

THE  
SPIRITUAL  
PATH



BOOK  
*OF*  
KNOWLEDGE



# THE SPIRITUAL PATH



A GAME OF ASCENSION UNITING THE PATHS OF  
SCIENCE, RELIGION, PHILOSOPHY & OCCULT MYSTICISM.



## TABLE OF CONTENTS

QUICK-START INSTRUCTIONS	- 1
A PERSPECTIVE ON THE SOUL	- 4
AKASHIC RECORDS	- 4
ANTAHKARANA/RAINBOW BRIDGE	- 5
ASCENSION	- 5
BIRTH CHART	- 6
CHALLENGE ROLLS	- 6
COIN OF THE REALM (COTR)	- 7
CORRESPONDENCES	- 8
CRISIS POINTS	- 9
DARK NIGHTS OF THE SOUL	- 9
DESCENDING INTO FORM	- 10
DICE	- 10
DUELS	- 11
DWELLER ON THE THRESHOLD	- 11
EGOIC LOTUS	- 12
ETHERIC WEB	- 13
GAMEBOARD	- 14
INITIATION & THE PERMANENT ATOMS	- 15
LIFE CARDS	- 16
MOVEMENT	- 17
PATH CARDS	- 18
SOUL-ASSESSMENTS	- 19
SOUL RECORD	- 20
TEACHERS OF THE MIDDLE PILLAR	- 21
TELEPORTATION	- 25
TEST OF THE ANTAHKARANA	- 26
THE THREE PLANES	- 27
THE THREE STAGES OF EACH PLANE	- 27
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THE KABBALISTIC TREE OF LIFE	- 28
EXAMPLES: LIFE CARDS	- 29
EXAMPLES: DARK NIGHTS	- 30
THE SEVEN COSMIC PLANES	- 31
THE COSMIC PHYSICAL PLANE	- 32
LIST OF PATH CARDS	- 33
LIST OF TOPICS FOR SOUL-ASSESSMENTS	- 34



## OVERVIEW OF THE GAME

### Greetings Spiritual Seekers!

The Spiritual Path includes many worthy faiths, doctrines, sciences and systems of belief; yet it is one.

#### *The One in Many and the Many in the One.*

In the game, the Soul (player) creates a Personality (avatar) who is tasked with ascending out of the three worlds of human endeavor; the Physical, Astral and Mental Planes. This is accomplished by gaining '*knowledge and experience*' of many Paths, and annotating the topics from PATH Cards by number on an individual's Soul Record. These are used to answer Soul-Assessments and, ultimately, the final Test of the Antahkarana.

On their turn, players draw LIFE Cards which symbolize the many difficulties encountered upon the Spiritual Path, but which are integral to the growth of the Personality toward the Soul.

Other turns find players attempting to learn from one of the mysterious *Teachers of the Middle Pillar*, or undergoing the ordeals known as Crisis Points and Dark Nights of the Soul. As the Personality attempts to ascend to a new Plane of experience, they are tasked with Burning the Etheric Web that separates the Planes in order to continue their ascent.

Players cast their own personal Birth Chart, which includes Numerological, Elemental, Lunar and Zodiacal Correspondences that will help them answer Challenges. Players can draw rare Magic and Siddhi cards that confer special abilities as they pursue the '*knowledge and experience*' necessary to pass Soul-Assessments and the final Test of the Antahkarana.

Most players will find it necessary to Descend into Form more than once in order to achieve the necessary balance of Coin of the Realm, Egoic Petals and PATH Cards. Yet players will gain the ability to Teleport between Stages and Planes, which will make subsequent Ascension Cycles much easier.

When players can prove '*knowledge and experience*' at the end of a Stage, they open a Petal in the Egoic Lotus for that Stage and Plane. When they have opened the lower 8 Petals, and burned off all of the Etheric Webs, they are ready to walk the Rainbow Bridge, from the Mental Unit (square 60) to the Mental Permanent Atom and win the game!



## DEDICATION

THIS GAME IS DEDICATED TO  
THE TEACHERS AND PILGRIMS  
OF ALL PATHS.

MAY WE COME TO KNOW  
OURSELVES AS ONE IN THE END.



# ESOTERIC DISCLOSURE

THIS GAME REPRESENTS THE LIMITED KNOWLEDGE  
& PERSPECTIVES OF THE WRITERS.

ALTHOUGH OUR ESOTERIC BACKGROUND IS LIMITED,  
WE HAVE ENDEAVORED TO SHARE OUR UNITY-MINDED  
PERSPECTIVE THAT IS FREE OF CRITICISM & CONFLICT.

THIS GAME IS THE RESULT OF SIGNIFICANT RESEARCH,  
YET, AS IN ALL THINGS, WE RECOMMEND THAT PLAYERS  
EXERCISE THEIR PERSONAL DISCERNMENT AS THEY STUDY  
NEW PATHS, AND ARE ALWAYS ENCOURAGED TO  
*PRACTICE HARMLESSNESS & KEEP AN OPEN MIND.*

*IN UNITY, LOVE & LIGHT.*

*Elise & Patrick Westfall*  
*Wesak, 2020*






# QUICK-START INSTRUCTIONS

## Step #1: Roll each Player's Birth Chart.

- **Roll the Percentile Dice** and find the square on the gameboard with the same number. (Re-roll 61+)
- **Write the Correspondences from the square onto your Soul Record.** (Number, Element, Lunar & Zodiac) These form the player's *personal Correspondences*, which will help them upon the Path by giving them +10 to Challenge Rolls with the same Correspondences.
- **Happy Birthday!** Players gain 1 CotR every time they pass their Zodiacal sign.

## Step #2: Coin of the Realm (CotR)

- Every action taken upon the Path both requires and produces energy, whether it is upon the Physical, Astral or Mental Plane. Each Plane, however, functions with a different frequency of energy, which is referred to as the Coin of the Realm, or CotR.
- The CotR upon the **Physical Plane is Gold**. Players gain 1 Gold token at the beginning of each turn upon the Physical Plane. 
- The CotR upon the **Astral Plane are Hearts**. Players gain 1 Heart token for each turn upon the Astral Plane, but must also pay 1 Gold per turn. 
- The CotR upon the **Mental Plane are Minds**. Players gain 1 Mind token for each turn upon the Mental Plane but must pay 1 Heart per turn. 
- Players who run out of Hearts are unable to function upon the Mental Plane, while players who run out of Gold cannot function upon the Astral Plane. In each case, the player must Descend to the lowest Stage of the gameboard that does not have an opened Petal in the Egoic Lotus.

## Step #3: Roll 1D6 & Move your Avatar

- Players roll 1D6 and move their Avatar the indicated number of squares, always stopping at Crisis Points and Dark Nights.
- If the roll does not result in the player landing upon one of these, or a Middle Square, then they draw 1 LIFE Card and follow the instructions printed on the card to conclude their turn.



# QUICK-START INSTRUCTIONS

## Step #4: Draw 1 LIFE Card

Players draw 1 LIFE Card each turn *unless* they land upon a Middle Square, Crisis Point or Dark Night of the Soul. Most LIFE Cards will have a printed Challenge Rating, followed by another number, which indicates the number of CotR that are being wagered.

A card reading “CR70/2” indicates a Challenge Rating of 70, which the player must equal or surpass using Percentile Dice in order to succeed and gain 2 CotR *or* fail and lose 2 CotR. Some cards carry a **Special** section which always applies with further instructions, and players may always use eligible Correspondences and Magic Cards to help raise their die-rolls to pass Challenges and Duels.

## Step #5: Teachers of the Middle Pillar

If a player lands upon one of the Middle squares, this indicates that they have the rare opportunity to study with the designated Teacher. This is simulated by a *Duel* wherein another player rolls Percentile Dice for the Teacher. If the player rolls (including Correspondences) within the stated limits of the Teacher, they *receive one PATH Card*. If not, they are considered to have been too far outside the Teacher’s energetic aura to benefit from the interaction and their turn is over.

## Step #6: Crisis Points

Players undergo a difficult re-orientation known as a Crisis Point at the end of the Knowledge and Love Stages of every plane where several events occur:

- a) **Players draw 1 PATH Card then undertake a Soul-Assessment.**
- b) **Players may choose to sell Magic cards.**
- c) **Players may 'Teleport' from one Crisis Point/Dark Night to another if all of the Petals in the Egoic Lotus have been opened in-between them.**

**Soul-Assessment:** To administer a Soul-Assessment, another player rolls the Percentile Dice to indicate the assessment number (1-100) . If the player can prove *'knowledge and experience'* with the topic, as annotated on their Soul Record, then they succeed in opening the Petal in the Egoic Lotus for that Stage.

Players who are unsuccessful in their first Soul-Assessment, which is always free, *may choose* to pay 2 CotR for a second try, or 3 CotR for a third attempt. Upon this last attempt, the Petal is either opened or their turn is concluded.



# QUICK-START INSTRUCTIONS

## Step #7: Dark Night of the Soul

Players encounter a Dark Night of the Soul at the end of the Wisdom Stage of every Plane. They symbolize attempts at polarization of the Personality at the Permanent Atom for that Plane. In the game, they operate the same as Crisis Points but carry additional steps:

- a) Players draw 1 PATH Card then undertake a Soul-Assessment.
- b) Players may choose to sell Magic cards.
- c) Players must roll to discover the quantity of CotR required to Burn the Etheric Web between Planes.  
(*Physical Plane: 1D6. Astral Plane: 1D10. Mental Plane: 1D6 + 1D10.*)
- d) If players are able to pay the CotR, they *must* do so and continue to ascend as far as they can upon the Spiritual Path. If not, they must Descend.

## Step #8: Dweller on the Threshold

The Dweller on the Threshold refers to squares 57, 58 and 59. Players upon these squares may freely gift Magic & Siddhi Cards and CotR to other players as they prepare themselves for the final Test of the Antahkarana.

## Step #9: Test of the Antahkarana

The Antahkarana is the Rainbow Bridge, built between the Mental Unit at square 60 and the Mental Permanent Atom annotated by the Rainbow on the gameboard. All Etheric Webs and each of the lower 8 Petals in the Egoic Lotus must have been opened by the player prior to undertaking the final Test.

### How to Administer the Test of the Antahkarana:

Player must prove '*knowledge and experience*' of 9 Soul-Assessment topics out of 12. They are afforded three attempts (once per turn on each Day of Darkness) but must Descend into Form if they cannot answer 9 out of 12 by the end of their third attempt.

Players who successfully complete the Test of the Antahkarana have completed the Rainbow Bridge and have achieved union with Soul at the Mental Permanent Atom. Such a one achieves the 3rd Initiation and is no longer bound by the Wheel of Rebirth!



# A PERSPECTIVE ON THE SOUL

In the game, you and your avatar take the relative positions of the Soul and the Personality represented by life in form. Every turn in the game can be viewed as one or more 'lives' lived upon the Path in different times and locations on the planet and every PATH Card can be viewed as the result of one or more 'lives' upon the indicated Path.



