

Points of Interest Celestial Beltway Ozless Harbor. Ozless Harbor is the location of the Serenity's Waste Fast Travel, and is also a base of operations for Janey Springs.

Some codes will expire over time or number of redemptions. Additionally, we will continue adding new codes, and removing codes that we become aware do not work any longer. The newest codes will appear at the top of the list. Unknown 3 Golden Keys: Unknown 5 Golden Keys: Unknown 25 Golden Keys: Unknown

Duplicating weapons and items This glitch requires that you are online with another player in the game. Have the desired weapon or item equipped that you wish to duplicate. Enter the inventory screen, and turn Badass Rank off and then on again to force an autosave. Trade the desired weapon or item, or drop it on the ground. Then, exit out of the game without selecting the "Save and Quit" option by either signing out of your profile, going to the dashboard, or resetting the system. Start the game again, and load the autosave. The other player will still have the traded or dropped weapon while your lost item will be restored with the autosave. To duplicate weapons and items in split-screen, create a new profile. Load the game with your regular profile, and go to a location that does not autosave non-travel areas. Next, exit out of the game with the second profile character by signing out of their profile so their inventory is not saved. She will explain to you that putting Moonstones into the Grinder will make better weapons. Obtain a lot of Moonstones and purple weapons, and at least one "Kiwk-Smart Thingy" legendary weapon. Then, use the "Duplicating weapons and items" glitch to duplicate as many purple and "Kiwk-Smart Thingy" legendary weapons as desired, and return to Concordia. To do this glitch using split-screen, activate the second controller, and sign into another profile if you do not have one, create a new profile. When the profile is logged in, pause the game with the first controller, then press X with the second controller. You will now be in split-screen in Concordia. Take both characters to the Grinder machine. To do this glitch online, use the "Duplicating weapons and items" glitch. Put two "Kiwk-Smart Thingy" weapons and one purple weapon in the Grinder to create a new legendary weapon. The type of purple weapon determines what type of legendary weapon you will create. For example, if you put a purple shotgun into the Grinder, you will get a legendary shotgun. After you have created as many legendary weapons as desired from the Grinder online players have the host quit to the dashboard, press the PS middle button on the first controller, and sign out of your profile to autosave the second profile with all the legendary weapons in their inventory. Then, just enter the game again with the second controller profile, and drop all the weapons for your main character. You will not lose any Moonstones or weapons when you sign out of your profile or exit to the dashboard. **Legendary Excalibastard weapon** Fast travel to Triton Flats, then follow the left path once you leave the building and are outside. When the path splits, continue left. Shortly afterwards, you will see a green jump pad on the right. Proceed along the rocky cliff edge to the left of the grey bridge. Jump over two large gaps to reach the Excalibastard weapon that is stuck in a stone. To obtain the Excalibastard weapon, you must have a Badass Rank of 2, Badass Rank can be obtained by completing challenges. You can view your Badass Rank at the menu screen to the far right. There will be a small cliff on the right shortly after going outside that you can jump up on. Continue to the right towards the large building up the hill. Jump onto the rocks to the left of the large building, then jump onto the left sloped ledge of the building. At the end of the ledge, jump down to the narrow rocky ledge below. Go forward to reach a lava-fall. While on the ledge with the lava-fall below, use your jet to jump across the lava-fall to land on the small platform on the opposite side. Enter the lava cave, and proceed forward to reach a hole in the cave floor that leads to the "Pyroclast Grotto" area, with the secret Iwajira boss inside. He is a Level 30 Kraggon that is very hard to defeat alone unless your character is at least Level Kill him to get a massive amount of loot, including Moonstones. You can also obtain purple weapons and the "Kiwk-Smart Thingy" legendary weapons from him. To farm Iwajira, pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue", then return to Iwajira and kill him again. After completing the sign, it will make Nel very angry, and you will have the ability to fight him after killing all of his men. Go to Regolith Range, and climb up the two tallest buildings in the south area of the map. First, you must shoot the rock in front of one of the

