

Introduction to SPIRITUAL WARFARE - THE HEAVENLY HOST - THE ORDERS OF ANGELS

More than 800 Million – That's how many different levels and assignments there are within the many Hosts of The Most High. So we won't be naming and listing them all, we'll just touch on some of those levels and assignments to get a general idea with room for expansion as cognizance grows. We've already covered the Seraphim and Seraphiam, the Highest Order, Personages of the Holy Presence, Six-Winged in description; Cherubim, one degree below Seraphim, the Messengers and Special Agents; the Archangels, Four-Winged in description, the technical specialists of Creation, Elements, Winds; and the Horsemen, the elite cavalry units.

That takes us to Angels, the next subordinate Order, Officers and Entities of all Ranks of the Line. The following listed Orders are NOT under one another in rank, station or assignment – they are parallel Orders with different duties and assignments. There are Seraphim, Cherubim, and Archangels also assigned throughout these parallel Orders as well.

POWERS – a parallel Order, the Energy and Force Controllers and Appliers. These are the absolute sticklers for precision, controlling the stability of frequencies, making sure that applications are carried out within the Laws of Creation, since many energies are the source for seemingly infinite numbers of applications. Electricity, for instance – can be used to power any number of devices or can be converted to magnetism, heat, and on and on. All the processes for controlling and applying energies and forces of Creation are managed by the Order of Powers. The Angel Standing in The Sun, our Sun, is of the Order of Powers. His title is “Sword of Fiery Death.” He is a Witness of this solar system, as far as the light from the Sun will reach, and he is very much in this war and on the side of The Most High, skilled enough to handle an entire Sun. POWERS.

AUTHORITIES – a parallel Order, the Administrators, Intelligence and Record Keepers. One of the Units of the Host coming from the Order of Authorities are the Pathfinders. Pathfinders are similar to advance scouts. Oftentimes they are dropped off into hostile territory, unfamiliar terrain, with little more than a mission, a weapon and a pocket of wits. They might have been sent to prepare targets for takedown, map the site, mark out a path for a subsequent attack, sabotage or set up communications – could be anything – always dangerous and covert. Most of the provisions for the mission must be extracted out of what's available from the surroundings, and finding one's own way out is part of the assignment. All Pathfinder Units are attached to a Team of Intelligence Gatherers and Delineators.

The Intelligence Gatherers, with the Pathfinders, collect intel from a site, its surroundings, any inhabitants, flora and fauna, mineral energies, atmospheric anomalies, dimensional shifts, strongholds, available logistics – everything about a location. They then pass that information to the Delineators, who are the interpreters, squared. The Delineators then analyze and organize that intel, project scenarios, predict outcomes – in other words, interpretation also includes statistics. When the Delineators have completed their assessment, it is passed on to the Revealers for a far more intricate analysis. The Revealers take it all through time, determining if and when that ground has ever been fought on before, for what, by whom, loss of life, old structures and formations long gone but whose energies remain, emotional traumas still attached – all those energies can be used by both sides in a battle. It is vital to know.

The Pathfinders' armor is appropriately equipped with exquisite deflection capability – they become indistinguishable from the surroundings from any vantage point they might be seen. But not seen... But if

you could see them, their armor would look like a solid breastplate, shoulder and arm flap coverings fitted over what appears as chain mail and is actually made up of micro-circuitry. Built-in camouflage. Full head helmet, no frills to stand out; just reliable comms and a flawlessly rehearsed team of operators who know each other's jobs and can seamlessly cover for one another. Pathfinders, Intelligence Gatherers, Delineators, and Revealers; Time Lords of the Akashic Records – all out of the Order of AUTHORITIES. AUTHORITIES.

