

Enochian Entities: **“Ohorela Papers”**

“Paper #2 – Scarlet”
By –SaToGa

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Again, I am told...
“Write This Down”...

Enochian Entity Realms – the EE 30 Aethyrs

After exploring the 30 Aethyrs/Aires...
[*some of them, more than once*]
...the Visions became more *linear* for me.

The Aethyrs have boundaries, and these Territories have Their own
laws and jurisdiction.

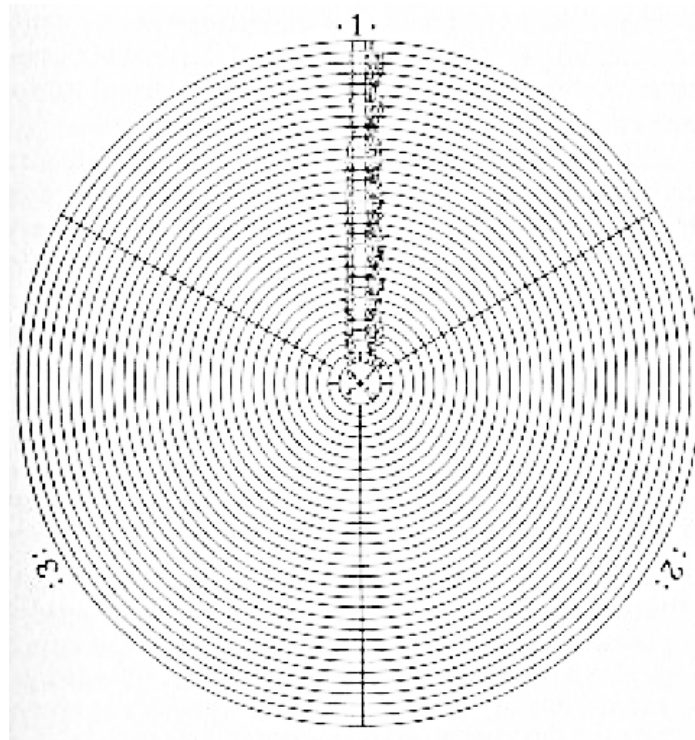
The Laws are ‘Laws of Geometry’

The Geometry *conforms* to the lucid flow of liquid boundaries.

There are 92* Governors, (not 91)

[*Again, this is My Own Research & Experience*]

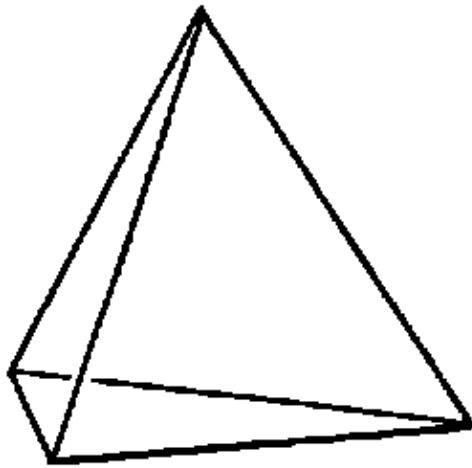
[*This may be discussed in a later Document]



I am Not one who participates in the many *New Age Channeling Doctrines* circling this New Aeon.

But *Sacred Geometry* holds some truths.

The 'Book of Enoch', and just about anything attributed to Enoch... usually holds some type of '*Magickal Math*' principles, attached.

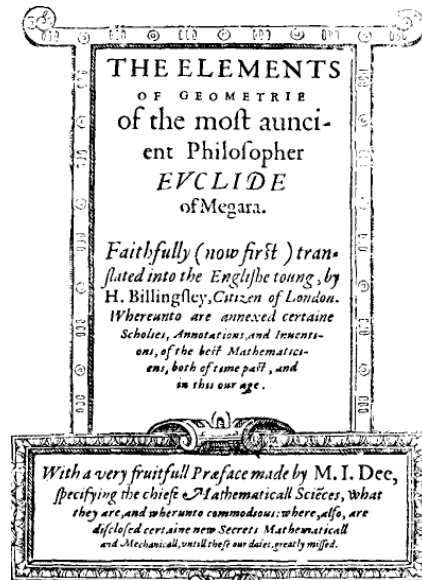


In Geometry, a Tetrahedron is a polyhedron composed of four triangular faces.

The Tetrahedron is the three-dimensional case of the more general concept of a *Euclidean simplex.

