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T H E N E V E R - E N D I N G A D V E N T U R E

Today we are going to take a journey that usually begins on the other side of death. Our journey will be a voyage beyond the confines of our mortal fears, prejudices, and uncertainties. The seemingly impenetrable barrier to this trip is an unreal situation called death, a strange nothingness which we have come to believe in and which we seem to see as the ending rather than the beginning of life. Let's choose to ignore this impossible situation and instead look beyond into our endless career of adventure, an everlasting life of anticipation, an eternal voyage of discovery.

Before sketching out our voyage, let's peek at an overview of where we are in relation to where we are going. We have found ourselves on a planet which we call Earth but which is known throughout the cosmos as Urantia. Urantia is the third innermost planet of the solar family called Monmatia, Sun Number 1,013,572 begotten of the former Andronover Nebula. Urantia is the 606th of 619 planets belonging to the planetary system of Satania, whose architectural headquarters world is known as Jerusem.

The planetary system Satania is the 24th of 100 planetary groups comprising the local constellation Norlatiadek. The capitol of Norlatiadek is Edentia and Norlatiadek ranks Number 70 out of the 100 Constellations making up the local universe Nebadon. Nebadon's capitol is Salvington.

Nebadon is the 84th universe of the 100 local universes in the minor sector Ensa and Ensa's capitol is Uminor the 3rd. Ensa is the 3rd of 100 minor sectors in the major sector of Splandon, whose capitol is Umajor the 5th.

Splandon itself is the 5th of 10 major sectors belonging to what Urantians call the Milky Way Galaxy but which is known throughout the cosmos as the Super-universe Orvonton. The capitol of Orvonton is Uversa. Orvonton happens to be

the 7th of 7 evolutionary superuniverses of time and space which circle the never-beginning, never-ending creation of divine perfection: The Central Universe of Havona. At the very heart of this eternal and central universe is the stationary Isle of Paradise, the geographic center of infinity and the dwelling place of the Eternal God.

That is the picture of the grand universe which includes Paradise, Havona, and the 7 inhabited superuniverses or galaxies. Actually, outside this inhabited zone there are 4 gigantic new elliptical creations called the outer space zones and no less than 395 million new galaxies have been identified therein, but these areas are still in their infancy and are unoccupied, and thus remain outside this discussion. Anyway, while the administrative organizations of all aspects of the grand universe are well delineated, astronomically speaking this is not true at the levels of the local creations. For example, Nebadon, which today swings in an increasingly settled orbit about the Sagittarius center of the minor sector Ensa, was physically assembled out of the stellar and planetary progeny of not only Andronover but also several other nebulae.

Physically speaking, then, here's how we look: Our world Urantia is revolving around the sun while the sun's family Monmatia is moving about the nucleus of the former Andronover Nebula. In turn, the Andronover stellar family and its associated clusters rotate about the composite rotation-gravity center of the star cloud of Nebadon. Nebadon, at the same time, swings around the Sagittarius center of our minor sector Ensa. Simultaneously, the 100 minor sectors, including Sagittarius, rotate about their major sector Splandon. Splandon and the 10 major sectors, the so-called star drifts, whirl about the Uversa headquarters of Orvonton. Finally, Orvonton, or the Milky Way, and its 6 associated superuniverses move around Havona and Paradise. The 7 superuniverses rotate in counterclockwise motion while Havona and the 21 Sacred Spheres move in clockwise motion around the stationary Isle of Paradise.

With this organizational and physical overview of the universe of universes in mind, let us begin to trace our physical and spiritual journey inward to God. You will undergo a total of 577 apparent changes from the time you leave the material

world until you realize your true destiny. Most of these changes, 570 in fact, will take place before you are constituted a first stage spirit on Salvington of Nebadon. Of these 570 morontia-body changes, 8 will be in the planetary system, 71 in the constellation, and 491 during the sojourn on the spheres of Salvington.