*"The soul can be spoken of as the Son of the Father and of the Mother (Spirit-Matter) and is therefore the embodied life of God, coming into incarnation in order to reveal the quality of the nature of God, which is essential love. This life, taking form, nurtures the quality of love within all forms, and ultimately reveals the purpose of all creation. This is the simplest definition for average humanity, being couched in the language of mysticism, thus linking the truth as found in all religions."*

Esoteric Psychology I

# AKASHIC RECORD



In the game, the Akashic Record refers to the game item where players may store their PATH Cards. It can be useful for tracing the long and varied Path taken by the Personality to reach the Soul.

*"The Akashic Record is like an immense photographic film, registering all the desires and earth experiences of our planet. Those who perceive it will see pictured thereon: The life experiences of every human being since*

*time began, the reactions to experience of the entire animal kingdom, the aggregation of the thought-forms of a karmic nature (based on desire) of every human unit throughout time. Herein lies the great deception of the records. Only a trained occultist can distinguish between actual experience and those astral pictures created by imagination and keen desire."*

The Light of the Soul, the Yoga Sutras of Patanjali



## ANTAHKARANA/RAINBOW BRIDGE

In the game, the player who succeeds in opening the lower 8 Petals of the Egoic Lotus and who can prove *'knowledge and experience'* upon 9 out of 12 questions on the Test of the Antahkarana, not only wins the game, but opens the 9th Petal and walks the Rainbow Bridge to unity with Soul at the Mental Permanent Atom, and the gateway to the Plane of Buddhi, or Intuition.



*"There is no initiation for the disciple until he has begun consciously to build the Antahkarana, thus bringing the Spiritual Triad and the mind as the highest aspect in the three worlds into a close relationship; later, he brings his physical brain into a position of a recording agent upon the physical plane, thus again demonstrating a clear alignment and a direct channel from the Spiritual Triad straight through to the brain via the Antahkarana which has linked the higher mind and the lower."*

The Rays and the Initiations

## ASCENSION



In the game, the Player (Soul) literally moves their Avatar (Personality) a little higher up the gameboard on every turn. This represents the changing focus of the Personality consciousness, whether it is viewed as a single life or as a series of them.

*"By stimulating the egoic bodies of men so that the solar Angels may carry on with greater precision and force their conflict with the lunar gods. This is the true war in heaven."*

*As the Solar Gods descend ever nearer to the physical plane, and in their descent assume a steadily increasing control of the lunar natures, the thoughts and desires of men are consequently purified and refined. The solar fires put out the lunar light, and the lower nature is eventually purified and transmuted.*

*In time the Solar Angels blaze forth in all their glory through the medium of the lower nature on the physical plane, that lower nature providing fuel to the flames. The hated "Dweller on the Threshold" thus gradually dies for lack of sustenance, and disintegrates for lack of vitality, and man is set free."*

A Treatise on Cosmic Fire



# BIRTH CHART

In the game, the Birth Chart refers to those Correspondences rolled by a player at the beginning of the game. It is accomplished by rolling Percentile Dice and writing the Correspondences from the square onto the player's Soul Record. These form the player's *personal Correspondences* and can be used to add +10 to eligible Challenge Rolls and Duels.

*Happy Birthday! Gain 1 CotR every time you pass your Zodiacal sign.*



*"Astrologers should concern themselves primarily with three types of energy:*

- a. The Sun Sign, or the energy of the constellation in which the Sun is posited at the time of birth.*
- b. The Rising Sign, to which the man upon the Path should respond.*
- c. The Lunar Sign, which governs his form aspect, and particularly the physical form."*

Esoteric Astrology

# CHALLENGE ROLLS

In the game, Challenges are a simple mechanic that symbolizes the immense complexity of challenges that face students upon the Path. Many LIFE Cards will display a Challenge as follows: **72/1**. The first number is the goal, the second number is the CotR *at-stake*. A player who rolls a 71 or lower will *lose* 1 CotR, while a player who rolls 72 or higher, *gains* 1 CotR.

**\* Correspondences may always be added to boost a player's roll.**

A card that reads **72/1 plus 1 PATH Card** only results in a PATH Card in the event of *successful outcomes*, while failure (rolling less than the target) causes the player to simply pay the CotR that was at-stake.

**\* The Special section always applies.**

*(Note: If a player is unable to pay the penalty CotR on a LIFE Card, they must pay in any other CotR they have in descending order: Minds > Hearts > Gold.)*

*"The world today is full of warring voices; everywhere there is an outcry against world conditions; everything is being dragged out into the light of day; abuses are being shouted from the housetops, as the Christ prophesied they would be. The reason for all this outcry, discussion, and noisy criticism is that, as men awaken to the facts and begin to think and plan, they are aware of guilt within themselves; their consciences trouble them; they are conscious of the inequality of opportunity, of the grave abuses, of the entrenched distinctions between man and man, and the factor of racial and national discriminations; they question their own individual goals as well as national planning. The masses of men in every land are beginning to realize that they are largely responsible for what is wrong, and that their inertness and lack of right action and thinking has led to the present unhappy state of world affairs. This constitutes a challenge and no challenge is ever totally welcome."* 6 Problems of Humanity



# COIN OF THE REALM (CotR)

In the game, the CotR varies depending upon what Plane the player's Avatar stands upon. Gold is the CotR upon the Physical Plane, Hearts upon the Astral and Minds upon the Mental.

**Players receive 1 CotR at the beginning of each turn, but must also pay 1 Gold per turn upon the Astral Plane, and 1 Heart per turn upon the Mental Plane.**

This is included in the game to simulate the constant 'drag' upon the Personality as they struggle to ascend the Path, yet who is tasked with maintaining sufficient stores of energy upon every plane. Without the CotR, players are unable to function upon the plane and, therefore, must Descend.

- ~ **Players who have opened 1 Petal gain 2 CotR each turn on that Plane.**
- ~ **Players who have opened 2 Petals gain 3 CotR each turn on that Plane.**
- ~ **Players who have opened 3 Petals gain 4 CotR each turn on that Plane.**

*(Note: If a player is unable to pay a CotR on a LIFE Card, they may pay in any other CotR they have in descending order.)*



**Gold**

*Physical Plane*



**Hearts**

*Astral Plane*



**Minds**

*Mental Plane*

If they run out of CotR, players may wish to Descend to a particular Plane even though they have opened all of the Petals on the Plane. Players who run out of Gold, for instance, will have to Descend into the Physical Plane in order to earn more even if they have opened all three Petals on the Physical Plane.

Players who are forced to mine CotR in this way can 'Teleport' using Crisis Points and Dark Nights. *Example:* A player with the lowest 7 Petals open who still requires Hearts to function on the Mental Plane can Descend to the last Crisis Point of the Astral Plane (between squares 35 & 36) and then walk the Wisdom Stage gaining Hearts each turn. They can 'Teleport' back to a higher Stage once they reach another Crisis Point or Dark Night of the Soul.

*"Therefore it will be apparent to you that if the indwelling consciousness comes no lower than the mental plane and neglects the body of emotions and the dense physical, two things will result. The lower vehicles will be neglected and useless and fail in their purposes, atrophying and dying from the point of view of the Ego, whilst the causal body itself will not be built as desired and so time will be lost. The mental body will be rendered useless likewise, and will become a thing of selfish content, of no use in the world and of littler value. A dreamer whose dreams never materialise, a builder who stores up material which he never employs, a visionary whose visions are of no use to gods or men, is a clog upon the system universal." Letters on Occult Meditation 7*



# CORRESPONDENCES

In the game, Correspondences can be used to add +10 to a player's die roll in response to a Challenge or Duel. Most Correspondences add +10 to the die roll and can be stacked. Two water Correspondences can be stacked, for instance, to add +20 to the die roll. Correspondences can never cause a player to go over their desired target in a Duel.

*Tip! Roll the dice first and use Correspondences only if necessary. It saves time & energy!*



***The Correspondences printed on the LIFE Card or Duel square dictate the only symbols eligible for use during that Challenge.***

## TYPES of CORRESPONDENCES:

**Numerological:** All numbers applicable to a player's turn can be utilized as potential Correspondences.

**Elemental:** One or more of 5 Elemental signs printed on the gameboard and some LIFE Cards.

**Lunar:** One or more of 4 Lunar phases printed on the gameboard and some LIFE Cards.

**Zodiacal:** One or more of 12 Zodiacal signs printed on the gameboard and some LIFE Cards.

## SOURCES of CORRESPONDENCES:

**Birth Chart:** Players may use any of their Personal Correspondences.

**Square:** Players may use Correspondences printed on their square.

**LIFE Cards:** These indicate the eligible Correspondences for a Challenge.

**Trials & Experiences:** Players attempt to match the Correspondences printed on the Card.

**Magic Cards:** Can be held in the hand and used to add Correspondences to a die roll but are discarded upon first use or upon Descent.

**Siddhi Cards:** Can be used for a Special Ability or to add Correspondences to a Challenge Roll, are reusable and held if the player Descends.

*"...he who reasons by the Law of Correspondences and who has grasped the basic essential relativity of the three aspects to each other has arrived at the knowledge that back of all form is a subjective Life which is known by its quality, its colour, and its attributes; he has expanded his consciousness until gradually he has ascertained and made a part of his own conscious ensemble those attributes and qualities."*



# CRISIS POINTS

Players **must stop** at all Crisis Points which allow players to:

- 1.) Receive 1 PATH Card
- 2.) Receive 1 Soul-Assessment
- 3.) Pay 2 CotR for a second Self-Assessment, or pay 3 CotR for a third attempt.
- 4.) Sell 1 or more Magic Cards for 1 CotR each.
- 5.) Teleport to another Stage (\* Requires opened Petals)



*Players may also choose to:*



*\* Players may only open 1 Petal per Plane per Soul-Assessment.*

*"A crisis is brought about by a certain habit of mind, developed in the vehicle; it is surmounted in time only by a certain habit and rhythm of the spiritual content of the man's nature. It is the establishing of a certain objective rhythm which produces a crisis; it is the emergence of a particular subjective rhythm which enables a man to surmount the crisis and to capitalise on the opportunity."*

Esoteric Astrology

## DARK NIGHTS OF THE SOUL

In the game, a Dark Night of the Soul functions exactly like a Crisis Point, but players are also tasked with Burning the Etheric Web between the Plane they are on and the next higher one. This must only be accomplished once per Plane.

### BURNING the ETHERIC WEB

- ~Physical Plane vs. Astral Plane: Roll 1D6 and pay the indicated amount of Gold.
- ~Astral Plane vs. Mental Plane: Roll 1D10 and pay the indicated amount of Hearts.
- ~Mental Unit vs. Mental Permanent Atom: Roll both 1D6 and 1D10 and pay the indicated number of Minds.

