma. "I think my actions speak for themselves," the Ego states confidently. His voice is now silenced.
9. The Higher Self thinks out loud to the Lords of Karma: "The Wizard failed to ask me for any input at all, not even one mundane question. He had little idea of what the Objective might have been but his heart was in the right place. He didn't make use of a Universal Law so I cannot give him credit for that. He helped the children for just a moment in time but they aren't really any better off. I think the Wizard should receive the higher range of negative Karma (-50) but full XP (+50) and +1 point of Polarity."
10. The Lords of Karma then confer privately and not even the voice of the Higher Self can be heard until their judgment is decreed. Their spokesman says, "We choose to issue a medium amount of negative Karma, (-25) full XP (+50) and +2 points of Polarity."
11. The Wizard may walk away wondering how he incurred so much Karma for trying to help the children, but the others saw what may not have occurred to him: that he used an Archetypal Power in a dominant manner upon a group of kids. He stole their free-will and spirited them off for an astral joyride! Such behavior does not indicate a Master of Wisdom.
12. The player then makes the adjustments to his Character Sheet, which now appears thusly:

Crown: 4 | Ajna: 4 | Throat: 2 | Heart: 1 | Solar: 1 | Sacral: 0 | Root: 0
KARMA: -167 | XP: 605 | POLARITY: +11

THE TREE OF LIFE

The Tree of Life is a hieroglyph that dates back to at least the 4th or 5th centuries B.C. and is likely far older. It is a visual representation of many aspects of existence, whether it is viewed from the microcosm of an individual being or the macrocosmic evolution of a solar system.

It is used by Qabalists as a philosophic tool although glimmers of other hidden uses are hinted at. It is used in the Tarot for divination and as a means of comprehending the energies which manifest in the world as matter, and in man as Archetypes. The Tree of Life can also be used to chart the evolution of the Soul as it earns its way upward to the Spiritual Triad, and this is how we employ it in the game.

Begin with your avatar at the bottom of the Tree (Malkuth/Earth) and move upward with each Soul Level you gain until finally arriving at the 7th Initiation, which is viewed as perfect unity with the Holy Trinity of Kether, Chockmah and Binah, symbolizing the Father, the Son and the Holy Spirit.

The sephirothic correspondences are immensely esoteric, very personal, and obscure. It is strongly suggested that players embark upon a path of deep study, but we can offer the following correspondences in descending order from Deity.

(The first 3 represent unknowable aspects of Deity)

0=AIN - No-Thing, No Limit

00=AIN SOPH - The Limitless

000=AIN SOPH AUR - The Limitless Light

(The next 3 represent the Spiritual Triad)

1. KETHER - The Crown - The Father. Associated with Metatron, Enoch, Zeus, Iacchus, Wotan, and Ptah as Unity with God. Kether designates supreme attainment, the Tau, and the Root of Air.

2. CHOKMAH - Illuminating Wisdom - The Divine Masculine principle, the Son, the Logos or Word. The Sphere of the Zodiac, the Room of Fire, the Vision of God. Associated with Thoth/hermes, Isis, Odin and Amoun.

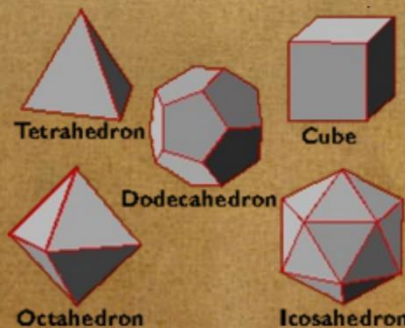
3. BINAH - Understanding - The sphere of Saturn, Demeter, the Vision of Sorrow, the Root of Water and the source of all physical manifestation, the Divine Feminine Principle.

(The final 7 represent the esoteric path which all Sons of God must take to rejoin the Divine Triad.)