buildings to release the air to launch on top of the air duct. Then, proceed up the building by jumping on the air ducts on the back of the building. At the top of the building is the first letter. To get on to the tallest building in this area, you have to use the jump pad to the left of the building. This will launch you on top of a balcony where you can find a small building to the right. Jump onto the small building and onto the air duct, then jump over to a huge screw on the side of the building. From there, jump onto the ramp, and make your way up to find the last letter. In this mission, you will be tasked with letting turrets kill 12 Scavs. Follow your waypoint until you get to a closed door, which is where the Scavs come out to be shot by the turrets. When the door opens, start ground slamming in front of the door to kill the enemies before the turrets can kill them. This will cause an infinite number of Scavs to come out of the door. When the turret kills get too high, pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue", then run back to the door to start farming again. If the turret gets the 12 kills, the mission will proceed, and you will not be able to farm this area any longer. This glitch works best with multiple players so you can have more people killing the Scavs to prevent the turrets from killing them. Accept his mission to be given a special grenade that you are supposed to use to capture a Guardian Wraith alive. Follow Sterwin to the enemy location. Instead of capturing the enemy with the special grenade, kill it, and another Guardian Wraith will spawn. Keep killing the Guardian Wraith, and another one will spawn. To easily kill the Guardian Wraith each time, align yourself in front of the spawn area, and shoot it in the head with a good weapon to keep easily killing it. If your character is leveled up high enough and you use a sniper rifle, you can kill it with one shot in the head. Keep killing the enemies until you run out of ammo, then pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue", and repeat the process. Repeat this as many times as desired to get an unlimited amount of XP, Moonstones, and loot. RedBelly has two phases during the battle; the second phase begins when his helmet comes off. Once this happens, make sure not to kill the helmet. Focus only on RedBelly. The easiest way to kill RedBelly is to get him to chase you back to the venting machines. RedBelly will not leave his area -- so he will not enter the room. You can then shoot him from a safe distance. Once Belly is defeated, Jack will say "Who the hell were those weirdos? Once you are back at the main menu, select "Continue", run back to RedBelly, and kill him again. To save some time, you can jump over the garage by jumping on the lamppost, then jumping on the garage. Repeat this process as many times as desired. Use this trick to quickly reach Level 14. If you do not select "Save and Quit" at the right time, the mission will proceed, and you will not be able to farm RedBelly again until later in the game. Play through the main missions until you reach the "Titan Industry Factory" mission. When you enter the Titan Industry Factory, walk down the stairs, and wait for the "Tork Swarming" enemies to attack you. Get as many Torks around you as possible, then jump in the air, and ground smash to instantly kill all the enemies around and get a lot of XP. Once you have killed all of the Torks, pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue" to spawn back at the top of the stairs. You can quickly go from Level 14 to Level 17 using this trick, as well as get some Moonstones from the enemies. Quick reloading Throw your weapon on the ground, then immediately pick it back up to instantly reload it. Cross the grey bridge, and continue straight until you cannot go straight any longer. Then, go right and continue straight until you cannot go straight any longer. Turn right to see a cave straight ahead. Enter the cave to enter an area called "The Ventricles".

Chapter 2 : NationStates – View topic - CONTINUE the STORY - the sequel.

Orson Pratt taught that, "This earth shall be classed in its turn among the dazzling orbs of the blue vault of heaven, shining forth in all the splendor of celestial glory" (Millennial Star, Vol. 12, p. 72).

