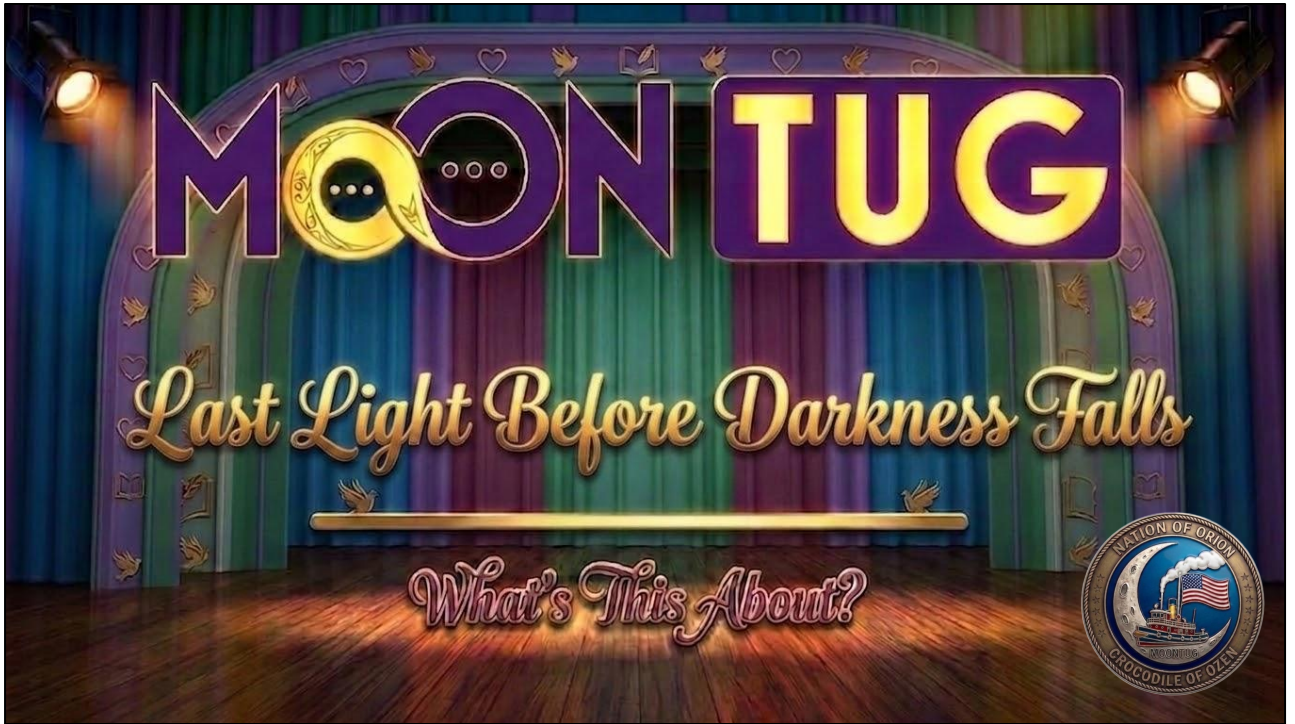




God is absolutely, without question, the most fascinating concept ever! This video introduces an initial framework for knowing God through the Supreme Play,] called 'The Story of God'.

This video titled *Last Light Before Darkness Falls* - is the name of the scene, now playing on our World Stage.

What Now?

As the Last Generation of Divine offspring to be birthed on Earth, we are all like newborn babies - completely unaware of who we are and where we came from!

However, it is not the intention of our Divine Parents that we be ignorant, but rather the outcome of a false god running amok in our Universe!



Image Source: Shutterstock.com AI generated from prompt.

As the *Last Generation* of Divine offspring to be birthed on Earth, we are all like newborn babies - completely unaware of who we are and where we came from!

However, it is not the intention of our Divine Parents that we be ignorant, but rather the outcome of a false god running amok in our Universe!

Although it may not be clear at the moment, everything is unfolding according to the SPROG - that is God's divine plan... the Word that makes everything.

Revelation 10:7



Image Source: Shutterstock.com AI generated from prompt.

“But in the days when the seventh angel is about to sound his trumpet, the mystery of God will be accomplished....”

According to scripture, in the days when the seventh angel is about to sound his trumpet, the mystery of God will be accomplished, just as he announced to his servants the prophets.