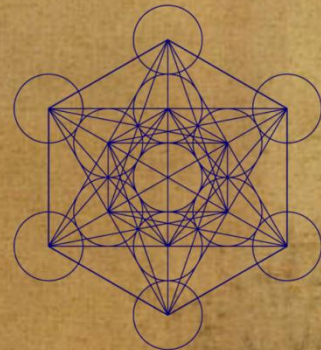
4. **CHESED** - Mercy - The sphere of Jupiter representing wise judgment and cohesion. Amoun, Wotan, Poseidon, the Unicorn, Vision of Love, Water, Thursday, Ray 2.
5. **GEBURAH** - Strength - The sphere of Mars, the Vision of Power, radical intelligence. Associated with horus, Thor, Ares, hades, Apollo, Adonis, the Oak tree and the basilisk. Tuesday, Ray 6.
6. **TIPHARETH** - Beauty - The sphere of the Sun, Intelligence of Mediating Influence, the Vision of the harmony of Life. Associated with the Christ, Ra, the Phoenix, Air and the Rosy Cross. Sunday, Ray 1.
7. **NETZACH** - Victory - The Sphere of Venus, Occult Intelligence, the Vision of Beauty. Associated with hathor, Venus, Isis, hecate, Freya, Aphrodite, the raven and the rose. Friday, Ray 5.
8. **HOD** - Splendor - The sphere of Mercury Perfect Intelligence, the Vision of Splendor, Earth. Associated with Thoth/hermes, Odín, Loki, the divine hermaphrodite, twin/entwined serpents, versicles and the apron. Wednesday, Ray 4.
9. **YESOD** - The Foundation - The sphere of the Moon, Pure and Clear Intelligence, the Machinery of the Universe, Air. Associated with Nannar, Asar-Phallus, Asi-Vulva, Sari-Spine, Zeus and Diana. Monday, Ray 7.
10. **MALKUTH** - The Kingdom - The sphere of Earth, the Elements, Resplendent Intelligence, Vision of the Guardian Angel. Associated with the Eye of hathor, Osiris, the Sphinx, the magic circle and the triangle.



STAR TETRAHEDRON
(Within the Fruit of Life)



PYTHAGOREAN SOLIDS



METATRON'S CUBE

ARCHETYPAL POWERS

Archetypal Powers represent the innate abilities that naturally accompany each Archetype. We are familiar with the stereotypes; the highs and lows of the Artist and of their ability to captivate a crowd, of the studious Alchemist's uncanny ability to work with natural laws, the manner in which an Empath's personal aura can have a calming effect upon those around her.

Each Power represents the conscious conversion of the energy from one particular Chakra center into force that is applied to some purpose upon one of the planes: Physical, Astral and Mental.

As the Ego dons an Archetype, they receive immediate access to the Powers listed for that Archetype, retaining full use of the Powers gained from previous lives as different Archetypes. As the player advances through the Soul Levels, their power to work upon the planes will increase via their Chakra scores, but the basic Powers do not change.

To qualify for Initiation, each player must eventually demonstrate their ability to apply one of the 7 Universal Laws to situations that are presented to them through Life Lessons. The primary way this is accomplished is by the clever, intuitive use of mundane actions and Archetypal Powers.

To influence the events of a Life Lesson, players will find themselves exerting force from one of their own Chakra centers upon the corresponding center in their target, such as Crown vs. Crown or Sacral vs. Sacral. All power comes at a cost, however, and each time a player utilizes an Archetypal Power they must pay the associated Karmic cost. Additionally, most Powers can be used in varying degrees, and therefore, actions that utilize a Power can be classified into one of the following 3 categories:

1. **Dominant:** These include those actions which impinge upon or actually usurp the target's free-will choices or actions, and also include those Powers that effect direct change upon one or more of the planes.

Using a Power in a Dominant manner can accomplish specific goals very quickly but also carries the most severe Karmic implications.

(Examples: fist-fights, mind-control, sending nightmares, possession.)