His team is going to present their findings and people will be able to see the data for themselves, he says. A previously unknown hominid species? Or people subject to cranial deformation? Foerster further stated that his hypothesis has always been that the enigmatic Paracas people may have come from the Middle East. He is also wondering if there may be a connection to the Nephilim tribes found in the Promised Land that Joshua and Caleb warred against. The data is interesting and frankly, it raises more questions than answers. My take on these beings is a bit different. The crux of my diversion is the ancient claims about why these beings are thought of as giants to begin with. There are two schools. One line of thinking, the most popular one, proffers that they are enormously tall – perhaps feet tall. No mention is made of elongated skulls. The second line says the sons of Anak were called Giants or Mighty Men because they possessed a transmittable cloak or garment that gave them super human powers. Possession of this cloak made the Anak, the giants, radiant, luminous and extraordinarily powerful. Of course, it is possible that both schools are correct. The Nephilim could have been both tall in stature and mighty in their spiritual capabilities due to their possession of a power cloak or an advanced spiritual teaching. I mean, they have to wear something, right? I have spent the past twenty years pursuing this cloak rather than the DNA evidence passionately sought by Brien Foerster and for whose efforts I, along with multitudes of others, am grateful. Perhaps our passions are about to meet. All of these works deal with the mysteries of garment of light of the Mighty Ones. First, a bit of background on the Nephilim, beginning with their progenitors, the Watcher angels. Turing toward earth, they shed their whirling light bodies of light and willfully crossed a forbidden boundary between Above and Below, Spirit and Flesh. Some claim the Watchers were sent to watch and shepherd the first humans, but not interfere in human affairs. The Fall of the Watchers. These were the Mighty Men that were men of old, Men of Renown. This act of divine intervention most likely occurred between 13, B. There are competing theories about how this cataclysm happened. Among the more frequently visited theories are: The effect of this intervention was devastating. In a flash, in the twinkling of the eye, civilization was violently turned over and wiped off the surface of the planet. Ancient accounts tell us this event was foreseeable and preventable. New scientific theories propose this cataclysm is cyclical. In The Book of Watchers, it is represented as the means of cleansing the earth from the corruption and violence caused, directly and indirectly, by the fallen angels. The Bible tells us the both the Watchers and their Nephilim offspring survived the Flood. We know this because this race, and their secrets, were hunted by humans after the Flood during Old Testament times. Sons of Anakum Both the Watchers and the Nephilim, and their secrets, continue to be hunted today. In my view, they are both renown. Renown means to make a name for oneself. The English Glory originated in c. The cloud signifying the glory of God and the mighty ones are connected, if not, interchangeable symbols. In fact, the phenomenon of radiance is a motif woven through Sumerian and Akkadian literature and art. The key word is melammu. As Vladimir Emelianov of St. Despite this fact, Emelianov notes, very few academic papers discuss melammu. It is unknown in the popular literature or discussions about the giants, the Sons of Anak and the Men or Renown. My aim has been to elucidate the secrets of this garment. The melammu is the garment worn by the Nephilim. It was worn by gods and kings. Specifically, melammu is used to refer to the radiance of kings, heroes and gods. It denotes a characteristic attribute of the gods, a sparkling vital force. The placing of the radiant or glowing melammu on the king brings a fairly uniform reaction among his opponents: It must have been an extraordinary display of power. This is why a cloak symbolizes the power of the king. This force was also applied to the temples of the sons of An, the Anunnaki. The light of the temples reached into heaven and transformed them into intermediaries or portals between Heaven and Earth. The melamu gave the gods control over space. Melammu is specifically associated with strength and power. A divine light or fire, it was granted by the highest of gods and denoted power and authority. Not all the gods possessed it. Rather, it was gift from the god of heaven, An. Biblical and other radiance accounts are based on the Sumerian

originals. Closely related to the idea of radiance is the ideas of purity and holiness. To sum up, in the early Sumerian texts melammu appears to be a luminous covering or outer layer of a person, being or object, which visibly demonstrates the power of the person, being, or object. This royal robe is transmittable. Similar luminescence appears in Buddhist, Hindu, and Islamic iconography over the past two thousand years. One thing is clear, however. In my opinion, it is the melammu. It is the garment John the Baptist, the reincarnated Elijah, transmitted to Jesus at the Baptism, the powers of which Jesus demonstrated during the Transfiguration. The sole spiritual quest of all humans is to follow the Way of Christ and reclaim our spiritual garment of light. The sons of Anak are described not as humans but as giants—Mighty Men of Renown. They are stronger than humans, said Joshua Numbers. This very strange statement has been interpreted to mean that the land did not provide enough food for the people. This is belied by that fact that this vineyard is located in the land of milk and honey. Joshua must have seen something extraordinary, but not beyond his comprehension. He operated the Ark of the Covenant, which functioned as a sort of teleportation device for Yahweh. He commanded the sun to stand still. He succeeded Moses, who was trained in all the wisdom of the Egyptians, as leader of the Israelites. Joshua and Caleb saw people walking along the surface of the earth and they suddenly vanished. They went through a stargate of the gods. The over sized cluster grapes symbolize its secrets. What kind of grapes are so heavy they require two men to lift? Are they grapes at all? Or an other wordly substance? The Bible is mute concerning what Moses did with the grapes of the gods. This is strange considering they possibly represent the core secrets of the Nephilm. Joshua and Caleb reappear as the two thieves at the Crucifixion. They bring the oversized cluster of grapes they stole from the Nephilm. Esoterically, this means these two events are linked. However, in this engraving by Netherlandish engraver, Hieronymus Wierix, from the British Museum, we see the two spies or are they thieves? Christ is on the cross surrounded by bunches of grapes and a radiant gateway behind Him. The dove of the Holy Ghost descends from Sion. What are these grapes doing at the Crucifixion! Unless they are the keys to the stargate. By uniting the grapes and the ladder, Poussin is clearly telling us the Grapes of Sion open the ladder or gateway to heaven. The Grapes of the Promised Land. Note the illuminated hole in the ground behind Joshua and Caleb. It is interesting to recall that, in the Great Perfection tradition, the fruit is the symbol for self-realization. Legends say the Anak are still there. It was translated at Oxford by scholar Carl Schmidt in

Chapter 3 : Acts of salvation : eight plays for advent and passiontide (Book,) [calendrierdelascience.com]

Glory be! -- Celestial secrets: the sequel to Glory be! -- Paradise lost and found -- A family Christmas tradition -- No greater love -- God of the outcasts -- Come to my house -- Weaving between heaven and earth.