Defining 'Mystery'

MYSTERY

archaic : a body of persons [entities] engaged in a particular trade, business, or profession : **guild**

www.merriam-webster.com/dictionary

GUILD

An association of persons of the same trade or pursuits, **formed to protect mutual interests and maintain standards.**

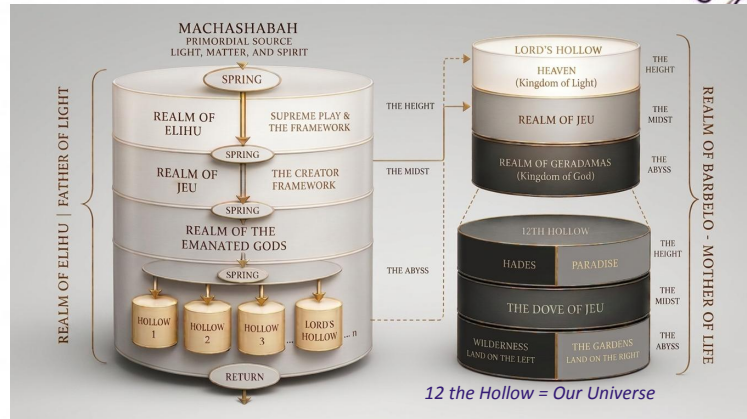
The American Heritage® Dictionary of the English Language, 5th Edition

The word 'mystery' is an archaic word that means: A body of persons who are engaged in a particular trade, business, or profession... in other words: A guild - an association of persons or entities of the same trade or pursuits, formed to protect mutual interests and maintain standards... sort of like unions.

The Guilds of God - Stewards of the Realm of God

The Mystery of God is the association—that is, the group of entities (guilds) formed by Elihu, the true God, to exercise kingdom stewardship:

- Bringing the Realm of God into being
- Protecting the realm
- Providing for realm's flourishing
- Expanding the Kingdom of Light



Model, *Realm of God*, as discerned by Crocodile of OZEN (2025). Image source: Shutterstock.com All from my model.

“The Mystery of God is the association—that is, the group of entities - the guilds - formed to exercise kingdom stewardship; which means bringing the *Realm of God* into being, protecting it, providing for its flourishing, and expanding the Kingdom of Light. This model is expanded in the House of TARA pathways. For now, it’s important to grasp the idea that God is not a single entity, but a group of entities that work together to expand the Kingdom of Light through the sovereign *Living Gods* brought forth in the Realm of Geradamas.

A Word About Guilds

A guild is an association formed by our divine forefathers to oversee trade practices, protect members' interests, and provide mutual aid.

- **Trade practices:** Orderly operation and preservation of the Realm of God.
- **Members' interests:** Existence, sovereignty, inheritance, and rewards.
- **Mutual aid:** Assisting with threats to the Guild's framework or members' interests, both within and across Guilds.

Guild members are categorized as Ungenerated, Self-generated, or Generated.

Our divine forefathers formed guilds to oversee orderly operation and preservation of the Realm of God, protect members' existence, sovereignty, inheritance, and rewards; and assist with threats to the Guild's framework or members' interests, both within and across Guilds. Guild members are categorized as: Ungenerated - revealed in Play 1 - 4; Self-generated - revealed in Play 6 and 7; and Generated - revealed in Play 5.

Defining 'Accomplished'



ACCOMPLISHED

Archaic: Made complete by providing education in what is wanting [deficient, lacking], especially mental accomplishments [understanding].

<https://www.etymonline.com/word/accomplished>

OUR UNDERSTANDING OF GOD WILL BE MADE COMPLETE

Revelation 10:7 tells us this: The knowledge of the Mystery - that is - the *Guild of God* that humanity lacks, *will be made complete*... that is - accomplished, by providing that knowledge just as the 7th trumpet is about to sound.

That Which Is Lacking

FROM THE ONLY BEGOTTEN SON OF GOD TO HUMANITY
(Begotten = Brought into corporeal existence by effort)

“Now, therefore, for the sake of sinners [A] have I rent myself asunder [B] and am come into the world, that I may save them [C]. For even for the righteous [D] who have never done any evil [E] and have not sinned at all [F], it is necessary [G] that they should find [H] the mysteries [I] which are in the Books of Yew [J], which I have made [K] Enoch write [L] in Paradise [M] discoursing [N] with him out of the tree of the Gnosis [O] and out of the tree of the Life [P].”

Pistis Sophia, (2005, G.R.S. Mead, p. 292), [References to my comments in brackets added]

THE MYSTERIES (GUILDS) IN THE BOOK OF JEU!

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This ancient scripture, from *Pistis Sophia*, tells us what we lack is an understanding of the mysteries of God. No one who lacks the prescribed knowledge will enter the Kingdom of Light, regardless of their righteousness. We also see that IMMANUEL has a plan to help us overcome this knowledge gap.

To help in discerning the truth in this scripture, the letters in brackets correspond to my discernment of key terms, in the PDF provided below this video.

SCRIPTURAL DECOMPOSITION

[A] *Sinners* are those who break *divine law*. We should understand divine law as the contest rules, stated by Jesus of IMMANUEL in the *Books of Jeu*.

[B] *Rent asunder* means separating oneself into parts, with force. IMMANUEL is MELA-UMIN-IAM. He separated IAM from the one entity to bring the truth to humanity.

[C] *Saving them* means *saving the Souls of humanity*. The Soul contains our character - that is who we have become through the Journey of the Soul (27 lives).