*"The soul, the breath, the life has withdrawn out of the three worlds, and in the "secret place of the most high" is at rest and at peace, contemplating the beatific vision. In the life of the active disciple it produces those interludes which every disciple knows, when (through detachment and the capacity to withdraw) he is held by nothing in the world of form. As he is but wrestling toward perfection and has not yet attained, these interludes of silence, withdrawingness, and of detachment are frequently difficult and dark.*

*All is silence and he stands appalled by the unknown, and by the apparently empty stillness in which he finds himself. This is called, in advanced cases, "the dark night of the soul"—the moment before the dawn, the hour before the light streams forth."*

A Treatise on White Magic



## DESCENDING INTO FORM

In the game, players are forced to Descend into Form when they are unable to pay the specific CotR required to function on any plane.

Players may only *choose* to Descend when standing with the Angel of the Presence at square 60. When Descending, players retain all CotR and Siddhi Cards, but lose all Magic Cards.

Players must only Descend to the lowest Plane and Stage that contains an unopened Petal in the Egoic Lotus. Players may Teleport between the Stages and Planes when they have opened the Petals between two or more Crisis Points or Dark Nights, allowing for more rapid ascension cycles.



*"He can descend from that mountain with his personality transfigured and radiant. Why? Because he now knows that spirit is a fact and the basis of immortality; he knows, past all controversy, that there is a Plan, and that the love of God is the basic law of all manifestation and the origin of all evolutionary momentum; and he can rest back upon the knowledge that the fact of spirit, the immediacy of love and the synthetic scope of the Plan provide a foundation upon which he can place his feet, take his stand with assurance, and then go forward in certain confidence of an assured goal."*

Esoteric Psychology I

## DICE

Players use the dice to perform several functions which are summarized as follows:

**D6:** Movement and to Burn the Etheric Web between the Physical and Astral planes.

**D10:** Burn the Etheric Web between the Astral and Mental planes.

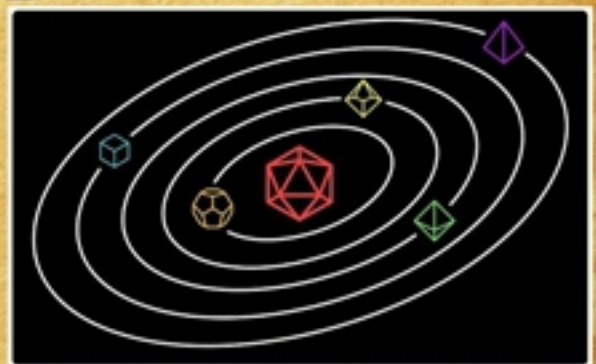
**Percentile Dice:** Includes two D10s:



1-0 represents 1-10



00-90 represents 0-90.



*"That there is an administration of the Universe cannot be denied. Something has determined and continues to determine the functioning of natural law, the orderly transformation of matter and of energy. It may be the 'curvature of the cosmos', or 'blind chance', or 'universal energy', or 'an absentee Jehovah', or an 'all-pervading Spirit', but it must be something. From one point of view, the question: Is there a God? is promptly answered in the affirmative."*



## DUELS

In the game, a Duel is a method of resolving relative cohesion between two players, or between a player and a *Teacher of the Middle Pillar*.

***Duels are administered as follows:***

1. One player rolls Percentile Dice.
2. To succeed, the second player must roll within the stated tolerance of the first player's roll.
3. Gain 1 PATH Card upon success!



***Players may freely utilize Correspondences for all Duels, which never cause them to go over their target number.***

*"...we can see the beginning of that age-long duel between Spirit and matter, which is characteristic of manifestation, one aspect working under the Law of Attraction, and the other governed by the Law of Repulsion. From aeon to aeon the conflict goes on, with matter becoming less potent. Gradually (so gradually as to seem negated when viewed from the physical plane) the attractive power of Spirit is weakening the resistance of matter till, at the close of the greater solar cycles, destruction (as it is called) will ensue, and the Law of Repulsion be overcome by the Law of Attraction."*

A Treatise on Cosmic Fire

## DWELLER ON THE THRESHOLD

In the game, a player becomes the Dweller on the Threshold when their avatar stands upon *squares 57, 58 or 59*. The Dweller on the Threshold carries with it the exclusive ability to *gift Magic, Siddhi Cards & CotR to other players at any time during their turn*.

This represents the 'lightening of the load' of material objects that many spiritual aspirants undergo as they prepare to leave the worlds of dense form, as well as the bequeathal of rare Spiritual gifts, symbolized by the Siddhi Cards.



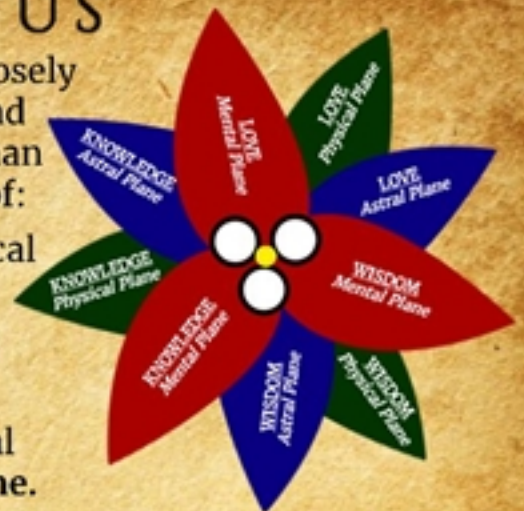
*"...the Dweller upon the Threshold is the fully developed personality—the sum total of all the past and the composite presentation upon the physical plane of all unresolved problems, all undeclared desires, all latent characteristics and qualities, all phases of thought and of self-will, all lower potencies and ancient habits of any of the three bodies (both bad and good). These, in their totality, are brought to the surface of consciousness, there to be dealt with in such a way that their control is broken. The disciple is then free to take the final Initiations."*  
Glamour, a World Problem



# EGOIC LOTUS

The Egoic Lotus exists in etheric matter and is closely linked with the spirulae, nadis, chakra centers and other intricacies of the esoteric makeup of a human being. It is the twelve-petalled lotus composed of:

- ~ 3 Petals opened by the Personality at the Physical Permanent Atom upon the **Physical Plane**.
  - ~ 3 Petals opened by the Personality at the Astral Permanent Atom upon the **Astral Plane**.
  - ~ 3 Petals opened by the Personality at the Mental Unit/Permanent Atom upon the **Mental Plane**.
  - ~ 3 Petals to be opened by the Soul on the **Buddhic Plane of Intuition**.
- ~ *Every plane is divided into three stages: Knowledge, Love & Wisdom.*
  - ~ *Every stage contains a Petal in the Egoic Lotus that **must be opened** by satisfying a Soul-Assessment, which is given during the Crisis Point or Dark Night square at the end of the stage.*



Players annotate their Soul Record by filling in the numbers provided on PATH Cards. These are required to prove 'knowledge & experience' for Soul-Assessments and the final Test of the Antahkarana.

SOUL ASSESSMENTS										PETALS OF THE EGOIC LOTUS	
11	12	13	14	15	16	17	18	19	20	MENTAL PLANE	
X	X	X								[Red Petal]	
X									X	[Blue Petal]	
					X				X	[Green Petal]	
				X					X	[Red Petal]	
									X	[Blue Petal]	
			X			X				[Green Petal]	
X						X				[Red Petal]	
										[Blue Petal]	
						X				[Green Petal]	

Players annotate their Soul Record by filling in the Petals they have opened by successfully answering Soul-Assessments.

*"Solar Fire is dual. It is the fire of matter or substance and the fire of mind blended. This makes man the six-pointed Star of Light, for each of these fires is triple. The fire of mind is also in essence dual, bringing in another triplicity, thus making the nine. When a man has awakened the nine fires, and has unfolded the nine petals, and when he has received the stimulus which is imparted at initiation, through being brought into conscious contact with the electric spark of his own particular Heavenly Man, they all blend and merge. The inner three which complete the twelve, and which are concerned with the final, and essentially spiritual stages, of his evolution, are really related more intimately to the evolution of the Heavenly Man, and are connected with the stimulus which He receives Himself in contacting the logoc electric spark, or the pure Spirit aspect of the Logos."*

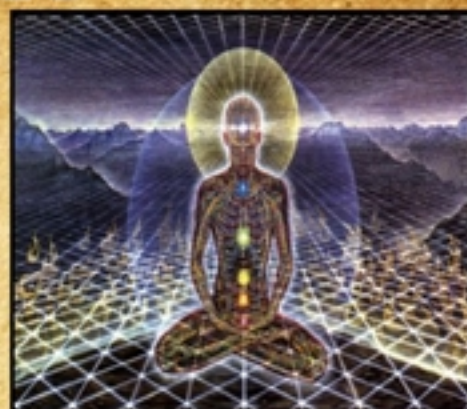


# ETHERIC WEB

In the game, players encounter an Etheric Web at each Dark Night of the Soul, which occur as the polarization of consciousness attempts to cross into a higher plane.

Players must pay the appropriate CotR in order to **Burn the Etheric Web**, determined as follows:

- ~ Physical vs. Astral – Roll 1D6 and pay Gold.
- ~ Astral vs. Mental – Roll 1D10 and pay Hearts.
- ~ Mental Unit – Roll both 1D6 and 1D10 and pay Minds.



Players must only Burn the Etheric Web once for each Plane. If a player does not possess sufficient CotR to burn the Etheric Web, they are forced to Descend into Form.



Players who reach the Angel of the Presence **must also** Burn off the Etheric Web between the Mental Unit (square 60) and the Mental Permanent Atom (Rainbow Bridge) before they are able to take the Test of the Antahkarana.

Players may be forced to Descend to a previous Stage or Plane if they run out of the CotR before completing the final Burning of the Etheric Web.

*"This etheric web, during incarnation, forms a barrier between the physical and astral planes, which can only be transcended when consciousness is sufficiently developed to permit of escape. This can be seen in both the microcosm and the macrocosm. When a man has, through meditation and concentration, expanded his consciousness to a certain point he is enabled to include the subtler planes, and to escape beyond the limits of the dividing web."*

A Treatise on Cosmic Fire

*"As the life achieves an increasingly high vibration through purification and discipline, the fire of the soul, which is literally the fire of mind, causes the centres also to increase their vibration, and this increased activity sets up a contact with the protective "webs", or disks of pranic energy found on either side of them. Thus, through the interplay, they are gradually worn away, so that in the course of time they become perforated."*

A Treatise on White Magic



# GAMEBOARD

- ~ The gameboard depicts the three planes; Physical, Astral and Mental.
- ~ Each plane is divided into three Stages; Knowledge, Love and Wisdom.
- ~ Each Stage is divided into 7 squares, with the squares upon the Middle Pillar being Special Encounter squares.

Every square contains four Correspondences, listed from the bottom-left corner in a clock-wise fashion as follows: Numerological (9), Elemental(5), Lunar (4) and Zodiacal (12). Each group cycles at a different rate and the Zodiacal order reverses direction at the center square (32). This symbolizes the movement from the Astrological 'Mutable Cross' of average humanity, to the 'Fixed Cross' of discipleship upon the Path of Initiation.