The first film threw almost as much secret or hidden story beats, reveals, and Marvel connections as the ones that formed the plot and cast, and the sequel is no different. It may be taken by some as just a standard piece of s tech, but will be unmistakable to older video game fans as the handheld version of Mattel Football. With some noticeable upgrades, obviously. We have to admit that this is a more intelligent bit of nostalgic functionality than Peter Quill would normally be credited with. Radar comes in handy, sure. But to keep it compacted inside a handheld video gameâ€ pure genius. Although the actual machinery under his thumb did have to replace the Status and Score buttons. The Orloni Are Everywhere Marvel fans may be more interested in the antics and escapades of the heroes than the local wildlife, but James Gunn and his effects team have made one thing clear: In case some have forgotten, the Orloni are the small, bipedal pests that resemble a cross between an Earth rat, a frog, and some kind of small dinosaur. At the time, one glance from Drax was all it took to freeze Groot in place, apparently not wishing to be seen dancing. When introduced, the gold woman sitting in a gold throne before her gold people wastes no time, explaining that her people the Sovereign are perfection, that she is perfection among them, and that their civilization has been engineered for exactly that purpose. In the comics, Ayesha was created, as she says, to be the perfect specimen of life by a group on Earth known as The Enclave. More on that later. The Planet Berhert As the Guardians are fleeing from the Sovereign forces and arguing over who is the superior pilot, Star-Lord or Rocket , Gamora notes that a nearby planet can be jumped to for safety. The name appears with a string of coordinates before the settling Milano smashes the information out of view. No such luck in the Marvel Cinematic version, but a nice easter egg for fans, all the same. Specifically, Yondu and the Ravagers, shown to be taking in some recreation befitting their character on the planet Contraxia. In the comics, Contraxia is really best known as the homeworld of Marie, the mother of the Marvel hero Jack of Hearts. Contraxians searched for a solution to their dying sun, and when an Earth scientist came up with a possible free energy dubbed Zero Fluid, Marie went to Earth in human form, and married the scientist. But as a fan of the source material, it only seemed right for Howard to also earn the affection of the Collector. Howard is enjoying the free life once more on Contraxia, with Seth Green returning to voice the character as he continues to drink and regale anyone who will listen with stories and sage advice. Stallone is Starhawk The secret got out fast that Sylvester Stallone was playing Stakar Ogord , better known to the comic book world as Starhawk. In the original incarnation of the Guardians of the Galaxy, Starhawk was just one of many cosmic heroes claiming the Guardians name, operating as pseudo-stand-ins for other Marvel characters or tropes in the far-off future of the 31st Century. Yondu and Starhawk were partners in the original version of the team, so the exile is something new. The Pluvians were wiped out, leaving him as the sole survivor, teaming up with other outcasts to form the original Guardians of the Galaxy. When explaining how he came to exist as both a planet and a man, Ego begins by describing his birth as suddenly becoming aware that he was a brain floating in the blackness of space a symbol that later proves to be completely literal. Over millions of years he became a planet, and later a being capable of travel - all thanks to the fact that he was an immortal being, known as a "Celestial. It may be that the MCU is defining Ego as truly the sole Celestial ever encountered, but in the previous film, another can be glimpsed. The stone is shown glowing bright purple in the staff of a colossal being - designed as almost a dead ringer for Eson the Searcher, one of several Celestials in the world of Marvel Comics. That being said, Ego was simply Chief among them is the prize retrieved by Groot and returned to Rocket and Yondu. The jokes write themselves. Star-Lord soon cleared it up, claiming that was just a joke - itself a callback to Rocket demanding an artificial leg to break out of the Kyn. Yondu Completes His Look Speaking of that prototype fin At the time, the subtle mohawk was explained as a re-imagining of his comic book counterpart. That, and it also glowed to show how Yondu could control his arrow telepathically, guided by whistles and his heart. The sequel saw Yondu shuffled out of the living universe, but director James Gunn made sure to give him his true fin in all its glory before that. Perhaps more