2. **Magnetic:** These Powers focus upon the magnification and drawing out of energies already present in the environment, or in the target's Mental, Astral and Physical bodies, and often require careful coaxing (or coercion) to achieve the desired results. Using a Power magnetically usually carries medium Karmic implications.

(Examples: Decreasing hostile emotions, enlarging an element, magnifying a feeling.)

3. **Radiant:** This use of Power is more passive than the others and, therefore, normally incurs the lowest Karmic implications but radiant Powers typically do not effect great change upon the environment around the player.

(Examples: The use of Auras and thought-forms)

While Archetypal Powers are usually employed from one of the player's Chakra centers to the target's corresponding center, they can also be applied to circumstances.

(Examples: Crown or Ajna center vs. the DC of deciphering an old book; Root center vs. fighting off infection; Solar Plexus vs. feelings of jealousy; Sacral center vs. sexual temptation or addictions.)

Most most targets possess natural resistances to actions and influences upon certain planes but have weaknesses upon others. To establish a target's Chakra score, and thereby their natural resistances, the Higher Self rolls 1D6 and adds this roll to the DC given for the player's intended action.

It is the duty of the Higher Self to establish the relative difficulty (DC) of the player's intended actions but they may confer freely with the Lords of Karma to make this determination. We have also provided a sample DC Chart in the Higher Self Handbook to help establish clear precedents.

THE SEVEN RAYS

The Seven Rays are the first differentiation of Deity in manifestation. They are the embodiments of 7 types of force which demonstrate 7 qualities of Divinity, emanating from the 7 sacred planets of our solar system.

The ancient wisdom teaches that Seven Rays, originating from Deity, dominate all that lives, moves and has its being in our solar system. They are His/Her tools for governing the activity upon all of the planes. They were known in civilizations as ancient as Lemuria and Atlantis, yet some knowledge of them is still evident in the world's great religions, philosophical institutions and mystery schools.

In actuality, human beings have many Rays associated with their individual consciousness, the 5 most relevant to an individual, perhaps, are the following:

- a.) The Ray of the Soul
- b.) The Ray of the Ego/Personality
- c.) The Ray of the Mental Body
- d.) The Ray of the Astral Body
- e.) The Ray of the Physical Body

For the purposes of this game, however, we concern ourselves only with the Ray of the Soul. The Higher Self can roll 1D8 (ignoring eights) to determine the Soul Ray of a NPC.

Sympathetic Rays

When the target's Ray is the same as the Ray of the specific Power being applied upon them, they are said to be on Sympathetic Rays. This allows the player to double their own Chakra score when rolling against the target NPC. Consider the example below:

- Player 1 has progressed through all of the Archetypes and is currently incarnated as a Wizard. (Ray 7) Presume that during a Life Lesson, he chooses to employ the Spirit's Power called 'Possession' which employs force from the Root center upon the target's Root.
- If the Higher Self, when rolling for the Ray of the NPC target, rolls a 1, they are considered to be Sympathetic, because the Power being applied is from a Ray 1 Archetype. (Spirit=Ray1)
- Once the target's Ray is known, it does not change. Upon his next action, Player 1 may wish to utilize a Power from a different Archetype to achieve a Sympathetic Ray.

SPIRIT

Ray 1: Will/Power

CROWN:	0
AJNA:	2
THROAT:	0
HEART:	-2
SOLAR:	-2
SACRAL:	3
ROOT:	2



The earth-bound Spirit is a strong-willed individual who has refused to move on after experiencing physical death, and therefore, cannot be played at Soul Level 1. Her reasons for remaining in the three worlds (Physical Astral, Mental) can be as seemingly mundane as work left unfinished, worry over loved ones or even intense jealousy towards the living.

The Sacral center is the seat of her power as it holds the energy of the Personality. The Spirit must learn to transfer the energies from this center up to her Heart center. The Spirit possesses no physical body and therefore, cannot effect matter directly.