Players receive +10 to their die-roll for each Correspondence they can produce that matches the Correspondences on the LIFE Card or the Duel square. There's no limit to the number of Magic Cards or other Correspondences a player may use on any given Challenge Roll.

Elemental

Numerological

Lunar

**CRISIS POINT!**

**Crisis Points:**

1. Gain 1 PATH Card
2. Take Soul-Assessment
3. Sell Magic Cards
4. Teleport

**GAIN 1 GOLD**  
per turn upon the  
Physical Plane

**GAIN 1 HEART**  
per turn upon the  
Astral Plane,  
but PAY 1 GOLD.

**GAIN 1 MIND**  
per turn upon the  
Mental Plane,  
but PAY 1 HEART.

**DARK NIGHT of the SOUL**

**Dark Night of the Soul:**

1. Gain 1 PATH Card
2. Take Soul-Assessment
3. Sell Magic Cards
4. Teleport \*Requires opened Petals
5. Burn the Etheric Web

*"The astral plane is also the Kurukshetra, both of humanity as a whole and of the individual human unit. It is the battle-ground whereon must be found the Waterloo of every aspirant. In some one life, there comes an emotional crisis in which decisive action is taken, and the disciple proves his control of his emotional nature.*

*This may take the form of some great and vital test, covering a brief time but calling forth every resource of wisdom and of purity that the disciple possesses, or it may be a long and protracted emotional strain, carried over many years of living. But in the attaining of success and in the achievement of clear vision and right discernment (through right discrimination) the disciple testifies to his fitness for the second initiation."*



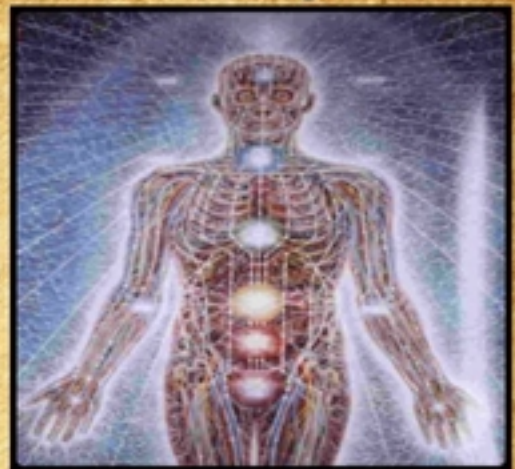
# INITIATION & THE PERMANENT ATOMS

In the game, the Initiations are symbolized as follows:

**1st Initiation: The Birth** – This occurs when the player opens all of the Physical Plane Petals in the Egoic Lotus.

**2nd Initiation: The Baptism** – This occurs when the player opens all of the Astral Plane Petals.

**3rd Initiation: The Transfiguration** – This occurs when the player succeeds in the Test of the Antahkarana and walks the Rainbow Bridge.



## The remaining six Initiations are:

**4th Initiation: The Crucifixion**

**5th Initiation: The Resurrection**

**6th Initiation: The Ascension**

**7th Initiation: Christ Consciousness**

**8th Initiation: Buddhic Consciousness**

**9th Initiation: Monadic Consciousness**

*"Initiation leads to the cave within whose circumscribing walls the pairs of opposites are known, and the secret of good and evil is revealed. It leads to the Cross and to that utter sacrifice which must transpire before perfect liberation is attained, and the initiate stands free of all earth's fetters, held by naught in the three worlds. It leads through the Hall of Wisdom, and puts into a man's hands the key to all information, systemic and cosmic, in graduated sequence. It reveals the hidden mystery that lies at the heart of the solar system. It leads from one state of consciousness to another. As each state is entered the horizon enlarges, the vista extends, and the comprehension includes more and more, until the expansion reaches a point where the self embraces all selves, including all that is "moving and unmoving," as phrased by an ancient Scripture." Initiation Human and Solar*

*"Each body or form wherein Spirit functions has, for its focal point on each plane, an atom composed of matter of the atomic subplane of each plane. This serves as a nucleus for the distribution of force, for the conservation of faculty, for the assimilation of experience, and for the preservation of memory. These atoms are in direct connection with one or other of the three great rays in connection with the microcosm:*

*a. The Monadic Ray, the synthetic ray of the microcosm.*

*b. The Egoic Ray.*

*c. The Personality Ray.*

*Each of these rays has a connection with one or other of the permanent atoms in the lower threefold man, and has a direct action upon the spirillae found within the atom."*

A Treatise on Cosmic Fire



# LIFE CARDS

Players draw from a deck of LIFE Cards that contain four sub-categories: Trials, Experiences, Magic & Siddhis. Players must attempt to resolve the card, substituting CotR for any designated currency not held by the player, to the best of their ability. LIFE Cards are placed in a discard pile once they've been resolved.

Most LIFE Cards involve a Challenge Roll, which is presented in the following format: CR51/1. This indicates that a player must roll 51 or higher (including Correspondences) in order to be successful. The 1 indicates how many CotR are at-stake in the gamble. *(Won or lost)*

In the event a card reads CR70/2 plus 1 PATH Card, only the successful player (70+) receives the 1 PATH Card; the losing player must pay 2 CotR but does not receive a PATH Card. The Special section is always applicable.

Players gain +10 if they are able to utilize Correspondences from their Birth Chart, the Square they stand upon, as well as Magic & Siddhi Cards, which all stack with one another.

(Three eligible Water Correspondences, for instance, adds +30)

**Eligible Correspondences are indicated on the LIFE Card or the Duel square.**

**Note: These are the ONLY Correspondences that players may use for the Challenge.**

Magic Cards expire upon first use and are lost when a player Descends. Siddhi cards do not expire and are retained upon Descent.

*"Hercules thus pictured for those who had eyes to see and hearts to understand the nature of the problem to be solved upon the Path of Return to God; He depicted the Prodigal Son's journey back to the Father's house, and the tests and trials which all disciples, aspirants and initiates have to face and which all Those Who today compose the spiritual Hierarchy have already faced. When this statement is considered, it must include also the Christ Who, we are told, "was in all points tempted like as we are" (Heb. IV.15), but also passed triumphantly the tests and trials."*

#61. SERVICE to SELF or OTHERS



**SPECIAL:**  
1-50 = STS (+3 CotR)  
51-100 = STO (-3 CotR)

**EFFECTS:**  
CR51 plus Special.

**CORRESPONDENCES:**  
7

#98. GREATER ELEMENTAL CEREMONY of FIRE



+30 to each Fire Correspondence

**SPECIAL:**  
Trade-In Value: 3 CotR

**CORRESPONDENCES:**  
8

#107. SIDDHI: Clairvoyance



Player may re-roll any die containing an 8.

**SPECIAL:**  
Card does not expire.

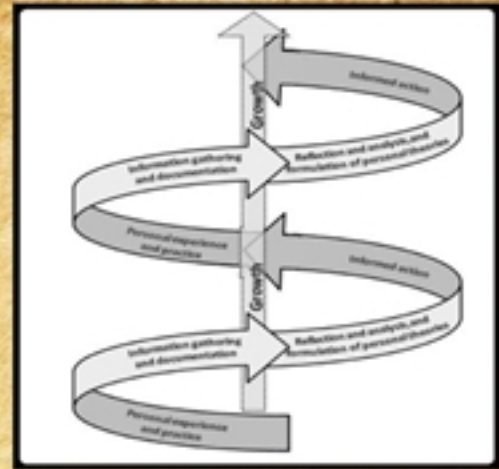
**CORRESPONDENCES:**  
8



# MOVEMENT

Players begin at the small red square at the bottom of the gameboard and **roll 1D6** to move their avatar. Players **must stop** at all **Crisis Points** and **Dark Nights of the Soul**, but must roll precisely to encounter the *Teachers of the Middle Pillar*.

Players **must ascend** as far as they can, until they either run out of CotR or until they reach the **Angel of the Presence**, where they may choose to **Descend into Form** or take the **Test of the Antahkarana**.



Players who lack CotR are unable to function upon the plane and are forced to Descend. Players must only Descend to the lowest Stage and Plane that contains an unopened Petal in the Egoic Lotus.

Players may choose to Descend lower than they are required to in order to gain additional CotR from the different Planes.

*Example - A player who has opened all the Physical Plane Petals may still wish to Descend to the Physical Plane in order to gain Gold required to pay for turns upon the Astral Plane.*

*"The Adept has achieved a comprehension of the purpose of the Son, and for Him there remains the problem to recognise the purpose of the Father. The one is the impulse behind the forward movement of all life, and the other the impulse behind its cyclic activity, and this is called spiral-cyclic.*

*When this blended dual force is brought in touch with the rotary activity of matter itself, we have the triple activity of the Ego, for instance, which is rotary-spiral-cyclic, and that which results in the stimulation of the self-contained atom, in the periodical emergence of form, and in the steady, though slow, progress towards a goal. We might, for the sake of clarity, differentiate the effects thus:*

- 1. Rotary activity....The internal activity of every atom viewed as a unity, the activity of Brahma or the Holy Spirit, perfected in the first solar system. It is unified individual consciousness, "I am."*
- 2. Cyclic activity....The activity of all forms, viewing them from the aspect of consciousness, and of time. It is unified group consciousness..."I am That," the activity of Vishnu in process of being perfected in this the second solar system.*
- 3. Spiral activity....The influence which impresses all forms, which emanates from their greater centre, and which merges itself a little with the two other modes of motion, being practically lost sight of in the stronger vibration. It is the activity which will be perfected in the third solar system, and is the Shiva form of motion, and the unified consciousness of all groups. It is the consciousness which proclaims "I am That I am."*



# PATH CARDS


PATH Cards are the *only* method of acquiring the *'knowledge and experience'* required to satisfy Soul-Assessments and graduate life in the three worlds.

Players use their **Soul Record** to keep track of the Soul-Assessment topics they have gained *'knowledge and experience'* in.

SOUL ASSESSMENTS									
1	2	3	4	5	6	7	8	9	10
11	12	X	X	15	16	17	18	19	X
21	22	X	X	X	26	27	28	29	X
31	32	X	X	35	36	37	38	39	X
X	42	X	X	45	46	47	48	49	X
51	52	53	54	55	56	57	X	59	60
61	62	63	64	65	66	67	X	69	70
71	72	73	74	75	76	77	78	79	X
81	82	83	84	85	86	X	88	89	X
91	92	93	94	95	96	97	98	99	X

Remember to file all PATH Cards in your Akashic Record!

### THEOSOPHY: Overview



PATH # 27

9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Although Theosophy existed far earlier, the Theosophical Society was formed in New York in 1875 by Helena Blavatsky to advance the study of ancient Theosophy and draw heavily upon her writings and draws upon her older Egyptian philosophers such as Neoplatonism and Asian religions such as Hinduism and Buddhism, yet is also reportedly linked to the Celtic, Sanskrit and Paganisms.

Modern Theosophy draws heavily upon the writings of H.P. Blavatsky, Rudolf Steiner, Helena Blavatsky, Annie Besant and Alice A. Bailey. Theosophy involves a belief in the **Seven Rays**, **Devas and Elementals**, a **System of Dimensions and Etheric**, human **Chakra Centers** as well as three **Cosmic** and seven **Systemic Laws**.