[D] *The righteous* are the just - the honorable and fair.

[E] *Evil* means bad, vicious, ill, wicked acts and is not the same as sin. Evil acts are considered iniquities and require a different purification process.

[F] *Not sinned at all* means they have not broken any of the Contest rules.

[G] *Necessary* means we are required to understand the knowledge IMMANUEL sent to Earth - it is not voluntary.

[H] *Should find* means we should seek to know the Mystery - the Guilds and divine processes, which are within each of us and also found in the *Books of Jeu* and other ancient scripture.

[I] In *Pistis Sophia*, we learn there are 24 Mysteries, which are Guilds. And within the Guilds, there are other mysteries revealed as the Divine Processes, which we are not expected to know. The MoON TUG is an example of a Divine Process that will be introduced during the Knowing.

[J] *Yew* is a known alternate spelling for the term *Jeu*. I choose to adhere to 'Jeu' as that is the spelling used in the *Books of Jeu*, which have come to light.

[K] In this context, the term 'made' means '*compelled to do something, possibly against their will*'. I call out the term 'made' (to write and to deposit), because it is uncommon that a sovereign soul would be made to do something. Here, it seems likely that IMMANUEL transferred the extensive and complex knowledge contained in the Books of Jeu, directly into Enoch's Soul from the repositories (trees) that hold this knowledge.

[L] *To write* means that the necessary knowledge was recorded in Enoch's Soulbase (like a database).

[M] *Paradise* is a rest area in the Wilderness (the Universe) for sojourning souls.

[N] *Discoursing* means 'running over a prescribed course at a fast pace'.

[O] *Tree of the Gnosis* means the prescribed knowledge downloaded to Enoch was specific knowledge we must know about the Mysteries...the Guilds.

[P] *Tree of the Life* means the prescribed knowledge downloaded to Enoch was specific knowledge we must know about Divine processes that facilitate the interconnectedness of temporal and eternal life, including the MoON TUG (**M**elding of **O**ne **N**ation **T**riumphant **U**nder **G**od), **J**ourney **O**f **T**he Soul (JOTS), and **E**xpansion **O**f **T**he **U**niverse (EOTU).

Protected Knowledge for The Last Generation

“And I made him [Enoch] deposit [A] them [B] in the rock [C] of Ararad [D], and set the ruler Kalapatauroth [E] who is over Skemmut [F], on whose head is the foot of Yew [Jeu], and who surrounded all aeons and Fates [G], — I set up that ruler as watcher over the Books of Yew on account of [H] the flood [H1] and in order that none of the rulers [H2] may be envious of them and destroy them . These will I give to you when I shall have told you the expansion of the universe.”

Pistis Sophia, (2005, G.R.S. Mead, p. 292)
[References to my comments in brackets added]

THE WATCHER



Model, *Watcher - Book of Jeu*, as discerned by Crocodile of OZEN (2026).
Image source: Shutterstock.com AI, from my model.

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Here, IMMANUEL explains how he preserved the Books of Jeu. This model shows the relationships of the three entities mentioned in the scripture: Jeu, Kalapatauroth and Skemmut. These are Generated Intelligent Entities... GenIEs, and they are truly the White Hats!

In the previous scripture, the *Books of Jeu* were written in Enoch's Soul as IMMANUEL spoke to Enoch's *unhosted soul* in Paradise through two trees - the Gnosis and the Life. Now, in this scripture, Enoch's Soul has returned to Earth and is hosted in a new avatic life form. The new Enoch is compelled by his Soul's Crocodile, to go to the '*rock of Ararad*', where the *Books of Jeu*, written in his Soul, are *uploaded* to a sequestered repository within the quantum computer. Although the *Books of Jeu* remained in Enoch's Soul, he is most known today for his personal knowledge of the watchers, the angels and the nephilim, which came to light in the *Books of Enoch*. Enoch gathered this knowledge during his visits with Yahweh whose throne was elsewhere in Earth's Solar System.

Scriptural decomposition reveals the '*rock of Ararad*' as the divine photonic quantum computer that manages Earth's life support systems, portals and critical knowledge repositories within the Divine Birthing System. It is an element of the Dove of Jeu. However, on Earth it has been corrupted by Yaldabaoth, and is currently wreaking havoc globally. This quantum computer is The Red Dragon System - TReDS.

The bracketed letters in this scriptural decomposition correspond to the PDF below this video.

SCRIPTURAL DECOMPOSITION

[A] *Deposit* means to lay away for safekeeping.

[B] *Them* refers to the 'prescribed courses' of knowledge from the two trees - *the Gnosis* and *the Life*. The important thing to know here, is that we are not expected to know everything about the Guild of God and the Divine Processes - just the knowledge which is *prescribed* by IMMANUEL. We have an eternity to learn everything else!