THRONES – a parallel Order, Communicators, Verifiers. As with all communications, they are worthless if they are not understood, damaging if borne of deceit, and therefore must always be clear, certain to reach the target recipient, and verified authentic from the sender. To keep this process of integrity with all manner of Heavenly communications is a massive, massive feat of accomplishment, especially in the realms of spirit communications with incarnate beings (nightmares on steroids). Never allowing those communications to be hijacked is also part of a messenger's duty. The entire messengers corps are trained in stealth and deception, so the verifiers must also be, and more. The verification of battlefield communications and messaging requires a grid of communications unto itself, deliberately not accessible to the messengers, with lines to all the other Orders wherein Thrones have been stationed to handle and maintain the networks. It is intricate, and generally infallible. Messengers, Communicators, and Verifiers. THRONES.

DOMINIONS – a parallel Order, Logistics and Delivery. Dominions are a vast Order with many, many types of Divisions. The Hosts run on Logistics, and so does the rest of all Creation. We'll be confined here to some of those Divisions that supply the Hosts. First, the Super-Elite – the Transporters. The Transporters are one of the most Elite Divisions of The Most High's entire Host of Armies. Transporters are trained in every job of every other station in the Hosts. Anywhere on scene they are capable of filling in for a fallen troop. If a Horseman troop goes down and a Transporter is on scene, the Transporter gets on the Horse and finishes the battle. If an Archangel troop goes down, a Transporter takes up managing the Great Elements and the Winds. If the Seraphim are about to be overwhelmed, a Transporter can jump in and even the odds, even tip them to favor. They are able to accurately assess a situation and always manage to provide, sometimes seemingly out of nothing. There are only about three million of them throughout the entire Heavenly Host. Super-Elite. Their armor is a breastplate, shoulder and arm flaps, groin and leg protection over a tunic of chain mail. Their helmets resemble the Roman style, with the longitudinal brush plume. Topside that's indicative of a command rank. Those plumes are used to diffuse and deflect electricity. The Transporter's armor at rest is a solid, rusty-reddish color, burgundy shades. When it is activated, it turns a fiery orange, throws flames, sparks, volts, bolts – it's a showstopper!

Another Logistics Division out of the Dominions is called "Bridges." Bridges join Plane-to-Plane, Realm to Realms, moving the battle to more advantage, opening up access points, or passageways, closing them behind – it's similar to the Corps of Engineers, but they're building bridges and accesses between the Planes and Realms of Creation in the heat of battle and in real time at light speeds. Energies form instantly to thought in the Planes and Depths, and the Bridges have that down to the last photon. Realm jumping and Plane hopping with an entire battle-engaged army in tow is second nature to them. Creating Demon confusion and separating their warriors from their support is the idea, and there are no better than the Bridges for that task.

Restoration Logistics are another noteworthy Division of the Dominions. After a battle in the Planes, that location, that terrain has become a devastated, shockingly destitute, hazmat no-go zone. There might be dangerous tears in space-time, deadly interdimensional rifts, Scalar anomalies that affect the rest of

Creation, newly-formed black holes that should not/cannot be allowed to exist. Restoration Logistics moves in to repair and restore the fabrics of Creation, to originality for some places, others to a livable mutation. Restorations, Bridges, Transporters – Logistics and Delivery. DOMINIONS.

PRINCIPALITIES – a parallel Order, the Highest Level of Spiritual Watchers, Guides. The best way to understand Principalities is to look at our own systems of government. We have the federal government, which divides into territories, which divide into states, which divide into districts, which divide into counties, which divide into municipalities, which divide into townships, which divide into neighborhoods, all with their own rules of governance specific to their division, which must also fit into every increment all the way back up the chain. Deciding if something is an Archangel issue or a Logistics problem, and which Logistics Unit has dominion over that problem is a job of the Principalities. Principalities keep the Orders of Angels trains on track, so to speak. Like good supervisors. Spiritual Watchers, Guides. PRINCIPALITIES.