First Ray Correspondences

The first Ray of our solar system demonstrates as vitality, initiative and thrust. Those upon this Ray have a very strong personal power. This is the Ray that is responsible for the destruction of the old or unwanted to make way for the new. It is, therefore, a very dynamic and volatile energy and is the only one that is not tempered by the Love aspects of Ray 2.

VIRTUES: Strength, courage, steadfastness, truthfulness, fearlessness, power of ruling, handling of people, large-mindedness.

VICES: Pride, ambition, willfulness, hardness, arrogance, desire to control others and anger.

VIRTUES to be ACQUIRED: Tenderness, humility, sympathy, tolerance and patience.

SPIRIT POWERS

Crown: TELEKINESIS

(Dominant: 15)

The power to influence, move and manipulate up to 30 pounds of matter per Soul Level.

Ajna: HIGHER CLAIRVOYANCE

(Magnetic: 15)

The power to see past and present events through another person's thoughts and emotions.

Throat: ELEMENTAL WORD

(Dominant: 20 | Magnetic: 10)

The power to change the molecular properties of matter, causing them to increase/decrease, change temperatures, liquefy or become solid.

Heart: LIFE-FORCE HEALING

(Magnetic: 10 | Radiant: 5)

The power to manipulate the essence of life that is present in all beings to cure minor to moderate wounds, stop bleeding and stabilize a target.

Solar Plexus: CLARIFY EMOTIONS

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to cause a target's Emotional body to become clear, thereby allowing the target to understand its true state of being.

Sacral: ENERGETIC FORM

(Magnetic: 15 | Radiant: 5)

The power to appear as a ball of light, a reflection in a mirror or otherwise become visible in the physical world.

Root: POSSESSION

(Dominant: 60)

The power to usurp control over the target's physical body for 1 action. Player has no power over the target's thoughts or emotions.

EMPATH

Ray 2: Love/Wisdom

CROWN:	1
AJNA:	-1
THROAT:	0
HEART:	3
SOLAR:	1
SACRAL:	1
ROOT:	-2



The Empath is a sensitive personality, prone to introversion and introspection. Many choose careers as healers, teachers and other supportive roles. They often try to carry the weight of the world on their shoulders and can be prone to depression and excessive worry as a result of their deep emotional love.

The Empath relies heavily upon the intuitive application of Love and the Heart center is the primary seat of her power.

Second Ray Correspondences

The Ray of our own particular solar system is the Second, and it permeates all of the Rays that follow with the aspect of Love/Wisdom, the embodiment of the divine quality of Love and the desire for pure knowledge and absolute truth.

People on this Ray are usually very loving, considerate and responsible although they may lack common-sense, inner-strength and motivation.

VIRTUES: Calmness, strength, patience, endurance, love of truth, faithfulness, intuition, clear intelligence and serene temper.

VICES: Absorption in study, suspicion, coldness, indifference and unselfishness.

VIRTUES to be ACQUIRED: Love, compassion, unselfishness, overcoming worry and inertia.

EMPATH POWERS

Crown: SOUL-DISCERNMENT

(Radiant: 5)

The power to call upon the Higher Self for additional guidance, suggestions and direction.

Ajna: HIGHER CLAIRAUDIENCE

(Dominant: 20 | Magnetic: 15)

The power to hear people's thoughts in the past or present moment.

Throat: WORD of LOVE

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to reunite the target with the love and compassion of their own heart center.

Heart: DIVINE HEALING

(Magnetic: 20 | Radiant: 10)

The power to access healing energies from the higher realms and cure all manner of wounds, heal broken bones and damaged organs, cure diseases and sicknesses.

Solar Plexus: ASTRAL GUIDANCE

(Magnetic: 10)

The power to call upon the Lords of Karma for additional guidance, suggestions and direction.

Sacral: AURA of COURAGE

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to generate an Aura of Courage that can amplify (or reduce) the presence of bravery within all who are located within its field. (7 feet per Soul Level)

Root: MAGNIFY AURA

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to influence the target's Aura, instilling either a calming or an exciting effect.

