

Up front spanning the length of the Great Veil and closest to the Landing in most every case except when the Horsemen are summoned, are the great and mighty Seraphim of the Holy Presence. There are twenty-one thrones appearing as though in a curved line to parallel the front side of the Great Veil (nothing is ever in the back), and since the Fall of Lucifer and Company, only seven of them are occupied. Each Seraphim has his own Host, but their true magnificence, utterly astounding, defiant of all description sight to behold is when they are seamlessly working as a team. They are able to finish one another's sentences or paragraphs when teaching as though the lesson is coming from a single brain, but the voice changes are clearly differential. On first impression, their immense size is awe-striking. If they were standing on this Earth in their chosen forms as they exist before the Veil, this Earth could not hold the weight of even one of them, but if we could make a comparison for visual sake, standing flat-footed, they would reach somewhere in the vicinity of five hundred thousand miles in diameter.

Size in the Planes is generally to be equated with knowledge and rank, and the Seraphim of the Holy Presence are out of the First Creation. They are HUMONGOUS, frightening and terrible to look upon. They choose their own form, looks and fighting skills to suit the situation, and I cannot stress this enough. The following descriptions are only typical. None of the Seraphim are limited to these descriptions, and their changes are seamless, instant, self-determined. They are Shapeshifters of the greatest magnitude. One thing to note is that they appear to Mankind to have six wings each, as a matter of rank. None of them have ever taken a corporeal incarnation, but their skills include the ability to manifest an appearance on the Earth Plane in any form of their choosing, so why would they?

They are: Seraphim Amatraelonael, The Most High's Mighty Warrior and Chief of all His Generals of War. Since that name is such a mouthful, he is more simply and commonly known as "Metatron." Now, Metatron appears to float – he looks like a huge, bloated barrel of eyeballs, and at the intersection where a pair of eyeballs meet, there is a down-dangly that resembles an elephant trunk, sort of, and each one of those down-danglies can hold a sword. The level of destruction that he is capable of leaves seasoned combat warriors who even witness his wake in utter shock, some of them irreparably damaged.

Seraphim Seraphiel, the Present Chief of This Holy Order of Seraphim. Seraphiel appears like a blob of overdeveloped muscles, bulging out all over himself, and every part of him is covered in hair. All kinds of hair – some long, some curly, sometimes wavy or kinky, sometimes straight, some of it angled down and then left to hang there – it changes too, and there's no way to predict what it will look like at any given time. One thing that's typical about it, his hairs are pretty much every ugly shade of color in all Creation, and that's all the time at any time.

Seraphim Jehoel, The Most High's Musician and Singer of His Eternal Praises. Seraphim Jehoel, although mostly unpredictable, could be described as looking like a tree trunk, kind of, with the bark patterns constantly changing forms. He would also look full of knotholes out of which he can fire any types of projectiles as he deems appropriate for the situation. As an energy sensor, he could also be described as a conglomeration of matchsticks, shooting what looks like fire or lightning out of the tips, but guaranteed, lightning as we know it has nothing on Jehoel's projectiles.

Seraphim Kemuel, the Lawgiver of Destruction. Seraphim Kemuel is equally unpredictable as Seraphim Jehoel, but he could be described as looking like an overflowing honeypot with a very large, single roaming right eye that moves around on the surface of him. All the Seraphim can see 360 degrees at all times, so the eye is more symbolic than anything: "I'm watching you . . ." Kemuel can emit and propel a radial or circumferential blast that can evaporate anything or anyone in its range, and

its range is what he says it is. It makes a nuclear explosion at ground zero here on Earth look like a baby's toy. NOBODY ever wants to piss him off . . .

Seraphim Nethanael, The Most High's Keeper of the Sacred and Holy Flame. Seraphim Nethanael looks like a formation of several bird breasts, connected together to be cylindrically round, covered with what might be described as feathers but look more like ruffles, or folds as the shape of some corals. Out of the top and tilted to the right he has what looks like a giant set of fan blades, as though sitting on a nonexistent shoulder. On the other nonexistent shoulder are a bunch of what could only be described as streamers or ribbons, all different lengths, and constantly moving. They are acting as antennae, for lack of a better description. From out of the feathers, or ruffles, he can protract and retract what look like talons, huge talons. Those talons can catch or throw anything – swords, arrows, fire, lightning, boulders, rays, emanations – name it. In a word, FIERCE. In two more words: defying imagination.