Theosophy teaches that there is an ancient and secretive brotherhood of spiritual adepts known as the **Ascended Masters**, who—although found across the world—are centered in Tibet. These Masters, of which Jesus is a High Initiate, are believed to have cultivated great wisdom, achieved **Enlightenment** and possess supernatural powers known as **Siddhis**, which include Clairvoyance, Clairaudience, Telepathy and Astral Travel.

Theosophy teaches that the purpose of human life is **Spiritual Ascension** and teaches that the human soul undergoes **Reincarnation** upon bodily death, according to a process of Karma. It promotes values such as **Brotherhood of Man**, **Compassion & Forgiveness** and self-improvement, although does not stipulate particular ethical codes.

Theosophists believe that Masters of the universe are attempting to revive knowledge of an ancient system of belief once found across the world and which will again come to eclipse the existing world religions. Theosophical groups nevertheless do not refer to their system as a religion, but rather as an old-fashioned philosophic and scientific look between that which is true within all religions.

Each PATH Card includes enough research to provide an average of *eleven answers to Soul-Assessments per card*. The answers to Soul-Assessments are not only listed by number on the back of each card, but are contextually written in bold and italicized on the research side of the card as well.

When a player is asked whether they can demonstrate *'knowledge and experience'* of a topic, they should check their Soul Record first to see if they have ever encountered that topic. Players then should actually **find and read** the paragraph that addresses the Soul-Assessment topic out loud to the group, although players may choose to omit this step for simplicity.

*"Through the activity of the attractive life of his soul, he realizes the attraction of matter and of form, and is forced to recognize the urge and pull of both of them. He learns to feel himself as "pendant 'twixt the two great forces", and, once the dualities are grasped, it dawns on him slowly and surely that the deciding factor in the struggle is his divine will, in contradistinction to his selfish will.*

*Thus the dual forces play their part until they are seen as two great streams of divine energy, pulling in opposite directions, and he becomes then aware of the two paths, mentioned in our rule. One path leads back into the dreary land of rebirth, and the other leads through the golden gate to the city of free souls. One is therefore involuntary and involves him in deepest matter; the other leads him out of the body nature, and makes him eventually aware of his spiritual body, through which he can function in the kingdom of the soul."*



# SOUL-ASSESSMENTS

A Soul-Assessment is given every time a player reaches a Crisis Point or Dark Night of the Soul.

In the game, the Personality is tasked with proving *'knowledge and experience'* of the indicated topic (1-100) in order to open the Petal of the Egoic Lotus for that Stage & Plane.



## HOW TO ADMINISTER A SOUL-ASSESSMENT:

**Step 1:** Ask another player to roll the Percentile Dice.

**Step 2:** Find the Soul-Assessment that corresponds with that number. (1-100)

**Step 3:** If the player has already earned a PATH Card that satisfies the question, the player *successfully opens the Petal for that Stage and Plane*.

**Step 4:** If a player is unable to answer the first Assessment question, which is always free, they may choose to pay 2 CotR and try a second time, or 3 CotR and try a third time. This concludes their turn.

The topics for the Soul-Assessments are presented as one or two *keywords*, and players are tasked with creating appropriate queries as they phrase the topics to the player. Players are advised to use some form of the following query:

***"Demonstrate knowledge and experience of a Path that includes \_\_\_\_\_."***

The player responds by reviewing their Akashic Record to discover and read the answer from the PATH Card. For simplification, players may claim success if they can simply produce a card that answers the question by number; they aren't required to read the card.

*"Let us consider just where the aspirant stands when he starts consciously to build the antahkarana. Behind him lie a long series of existences, the experience of which has brought him to the point where he is able consciously to assess his condition and arrive at some understanding of his point in evolution. He can consequently undertake—in cooperation with his steadily awakening and focussing consciousness—to take the next step, which is that of accepted discipleship.*

*In the present, he is oriented towards the soul; he, through meditation and the mystical experience, does have occasional contact with the soul, and this happens with increasing frequency; he is becoming somewhat creative upon the physical plane, both in his thinking and in his actions; at times, even if rarely, he has a genuine intuitive experience. This intuitive experience serves to anchor the "first tenuous thread spun by the Weaver in fohatic enterprise," as the Old Commentary puts it. It is the first cable, projected from the Spiritual Triad in response to the emanation of the personality, and this is the result of the growing magnetic potency of both these aspects of the Monad in manifestation."*

*The Rays and the Initiations*



# SOUL-RECORD

The Soul Record serves the function of a score-sheet. Players may use the included dry-erase markers to annotate their **Birth Chart**, which **Petals in the Egoic Lotus** they have opened and which of the 100 topics they have gained '*knowledge and experience*' upon.

**Step #1: Annotate the Birth Chart.**

**Step #2: Annotate all Soul-Assessment numbers answered by PATH Cards. (1-100)**

**Step #3: Annotate all Petals opened in each Plane.**

*\*Remember, there is a Knowledge, Love and Wisdom Petal in each Plane.*

***“In the Hall of Records, certain minute records are kept in connection with human Egos under symbological terminology:***

*~ The Lunar Record: This deals with all the lower vehicles and forms, employed by the human Monads and concerns itself with: a. Their rate of vibration, b. Their type, c. Their key number, d. The particular group of lunar Lords who are concerned with those bodies, e. The detailed history of the elemental lives who construct the bodies. This information is employed by the karmic official responsible for the production of a new set of vehicles at each incarnation, in order to assist the working out of karma. The history of the lunar bodies is stored up in the permanent atoms.*

*~ The Solar Record: This deals with the more permanent egoic vehicle and is concerned with: a. The rate of vibration, b. The history of the petal unfoldment, c. The history of any particular group of solar Angels concerned with the formation of the lotus, d. The activity of the deva substance out of which the lotus is constructed, e. Group relationships. This information is used by the Master Who has made Himself responsible for the stimulation and the growth of any particular series of Egos, and also by advanced Egos who are consciously working with their group.*

*~ The Consciousness Record: This concerns the response of the indwelling Entity to its surroundings. It deals with the utilisation of knowledge by the knower, and is in many ways the most intricate and the most lengthy of the records. These records are mostly used by the Lord of the World and His pupils to ascertain information in connection with the planetary centres. They are arranged in such a way that the entire record of any group, however vast and extensive, is embodied in seven sheets of symbols, each containing forty-nine symbols. These sheets are changed and corrected once every seven years, and are precipitated on astral matter by an effort of will by the Chohan responsible for the particular group involved.”*



## TEACHERS OF THE MIDDLE PILLAR (1/5)



*“ The disciple on the physical plane and the inner teacher (whether one of the Great Ones or the "Master within the Heart") need to know each other somewhat, and to accustom themselves to each other's vibration. Teachers on the inner planes have much to contend with owing to the slowness of the mental processes of students in physical bodies.*

*But confidence and trust will set up the right vibration which will produce eventually accurate work. Lack of faith, of calmness, of application, and the presence of emotional unrest will hinder.*

*Long patience those on the inner side need in dealing with all who must, for lack of other and better material, be utilized. Some physical injudiciousness may make the physical body non-receptive; some worry or care may cause the astral body to vibrate to a rhythm impossible for the right reception of the inner purpose; some prejudice, some criticism, some pride, may be present that will make the mental vehicle of no use.*

*Aspirants to this difficult work must watch themselves with infinite care, and keep the inner serenity and peace and a mental pliability that will tend to make them of some use in the guarding and guiding of humanity.”*

*A Treatise on White Magic*

In the game, the Middle Pillar indicates those important opportunities to learn from the Lunar and Solar Devas. Players **must roll** the precise number to land upon them, unlike Crisis Points & Dark Nights, and players **do not** draw a LIFE Card. They instead must engage in the game-mechanic called a Duel.

### HOW TO ADMINISTER A DUEL:

**Step #1:** Ask another player to roll Percentile Dice on behalf of the *Teacher of the Middle Pillar*. (1-100)

**Step #2:** The player then also rolls the Percentile Dice.

**Step #3:** The player must roll within the stated tolerance limit in order to succeed and gain 1 PATH Card.

*\*NOTE:* Correspondences can be used in an effort to raise a player's score, but can never cause them to roll *too high* to succeed in a Duel.



## TEACHERS OF THE MIDDLE PILLAR (2/5)



### KSHITI: Lord of the PHYSICAL PLANE - Stage 1, Square 4.

This square includes a Duel that requires the player to **roll within 60** of what is rolled on behalf of Lord Kshiti.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"There are many types of life to be contacted on the four etheric levels, but we can only concern ourselves at present with the deva life, remembering that the deva evolution is of equal importance to that of the human. These devas are many in number, are of involutory and evolutionary nature, and of all grades and types. Ruling over them on the physical plane is the great deva Kshiti. He is a deva of rank and power equal to a Chohan of a Ray; He presides over everything outside the human kingdom upon the physical plane, and He has for His council the four subordinate deva lords of the four etheric levels. He, with these subordinate devas, presides over a subsidiary council of seven devas who handle all that concerns the deva evolution, and the work of the greater and the lesser builders."* A Treatise on Cosmic Fire



### THE DEMI-URGE: - Stage 2, Square 11.

This square includes a Duel that requires the player to **roll within 50** of what is rolled on behalf of the Demi-Urge.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"The lunar Pitris, and lesser builders from the systemic point of view find their fullest expression in the animal kingdom. When they, as the initiatory impulse, had produced animal man they had performed their prime function, and just as (on a smaller scale and in connection with only one of the Heavenly Men) the moon is a dying and decadent world, so on a systemic scale and therefore covering a vast period of time, the work of the lunar Pitris is slowly coming to a conclusion as the power of the third kingdom, the animal, over the human is being superseded by spiritual power; the systemic correspondence to lunar pitric activity will occultly die out."* "A Treatise on Cosmic Fire" by Alice A. Bailey



### ARCHANGEL AURIEL: - Stage 3, Square 18.

This square includes a Duel that requires the player to **roll within 40** of what is rolled on behalf of Archangel Auriel.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"Mercury and Venus, the Sun and the Moon constitute the Guardian Angels of the four corners of the Earth:*

- a. (The sun and moon veil hidden planets).
- b. These are the four Maharajahs, connected with karma, humanity, cosmos and man.
  - The Sun or its substitute—Michael.
  - The Moon or its substitute—Gabriel.
  - Mercury or its substitute—Raphael.
  - Venus or its substitute—Uriel."