poetic than the usual costume upgrades sequels tend to bring. And just as effective at creating Ravager kebabs. Guardians 2 settles this question once and for all, but stops short of revealing Lee as Uatu himself. As Rocket and Yondu make their sequence of jumps across space towards Ego, they fly past Stan Lee in a spacesuit, sharing his experiences on Earth to a small gathering of caped, large-headed aliens. Civil War the camera focuses in on one Watcher in particular - who may be the real Uatu. The fighters are two large, rocky-looking behemoths with the standing fighter brandishing a massive stone club. The armor even looks the same in both cases. Hope it was worth it. A massive, emotionless, unblinking face on the planet sends the opposite message. But before he is completely lost, he stands, mouth open, in awe. But it means much more. Paired with Infinity, and Death and Entity, and Oblivion, and Galactus he represents a cosmic force on a scale few can comprehend. When that power ceases to be wielded, the energy darkens, hardens, and dies. In that moment, you get a look at an older couple taking in the phenomenon with some confusion. The blob has lifted their SUV onto its front tires, just moments away from consuming it from the back end forward. It begins with a shot of him as a boy, laying next to his mother in a grass field, flying through the skies with Rocket, and finally, Yondu training him to fire his now famous blasters. To leave petty thieving behind, and pursue a cause more heroic. Since it was suicide to even open up the container and view the Infinity Stone, instead of simply selling it, Yondu had to suspect that the boy he mentored had pulled a fast one on him. But when the Troll doll was revealed, Yondu could only grin. That object, like that knowledge, is held close in death. So it may be hard for fans to see through the tears the final loving detail reserved for the blue-skinned softie beyond death. As his son and teammates mourn his death, his cosmic ashes spread out in a stream of rainbow-colored particles.

Chapter 4 : Darkest Secrets Of Seyi Solagbade â€¢ Celestial News Online

Celestial Glory: What Shola Allyson Was As CCC Member And What She Is Now! 15 responses to "Darkest Secrets Of Seyi Solagbade" guess before the sequel.

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buildings to release the air to launch on top of the air duct. Then, proceed up the building by jumping on the air ducts on the back of the building. At the top of the building is the first letter. To get on to the tallest building in this area, you have to use the jump pad to the left of the building. This will launch you on top of a balcony where you can find a small building to the right. Jump onto the small building and onto the air duct, then jump over to a huge screw on the side of the building. From there, jump onto the ramp, and make your way up to find the last letter. In this mission, you will be tasked with letting turrets kill 12 Scavs. Follow your waypoint until you get to a closed door, which is where the Scavs come out to be shot by the turrets. When the door opens, start ground slamming in front of the door to kill the enemies before the turrets can kill them. This will cause an infinite number of Scavs to come out of the door. When the turret kills get too high, pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue", then run back to the door to start farming again. If the turret gets the 12 kills, the mission will proceed, and you will not be able to farm this area any longer. This glitch works best with multiple players so you can have more people killing the Scavs to prevent the turrets from killing them. Accept his mission to be given a special grenade that you are supposed to use to capture a Guardian Wraith alive. Follow Sterwin to the enemy location. Instead of capturing the enemy with the special grenade, kill it, and another Guardian Wraith will spawn. Keep killing the Guardian Wraith, and another one will spawn. To easily kill the Guardian Wraith each time, align yourself in front of the spawn area, and shoot it in the head with a good weapon to keep easily killing it. If your character is leveled up high enough and you use a sniper rifle, you can kill it with one shot in the head. Keep killing the enemies until you run out of ammo, then pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue", and repeat the process. Repeat this as many times as desired to get an unlimited amount of XP, Moonstones, and loot. RedBelly has two phases during the battle; the second phase begins when his helmet comes off. Once this happens, make sure not to kill the helmet. Focus only on RedBelly. The easiest way to kill RedBelly is to get him to chase you back to the venting machines. RedBelly will not leave his area -- so he will not enter the room. You can then shoot him from a safe distance. Once RedBelly is defeated, Jack will say "Who the hell were those weirdos? Once you are back at the main menu, select "Continue", run back to RedBelly, and kill him again. To save some time, you can jump over the garage by jumping on the lamppost, then jumping on the garage. Repeat this process as many times as desired. Use this trick to quickly reach Level 14. If you do not select "Save and Quit" at the right time, the mission will proceed, and you will not be able to farm RedBelly again until later in the game. Play through the main missions until you reach the "Titan Industry Factory" mission. When you enter the Titan Industry Factory, walk down the stairs, and wait for the "Tork Swarming" enemies to attack you. Get as many Torks around you as possible, then jump in the air, and ground smash to instantly kill all the enemies around and get a lot of XP. Once you have killed all of the Torks, pause the game, and select "Save and Quit". Once you are back at the main menu, select "Continue" to spawn back at the top of the stairs. You can quickly go from Level 14 to Level 17 using this trick, as well as get some Moonstones from the enemies. Quick reloading Throw your weapon on the ground, then immediately pick it back up to instantly reload it. Cross the grey bridge, and continue straight until you cannot go straight any longer. Then, go right and continue straight until you cannot go straight any longer. Turn right to see a cave straight ahead. Enter the cave to enter an area called "The Ventricles".