Seraphim Ophaniel, The Most High's Master of Great Spirals (orbits, heavenly and earthly), The Finisher of all His Works. Everyone has seen film or photos of an F5 tornado. So imagine an F500 tornado that may or may not be spinning and that can go from clear as glass to see anything it contains – nebulae, star systems, planets, animal and/or plant life, back to supernovas, civilizations – it's beyond all credibility – to as dark as the worst of any storm at midnight and equally terrifying. He can also circulate all those things mentioned earlier and more on what would appear to be the outside of himself. Ophaniel's favorite tactic is to overwhelm. And he's damn good at it. Whatever it is, with whatever it takes.

Seraphim Zophiel, The Most High's Watchman, The Most High's Chief Sentry. Seraphim Zophiel looks like a tower. He looks like a lighthouse. Or the tallest turret of the largest castle. Or the highest pillar of an infinite wall, possibly of the finest and rarest stone, possibly bedazzlingly bejeweled, perhaps like a waterfall that recirculates itself somehow, perhaps as invisible and imperceptible as a still wind, perhaps as ominous as an oncoming locomotive barreling inches away – the point is one never knows what he might present himself to look like, or how many times he'll change presentations in a single meeting. It can be a bit unnerving if he wants it to be. Seraphim Zophiel can see everywhere in Creation, all at once or pinpoint any spot. He can see through time, past, present and future – individually or all at once. He looks through dimensions, warps, folds, creases, black holes, broad spectrum or microscopically to the infinite particles. He is utterly amazing. Everything to him is his weapon of choice – if he can see it (and he can), he can make use of it. There are just no words.

These are the Seven Seraphim of the Holy Presence that remain after the Great Fall. Again, I reiterate – they are in no way limited to the descriptions as I have given them here. These descriptions are simply ones that could be categorized as “typical.” These entities are out of the First Creation, and their knowledge and earned powers, skills and rank reflect that.

Now, the Seraphim are essentially Seraphim by rank. If the seven that I named were Generals, then the Seraphim could be likened unto Colonels, ranked among themselves by seniority, usually. They are also out of the first Creation. They also choose their appearance and fighting skills to fit the situation at hand. By comparison to the population, there aren't very many of them, so they would qualify as an elite class, considered as specialists and distributed among the hosts of the Seraphim. They are very often assigned specialist tasks in every part of the Array – strike teams, communications, administration, logistics, strategic planning, name it -- as part of the Chain of Command. They are by rank, skill and experience on their way to becoming Seraphim, and to most people who didn't know or weren't familiar with the workings and operations of the Higher Planes, they would appear as Seraphim

both by looks and skill sets. There are no Seraphim in any incarnations at the current time.

And finally for this post, a bit about the Cherubim. First thing to know, if looking for a Cherubim, the last thing to look for is a scantily-wrapped little baby with bird wings. That image is as laughable as it is deceptive. These entities are HUGE, they also shapeshift immediately, and ugly is not a problem to them. In fact, it's pretty much only Lucifer's demons that try to deceive people with the beauty trick. The Most High's Cherubim will appear however is best suited to accomplish the mission at hand. Damned what anybody else thinks about it.

The Cherubim fit into the other hosts by rank and station. They are out of every Creation, all 360 of them. They are the Messengers of The Most High, and very often “aides de campe” as communicators between commands. They constantly drill and rehearse, rehearse and drill, never stopping for anything. If there was a food break or a “beer stop,” the Cherubim would take theirs to go! They are relentlessly fierce as fighters; for example, if Lucifer had 50,000 demons somewhere to wreak havoc and five Cherubim showed up, the demons would run. Scatter. Now. They are also some of the best teachers to the other angels in the Host who are looking to improve their own fighting skills. It is also a general rule that when a Cherubim is a student in study, that Cherubim will appear as a ball of light.

There are no Cherubim in any incarnations at the current time.

YESHAMA DELIAH!

ASUM DE AL HMONGA!

VOAN!

KESLATA!

PZNIONA!

BHSAT!

SALUMNIAH!

Next post – the Archangels, Great Elements, and the Eight Winds. After that, the specialty units and the adjuncts, including the Holy Order of the Daughters of Elisha (Mrs. God), an all female order of the Disciplines of the Planes. The DOE are BELOVED unto The Most High, they are incarnate now to facilitate the Restoration of Holy Law and Order. Some notable Daughters of Elisha include Deborah, Judge in Israel when all the men had failed; Rachel, wife of Jacob, mother of Joseph; and Isis, mother of Horus, wife of Osiris among the Anunnaki (still living).