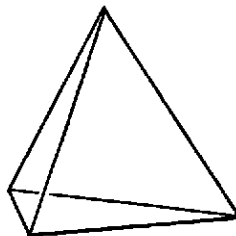
The Tetrahedron is *one kind of pyramid*

[A Tetrahedron is also known as a *Triangular Pyramid*]

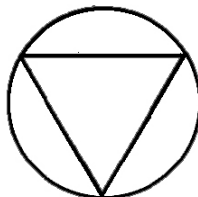


Reference: "The Mathematicall Praeface to Elements of
Geometrie of ****Euclid** of Megara, by John Dee"

**Obviously, the EE knew fully well, that John Dee could
relate in these *Mathematical* terms.**

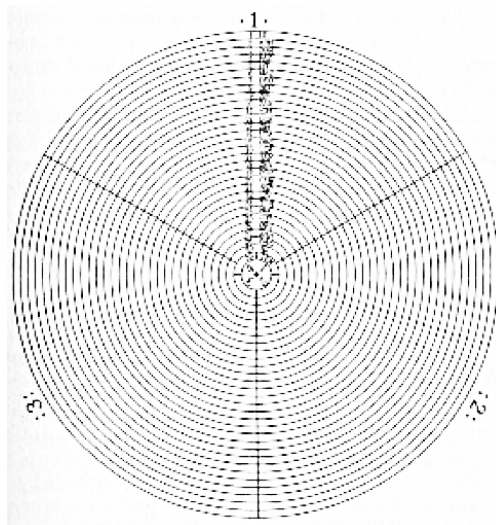
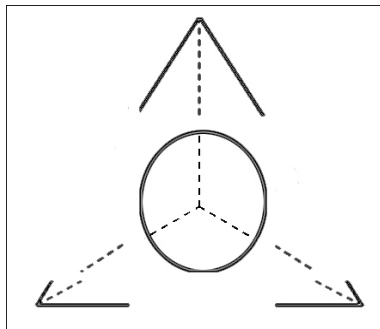
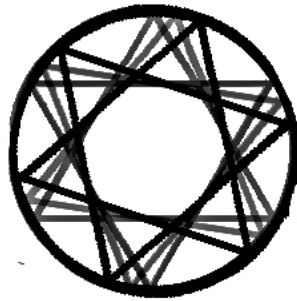


Visualize the above Tetrahedron –



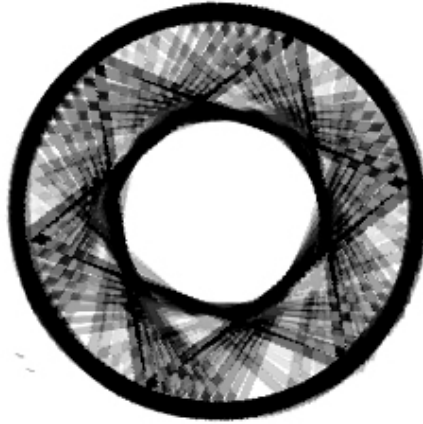
"Flattened Out"...

Then “Super-Impose” a few of them over each other...



...& then more, once the visualization gets easier

Keep doing this until you have 87
“Flattened Out” Tetrahedron Corners
[29 ‘Flattened-Out’ Tetrahedrons would produce 87 Corners]
 $29 \times 3 = 87$

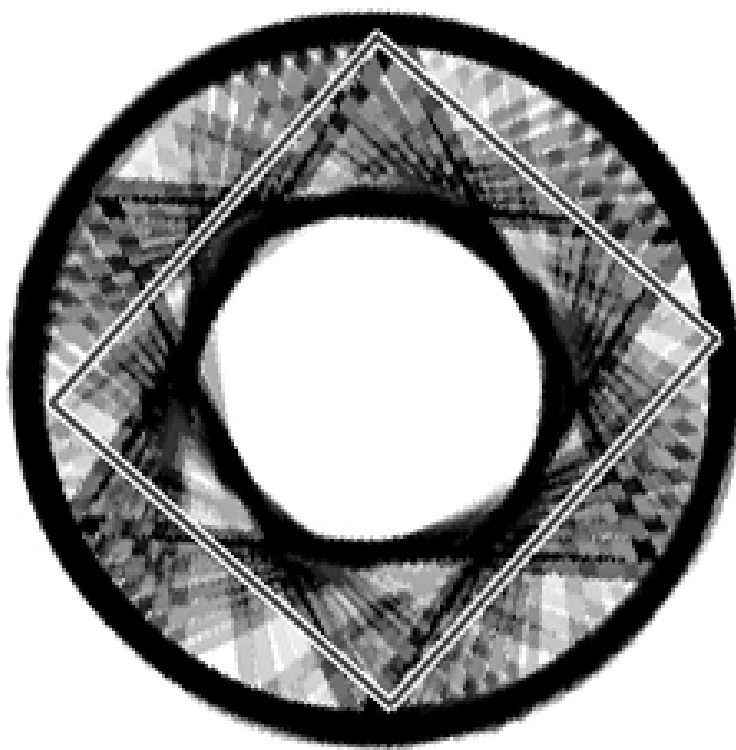


This is a very simplistic *Representation* of
the Enochian Aethyrs-
[Aires #2-30]

30 Aethyrs



TEX [the 1st Aethyr/Aire] has 4 Divisions...