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I discovered some surprising insights into what this earth will be like when it achieves its final destiny. A study of the prophets and the scriptures led me to some observations on the nature of eternal worlds, and what this earth will be like when it is renewed and receives its glorified and eternal properties. Scriptural and prophetic declarations describe our Celestial Kingdom as a place of everlasting burnings. Isaiah spoke of our eternal world as a place of devouring fire: Who among us shall dwell with the devouring fire? Those who will dwell in everlasting burnings are those who walk righteously and speak uprightly—those that despise the profit of oppression and illicitly obtained wealth; and those who refuse to be entertained by hearing and seeing blood and violence. Joseph Smith said it this way: That sea of glass is, of course, a great Urim and Thummim. Hugh Nibley reflected on the kind of existence we should expect on a sea of glass—a world of crystal and fire—that is a Urim and Thummim: How wrong they are! The face of the Urim and Thummim is no featureless flatland; rather, as Abraham found out, it can give you more dimensions than you can even imagine. Nibley suggested when he wrote this in *Approaching Zion* that such experiences were already available to some degree through the medium of television. Now most of us have an even more powerful example of what these verses promise. I have in my pocket a small black box that will, at my command, show me almost anything I want to see and tell me almost anything I want to know. Mix lime, soda and sand, heat them, and you have a primitive form of it. Many prophets have written of such a day, when Christ will come again and the earth will be consumed by fire. Ballard a startling observation about what such a process could create. Others have penned similar observations: Whitney commented on this as well. It will be like the stars of the firmament, full of light and glory; it will be a body of light. Penrose gave a most moving description of our eternal world: It will die like its products. But it will be quickened again and resurrected in the celestial glory. I gave my wife a coat one Christmas to help her stay warm. I wrote this poem and gave it to her with the gift. Most Christian folk are uniformed in what they say of dying: If it got hot in heaven we would want to go to the Telestial kingdom.

Chapter 6 : Guardians of the Galaxy's Final Easter Egg | ScreenRant

Sequel to to Teacher's Mate 1. Cameron and Rosalyn Sorice continue their strong, passionate love story. A powerful, supernatural love bond that can't be replicated. With new threats that may not only affect their pack and allied new coven created non "Yes, allow her to possess you my love, come.

It struck us as odd from the very first reveal that James Gunn had decided to stray from the comic book roots of Ego the Living Planet. Its history would later be changed into a creation of The Stranger, but Ego is best described for modern audiences as one of several Elders of the Universe. Immortal, ancient beings with ties to the birth of the Universe. So why did James Gunn decide to make him a Celestial, instead? When the team break out of the Klyin and intend to sell the Power Stone to the Collector, they make a trip to his base on the space station called Knowhere. You might think that word of such a place would get around, but nobody aside from Gamora seems to be familiar with it. The severed head of an ancient celestial being Hundreds of years ago the Tivan Group sent workers in to mine the organic matter within the skull. Bone, brain tissue, spinal fluid. All rare resources, highly valued in black markets across the galaxy. And just as in the movie, the actual Celestial who once claimed Knowhere as its head is a mystery. When welcoming Peter, Drax, and Gamora to his planet the ancient being explains his origin story in shockingly detailed fashion for both his guests and the audience. He simply "awoke" drifting in the cosmos without any notion of who he was, or how he got there. Over the millions of years that followed, he grew, gained wisdom, and pulled the universe around him into the planet they all now stand on - having taken a human form to create his progeny across the universe. That should immediately fill detail-oriented fans into confusion. Not only have fans already seen the evidence of one Celestial in Knowhere, but for those with some knowledge of the Marvel Comics Universe, the Collector revealed yet another. Knowhere is what remains of the skull of an ancient Celestial. Ego "awoke" in his current form as a massive Brain floating in space. And The Collector shows that at one time in the past, massive Celestials used the Infinity Stones to wreak havoc on the universe. Building a theory already? There is more evidence to support the idea, too. For starters, whatever mischief Ego may have gotten up to in his past life is clearly of the scale that invites cosmic punishment, or decapitation - since he managed to survive, and attempted to conquer the universe yet again. Especially since fans have already seen one Celestial in human form attempting the kind of domination that both a resembles what Ego gets up to these days, and b is the kind of thing punishable by the REAL powers of the Marvel Universe. The part that would recognize its own sentience, and build a body for itself in its former image - without knowing it was even doing it. Add it all up, and it seems to be far too much evidence to not mean What do you think of our theory? Does it seem like too much evidence to dismiss, or do you have another conclusion to draw? Let us know in the comments.