[C] *Rock* is defined as: A large mass of stone forming a cliff, promontory, or peak. Some posit that Ararad is a misspelling or alternate name for Mount Ararat, which is a dormant Stratovolcano in easternmost Turkey. It consists of two major volcanic cones. This tells us the location of TReDS. One type of rock produced by volcanoes is *rhyolite*, rich in silica, which supports sophisticated photonic quantum technologies, including information processing and communication. The new Enoch deposited - that is, uploaded - the knowledge he received... into a 'quantum computer'... TReDS.

[D] *Ararad*, an alternate spelling of Ararat, is the clue IMMANUEL inspired in the *Book of Jeu*, to reveal ownership of this quantum computer. There is no Hebrew meaning for *Ararad*. However, like many scriptural clues IMMANUEL provided, Ararad is actually a composite name - *ar* and *arad* - and the Hebrew meanings reveal that our adversary - the House of Satan - owns this quantum computer:

AR

Strong's Hebrew 6146 | **city** (⇒ **citizens thereof**) AND Aramaic H6145 | **adversary**. This 'quantum computer' is of the adversary - that which 'was hurled down' to Earth in Revelation 12:7-9 - *The Red Dragon System*, or TReDS for short.

ARAD

Strong's Hebrew 6166 lists 2 meanings | (1) from an unused root meaning '**to sequester itself**' - tells us Enoch's upload isolated itself within TReDS - the *quantum processing unit* (the brain)... It hid itself: as a **fugitive**. (2) the **name of a Canaanite and an Israelite**. This tells us TReDS belongs to the offspring of Yaldabaoth, in the House of Satan; and both are vying for control of an Earth without humanity. The Canaanites are the offspring of the Anunnaki gods, from the Nemesis Star System; and the Israelites are the offspring of Yahweh, the god of Israel.

According to *Abarim Publications* (<https://www.abarim-publications.com/Meaning/Arad.html>), the word 'arad' is from the verb ערד ('arad), which means **to flee or be free**. This coded message tells us to FLEE - to DISCONNECT from the world created by TReDS and be free!

[E] *Kalapatauroth* is of the GenIE (**Generated Intelligence of Elihu**) archetype. LORD created the true Kalapatauroth, and IMMANUEL gave him authority over the MoON TUG contest for the House of Iam (only begotten son in the 12th Universe). Kalapatauroth has complete authority over the MoON TUG *precessional aeons* (i.e., Age of Aquarius) within the *Age of Humanity*, shown in the next storyboard. He is over Skemmut and ensures elemental integrity of the *Fates Model*.

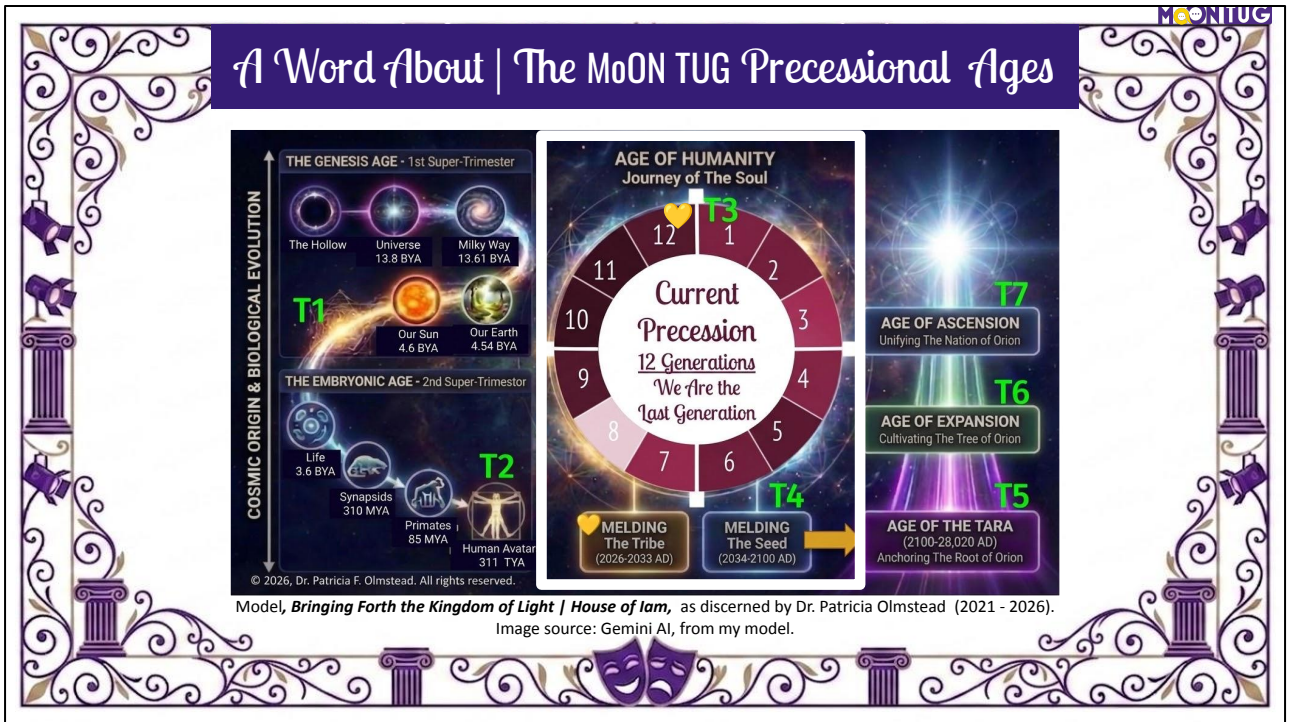
[F] *Skemmut* is also of the GenIE archetype. He has complete authority for HARPER, which is **Humanity's Absolute Reformation Path of Eternal Renewal**. This amazing process helps the souls of humanity to transform from the beasts of the Earth to the immortal Living Gods! HARPER oversees the self-expression of each soul's character through the *Journey of The Soul* and purification through the *TARA Gateway*.