## TEACHERS OF THE MIDDLE PILLAR (3/5)



### VARUNA: Lord of the ASTRAL PLANE - Stage 4 , Square 25.

This square includes a Duel that requires the player to **roll within 30** of what is rolled on behalf of Lord Varuna.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"Varuna, the God of Water, in the sense of the waters of space, or the waters of matter. He is regarded also as the Ruler of the astral plane (the 6th plane) whose symbol is water. The Raja-Lord of the Plane, the great deva Varuna, Who is the central Life of the substance of the astral plane of our planetary scheme. He is Himself an outpost of the consciousness of that greater Deva Who embodies the substance of the solar astral plane, or the sixth subplane of the cosmic physical plane. He again in His turn reflects His prototype, that great cosmic Entity Who ensouls the cosmic astral plane."*

A Treatise on Cosmic Fire



### HIGHER SELF: - Stage 5 , Square 32.

This square includes a Duel that requires the player to **roll within 25** of what is rolled on behalf of the Higher Self. Zodiac reverses direction as player symbolically mounts the Fixed Cross of discipleship.

*"The Chord of the Ego: When I use the term "reciprocal vibration," what do I mean? I mean the adaptation of the Personality or Lower Self, to the Ego, or Higher Self, the dominating of the Personality ray by the ray of the Ego and the combining of their tones. I mean the blending of the primary colour of the Higher Self with the secondary hue of the Lower Self until beauty is achieved. At first, there is dissonance and discord, a clashing of the colours, and a fight between the Higher and the Lower. But as time progresses, and later with the aid of the Master, harmony of colour and tone is produced (a synonymous matter), until eventually you will have the basic note of matter, the major third of the aligned Personality, the dominant fifth of the Ego, followed by the full chord of the Monad or Spirit."*

Letters on Occult Meditation



### ARCHANGEL GABRIEL - Stage 6 , Square 39.

This square includes a Duel that requires the player to **roll within 20** of what is rolled on behalf of Archangel Gabriel.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"When I, Daniel, had seen the vision, I sought to understand it; and behold, standing before me was one who looked like a man. And I heard the voice of a man between the banks of Ulai, and he called out and said, "Gabriel, give this man an understanding of the vision." So he came near to where I was standing, and when he came I was frightened and fell on my face; but he said to me, "Son of man, understand that the vision pertains to the time of the end."*

Daniel 15-26, Holy Bible,



## TEACHERS OF THE MIDDLE PILLAR (4/5)



### AGNI: Lord of the MENTAL PLANE - Stage 7, Square 46.

This square includes a Duel that requires the player to **roll within 15** of what is rolled on behalf of Lord AGNI.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"The fundamental fact that should here be emphasised is that AGNI, the Lord of Fire, rules over all the fire elementals and devas on the three planes of human evolution, the physical, the astral, and the mental, and rules over them not only on this planet, called the Earth, but on the three planes in all parts of the system. He is one of the seven Brothers (to use an expression familiar to students of the Secret Doctrine) Who each embody one of the seven principles, or Who are in Themselves the seven centres in the body of the cosmic Lord of Fire, called by H.P.B. "Fohat." He is that active fiery Intelligence, Who is the basis of the internal fires of the solar system." A Treatise on Cosmic Fire*



### ARCHANGEL MICHAEL: - Stage 8, Square 53.

This square includes a Duel that requires the player to **roll within 10** of what is rolled on behalf of Archangel Michael.

(Note that Correspondences cannot cause a player to go over their desired target in a Duel.)

*"Just as the planet called the earth is regarded as the turning point or the battle-ground between Spirit and matter, and is therefore, from that very consideration, of great importance, so our solar system holds an analogous place in the cosmic scheme. The cosmic man, the solar Arjuna, is wrestling for His individualised perfected self-consciousness, and for freedom and liberation from the form, and from the not-self. So man on this planet battles for similar ideals on his tiny scale; so battle in heaven Michael and His Angels, or the divine Heavenly Men, Whose problem is the same on the higher scale." A Treatise on Cosmic Fire*



### The ANGEL of the PRESENCE - Stage 9 , Square 60.

This square includes a Duel that requires the player to **roll within 5** of what is rolled on behalf of the Angel of the Presence, Who will either administer the Test of the Antahkarana or escort players as they Descend into Form.

*"The Angel of the Presence, distributing solar fire and holding focussed electric fire, and the Dweller on the Threshold, expressing and utilising fire by friction, know each other "with intimate occult knowledge." The door then stands open wide through which the life and light of the three major constellations can—after the third initiation—be occultly available to the initiate, be he a liberated human being or a planetary Logos." Esoteric Astrology*

*"Only when man is an integrated personality does the problem of the Dweller truly arise, and only when the mind is alert and the intelligence organised (as is becoming the case today on a fairly large scale) is it possible for man to sense—intelligently and not just mystically—the Angel and so intuit the PRESENCE. Only then does the entire question of hindrances which the Dweller embodies, and the limitations which it provides to spiritual contact and realisation assume potent proportions."*



## TEACHERS OF THE MIDDLE PILLAR (5/5)

In the game, the **Angel of the Presence** confronts the **Dweller on the Threshold** at the Mental Unit (square 60) and is the final Initiator of the three planes. It is He who administers the **Test of the Antahkarana** during the **Three Days of Darkness** and escorts players across the **Rainbow Bridge** to Soul at the Mental Permanent Atom; or accompanies them as they **Descend into Form** in order to gain greater '*knowledge and experience*'.

Square 60 is also where the player rolls to discover how many Mind tokens it will cost to **Burn the Etheric Web** between the Mental Unit (square 60) and the Mental Permanent Atom (Rainbow Bridge), which is required before taking the final Test of the Antahkarana. This is accomplished by rolling both 1D6 and 1D10 and paying the indicated number of Mind tokens. If the player does not have sufficient Minds, they must Descend into Form to gain CotR.

## TELEPORTATION

In the game, Teleportation refers to the ability to move rapidly to & from **Crisis Points & Dark Nights** on different Stages and Planes.

- ~ Players must begin & end on Crisis Points or Dark Nights of the Soul.
- ~ Players can freely move through an *entire Stage or Plane* as long as the Petals for each Stage in-between have been opened.
- ~ Players must '*walk*' the Stage normally once they **Descend** or **Teleport** to a new Stage or Plane.



*With the Petals opened on the Physical and Astral Planes, a player can Teleport from any Crisis Point or Dark Night of the Soul to any other annotated with a red star.)*

"By one-pointed meditation upon the relationship existing between the body and the akasha, ascension out of matter (the three worlds) and power to travel in space is gained.."

The Light of the Soul, the Yoga Sutras of Patanjali



# TEST OF THE ANTAHKARANA

In the game, the Test of the Antahkarana refers to a **12-question Soul-Assessment** during the **Three Days of Darkness**. Players are permitted to attempt the 12-question quiz once each turn for three turns.

Players who are able to prove *'knowledge and experience'* for **9 out of 12 questions**, succeed and are free to walk the **Rainbow Bridge** to Soul.

Players who are unable to pass the Test of the Antahkarana are forced to **Descend into Form** in order to gain more *'knowledge and experience.'*



## HOW TO ADMINISTER THE TEST OF THE ANTAHKARANA

- 1.) One player is asked to roll the Percentile Dice, check the List of Soul-Assessment topics and read each query aloud.
- 2.) The player undergoing the ordeal must check their Soul Record to see if the number has been marked. (For a more challenging game, players must answer the question contextually using text from the card.)
- 3.) Repeat until 9 have been answered correctly or 4 questions are missed.

*"A test is something which tries our strength to see of what sort it is; it calls forth the utmost that is in us, and reveals to us where we are weak and where we fail. The need today is for dependable disciples and for those who have been so tested that they will not break or crack when difficulties come and dark places in life are encountered. We have, if we could but realise it, exactly those circumstances and that environment in which this lesson of obedience to the highest which is in us can be learnt. We have exactly the type of body and physical conditions through which the divinity in us can be expressed. We have those contacts in the world and the kind of work which are required in order to enable us to take the next step forward upon the path of discipleship, the next step to God.*

*Until aspirants grasp this essential fact and happily settle down to a life of service and of giving lovingly in their own homes, they can make no progress. Until the path of life is trodden, happily, silently and with no self-pity in the home circle, no other lesson or opportunity will be given. Many very well-meaning aspirants need also to understand that they themselves are responsible for many of the difficulties which they encounter. Puzzled as to why they seem to evoke so much antagonism from those around them, they complain of meeting with no sympathetic response as they attempt to lead the spiritual life, to study, read and think."*

From Bethlehem to Calvary

*"All soul-infused personalities are creating the human antahkarana which will unite, in an indissoluble unity, the three aspects or energies of the Spiritual Triad and the three aspects of the soul-infused personality in the three worlds. In time to come, the phrase "life in the three worlds" will be discontinued; men will talk in terms of "life in the five worlds of the manifested Kingdom of God."*



## THE THREE PLANES

Although Theosophy asserts that there are 7 sub-planes in the Cosmic Physical Plane, in the game we are concerned with only the lowest three; the Physical, Astral and Mental. Each of these planes is divided into three Stages; *Knowledge, Love & Wisdom*.

In order for a player to ascend from one plane to another, they must **Burn the Etheric Web** that separates the planes by rolling the appropriate die and paying the indicated CotR. This is symbolic of the energy required by the Personality to pierce the veil between the planes.

“The seven subplanes can be divided into the higher three planes or the abstract planes, and the lower four or the concrete planes. This division is the best and most purely metaphysical, for it embodies the entire idea of the Self, the Not-Self, and the Intelligence, with their synthesis, which produces the objective universe, whether solar system, planetary scheme, or human incarnation.” A Treatise on Cosmic Fire

## THE THREE STAGES

- ~ Within each of the three Planes, every horizontal row on the gameboard constitutes a Stage; **Knowledge, Love or Wisdom**.
- ~ Some LIFE Cards contain *special rules* if the player's avatar stands upon a certain Stage or Plane.
- ~ The **Petal in the Egoic Lotus** for each Stage is opened when the player successfully completes a **Soul-Assessment** during the **Crisis Point** or **Dark Night of the Soul** at the end of every Stage.

“There are, in connection with human evolution, certain factors which produce definite and important results, when connected with each other through linking streams of energy and therefore consciously functioning.

**Group I: The Knowledge Petals** | The knowledge petal in each of the two inner circles | The centers on the mental plane | The throat center in etheric matter | The alta major center | The physical brain

**Group II: The Love Petals** | The love petal in each circle | The centers on the astral plane | The heart center in etheric matter | The pituitary body | The sympathetic nervous system

These various alignments (when functioning with due adjustment) result in the transmission of energy in the first case from the manasic permanent atom, and in the second case from the buddhic permanent atom. I would like to enumerate the lines of alignment of the third group which eventually transcends the other two, and effects the final illumination and liberation of the man:

**Group III: The Sacrifice Petals** | The sacrifice petals in the two outer groups | The three major centers in each of the three planes of the three worlds, producing thus absorption of the lower four centers on each plane | The head center, or the thousand-petalled lotus | The pineal gland, producing the vivification and irradiation of the entire lower nature.

These three groups of forces in man, when synthesized, produce eventually that perfect coordination and adaptation to all conditions, forms and circumstances which eventuate in the escape of the liberated vital spark.”

A Treatise on Cosmic Fire



# KABBALISTIC TREE OF LIFE

Players may notice the Tree of Life layered over the gameboard and are encouraged to acquaint themselves with the 10 Sephiroth and their complex Correspondences.