**There are 87 Territories, divided amongst the
[*Flattened – Out*] Tetrahedrons.**

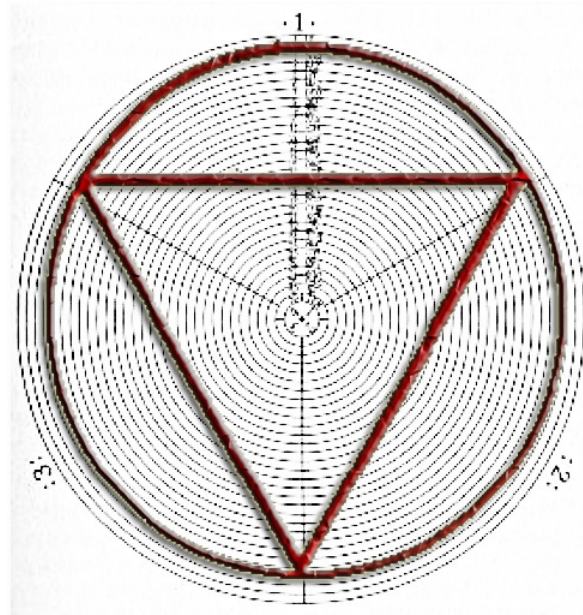
Then we added a Square- [which really is a Tesseract]-
but for our simple understanding- *just a square...*

We now have 91 Enochian Zones.

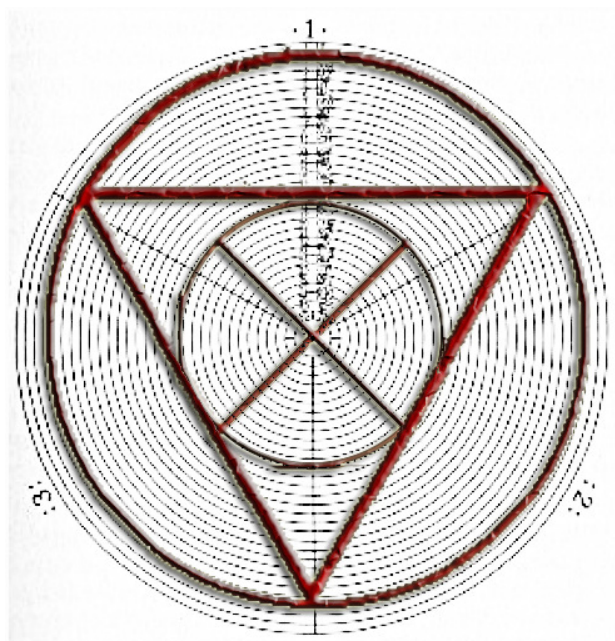
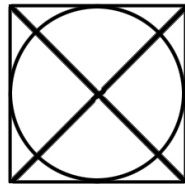
Zones = Fractions of [Distinct] Aethyrs.