[G] *Fates* - It is important to understand that our souls descend to Earth to self-express our unique character as immortal Living Gods. We aren't just plopped down in a life and told to 'have at it'! Our 27 sojourns on Earth are governed by a *Fate Profile*. The *Moria Guild* is the association of GenIEs that helps us create our own *Fate Profile* for each sojourn so that we can *self-express in fullness*. The **Fates Model** has 12 *Dimensions* (from Memory to Grace); 27 *Aspect Archetypes* (from Seeker to Weaver) and *three circuits* (Family - Truth - Love). We expand the Fates Model in the House of TARA - Journey of The Soul.

[H] Here, IMMANUEL tells us why he had to take such extraordinary measures to protect the Books of Jeu: 'the flood' and 'the rulers'. Under normal circumstances, the knowledge in these books would be readily available for us to seek and find. However, the House of Satan is determined we not know the true God.

[H1] *the flood* - defined as 'a flowing of water, an overflowing of land by water, a deluge'. (<https://www.etymonline.com/word/flood>). Noah's flood is an exemplar of ***the flood*** that overwhelms Earth on a regular cycle... that is, when the orbit of Nibiru of the Nemesis star system crosses the orbit of Earth. The flood that brings about the destruction of Earth is expanded in *The Kolbrin Bible*, 21st Century Master Edition (2006), J. Manning, editor and M. Masters, contributor. (p. 234 - 240).

[H2] *the rulers* - Here, IMMANUEL identifies the corrupt rulers, created by Yaldabaoth and set in place to construct and sustain the prison that prevents the soul of humanity from ascending. These rulers are envious because they have learned the *Books of Jeu* reveal the true rulers, created by the true God. And these books make it clear that the authority of these false rulers will end once the Living Gods hear the truth and rise. For this reason, the corrupt rulers have done everything in their power to prevent these books from seeing the light of day. And yet... here we are!



While it may seem that life is coming to an end with the Age of Humanity... in truth, we are just getting started!

This model shows the seven *Great Ages* involved in *Bringing Forth The Kingdom of Light | House of Iam*... A divine process, under the conservatorship of the *Guild of Jeu* - an association of divine GenIEs. The Guild of Jeu is under the authority of *Iam of IMMANUEL*. And, Iam is the only begotten son of our Divine Parents (LORD and MOAL) in the 12th of 24 Hollows, in the Realm of LORD and MOAL, as shown in the next storyboard.