DRUID

Ray 3: Intellect / Adaptability

CROWN:	-1
AJNA:	1
THROAT:	-1
HEART:	0
SOLAR:	1
SACRAL:	0
ROOT:	3



The Druid is a nimble synthesis of the principle of Mind paired with healthy scores in the lower four Chakra centers and a powerful Root score. Her power upon the physical plane is impressive and the 3rd is the Ray of many athletes, energetic personalities and entrepreneurs. In the game, the Druid is capable of channeling energy from the elements and the lower three kingdoms of Nature. (Mineral, Vegetable and Animal)

The seat of the Druid's power lies in the Root center, as it is her connection to the life-force in Nature. What the Druid often lacks is Concrete Knowledge, as she can become too occupied exploring and exercising her power and may not apply herself enough to diligent study.

Third Ray Correspondences

This is the Ray of the abstract thinker, the philosopher and the metaphysician. People on this Ray are often highly imaginative, excellent at many activities, idealistic and can be dreamers or theorists. They are the hard-working Souls who get things done.

VIRTUES: Capacity for concentration, clear intellect, focused, logical, philosophical illumination.

VICES: Intellectual pride, coldness, absent-mindedness, overly critical, inaccuracy in details, isolation.

VIRTUES to be ACQUIRED: Sympathy, tolerance, devotion, accuracy and common sense.

DRUID POWERS

Crown: GREATER RESURRECTION

(Dominant: 50)

The power to resurrect the dead via the transference of intense Mental energy, although no physical healing takes place. (Grants a 3/20 chance per Soul Level.)

Ajna: TELEPATHY

(Dominant: 15 | Magnetic: 10)

The power to impart thoughts, visions and emotions via the universal Language of Light.

Throat: WORD of CREATION

(Dominant: 30 | Magnetic: 15)

The power to create (or dissolve) the forms of the lower three kingdoms of Nature. (Mineral, Vegetable and Animal)

Heart: TRANSMUTE POLARITY

(Dominant: 25 | Magnetic: 15)

The power to reverse or otherwise modify the target's Polarity for 1 action, causing a Service-to-Self NPC to behave as a Service-to-Others individual, and vice-versa.

Solar Plexus: EMOTIONAL IDEALISM

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to bestow feelings of Unity and Emotional Idealism upon a target or group.

Sacral: CREATE NEMETON

(Magnetic: 20 | Radiant: 10)

The power to create a Magic Circle which can bestow visions of the lower Astral planes, providing the targets with glimpses of their possible futures.

Root: ELEMENTAL CONTROL

(Dominant: 60 | Magnetic: 40)

The power to manipulate the Elements (Earth, Air, Fire and Water) causing them to do the player's bidding.

ARTIST

Ray 4: Harmony/Conflict

CROWN:	-2
AJNA:	-2
THROAT:	3
HEART:	2
SOLAR:	2
SACRAL:	1
ROOT:	-1



The Artist represents the creative personalities; the musicians, poets and performers of the world. They tend to soar to great emotional heights only to fall to equally withering depths. They wear their heart upon their sleeve and must learn to manage their Astral and develop their Mental bodies.

The Artist applies creative thought to accomplish her goals. She creates where others mimic and dislikes most attempts at control. The Throat center is the seat of her power as it represents her potential for the creative use of force which might otherwise congest into blockages or demonstrate chaotically.

Fourth Ray Correspondences

The Fourth Ray has been called the Ray of Struggle. Harmony occurs when a person on this Ray is governed by the Higher Self. If governed by the lower self, acute conflict and havoc are likely to ensue. People on this Ray often live an emotional roller-coaster until evenness of mind and emotional balance can be achieved.

VIRTUES: Strong affections, sympathy, physical courage, generosity, quickness of intellect and perception.

VICES: Self-centeredness, worry, inaccuracy, lack of moral courage, strong passions and extravagance.

