

SIGNE:

1. **SINE:** MATH: good ref is GENESIT by C. Wood and Ian Campbell.
2. **SHIYN:** Hebrew letter: see above; a bow, trident, Thoth's logo. Reshel interface system with Spiritual Center.
3. **SINN:** MOON(s): Reshel Pool of Life or Sinn/Moon. Letter Kaf in Hebrew and Crescent/Grail in the Reshel.
4. **SWAN:** Northern Cross. Resh function in the Celestial Sphere's Reshel.

"PAR CE SIGNE TU LE VAINCRAS"
("BY THIS SIGN YOU WILL CONQUER")

"BS" RED MARK IN THE CENTER OF THE RESHEL GRID. SPELLS "SHAB" IN HEBREW: "TO DRAW WATER."

SALAMANDERS (FIRE) OF THE DEVIC REALM. (SERAPHIM)

FONT FOR HOLY WATER IS A VINTER'S BASKET FOR GRAPES RELATING TO WINE/BLOOD.

LEFT ARM/HAND IS LETTER "YUD" AS THE BENT ARM WITH OPEN HAND, AND RIGHT HAND IS LETTER "KAPH"

REX COVERS THE RIGHT THIGH "WOUND" PROTECTING THE CHRISTIC MYSTERIES IN THE "HOLY" RIGHT THIGH/KNEE.

REX MUNDI GENUFLECTS ON THE LEFT KNEE HONORING TEMPORAL AUTHORITY.

"FOUNDATION OF THE PILLAR" OR "CHEN: BASE OF PEDISTAL, VINEYARD." (3 "CHENS" OF GENESIS: BASIS OF CREATION.)

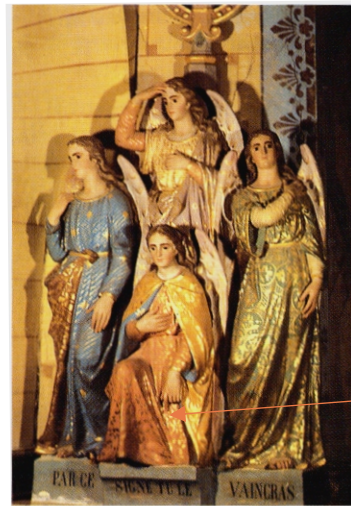
FONT FOR HOLY WATER AT THE ENTRANCE TO THE MAGDALENE CHAPEL IS A VINTNER'S BASKET BUT ALSO A BEE'S HIVE THAT IS INVERTED RELATING TO AN "ARK" RESHEL GRAIL CUP IN THE HEART AREA.



ROSE-CROSS SUN WHEEL AS THE LETTER TEYTH: THE UNIFICATION OF THE TAV (CROSS OF THE SOUL, AND EARTH) AND TEYTH AS A SUN WHEEL (CIRCLE AND DOT). FORMS A CELTIC CROSS.

ANGELS MAKE "THE SIGN" WITH HANDS. NOTE:

1. RED ANGEL KNEELS WITH THE LEFT KNEE DOWN: HONORING TEMPORAL AUTHORITY. SO DOES REX MUNDI.
2. RED IS POINTING DOWN WITH LEFT HAND, OVER HEART WITH THE RIGHT. HEART MARKS THE "V" POINT IN TSADEY.
3. GREEN AND BLUE MARK THE LEFT AND RIGHT SHOULDERS AS THE UPPER TWO POLES IN THE "V".
4. MIDDLE ANGEL MARKS AJNA AS THE UPPER APEX OF THE TRIANGLE IN THE TSADEY LETTER.
5. THE ROSE-CROSS, SUN WHEEL ABOVE ANGELS IS THE LETTER TEYTH COMBINING TAV AND A SUN CIRCLE WITH CENTER DOT.
6. CORRELATE "SERAPHIM" WITH THE FIRE AND SALAMANDERS.



ANGELIC HANDS: HEARTS, HEAD, AND RED ANGEL'S LEFT HAND OVER LEFT THIGH (OPEN WOUND) IN THE TEMPORAL REALM HEALS THE WOUND, RESTORES JUSTICE AND RIGHT ACTION IN REX'S RULE.