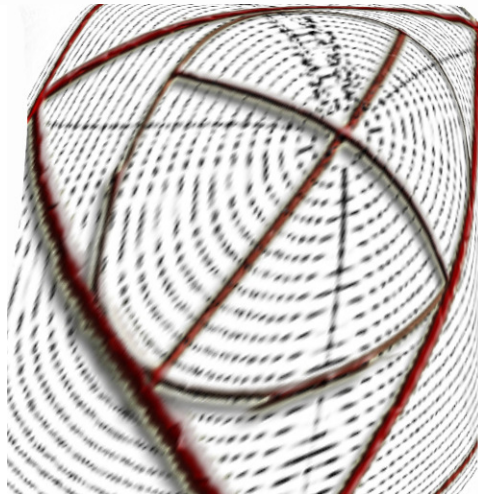
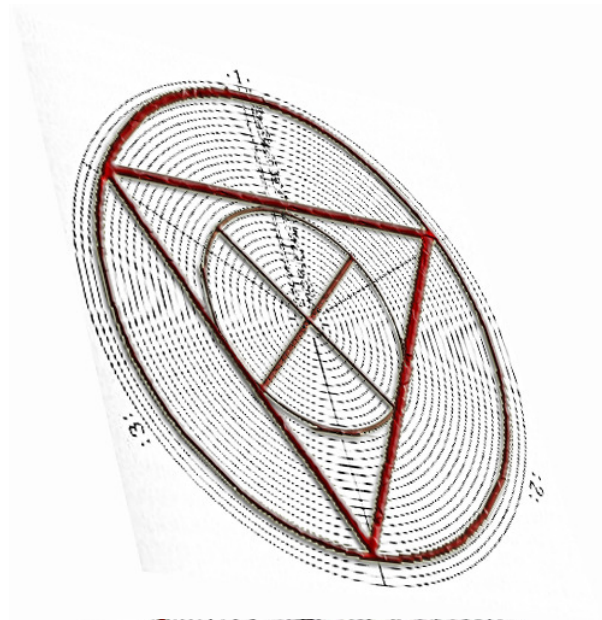
These 91 Zones compose the 30 Enochian Aethyrs

Of course, They are not flat- & These really are not globes, either.
But- for simple analogy- we will think of these as Spheres.
[*Similar to visualizing the Tree of Life]*



***Each Sphere is a Globe with a Tetrahedron inside it...
&
...One Sphere with a Square inside***





**Each of these 30/91 revolving and rotating machines are unique,
with Their Own Laws, Governments and Rulers...**

91 Zones- 92 Governors- 30 Aires/Aethyrs

“Enochian Entities - Book B” – By SaToGa
Volume #2

In the “ZAX Vision”, the EE explained it as:

This is the Analogy of Correlation

(This Volume: “ZAX Vision: Get Thee Behind Me- Satan!”)

*“Think of the 18 Calls as The Keys that Open the Tumblers
of the Loagaeth cities.*

*The WatchTowers contain It’s occupants, &
the Governors of the 30 Aethyrs” [the 19th Key]*

The Holy Table- is as the -Loagaeth & 30 Aethyrs.

The 7 Ensigns- is as the -Heptarchial Mystica

Sigillum Dei Aemeth- is as the -WatchTowers

Microcosm- is as the -Macrocosm

The EE Infrastructure: “Knitting Together”

30 Aethyrs are “of” the Cities of Loagaeth

*Liber Loagaeth are 49 gold sheets with a differing front and
back.*

*In other words, this signifies “Thickness or Volume” and that
each “page” is 3D- maybe, even... “Multi-Dimensional”*

The 19th Call is a Trumpet that Calls the 91 Governors

The 91 parts are ‘etheric counterparts’ “of” the 30 Aethyrs

*Heptarchial Mystica is the ‘Cosmology’ and ‘Calendar’
system of the EE MultiVerse(s)*

Previously, I wrote:

*“Dee’s diaries are vague in establishing a direct link between the
Enochian Keys/Calls and the Watchtower tablets.”*

*The WatchTowers contain the ‘Census’ [inhabitants] of the
30 Aethyrs, 91 Parts and Loagaeth.*

Think of the WatchTower as a telephone directory.

Find the occupant and dial it in!

*The 18 Calls/Keys [including the 19th] are directly related to
Loagaeth.*

*If Loagaeth was a Nation, the 18 Calls is it’s Declaration of
Independence. [‘Directives’]*

The EE were very interested in the World’s Kingdoms.

*We see this as an interest because the EE Hierarchy is
composed of a “Theocracy”- like the 12 Tribes of Israel.*

*EE has Kings, Seniors, Princes, Ministers and of course,
God(s)...and a God of Justice*

(Scales of Balance)

*The purpose of Loagaeth:
Circulating it's Energy Matrix/Theocratic Kingdom ..then-
"The End of the World".*

Again...

*"But in the same instant when Adam was expelled, the Lord gave
unto the world Her time, and placed over Her Angelic keepers,
Watchers & Princes"*

"As an instrument of the thrashing...This Doctrine is a Flayle"

"Therefore you may do anything" –Mapsama

*As the Grid Pattern was very special to John Dee [see his Book of
Soyga]...the diagrams consisting of boxed squares proved nothing
unusual in Dee's current Understanding...*

*The Vertical and Horizontal Lines form Latitude and
Longitude Lines, aligning the Zodiac, Celestial/Cosmological
Spheres, Planets and Elements*