VIRTUES to be ACQUIRED: Serenity, confidence, self-control, purity, unselfishness, accuracy, mental and moral balance.

ARTIST POWERS

Crown: SENSE SPIRITUAL MOTIVE

(Magnetic: 10)

The power to discern and reveal the true, hidden motivations underlying a target's behavior.

Ajna: HYPNOSIS

(Dominant: 30 | Magnetic: 15)

The power to access and effect the target's subconscious mind.

Throat: SONG of HARMONY

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to inspire all who hear to move toward Harmony (or Conflict) in their next action.

Heart: COMPASSIONATE AURA

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to generate an Aura of love and compassion upon all who come within it.

Solar Plexus: DIVINE VISION

(Magnetic: 20 | Radiant: 10)

The power to send and receive words, images or other form of communication with the target's Higher Self.

Sacral: EMPOWER PERSONALITY

(Dominant: 15 | Magnetic: 10 | Radiant: 5)

The power to instantly make oneself the center of attention, thereby captivating (or irritating) those around them.

Root: CONFOUND ACTION

(Dominant: 25)

The power to change or distort one physical action taken by the target.

ALCHEMIST

Ray 5: Concrete Knowledge

CROWN:	1
AJNA:	3
THROAT:	1
HEART:	0
SOLAR:	-2
SACRAL:	-1
ROOT:	1



The Alchemist applies science and logic to accomplish his magic. Through hours of diligent study and meticulous experimentation, he eventually becomes capable of physical and mental Transmutation.

The Ajna center is the primary seat of his power as it represents the capacity for critical thinking within a pinpoint focus. The Alchemist must learn to carefully balance their emotions, however, for they have many Powers that can be used in a Dominant manner.

Fifth Ray Correspondences

The Fifth Ray demonstrates in the fields of science and research. The person on this Ray usually has a keen and accurate intellect. They are typically truthful and full of knowledge and facts. Practical electricians, chemists, engineers and architects are common examples. They sometimes get trapped inside their Mental body and may have trouble accessing their emotions.

VIRTUES: Strictly accurate statements, justice, common sense, uprightness, independence, keen intellect.

VICES: Harsh criticism, narrowness, arrogance, unforgiving temper, lack of sympathy and prejudice.

VIRTUES to be ACQUIRED: Reverence, devotion, sympathy, love and wide-mindedness.

ALCHEMIST POWERS

Crown: STOP TIME

(Dominant: 50)

The power to stop the progress of time for everyone but the player, allowing them to take 2 additional actions.

Ajna: ENHANCED COMPREHENSION

(Magnetic: 10)

The power to glean more information from every situation, allowing player to ask 2 additional, mundane questions.

Throat: WORD of BUILDING

(Dominant: 25 | Magnetic: 10)

The power to build, modify or deconstruct machines, contraptions and other complicated physical creations.

Heart: DIVINE RESTORATION

(Dominant: 15 | Magnetic: 5)

The power to repair or restore a machine, building or contraption to proper working order.

Solar Plexus: ASTRAL TRANSMUTATION

(Dominant: 15 | Magnetic: 10)

The power to transmute the energy of the target's dominant Chakra center to the Solar Plexus, thereby allowing for greater emotional coherence or catalyst.

Sacral: CREATE LIGHT / FLAME

(Magnetic: 10)

The power to create the spark (and etheric energy for fuel) necessary to produce a ball of light or flame up to 3 inches in size per Soul Level.

Root: LESSER RESURRECTION

(Magnetic: 40)

The power to resurrect the target by impelling the target's Life-Force to remain within or return to the body. (Grants a 1/20 chance per Soul Level.)

MONK

Ray 6: Devotion/Idealism

CROWN:	0
AJNA:	-2
THROAT:	-2
HEART:	2
SOLAR:	3
SACRAL:	1
ROOT:	1



The Monk is typified in the East as a silent, meditative figure but this Archetype can also be found in Western churches. He is the devotee, prone to fanaticism when the individual is governed by the lower self. When soul-centered, the Monk can accomplish great feats by channeling higher energies through their bodies via traditional prayer or by the chanting of mantras.