# EXAMPLES: LIFE CARDS

Players draw 1 LIFE Card every turn unless they land on a Special Encounter Square: Middle Pillar, Crisis Point or Dark Night of the Soul.



Players must be able to pay the Cost or they lose the opportunity.

The 'Special' section always applies!

Only the successful player (70+) gains the PATH Card.



This card's effect is doubled (x2) on certain Stages!



Players may fail in the Challenge but still gain CotR if they roll an even-number!

2 Correspondences = +20

3 Correspondences = +30



Match Correspondences from your Birth Chart, the square you're on and Magic Cards to help your Challenge Roll!



Some Magic Cards give large bonuses to Challenges upon certain Stages or Planes...



...or to certain Elemental Correspondences!

Siddhi Cards are very rare and become part of the Personality: they do not expire and are carried even when a player Descends!



Use the Correspondences or Magic once...

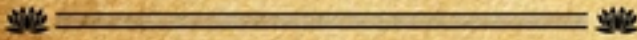
...or as many times as you want!



# EXAMPLES: DARK NIGHT OF THE SOUL



Players **must stop** at each Crisis Point or Dark Night of the Soul.



## What to do at a Dark Night of the Soul:

- Step #1:** Player gains 1 PATH Card.
- Step #2:** Player takes 1 free Soul-Assessment.
- Step #3:** If player fails to open a Petal, they may pay 2 CotR for a 2nd attempt, or 3 CotR for a 3rd try.
- Step #4:** Player may sell Magic Cards for 1 CotR each unless stated otherwise.
- Step #5:** Player must attempt to Burn the Etheric Web between the Astral and Mental Planes.
- Step #6:** Player must continue to ascend until they run out of Hearts that are required to pay for each turn upon the Mental Plane.
- Step #7:** Players who lack the CotR to Burn the Etheric Web, or to pay for turns on a higher plane, must Descend into Form.



### HOW to BURN OFF the ETHERIC WEB:

Physical vs. Astral:  
Roll 1 D6 & pay Gold.

Astral vs. Mental:  
Roll 1 D10 & pay Hearts.

Mental Unit vs. Mental Atom:  
Roll 1D6 & 1 D10 & pay Minds.



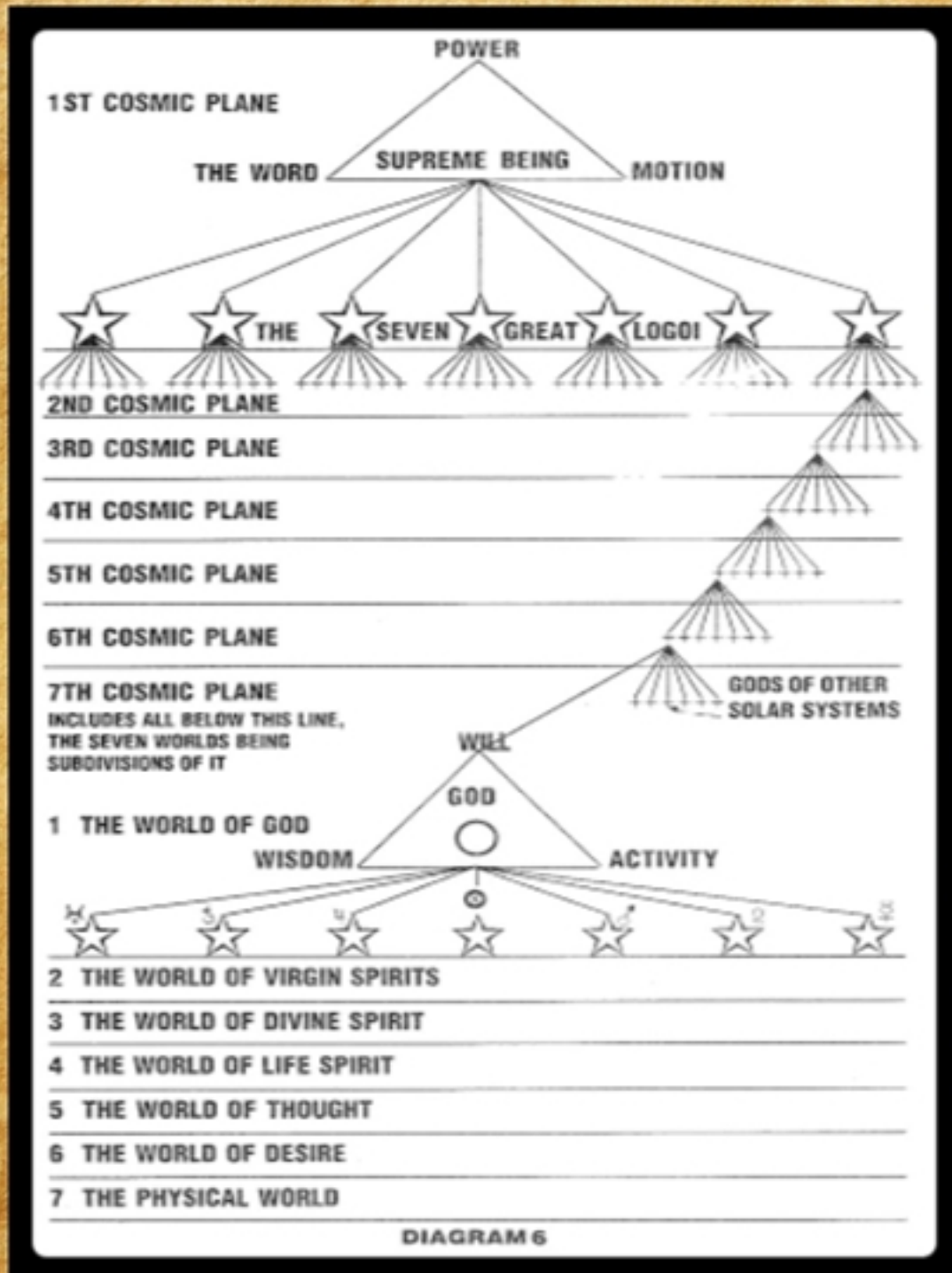
## DESCENDING into FORM

- Step #1:** Player loses all Magic Cards but may retain all CotR and Siddhi Cards.
- Step #2:** Player must Descend to the beginning of the lowest Stage and Plane that contains an unopened Petal in the Egoic Lotus.
- Step #3:** Player must 'walk' the Stage normally but may Teleport from any Crisis Point or Dark Night to any other if the Etheric Webs have been burned off and the Petals have been opened between the Stages.



# THE SEVEN COSMIC PLANES

Players are encouraged to acquaint themselves with the seven Cosmic Planes and their complex Correspondences.

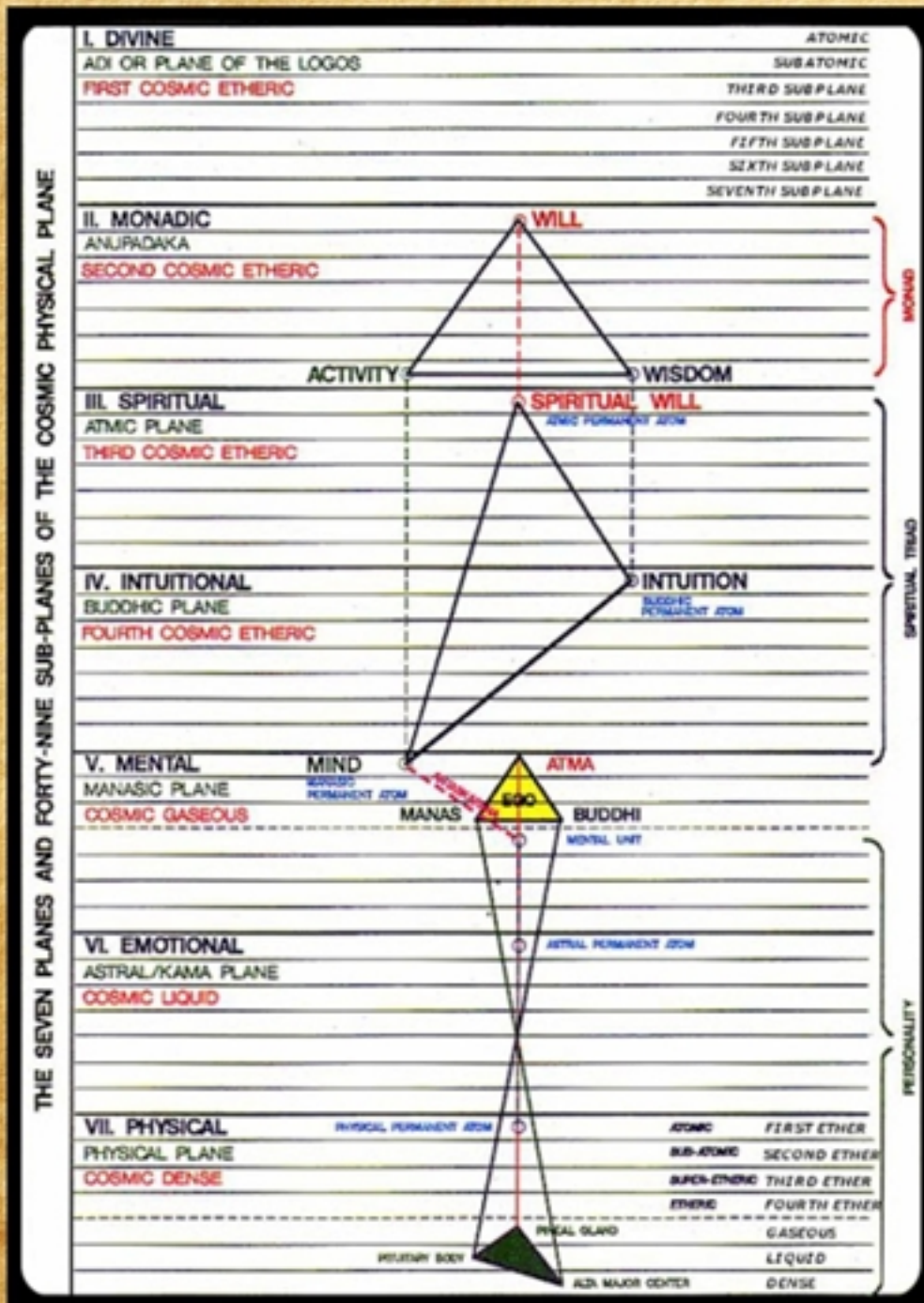


\* Unless otherwise noted, all charts and quotations are from Alice A. Bailey.



# THE COSMIC PHYSICAL PLANE

Players are encouraged to acquaint themselves with the Cosmic Physical Plane, its 7 sub-planes, which are further divided into 49, and their complex Correspondences.



\* Unless otherwise noted, all charts and quotations are from Alice A. Bailey.