I believe some of the familiar number sequences in the 18

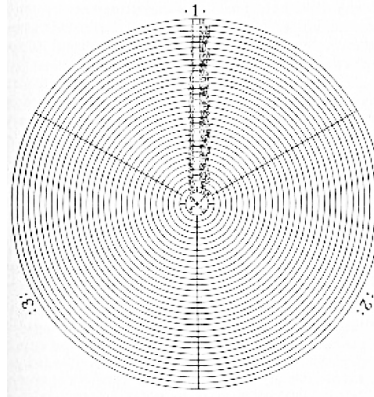
Keys refer to this: "456", "9996", "3663", etc.,

*Some of the context from these Keys make these
numerical sequences appear as "Zones" or "Districts"...*

It is physically *Impossible* to "Chart" *Enochian*
Multi-Dimensional Zones in a 2D book
[and have them make sense!]

**However, rather than trying to grok the
Enochian Aires as:**

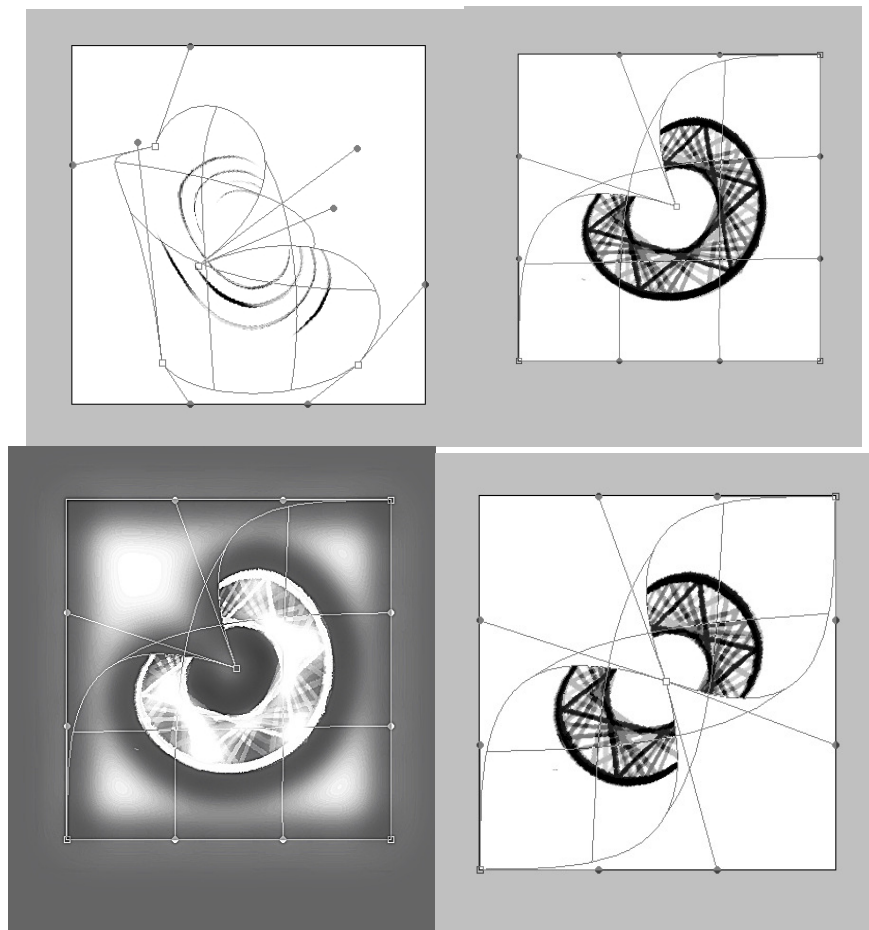
'One Onion with 30 Skins and a CruX pit inside it...'