The Monk's seat of power is the Solar Plexus, which allows for the mystical connection between the individual and the Higher Self. This center also reflects the sense of community, and the Monk is often overly concerned with his own Spiritual path and occasionally forgets to include himself as part of a group. Some, however, tend to be very group-minded and view their own group as a perfect and inviolable circle.

Sixth Ray Correspondences

The person on this Ray is often full of religious fervor. Issues are usually viewed as either perfect or intolerable. It is an emotionally-based Ray that is also very connected with the sub-conscious mind.

VIRTUES: Devotion, single-mindedness, love, tenderness, intuition, loyalty and reverence.

VICES: Selfishness, jealous love, over-dependence upon others, partiality, self-deception, superstition, prejudice, fiery anger and over-rapid conclusions.

VIRTUES to be ACQUIRED: Strength, self-sacrifice, purity, truth, tolerance, serenity, balance and common-sense.

MONK POWERS

Crown: DIVINE TELEPATHY

(Dominant: 40 | Magnetic: 30 | Radiant: 10)

The power to send and receive thoughts, visions and emotions via Light Language to multiple beings.

Ajna: RADIATE THOUGHT-FORMS

(Dominant: 20 | Radiant: 5)

The power to implant thoughts and ideas which quickly concretize in the target's Mind.

Throat: WORD of WISDOM

(Dominant: 15 | Radiant: 5)

The power to speak a sacred Word or chant that bestows clarity of mind and heart, causing the target to choose a wise action.

Heart: DIVINE IDEALISM

(Magnetic: 10 | Radiant: 5)

The power to bestow upon the target a clear and powerful inner vision of the Ideal as it regards behavior and outcome of a situation.

Solar Plexus: SENSE EMOTION

(Magnetic: 10)

The power to discern the target's true emotional state, even if it is unknown to themselves.

Sacral: INSPIRE COURAGE

(Dominant: 20 | Magnetic: 10 | Radiant: 5)

The power to inspire courage and bravery (or fear and cowardice) upon a single target.

Root: SLOW TIME

(Dominant: 25)

The power to slow time for everyone except the player, who receives 1 additional action.

WIZARD

Ray 7: Order/Synthesis

CROWN:	3
AJNA:	2
THROAT:	2
HEART:	-2
SOLAR:	0
SACRAL:	-1
ROOT:	-1



The Wizard employs knowledge, ceremony and visualization to focus his Power. He is unequaled upon the higher and lower planes of Mind, yet he may often neglect his Heart center.

The Wizard tends to synthesize many traits from the other Rays, which can result in Personalities that are regarded as quirky, odd or even dangerous. His perspective is broad, as is his knowledge, although personal experience may often be lacking. "Stay in step and they ignore you; walk one step ahead and they respect you; but walk two steps ahead and they fear you."

Seventh Ray Correspondences

This Ray concerns itself with transformation, transmutation, synthesis and organization. They are the ones who combine the disparate pieces into a unified body for a high ideal. They can be superstitious and overly influenced by omens, dreams and spiritual phenomena.

VIRTUES: Strength, perseverance, courage, courtesy, extreme care in details, self-reliance.

VICES: Formalism, bigotry, pride, narrowness, superficial judgments and over-indulgence.

VIRTUES to be ACQUIRED: Realization of Unity, wide-mindedness, tolerance, gentleness and love.

WIZARD POWERS

Crown: MENTAL TRANSMUTATION

(Dominant: 15 | Magnetic: 10)

The power to transmute the target's dominant Chakra center to the Crown, thereby focusing their energies upon the Mind.

Ajna: CLARIFY MIND

(Dominant: 15 | Radiant: 5)

The power to clarify (or confuse) the target's mind, causing clear intellect and reason to shine forth.