# LIST OF PATH CARDS

- Every PATH Card provides '*knowledge and experience*' of an average of 11 topics!
- Annotate them on your Soul-Record and file them in your Akashic Record.
- Use them to answer Soul-Assessments and the Test of the Antahkarana!

1. The Law of One
2. Hermetic Qabala
3. Holy Trinity
4. The Tarot: Overview
5. Ancient Aliens
6. Druidry
7. Theosophy: Systemic Laws
8. Buddhism: Overview
9. The Essenes
10. Christianity: Overview
11. Ceremonial Magic
12. Astrology: Overview
13. Alchemy
14. Islam: Overview
15. Hopi Religion
16. Paganism
17. Symbology
18. Psychism & Channeling
19. Hinduism: Overview
20. Sacred Geometry
21. Islam: Shia
22. Tarot: Major Arcana
23. Classical Roman Religion
24. Classical Greek Religion
25. Theosophy: Seven Rays
26. Academics: Eastern Philosophy
27. Theosophy: Overview
28. Egyptian Religion
29. Shamanism: Astral Travel
30. Christianity: Protestantism
31. Kabbalistic System of Worlds
32. Celtic Religion
33. Theosophy: Devas of the Planes
34. Mayan Religion
35. Buddhism: Eight-Fold Path
36. Theosophy: Initiations
37. Order of the Golden Dawn
38. Pentagram Ritual (LBRP)
39. Hinduism: The Four Yugas
40. Sumerian Religion
41. Aztec Religion
42. Numerology
43. Seven Hermetic Principles
44. Theosophy: Microcosmic Sensory Evolution
45. Hinduism: The Siddhis
46. Cristianity: Catholicism
47. Islam: Sunni
48. Theosophy: Cosmic Laws
49. Islam: Sufi
50. Wicca & Nature Religions
51. Buddhism: Schools
52. Daoism or Taoism
53. Judaism: Overview
54. Theosophy: Egoic Lotus
55. Astrology: Sun, Moon & Rising Signs
56. Tarot: The Minor Arcana
57. Theosophy: Rainbow Bridge
58. Astrology – The Reversed Wheel
59. Freemasonry: Overview
60. The Ageless Wisdom
61. Chakra Centers
62. Hinduism: Yoga
63. Astrology: Three Crosses
64. Academics: Quantum Mechanics
65. Rosicrucianism
66. Academics: Western Philosophy
67. Sacred Use of Crystals
68. Christianity: Gnosticism
69. Neoplatonism
70. Theosophy: The 7 Planes
71. Baha'i Faith
72. Jewish Mysticism
73. Shinto
74. Jehovah's Witnesses
75. Shamanism: Spirit-Walking
76. Jewish Kabbalah
77. Megalithic Structures
78. Zoroastrianism
79. Christian Cabala
80. Energetic Healing
81. Jain Dharma
82. Sikhism
83. Theosophy: Agni Yoga
84. Latter-Day Saints
85. Astrology: Planetary Rulers
86. Secret Societies
87. Golden Rule across all Religions
88. The Seven Words for Love
89. New Age Syncretism
90. Mystic Christianity
91. Classical Nordic Religion
92. Theosophy: Man's Sheaths
93. Academics: Sumerian History
94. Buddhism: The Four Noble Truths
95. Meditation
96. Transcendentalism
97. Psychoactive Plants
98. Classical Hindu Religion
99. Academics: Psychology
100. Christianity: Denominations



# TOPICS FOR SOUL-ASSESSMENTS

**Soul-Assessment: Roll the Percentile Dice and query the player once.**

*(Player must prove 'knowledge and experience' of the indicated Path to open 1 Petal in the Egoic Lotus.)*

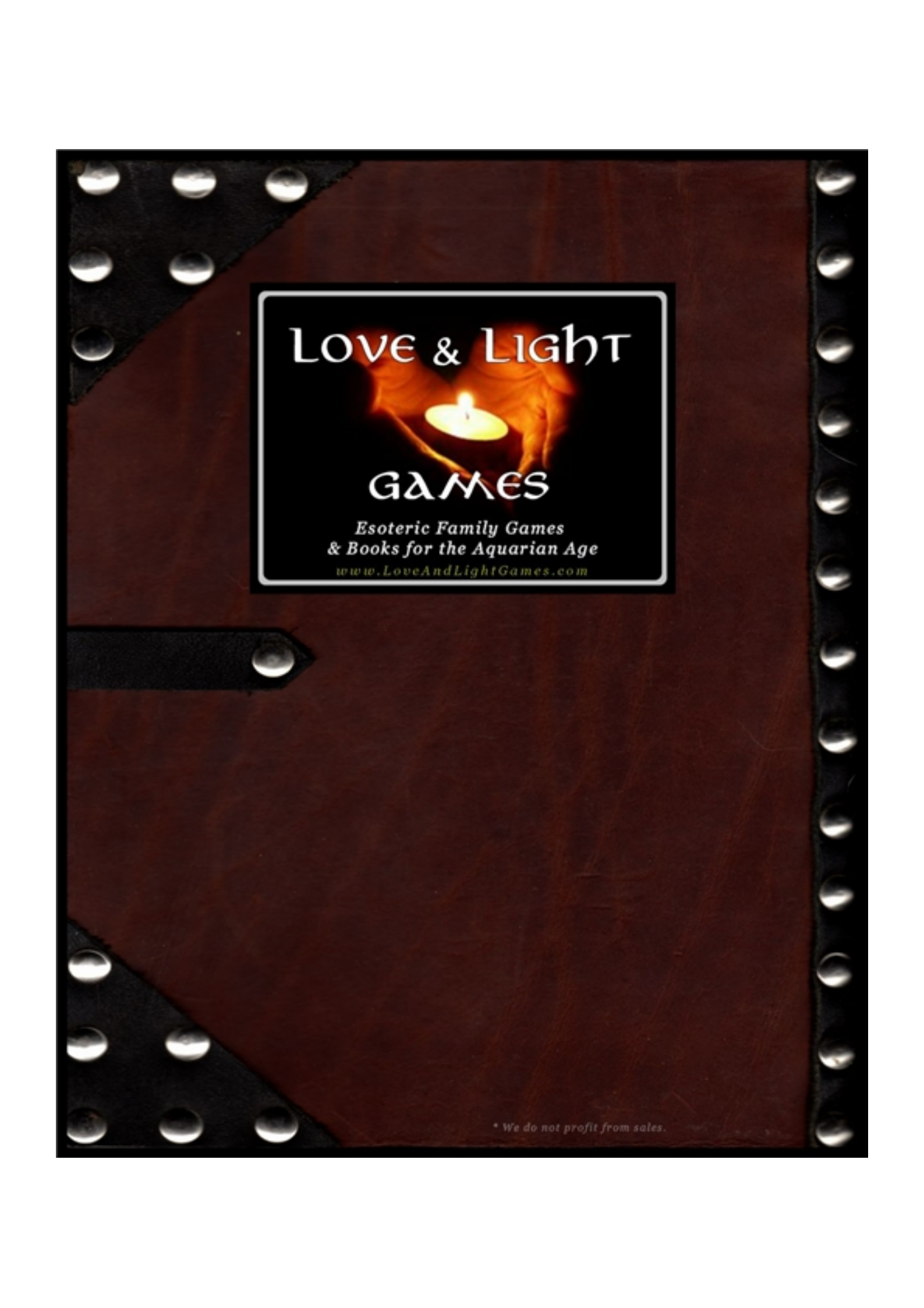
**Test of the Antahkarana: Administer 12 Soul-Assessments.**

*(Player must prove 'knowledge and experience' of 9 Paths to pass the Test and win the game.)*

**SAMPLE QUERY: "Please demonstrate 'knowledge and experience' of a PATH that includes..."**

- |                          |                            |                                |
|--------------------------|----------------------------|--------------------------------|
| 1. Monotheism            | 34. Five Pillars of Islam  | 67. Symbolism of Blood         |
| 2. Polytheism            | 35. Mystic Islam           | 68. Enlightenment              |
| 3. Holy Trinity          | 36. Sunni vs. Shia Muslims | 69. Religious/Political Leader |
| 4. Abrahamic             | 37. Nature & Polytheism    | 70. Esoteric Traditions        |
| 5. Hermes/Thoth          | 38. Christianity: Largest  | 71. Mantras                    |
| 6. Ra/Marduk             | 39. Gnosticism             | 72. Great Flood                |
| 7. Ceremony & Ritual     | 40. 3 Cosmic Laws          | 73. Good vs. Evil              |
| 8. Nature-Based          | 41. 7 Systemic Laws        | 74. Crusades or Jihads         |
| 9. Devas & Elementals    | 42. System of 'Planes'     | 75. Focus Objects              |
| 10. Ascension            | 43. Europe                 | 76. Sacred Food & Drink        |
| 11. Patron Gods          | 44. Sun-God                | 77. Preceded Christ            |
| 12. Use of Intermediary  | 45. Schools of Buddhism    | 78. Succeeded Christ           |
| 13. Siddhis              | 46. Great Vehicle          | 79. Merkaba/Lightbody          |
| 14. Brotherhood of Man   | 47. Hindu Philosophy       | 80. Compassion/Forgiveness     |
| 15. Heaven & Hell        | 48. Astrological Changes   | 81. Judgment Day               |
| 16. Secret Societies     | 49. Direction of Zodiac    | 82. Openly Persecuted          |
| 17. Initiatory Tradition | 50. Seven Rays             | 83. Founded by a Prophet       |
| 18. Astrology            | 51. Birth Chart            | 84. Requires Use of Intuition  |
| 19. Oral Tradition       | 52. Megalithic Monuments   | 85. India                      |
| 20. Dimensions/Worlds    | 53. Anu, Enki & Enlil      | 86. Far East                   |
| 21. Kabbalah             | 54. Sephiroth              | 87. Reincarnation              |
| 22. Numerology           | 55. System of 'Worlds'     | 88. Hindu Holy Texts           |
| 23. Baptism              | 56. Use of Invocation      | 89. Priests can Marry          |
| 24. Solomon              | 57. Common Symbols         | 90. Ascended Masters           |
| 25. Chakras              | 58. Jesus as an Initiate   | 91. Angels & Saints            |
| 26. Egypt                | 59. Jesus as a Prophet     | 92. Worship on Sunday          |
| 27. Middle East          | 60. Jesus as Son of God    | 93. Theonymical Aspects        |
| 28. Hindu: 6 Schools     | 61. Symbol of the Cross    | 94. Missionary Work            |
| 29. Types of Kabbalah    | 62. Sacred Geometry        | 95. Tolerance of Other Paths   |
| 30. Tarot                | 63. Texts of Judaism       | 96. Symbol for Hinduism        |
| 31. Anunnaki & Igigi     | 64. Texts of Christianity  | 97. Symbol for Islam           |
| 32. Zodiacal Signs       | 65. Miracle Healing        | 98. Symbol for Taoism          |
| 33. Energetic Healing    | 66. Ritual Sacrifice       | 99. Symbol for Buddhism        |
|                          |                            | 100. The Americas              |





# LOVE & LIGHT

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