VIRTUES – a parallel Order, who maintain all the various processes of Creation. One of the nastiest, dirtiest jobs assigned to the Order of Virtues falls to the Healing Units among them. Those Healing Units go into the battle zone after the fight is over, and it is their job to clean up all the putrid stench and pollution left behind by all the demons. Especially Lucifer's. He leaves filth, filth, filth, everywhere he's been, particularly in the battles where he's losing. Usually the Healing Units take all that energy of Luke's filth and trace it back to what and why started that battle, and once they have the whole picture, (my favorite part) they stick it right back in Luke's ass, literally! Occasionally, if the circumstances merit such, they will put all that filth back into the minions and useful idiots who don't even realize that they are pawns perpetuating and enabling the demonic misdeeds and damnations. Like the hierarchy of the Catholic Church, for instance . . . Maintaining all the various processes of Creation. VIRTUES.

DISCIPLINES – a parallel Order, Oversight and Coordination. The Order of Disciplines supplies the Adjutants for the Heavenly Hosts. Their oversight is to see that all things are coordinated, from the buttons and colors on the uniforms, to the Code of Conduct, to the temporary assignments, to the Plans and Strategies. They coordinate Field of Honor showdowns and events, see to the Feasts of the New Moon, Observances of the High Days, Sabbaths – the Disciplines help keep the Holy and Righteous Energies Holy and Righteous throughout Creation. They act strictly according to all Holy Law, by example, and inspire, encourage or insist that so do others in their presence.

The Holy Order of The Daughters of Elisha are out of the Disciplines. They are women/females who have excelled within the Disciplines as well as many, many other stations, Beloved unto The Most High, and personally selected or approved by Elisha Herself (that's the Name of Mrs. God). The DOE are all revered throughout the Planes. Held up as examples, they are Teachers throughout the Institutions of Learning, they are Judges sought after for their wisdom and fairness. Merciful and nurturing, the DOE are the standard for all Motherhood and Female Responsibility, the Living Proof that it – Holy Law – works. But do they fight? Oh, yes, they do fight. With a clever, cunning and vicious approach – ruthless, if necessary. As Adjutants to the Heavenly Host, once they've judged someone or something an Enemy of The Most High, Hell can't help 'em and Heaven won't! A Daughter of Elisha's judgment is fair and final! With All Holy Truth and Righteousness on their side, Competent, Worthy and Qualified (standards for Earned Right and Earned Skills), the Daughters of Elisha are incarnating to facilitate the Re-Education and Restoration of Israel (the Tribes, not the little nation-state) unto Holy Law, as pleases The Most High. The Holy Order of the Daughters of Elisha, Oversight, Coordination. DISCIPLINES.

And an Honorable Mention: ANGCK KJZSHANGCK! That is the Angelic phrase for ON STATION! Being On Station usually signifies it's a Temporary Assignment. It could be Brevet Ranked in as a Temp Sr., might be

a tech specialist on loan, possibly could even be filling in for someone else on special assignment – any number of infinite reasons for the designation of On Station. Within that designation though, there is no way to know rank or station – could be anything from a General to a Sentry. Since there's no way to know, it pays to stay with the polite formalities. Yes, sir. No, sir. Waiting for the formal report, sir. (Lo! The “formal report” may not show up for another hundred thousand years – they've got all eternity, so what's the rush? “Formal Report” is codespeak for “it will be handled officially sooner or later, until then, it's unofficially official.”)

Now for the numbers folks. All the Hosts are filled according to the 516 numerical factor Command Structure. Say for example we have a Chief who is our numerical number one (1). In the Orders of Angels, that Chief would have 516 Second-in-Command, who each have 516 immediate subordinates, who in turn also have 516 immediate subordinates each, and continuing down the ranks by one degree of knowledge per level for 516 levels. 517 if you included the Chief. It doesn't take long for that math to go quantum. Scads. Myriads of myriads. Bazillions, even. That's a BIG Army! Of Armies!

YESHAMA DELIAH!

ASUM DE AL HMONGA!

VOAN!

KESLATA!

PZNIONA!

BHSAT!

SALUMNIAH!