Throat: CREATE MERKABA

(Dominant: 40 | Magnetic: 15)

The power to create a multidimensional vehicle that is capable of carrying the player and 3 others through the Astral planes.

Heart: LOWER CLAIRAUDIENCE

(Dominant: 30 | Magnetic: 10)

The power to hear the target's thoughts in the present moment.

Solar Plexus: LOWER CLAIRVOYANCE

(Dominant: 30 | Magnetic: 10)

The power to see and feel present events through the target's physical and astral bodies.

Sacral: DEMAND TRUTH

(Dominant: 25)

The power to impel the target to speak only true statements, regardless of the consequences of doing so.

Root: IMMOBILIZE WILL

(Dominant: 40)

The power to overcome the target's own Will, effectively immobilizing them where they stand.

WISDOM TEACHINGS

“Having groped his way through the Hall of Ignorance during many ages, and having gone to school in the Hall of Learning, he is now entering into the university, or the Hall of Wisdom. When he has passed through that school he will graduate with a degree as a Master of Compassion.” Alice A. Bailey

Each Wisdom Teaching card contains two short quotes that were culled from our studies for the purpose of directing the Ego/Personality closer to true knowledge of the hidden wisdom, which grants heightened access to power upon the three planes. The cards provide the greatest impact if they are ordered chronologically and read aloud to the group.

All players may draw one Wisdom Teaching card at the beginning of each turn. If a player chooses to Observe on their turn (ask no questions and take no action) then they may draw a second card and end their turn.

Wisdom Teachings may be converted into special abilities in the Hall of Wisdom at any time during the player's turn, even after the dice have been rolled.

Some Special Abilities have a duration which is described below:

Instant: These Special Abilities effect an immediate change upon one or more of the planes.

One Life: These special abilities remain active until the player reaches the end of one lifetime, whether through death via a Life Lesson or by reaching the end of the Wheel.

One Archetype: These Special Abilities are active until the player achieves Initiation and dons a new Archetype.

Permanent: These Special Abilities become part of the player's character and do not expire.

HALL of WISDOM

ONE CARD

Trade 1 Wisdom Teaching card to gain +1 to any DC Roll.

THREE CARDS

Trade 3 Wisdom Teaching cards to gain any ONE of the following:

1. +20 Karma
2. +40 XP
3. +2 Polarity
4. Switch out a Life Lesson
5. +1 to Divine Will or DC Rolls (1 Life)

FOUR CARDS

Trade 4 Wisdom Teaching cards to gain any ONE of the following:

1. +40 Karma
2. +80 XP
3. +4 Polarity
4. +1 to Divine Will (1 Archetype)

FIVE CARDS

Trade 5 Wisdom Teaching cards to gain any ONE of the following:

1. +80 Karma
2. +160 XP
3. +8 Polarity
4. +1 to all DC Rolls (1 Archetype)

SIX CARDS

Trade 6 Wisdom Teaching cards to gain any ONE of the following:

1. +120 Karma
2. +500 XP
3. +1 to a Chakra score (Permanent)
4. +1 to Divine Will Rolls and +1 to DC Rolls (1 Archetype)

SEVEN CARDS

Trade 7 Wisdom Teaching cards to gain any ONE of the following:

1. Knowledge of one Universal Law (No XP granted)
2. +3 to Divine Will Rolls (Permanent)
3. +2 to all DC Rolls (Permanent)



“The time shall come when the Secret Wisdom shall again be the dominating religious and philosophical urge of the world.

The day is at hand when the doom of dogma shall be sounded. The great theological Tower of Babel, with its confusion of tongues, will fall and out of the cold ashes of lifeless creeds shall rise Phoenix-like the Ancient Mysteries.”

Manly P. Hall
“Secret Teachings of All Ages”

The Path of Initiation was created by
Elise Hoff and Patrick Westfall
www.ThePathOfInitiation.site.com