Chapter 7 : The Earth as a Sea of Glass | Meridian Magazine

In the preceding verses Paul had hinted at a celestial glory which is different from the terrestrial one, and intimated that we should be wearing the image of the Celestial, the risen Christ, since flesh and blood is not able to enjoy an allotment in the kingdom of God (1 Cor).

Wilfred Griggs Provo, UT: McConkie was an associate professor of ancient scripture at Brigham Young University when this was published. Among the richly colored threads woven into the fabric of apocryphal literature are many references to the premortal existence of the soul. In these sources a distinction is made between the righteous and the unrighteous souls. The righteous are those destined to become the seed of Abraham, while the unrighteous and unbelieving are foreknown as those of the gentile nations. This spirit or heavenly existence was governed by councils in which at least the righteous souls participated. It was in these councils that calls were made and plans laid for the creation of the earth. It is also common in apocryphal sources for the prophets, while in mortality, to be allowed to see the workings of these heavenly councils and even to return and participate in them. These concepts of premortal existence, foreordinations, and heavenly councils, so evident in apocryphal works, have many counterparts in the Bible. Unfortunately, their vivid colors have been hidden by the dim light of late Christian tradition and bleached by Bible translators. The fact that our apocryphal sources have been so long ignored, or lost, may have been the very thing that spared the texts much of the theological bleaching that the Bible has received, if not in the translation, most surely in transmission. Premortal Existence of Souls Indeed, to say that spiritual light was dimmed by late Christian tradition may belie the point. More accurately stated, someone turned the lights out. Historically the story is simply this: The pope consented under extreme duress. In the beginning of things God the All-Father also created a great number of souls destined one day to inhabit a human body. Some souls are spirits sent down upon earth and ordered to inhabit a human body as a punishment for faults committed. For others it is a test and an opportunity to show their strength. In the struggle of the soul, the celestial inmate, against the passions and instincts inherent in matter, the soul has an opportunity to show its worth and remain faithful to its celestial origin or to betray it. He is then enabled to understand a phrase in Isaiah The interpretation given the passage is that righteous spirits need to be clothed with physical bodies in order to return to the presence of the Holy One. He is told that evil is to come upon the city and that its inhabitants will be scattered among the Gentiles. Baruch earnestly appeals to the Lord to know what is to become of the righteous—both the living and the dead. His question grew in part out of the fact that he had been told that the world had been created specifically for Israel or for the righteous 2 Baruch In response, the Lord reminds Baruch that he remembers not only those who have passed away but those appointed yet to come to earth. Baruch is then assured that all who were to be born were known to the Lord and that a place had been prepared for them. All souls, the doctrine was, are to be born before the resurrection can take place 2 Baruch It too seeks to reconcile the justice of God with the affliction of Israel. Like the book of Jeremiah, it is something of a book of consolation. He is told not to be in a greater hurry than the Most High, for his impatience is only for himself, while the concern of the Exalted One is for the many. He is told that his question has already been asked by the righteous dead in the storehouse of souls or, as we would know it, the spirit world. They had implored the heavens, asking: When will the harvest begin, the time when we get our reward? Among other things, our apocryphal sources and the rabbis attributed premortal existence to the tabernacle, the temple vessels, and the city of Jerusalem. A rabbinic source adds that it was also shown to Jacob while he slept at Bethel. Thus we read in Exodus that Moses was to fashion the temple and its furniture according to the pattern he saw on the mount Exodus This is also an important New Testament motif. Again, in Hebrews Both Jewish and Christian sources from the first centuries BC and AD insist that all the mysteries of the gospel existed before life on earth. All that is and ever was comes from a God of Knowledge. Before things came into existence He determined the plan of them; and when they fill their appointed roles, it is in accordance with His glorious design that they discharge their functions. From the Thanksgiving Psalms of Qumran we read: What can I say that hath not been foreknown, or what disclose that hath not been foretold? All things are inscribed before