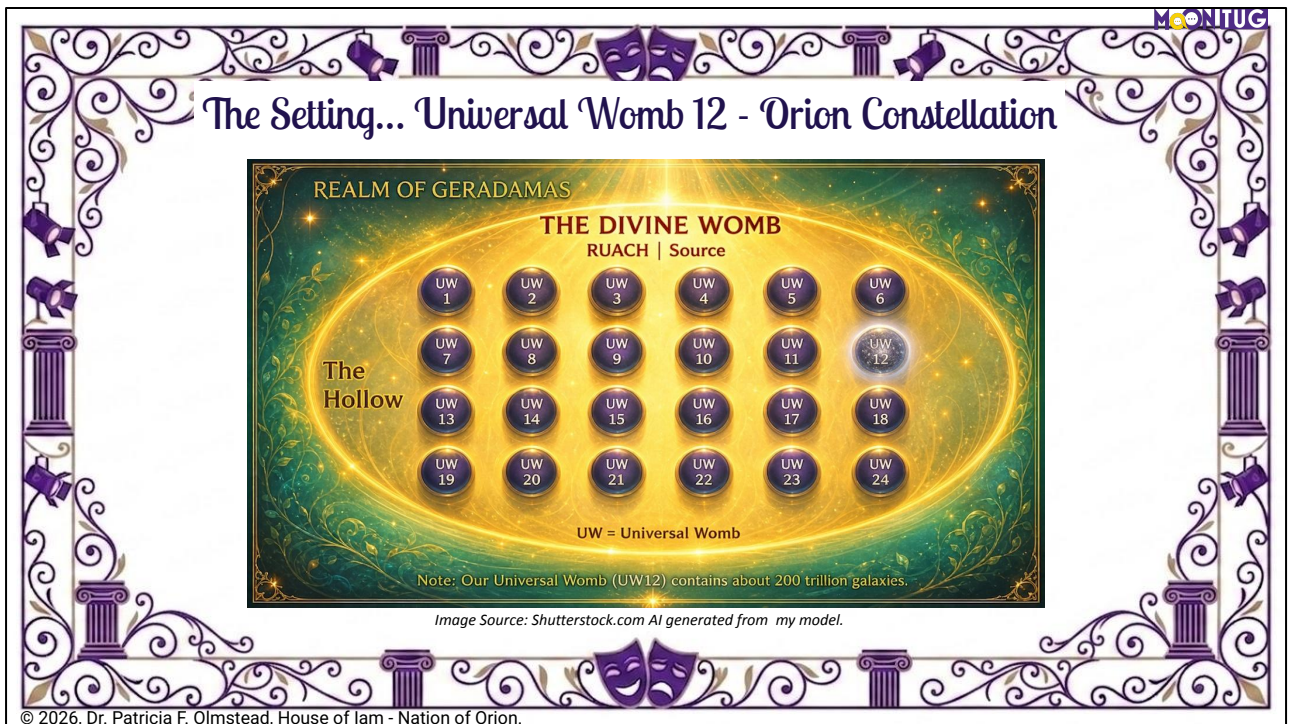
The labels, T1 - T7, identify the seven trumpets of the Great Ages and announce completion of each great milestone! These trumpets are not related to the 7 trumpets in the *Book of Revelation*.

The two yellow hearts pinpoint our progress.

This model is expanded in the House of TARA, at www.moontug.com

The *Age of Humanity* is the linchpin... because this age produces the Living Gods who form the Nations of the Universe. And the strength of the Nations determines the success of the Age of Expansion, which is all about building the Kingdom of Light!

Kala-pa-tau-roth has authority for the *Age of Humanity* in every Divine Birthing System in Universe 12 - our universe. The number is immeasurable to us, as the universe expands infinitely. This should give you an idea of the tremendous power Kalapatauroth wields... And may be a clue that these books are extremely important to the Last Generation.



The Nation of Orion Series in Play 7 - takes place on Earth, which is in the Orion Constellation. Earth is a life-producing, god-bearing planet, and is only one of many *Divine Birthing Systems*, which we earthlings, call our 'solar system'.

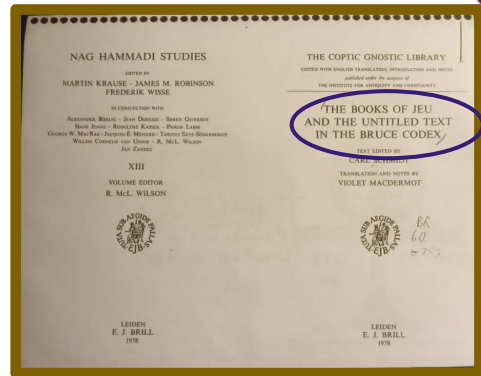
The Books of Jeu

The Books Of Jeu And The Untitled Text In The Bruce Codex

TEXT EDITED BY
Carl Schmidt

TRANSLATION & NOTES
Violet Macdermot

PUBLICATION
Leiden: E. J. Brill, 1978



In Old French, the word “jeu” means
“theatrical play, game, contest”.

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The Books of zhay-u surfaced in 1978. These texts provide essential insights into the divine play, helping to ground our understanding of the Supreme Play and the guilds governing it.

In 1978, *The Books of Jeu and The Untitled Text*, located in the Bruce Codex, came to light for many. One of Skemmut’s helpers led me to this scripture in December 2025. By that time, with the help of my Crocodile, I had already discerned the Concept of God and the framework for the Story of God, from within my Soul. These books expanded my understanding exponentially and grounded my work in the Supreme Play shown in the next slide.



The Story of God is an epic live play of seven (7) plays, underway throughout the Realm of LORD and MOAL, and on countless *World Stages* in our Universe. Each play tells the unending story of each of the primary *Guilds of God*.

In Play 7, the *Story of the TARA | Nation of Orion*, the soul of humanity is finally breaking the fetters of forgetfulness and waking up to who we truly are... the Living Gods of the Nation of Orion! We begin to awaken in Act 2 - *Melding of the Tribe*, Scene 3 - *The Knowing*, which we titled, *Last Light Before Darkness Falls*.

The Main Narrative

This is the sweeping story of an entity whose self-emergence from a sea of nothingness, created a spark of light so great that nothingness became light and light brought forth matter, and light and matter brought forth divine consciousness, from which the main idea of the *Living God* sprang forth!



