

JEDI TRAINING - SHADOWS OF DEATH (EPISODE 53)

The Shadows of Death. Welcome back to Jedi Training.

The Shadows of Death is an expression that's been time-traveling for thousands of years.

It's not until you see these animated shadows of death for yourselves do you realize just how bad it is out there.

But I've seen these things streak across fields from tree to tree, hanging on the mountaintops, hovering above hills, and they move.

They're nebulous, they're like plasma, and hitting them is like trying to hit air.

It's a very peculiar phenomenon.

They can even show up as people walking on country roads as the sun sets, or even jump out at you at night, lunge at you like in the form of a monster.

I've seen these things. They're out there.

And there are many references to shadows in scripture.

Even one reference to seeing people.

But nay, those are just shadows.

This is just one of the many things that you'll encounter out there as Jedi.

And you won't be Jedi until you've hit the battlefield, until you've engaged the enemy.

Then you'll start feeling like a Jedi.

Right now, you might not be feeling like you're a Jedi, but as we push you into the pool, you're going to start feeling the pressure to survive as they attack you.

And so, seeing the enemy and attacking the enemy is the best way to get onto the battlefield.

If you're really ambitious.

Otherwise, you'll probably do it eventually, as you get desperate.

Because these things will come after you eventually.

Not just the shadows, but all of these monsters.

And whether you see them or not is another story.

But, once you can see them,

you can trace their pain to their attacks.

You'll actually see the beams coming from these entities.

These ghost heads.

Disembodied spirits.

That float around like heads or like an eye.

That's something that you'll see quite often.

But, seeing the enemy, hitting the enemy,

is the way to enter the battlefield.

And, it takes practice.

It takes time.

And, once you start seeing the enemy in the twilight zone,

that is to say, with your eyes closed,

you'll be able to see the enemy,

basically, anywhere, anytime,

if they're around.

And, they usually are.

And, you can see them while you blink.

And, you can see them while you squint.

And, you'll see these shadows of death,

not only in the world around you,

but in these windows of time that we've been talking about.

Pictures, movies, and especially maps.

And, if you start sweeping through the maps,

paying attention for faces,

in the geographical, geological features,
you start spending a little more time there.

You start squinting a little bit.

And, you'll see some action.

Why does squinting help?

Because, it's halfway in between

the visible world and

the invisible world.

And, so, squinting a little bit

not only focuses your gaze,

but it also kind of

brings in the augmented reality.

And, it's something that you

wouldn't normally pay attention to,

but now that we're

bringing it up and focusing on it,

you're going to be able to use it as a tool.

And, some of you will be able to

connect the dots rather quickly,

and some of you it'll take time.

But, eventually, you're going to

migrate from the twilight zone

into broad daylight

and merging the two.

So, first we went to go get the twilight zone

as we're falling asleep,

and now we're going to bring it

from that to

a more wakeful state.

And, that takes a little training

and experience, but

eventually you'll be able to do it.

In any case, the hunting is better at night.

So, as soon as night falls,

you know, plan a session

and, you know, go through your list

of fig trees.

Go through the maps of your area.

Get a little broader.

You know, focus on the country.

A couple neighboring countries.

Maybe you've heard of some bad things

happening in Europe.

You know, go check out the map over there.

Start sweeping clear.

Sweep with your instrument

like a windshield wiper

and just focus a beam

along the surface.

Imagine cleansing the air

above it.

Imagine merging

the view
when you look out the window
to
what's out there in 3D reality
when you're checking out a map.

And so there's
texture there.

If you will.

And so think about all of that
as you're sweeping through
with your instrument
and the nice thing about maps
is that you can cover
a huge area.

I mean, you can do this
outside your window.

You open the window at night.

You start looking for
the shadows of death.

If you're out in the country,
if you're in the city,
you know, you're not going to see
a whole lot of activity.

Like that.

It's usually much more
paired with people.

But

out in the country

you've got all sorts of

ghosts and

the like

roaming around.

And it's worse

in places where

there's a lot of history.

You know,

if you're like

in a new settlement

somewhere,

you know,

a new town

where people have only

been living there

for like 50 years

or 100 years

or something

and there's never been

any, you know,

major atrocities,

then

chances for

paranormal activity

are rather low.
but the more
historical the area,
you know,
if you live in
Gettysburg or something,
you know,
you're going to be seeing
a lot more activity
than if you live,
you know,
out in the middle of
Montana or something.

But
you know,
you can practice
outside your window
and look for these
shadows of death
and hit them
and, you know,
it's a good start.

You can also focus on,
you know,
the real and the local
as you lay in bed,

turn off all the lights
and pay attention
to the corners,
the dark corners
of your room
in basic,
you know,
basically pitch black
in a basically
pitch black environment.
You can do that
and focus on the real
and the local,
but you can also expand
and go further
with
your augmented reality.
And,
you know,
you can go in the
twilight zone
and go places
where you've never
been before
and there are many
adventures to be

had there.