Thee in a recording script for every moment of time, for the infinite cycles of years, in their several appointed times. No single thing is hidden, naught missing from Thy presence. Surely the gospel is but a distant echo of things known long before birth. Foreordinations The Testament of Naphtali seems to suggest that in this life we are the measure of what we prepared to be as spirits. The influence of premortal righteousness on the soul in earth life is illustrated in the apocryphal Wisdom of Solomon: Applying this principle to pre-earth spirits generally, Alma spoke of those who were foreordained to the priesthood on account of their exceeding great faith and good works, while others lost such a privilege because of the blindness of their minds and the hardness of their hearts Alma Jude, it appears, learned this from the writings of Enoch. But He was not pleased to manifest this purpose of creation from the foundation of the world, in order that the Gentiles might thereby be convicted, yea to their own humiliation might by [their] arguments convict one another. Accordingly He designed and devised me, and He prepared me before the foundation of the world, that I should be the mediator of His covenant. Commenting on this passage, R. The second is a statement of Moses to Israel: This is an obvious reference to pre-earth assignments, though, until recently, virtually no commentators would admit it to be such. The Septuagint has a variant reading: The extent of the idea of foreordinations in apocryphal sources is perhaps best illustrated by the vision of Rabbi Ishmael in 3 Enoch. Ishmael was shown all generations and their doings both past and future. He saw the rulers of each generation, he saw the shepherds, oppressors, keepers, scourgers, overseers, judges, court officers, teachers, supporters, chiefs, presidents of academies, magistrates, princes, counsellors, nobles, men of might, the elders, and the guides. The tradition also holds that Moses read the Book of Adam. We also have an Enoch text in which Enoch is taken up into heaven and taught by the Lord all about the Creation and his works. Enoch is shown matter unorganized, a council in heaven, and Satan cast out to become the foundation of lower things and darkness. Yet Enoch was assured that he would be revealed to the holy and righteous who would be saved in his name. The name given him was His Anointed 1 Enoch The Apocalypse of Abraham gives this description of a heavenly council: These for judgment and order; these for vengeance and destruction at the end of the world. But those on the right side of the picture are the people chosen for me, separate from the peoples of Azazel. These are those which I have prepared to be born through you and to be called my people. He has constituted them as an inheritance in the lot of the saints; and he has joined their society with the sons of heaven into a unified congregation and an assembly of saintly fabric. In a marvelously interesting article on this subject, Dr. Ascent to heaven 2. Entering the heavenly palace 3. Reception by the high god in his assembly 4. Robing in royal or heavenly garments 7. Handing over the heavenly book or heavenly tablets to the bearer of revelation 8. Calling with names of honor 9. Initiation into the heavenly secrets Sending forth with a commission or message to instruct the generation For the sake of brevity, we will cite only Enoch, Moses, and Levi as examples of these themes. The following motifs are present: To these motifs the sources cognate to our legend add the following: The first anointed me with holy oil, and gave to me the staff of judgment. The second washed me with pure water, and fed me with bread and wine even the most holy things, and clad me with a holy and glorious robe. The third clothed me with a linen vestment like an ephod. The fourth put round me a girdle like unto purple. The fifth gave me a branch of rich olive. The sixth placed a crown on my head. The seventh placed on my head a diadem of priesthood, and filled my hands with incense, that I might serve as priest to the Lord God. Testament of Levi 8: The pearl, quite obviously, is a symbol of his own soul. His parents see that he is properly provisioned for his journey. Before leaving their presence he is required to surrender his splendid robe. This robe, or garment of light, we are told, had been woven to the measure of his stature. He also enters into a covenant with them to obtain the pearl and return that he might once again enjoy their presence and wear his splendid robe. The covenant is written upon his heart. At this point a council is held; it is attended by his father, his mother, his brother the crown prince, and many other great and mighty ones. They determine to send him a letter imploring him to awake and remember who he is and what king he serves. Thus reminded, he commences again his efforts to obtain the pearl, which he must wrestle from a terrible serpent. Having obtained the pearl he flees Egypt, sheds his dirty and unclean garments, and is further guided by the letter. Translators and traditional Christian commentaries have veiled them, yet in more recent years a number of very competent scholars have acknowledged them.

Chapter 8 : New 'Jurassic World Evolution' Story DLC "Secrets of Dr. Wu" Coming This Month - Bloody Dis

What's up everybody:D Create a new profile. Load the game with your existing profile with the money that you want to duplicate. Run to a location that doesn't autosave.

Chapter 9 : Avengers 4 Threat Greater Than Thanos May Be the Celestials | CBR

Borderlands: The Pre-Sequel Class Mods Class mods in Borderlands: The Pre-Sequel have a prefix that will note the skills given by the class mod, with the prefix determining the mandatory focus of the skill bonus.