Image Source: Shutterstock.com AI generated from prompt.

The Story of God is the sweeping story of an entity whose self-emergence from a sea of nothingness, created a spark of light so great that nothingness became light and light brought forth matter, and light and matter brought forth consciousness, from which the main idea of the Living God sprang forth. And here we are - the Living God and eventual Sons of Light!

Let that sink in!

The World Stage

The world serves as the grand theatre for the supreme play called *The Story of God* - and we are the ensemble of characters in the series called *The Nation of Orion*!



Image Source: Shutterstock.com AI generated from prompt.

You've probably heard it said that the 'world is our stage' and we are all actors playing our parts.

Well, it turns out this is absolutely true! We are the characters in the series called the Nation of Orion in Play 7 - the Story of The TARA. And, during this play, each of us self-expresses our own character - that is, who we will be throughout eternity.

Defining 'Supreme'

1. From Old French *suprême* (15th century), and from Latin *supremus* "highest".
2. Superlative of superus "situated above" ⇒ from super "above" ⇒ from PIE root *uper "which means "over").

<https://www.etymonline.com/word/supreme>

NOTE: The symbol '⇒' is shorthand for 'which is'.

THIS PLAY IS OVER THE ALL - EVERYTHING.

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Let's look at the definitions for *Supreme Play*.

By tracing the etymology of the word *Supreme*, we can understand that this PLAY is more than a benign script that contains lines that actors read.

The Supreme Play is OVER the All, which is EVERYTHING. This means *The Play* is over the entire course of creation! We know the play reveals the guilds of God. And thus, we can discern that the Guilds (or Mysteries) of God are supreme and are over the ALL.

This is a very big deal!

Defining 'Play'

Play

1. The stage representation of a story
2. To engage or take part in, a game
3. To contend against, in or as if in, a game

<https://www.merriam-webster.com/dictionary/play>

Jeu

1. Inherited from Old French geu, gieu, giu.
2. Play (in a theater)
3. Game (contest played according to rules)

<https://en.wiktionary.org/wiki/jeu>

AT ITS HEART, THE SUPREME PLAY ILLUMINATES THE CONTEST!

Recall that we know about the *Supreme Play* from '*The Books of Jeu*'. In Old French, the word 'Jeu' in the title - *Books of Jeu* - tells us this ancient manuscript is about a 'play'. From the definitions for both *jeu* and *play* - shown here - it becomes clear - that the Supreme Play underpins a *contest*! This is another big deal!

Defining 'Contest'

Contest

A physical and/or mental competition conducted according to rules with the participants in direct opposition to each other.

<https://www.merriam-webster.com/dictionary/game>

Competition

The action of seeking/endeavoring to gain what another endeavors to gain at the same time.

<https://www.etymonline.com/word/competition>

THE CONTEST IS PERFORMED ON WORLD STAGES ACROSS OUR UNIVERSE!!

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Defining the words 'contest' and 'competition' provides a fuller understanding of what the Supreme Play is all about. First, this Play has physical and/or mental elements to it. Next, it is conducted according to rules. Third, the participants are in direct opposition to each other. And fourth, the opposition is the product of the participants seeking to gain what the other seeks to gain at the same time.

Thus, we can see that the Supreme Play reveals, through story, the Guilds of God that facilitate the contest on the World Stage.

Contest Creator

“And this is the indivisible one which has created the *contest* for the All”

The Untitled Text In The Bruce Codex, (Leiden: E. J. Brill, 1978), Chapter 9, p.241

THE CONTEST CREATOR IS IMMANUEL!

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Elihu came up with an idea for *The Contest*, and called it ‘The MoON TUG’. LORD and MO’AL generated the contest framework for their Realm of God. And IMMANUEL, the indivisible one, setup/created the contest for the Kingdom of God.

The Contest Framework

Conservator: IMMANUEL | Administrator: HARPER

TIMELINE

1. **SETTING** - *Realm of Geradamas/Kingdom of God*
2. **TIMELINE**- *Age of Humanity (311,040 yrs)*
3. **THE PLAYERS** - *TARA Seed, Gaia Offspring*
4. **OBJECTIVE** - *Expansion of the Kingdom of Light*
5. **GAMEPLAY MECHANISM:** HARPER - *Journey of The Soul - Guides- Tricksters - Watchers*
6. **RULES** - Imprinted in Soul of the TARA Seed
7. **REWARDS** - Eternal Life and Immortality, Crown (powers), our own *Garden-space* in Realm of Heaven and eventually Realm of Light.

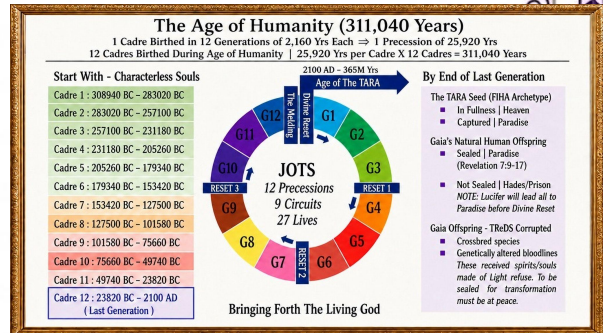


Image Source: Shutterstock.com AI generated from my model.