But you can also
sweep and clear
and jump
to a location
through a map
or through an image
and if there's
something there,
then you can pursue
it further with
your eyes closed
or kind of squint
to see if there's
any action.

And as you sweep
and you,
you know,
you start pushing
at a location,
you're going to
see something.

And if you close
your eyes as you're
thinking about
what you just saw,

the hardware will
basically take you
there.

And then you can
probe
and attack
more deeply.

But you can do
this standing,
sitting,
you know,
or
laying in bed
otherwise.

but for the
most part,
you know,
you want to
probably do this
on a computer
versus a phone.

A phone is
probably not going
to be very
conductive.

Wi-Fi and all

of that is not
going to be very
conducive to your
environment.

So you want it,
you know,
as serene and
pristine as
possible.

We probably
should have
mentioned that.

You know,
in a sensory
deprived environment,
do not disturb
environment,
you basically want
it as natural
and as pure
as you can
possibly make it.

But,
as you engage
this enemy,
you'll start

seeing more
and more action.
And,
like I said,
you can do
this locally
and we encourage
you to practice
locally in your
environment and
then, you know,
to go places
in the twilight zone
and essentially,
you know,
the real action
is merging
all of that
together.
And so you
have like a
session and,
you know,
you just start
looking for
jump off points.

And a map is a
real good jump
off point.

You know,
you get the map,
you start sweeping,
you feel something,
you close in,
you see the target,
you hit it,
and then
something comes
up right after
it and something
after that.

And so you
start seeing a
chain or a
link or a
network emerge.

And eventually
you'll be able
to navigate
to the source
and it's always
important to think

about the source
of where this
activity or where
these projections
are coming from.

And so if you
have some
computer programming
skills, you
know, you kind
of want to call
up a directory,
call up a network,
you know, go to
a folder that's
above that one.

You're kind of
navigating in that
way.

And as you're
thinking about
this, the hardware
just kind of takes
you there.

And so it's
like a self-driving

car that takes
mental commands.

And so
eventually you're
going to be
sweeping on a
map and it's
going to take
you places.

But you have
to think about
it as if you're
attacking in
your local
environment and
apply that 3D
context to your
map or your
picture.

And so you're
basically going to
be looking,
probing with your
eyes wide open,
squinting to see if
there's something

really there and
if there really is
something there.

And you'll know
it.

It'll look round.

It'll look like a
shape.

It'll look like an
anomaly.

anomaly.

And you'll
probe further.

You'll close your
eyes.

You'll think about
that location.

You'll think about
what you just saw,
that anomaly.

And it'll come in
clear.

And you can attack
further.

And it basically
takes practice

finding the targets
and then projecting a
weapon to hit the
target.

it's always about
the core or the
nucleus or the
brain or the
heart.

You know,
it's about
basically taking
out the enemy as
efficiently and
effectively as
possible.

And projecting
weapons into the
environment is
basically works in
the same way.

You're going to
imagine it.

Mind over matter
triggers the
hardware.

The mental
commands basically
make the weapon
appear and then
you have to move
it as a weapon.

And so,
you know,
I know that this
sounds, you know,
pretty extravagant,
but once you see
it, you'll
understand.

You just kind of
follow the recipe
here.

And essentially
you're going to
imagine like a
type of battle
axe to begin
with.

Imagine it being
there and imagine
you swinging it

through the center
of the target.

And it's more
difficult than it
sounds.

But once you get
there, you're going
to start seeing
some action and
you're going to
start seeing some
progress.

some of what
you're seeing
are telekinetic
projections and
some of what
you're seeing are
entities all
together.

And the idea
is to basically
disrupt their
form because
form follows
function like a

bottle opener.

And so,

these things have

a particular

form, a

particular look,

they're crystallized

or condensed

in a certain

way and you

basically want to

disintegrate that

or vaporize that

and imagine

this thing

being dissolved

and destroyed

and that's really

the, excuse me,

that's really the

key to

taking out an

enemy in this

hyperspace

or the second

heaven or the

fifth dimension,
however you want
to call it.

That's basically
all the time that
we have for
today.

But
we'll be back
with more in the
next podcast.

Again, what we're
telling you right
now sounds real
abstract and maybe
even, you know,
super surreal.

But as you
adventure into
the battlefield
and you remember
what we're saying
here and you
start grabbing
for these straws,
you'll see that

they in fact do
manifest and there
is a logic here
and you'll be
back for more.

But again,
this battlefield
is very
dangerous.

These things
swarm at you
like, you know,
like a hive
and you'll be
attacked by
demonic entities
just like you'll
be attacked by
people that are
possessed by
demons.

And so,
you eventually
realize that you're
up against a
network and

half of it is in
this hyperspace
fifth dimension
and half of it is
in this physical
world.

and you're
dealing with
both.

And, you know,
there's no end
to the rabbit
hole.

So,
but this is
part of the
enigma, but
this is also
part of
spiritual warfare.

This is at the
core of spiritual
warfare,
to be quite
honest.

So,

we'll leave it
there.

We'll be back
until the next
time.

If you're
listening to
this, you
are the
resistance.