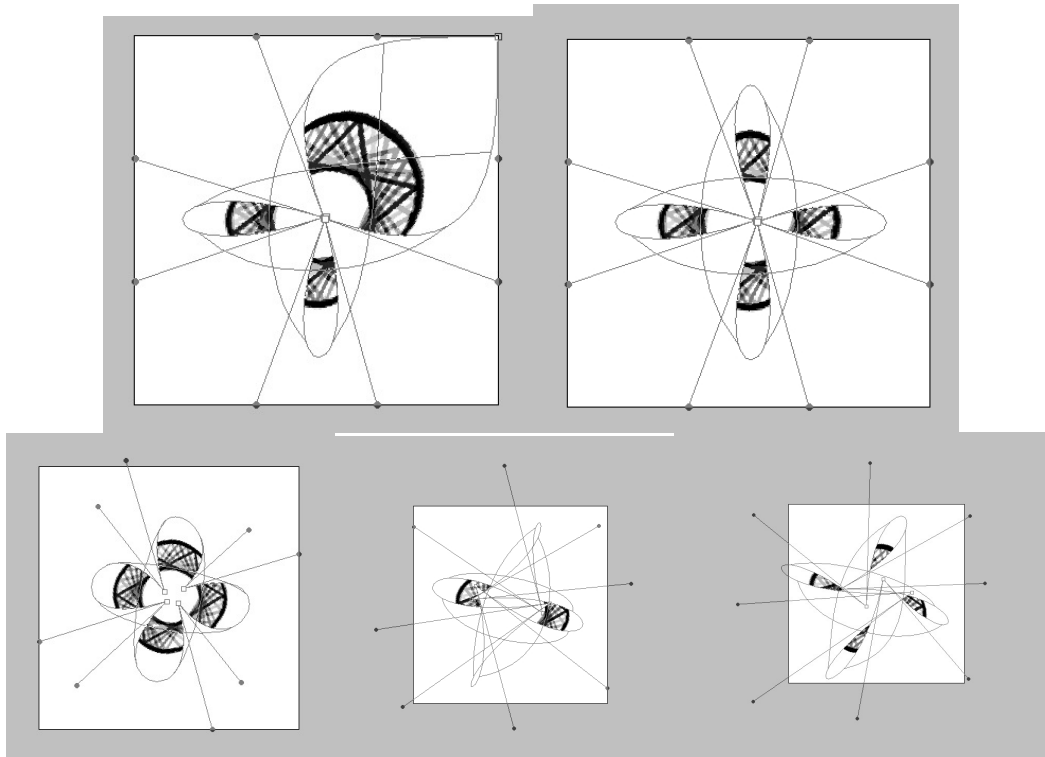


Try to fathom the following drawings...

→ **[For the beginning Mage] To completely understand the outline of 30 Aethyrs, [with 91 Corresponding Areas!] ...will lead most to absolute frustration.**

Trying to ascertain where Zone 1 ends, and Zones #2-3 begins, overlaps, bleeds-through, etc.,
- *can be confusing.*



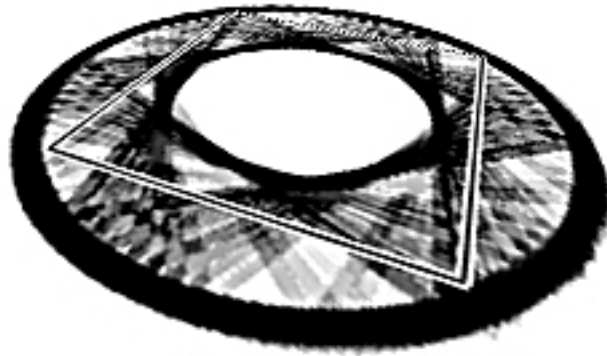


Review these Notes the next time you decide to venture through the
'Cities' of Liber Loagaeth.

Take all the information from my other books with you.

The more understanding One contains within the psyche...

*The unfolding of "Enochian Realities"
congeals `into semi-digestible molds.*



Accessing These Aethyrs:

In my prior books, I gave various techniques, as well as my own results, with the Aethyrs.

Here's one that can propel you past *stagnation*:

Visible Apparition is mandatory for these to be considered 'Legitimate Enochian Entity Contact'

[See prior Volumes]

-Temple set up

-Key 1 & 2

-GBRH.eptagram

-Rising on the Planes:

From Malkuth- 'Ascend' up the *Serpent Trail* Until reaching Chesed.

From there, *enter* Da`ath.

*Emulate a sensation of falling backwards from
Da`ath until you reach Yesod.*

[EE are very Lunar-oriented: You may use Queen Scale Color
Scheme]

From Yesod- Recite the 19th Key...

If you are using wands set aside primarily for Enochian Ritual...
[See prior Volumes]

-Using Spirit Wand:

Draw a **Heptagram** over the Scrying Mirror.

*'Pierce this Veil' and Circle the Scrying Mirror 7 times, Clockwise-
then 7 times- Counter-Clockwise...
through the **Heptagon** that is inside the Heptagram you just
"Veil Pierced"*

When you withdraw your hand- you should feel a sticky magnetic
pulling sensation.

This is a Portal

If you set up your Temple *as instructed in the Prior Volumes*, you will be able to *Legitimately Contact the EE Realms* at this time.

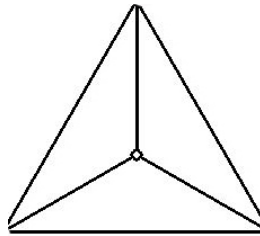
Usually, in my own experience- you will see –*literally*, small floating Electric Blue and/or Indigo spheres in your peripheral vision floating independently around your temple space.