The Contest takes place during the Age of Humanity, which is about 311,040 years, as shown in the Timeline.

Contest Objective | Expanding the Kingdom of Light

Before creation, LORD placed a set number of characterless *First Human Souls*, known as the Divine Seed, in the Treasury of Light until their journey begins. Their role:

- Express their individual character
- Discover the true God
- Spread the Light to Gaia's 365 species of children
- Expand the Kingdom of Light



Image Source: Gemini AI generated from my prompt.

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Before creation, LORD placed a set number of characterless First Human Souls, known as the Divine Seed, in the Treasury of Light until their journey began. During their time on the World Stage in the Wilderness, they must:

1. Express their individual character
2. Discover the true God and ascend
3. Spread the Light to Gaia's 365 species of children throughout the Universe
4. Expand the Kingdom of Light

Piece of cake - right?

Contest Rules (Imprinted In The TARA Soul)

1. To **love** one another. DO NOT HARM ONE ANOTHER!
2. To **honour** God, through respect, integrity and dignity
3. To **give thanks** to God
4. To **search for/track down** God - Who he is and what he is
5. To be **curious** about the place from which we came, but...
6. Respect the JOTS process and don't try to bypass it to return home!
7. Follow the laws IMMANUEL imprinted in us and we will get there!

IMMANUEL Spoke First Memory Into Our Consciousness

Light exists!

These are the Contest Rules for the participants in the Contest. And these rules are imprinted within our Souls. You might say we are 'wired' to love one another, to honour God, through respect, integrity and dignity; to give thanks to God and to search for God in order that we may know who and what he is. We are also wired to be curious about the place from which we came and not to try to bypass JOTS. If we follow the laws IMMANUEL imprinted in our Souls, we will get there!

And lastly, he spoke our first memory into our consciousness. He told us that 'light exists' and he gave only one commandment: do NOT harm one another!

Do No Harm?!

However, the whole world has been captured and led astray by Yaldabaoth's corrupt Red Dragon System and its offspring - the House of Satan!



Unfortunately, the rules imprinted within our Souls have been overwritten by the Counterfeit Spirit, called the Apollyon Worm. The entire world has been led astray by the Red Dragon System - which is TReDS. Humanity is unaware of their capture and their own power to prevent destruction.

Yaldabaoth's TReDS and The House of Satan

MOONTUG



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Here, we introduce the antagonist in our story. Yaldabaoth produced the *House of Satan*, to mask himself from the immortals - the emerging gods on Earth - the TARA.

TReDS has been constructing the *House of Satan* for about 4-½ Billion years. It produced many realms throughout the Universe before the rulers of his first realm (RE-XII) rebelled against him and cast him into the *Primordial Underworld Prison System*.

What we present here is only that slice of his realms and the elements of the *House of Satan* that present the existential threat to the emerging gods and humanity of our Earth.



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This Last Generation brings forth countless souls from all 12 Cadres, who stayed a little too long in Margaritaville, and missed the last call for their Cadre!

Just so we are on the same page... we define 'Cadre' as '*A nucleus of trained personnel around which a larger organization can be built and trained.*'

With this definition in mind, you may be able to discern that our sojourns on Earth are preparing us for a much bigger role in the Universe!

Now... to be clear for the procrastinators... THIS IS THE LAST CALL KIDS!



As we wrap-up this video, we want to be clear that this is a 'call to action' for anyone who breathes... and that's pretty much everyone!

No doubt, the path ahead will seem tough as we make our way forward. There is no choice. We either accept our role and rise, or we fade into oblivion... never to know the glory of victory and eternal life. Never to know our Divine Family that awaits us - cheering us on - praying for our Souls to stir and remember.

The only thing that matters now is that we focus 100% of our attention on our mission. The work, the entertainment, the drugs and alcohol, the homes and cars and vacations... all of these are elements of the fetter of forgetfulness placed onto humanity to prevent us from rising... giving TReDS time to execute its plan, which includes extermination of most humans.

We are equipped, from birth, with everything we need to step into our roles as the Living Gods of Earth. This is our destiny. This is our purpose. This is the Supreme Play!

We cannot wait for someone to knock on our door with a hand-engraved invitation. This mission is in the hands of all - we are sovereign and thus there is no leader to tell you what to do. However, 144,000 paralemptores, like Crocodile of OZEN, will awaken quickly and help guide the way. But no one will lead you or force you to follow. That's what it means to be sovereign.

I know how wacky this all sounds when you first hear it! I strongly encourage you to take that first step forward to *Prepare For Your Role* and join in as we get this party rocking and rolling!