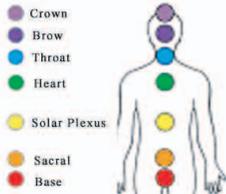


Spiritual Script Chart

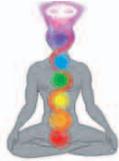
The body's seven main Chakras



Chakras

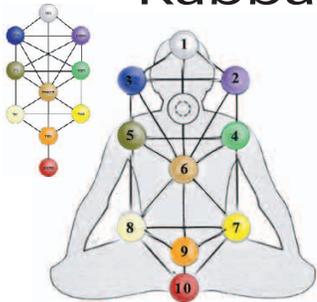
They have been called Chakras, wheels of the soul, sacraments, seals, sephiroths, etc. The Vedic scriptures talk about the ultimate goal of each individual being to raise the Kundalini (or serpent) energy from the base of the spine coiling all the way up through each chakra releasing the blocks from wrong thinking and wrong doing and allowing a free flow of the energy throughout the body and finally achieving liberation and freedom from attachment to the physical body. Like the seven naturally occurring colors of the rainbow, the octave of seven tones - all of creation is a singing matrix of frequencies that can be experienced as color, sound, matter and states of consciousness. The musical tones and colors traditionally associated with the chakras are: C (root) red, G (throat) turquoise, D (belly) orange, A (brow) indigo, E (solar plexus) yellow, B (crown) magenta, and F (heart) green.

The most successful stories have incorporated this spiritual wisdom into the character's development. In the Wizard of Oz, the yellow brick road that Dorothy takes in the beginning represents the curled up Kundalini energy at the base of the spine. It represents the path, the mystic way, that leads to enlightenment. As she starts on her path up through the Chakras, each character she comes across represents a certain aspect of herself that she must come to terms with in order to find the Wizard, or inner Guru Teacher who shows us the way home to true salvation of liberation from life and death. The Scarecrow represents her fear that she must overcome (3rd Chakra) The Tin Man represents the heart or (the fourth Chakra) and the Lion represents her courage (5th Chakra) or will to take action and destroy the obstacles in her path.



At the base of the spine in the ordinary human this psychic energy is dormant. With proper meditation techniques the individual can arouse the kundalini and move it up progressively through each chakra, untying the knots of the soul until the serpent fire reaches the brain and liberation is achieved. This energy is called the Kundalini because it resembles a coil. It is likened to a serpent because when it is sleeping it is coiled and when it is awake it manifests itself in spiraling motions like everything else in the universe. According to the famous Swami Paramahansa Yogananda, the serpent referred to in the creation story of the bible represents the coiled-up spiral energy (at the base of the spine) that stimulates the sex impulse. In other words, the human being is inherent with "Divine Consciousness" unless or until he or she is tricked by the serpentine energy of carnal desires.

Kabbalah



The Sefirot (spheres or emanations, of The Tree of Life represent psychic powers of the archetypes. The Tree is a picture of creation.

Muladhara The Base Chakra

The Sefira corresponding to Muladhara is Malkuth

Svadisthana The Sacral chakra

The Sefira corresponding to Svadhistana is Yesod

Manipura Solar plexus Chakra

Manipura corresponds to two sefirot in the Tree. The seventh, called Netzach and the eight, called Hod.

Anahata The Heart Chakra

Anahata corresponds to three different sefirot in the Tree. The fourth sefirah, called Chesed, the fifth Geburah and the sixth, Tifaret.

Vishudda The Throat Chakra

Vishudda corresponds to sefirah Daath in the Tree.

Ajna (Agnya) The Brow Chakra

Agnya corresponds to the second sefirah, Chokma, and to the third, Binah.

Sahasrara The Crown Chakra

Sahasrara corresponds to the first sefirah, Kether

Archetypes

The Tarot archetypes are simply pictures representing life and the stages and experiences we all go through from birth until death. The 22 archetypes called Major Arcana are also called "The Fool's Journey". It is the story of one's journey through life starting as a fool: The Beginning youthful, pure energy in spirit form. The Journey continues as the spirit plays the many roles of a human being or "archetypes" until reaching completion which is shown in "The World" archetype, the End and the fool has traveled to wholeness and completion of the cycle of life.

ARCHETYPES

1. Magician	Ruler	Wise One	Innocent	Warrior	Seeker	Patriarch	Martyr	Destroyer	Servant	Seducer	22. Fool
2. Priest/Priestess	Aristocrat	Guru	17. The Star	Fighter	Adventurer	Ancestor	12. Hanged Man	16. The Tower	Assistant	Deceiver	risk-taker
Fairy Godmother	3/4. Emperor	Holy One	Artist	Gladiator	Explorer	Father	Magician	enemy	Attendant	Enchanter	clown
Merlin	/Empress	Master	Child	Hunter	9. Hermit	Mother	Fairy Godmother	betrayal	Person Friday	6. Lover	flake
Shaman	20. Judgement	Mystic	Youth	Knight	Monk	Old One	Merlin	Evil-doer	Slave	Philanderer	lunatic
Sorcerer	Prince/Princess	Oracle	6. Lovers	Rival	Pioneer	The Great Father	Shaman	Mischief-maker	Subject	Tempter/Temptress	madman
Trickster	Queen/King	Philosopher	Trusted One	Soldier	Pursuer	The Great Mother	Sorcerer	15. Devil	Subordinate	18. The Moon	philanderer
Warlock	Superior	Prophet	Wonderer	Survivor	Wanderer	11. Justice	Trickster	Rascal	Worker	15. Devil	scatterbrain
Witch		Sage	harmless one	Struggler	Wonderer		Warlock	13. Death			
Wizard		5. Hierophant		Teacher	10. Wheel of Fortune		Witch				
		14. Temperance		Thinker	19. The Sun		Wizard				
		21. The World		7. Chariot							
				8. Strength							