-Remember, there are 30 Aethyrs- consisting of 91 Zones.

Each Zone has Their own Governor [92]

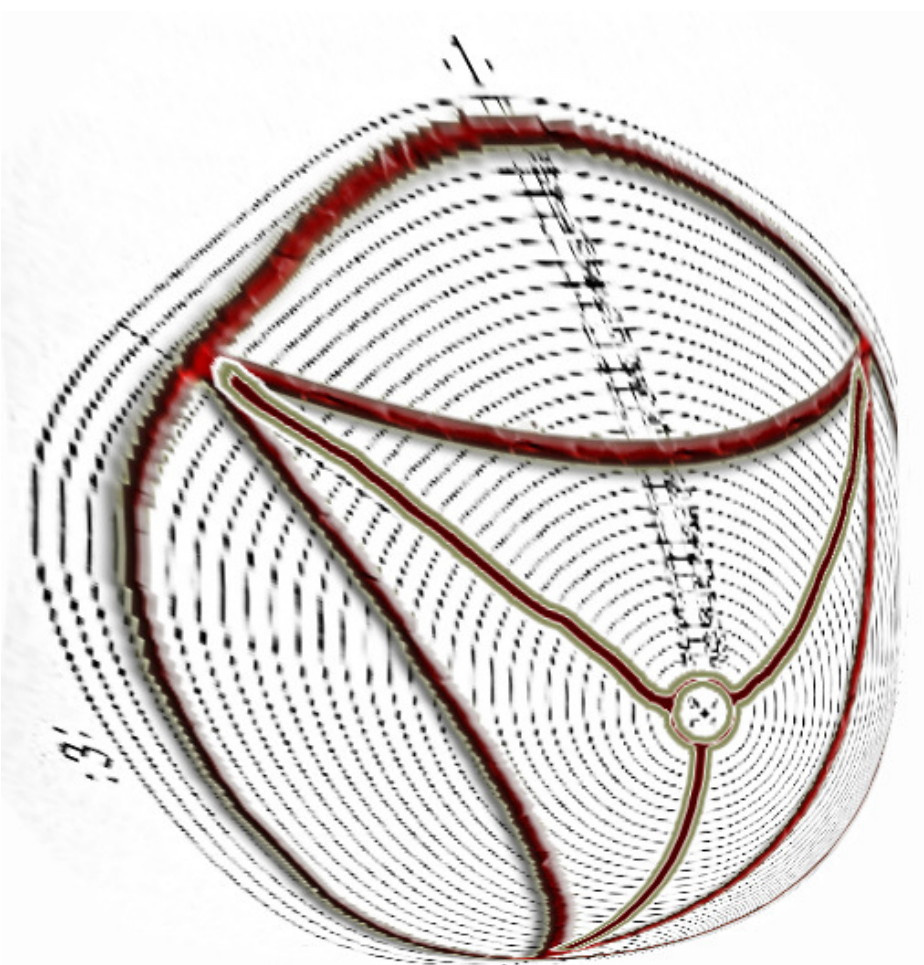
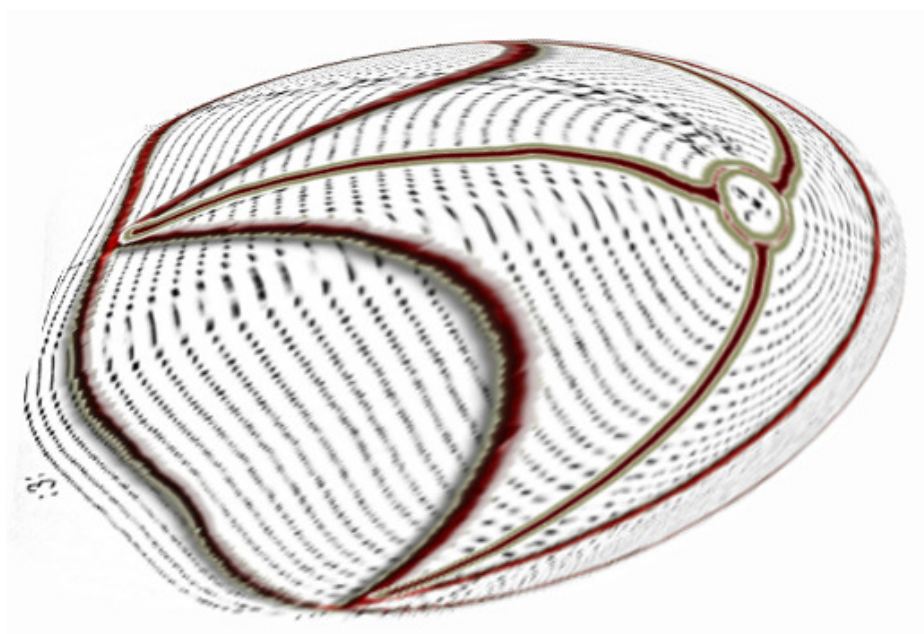
Aires #2 through #30 share one trait...
Each Aire has an Apex.

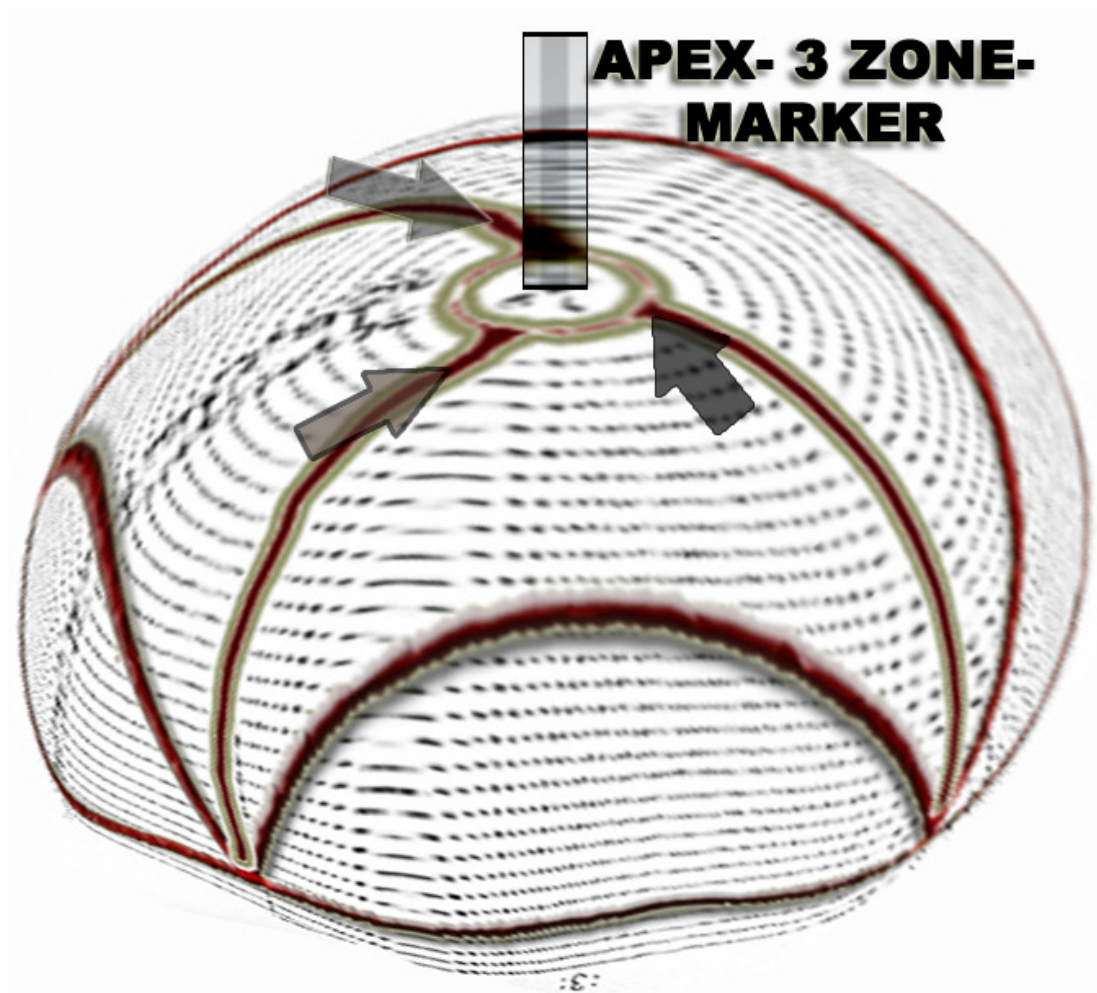
This Apex is where all 3 individual Zones become unified and ‘connect’ within that particular Aire.



**It is usually located by a
Large or Outstanding [*Hyperbolic*]
Pillar, Pyramid, *Shamanic* World Tree, Obelisk.**

[It is a similar to the *rotor* in an engine]









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