You will first awaken on Mansonia #1 of Transition World #1 which orbits the system's capitol world, Jerusem. Almost the entire experience on this world pertains to deficiency ministry. If you are not detained on Mansonia #1, at the end of 10 days you will enter the translation sleep and proceed to world #2, and every 10 days thereafter you will thus advance until you arrive on the world of your assignment. As you ascend the mansion worlds one by one, they become more crowded with the morontia activities of advancing survivors. As you go forward you will recognize more and more the Jerusem features added to the mansion worlds. The Sea of Glass makes its appearance on Mansonia #2 and here you enjoy the removal of all phases of intellectual conflict and you are cured of all varieties of mental disharmony. On the 3rd Mansion World you really begin the progressive morontia culture. It is on this world that you first gain the real comprehension of cosmic meanings and universe interrelationships. On the 4th Mansonia, a new social order is being introduced, one based on the understanding sympathy of mutual appreciation, the unselfish love of mutual service, and the realization of a common supreme destiny (the Paradise goal of worshipful and divine perfection). Having mastered the local universe language before leaving the 4th Mansion World, on the 5th Mansonia you will devote more time to the perfection of the tongue of Uversa to the end that you may be proficient in both languages before arriving on Jerusem with residential status. Certainly by now you will have begun to manifest a bona fide experiential enthusiasm for the Havona ascent. Study is becoming voluntary, unselfish service natural, and worship spontaneous. A real morontia creature is evolving and you will almost certainly have achieved fusion of your mortal and divine halves by the time you leave Mansonia #6. Any discernible differences between those mortals hailing from the isolated and retarded worlds and those survivors from the more advanced and enlightened spheres are virtually obliterated during your sojourn on Mansonia #7. By the time you arrive as a citizen of Jerusem you will have

acquired your 8th of full-fledged morontian form. After this you will experience no more literal resurrections. Changes will be made from time to time, but you will retain the same morontian form until you bid it farewell when you emerge as a first stage spirit preparatory for transit to the superuniverse worlds of ascending culture and spirit training. But we will discuss this later.

Upon leaving the planetary system capitol, you will be taken to the vicinity of Edentia, the capitol of the Constellation Norlatiadek. Edentia is situated in a cluster of 771 architectural spheres and on 71 of these worlds you will experience structural changes within and about you. It is on the first of the 70 major spheres surrounding Edentia that you make your initial contact with the Univitatia, children of the Creator Son and Creative Spirit who have been projected on a plane of existence in between the material and the spiritual. These creatures are not morontia creatures. You yourself will have your morontia form attuned to correspond with the ascending scale of the univitatia each time you change residence from World #1 to World #70. Your sojourn on Edentia and its associated worlds will be chiefly occupied with the mastery of group ethics, the secret of pleasant and profitable relationships between the various universe and superuniverse personalities. You will learn how to: (1) live happily with 10 diverse fellow morontians; (2) work effectively with 10 univitatia as the group co-ordinates with 10 other families; (3) Simultaneously adjust to both fellow morontians and the host univitatia; (4) find intellectual harmony and vocational adjustment to both groups; (5) develop the ability to live in intimate contact with similar and slightly dissimilar beings with ever-lessoning irritability; (6) grasp the goal meanings within these tasks; and (7) gain spiritual insight in all phases of personal endowment and morontia-to-spiritual co-ordination. After graduating from World #70, you will take up residence on Edentia itself, the constellation capitol, in preparation for advancement to the local universe headquarters. Throughout you sojourn on the system worlds, you were evolving from a near-animal to a morontia creature; you were more material than spiritual. On Edentia, you are midway. On Salvington's spheres, you will be evolving from a morontia being to the status of true spirit; that is, you

will be more spiritual than material.

Ascending mortals from all the constellations of Nebadon will pass through training on all 490 worlds, often called Melchizedek University, in the acquirement of residential status on Salvington. You will greatly enjoy your stay as a citizen of Salvington and finally you are ready to bid farewell to your morontia form and to become truly a first stage spirit! You will depart Salvington as a first stage spirit and be advanced to Uminor the 3rd, headquarters world for the minor sector Ensa. Here you will be assigned to administrative on-the-job training. You will then be further advanced to U major the 5th as a 2nd stage spirit wherein your fund of knowledge will be greatly expanded while you are an administrative apprentice for the major sector Splandor.

Upon completion of your training on the major sector you will proceed as a third stage spirit to the 490 Study Worlds surrounding Uversa. These Uversa satellites are the finishing schools of the universes of time, presenting the preparatory course for the 7-circuited University of Havona. Here at the headquarters for the superuniverse, you are gaining experience as well as preparing yourself spiritually for your first visit to the central universe, the perfect worlds of heaven. You will begin your pilgrimage through the worlds of Havona as a 3rd stage spirit, but by the time you reach the 6th circuit there, you will have become a Quartan or 4th stage spirit. By now your attitude is nearly divine, making it highly likely that you will indeed recognize the Father when you finally seek direct communion with Him. Meanwhile, when you have completed the 7 circuits of training in Havona, you will be transported to Paradise and, as a 5th stage spirit, you will actually behold the Father for the first time in your career. Once you have communed in Paradise with the Father, you will be ushered into the Corps of Mortal Finaliters as a 6th stage spirit. Eventually, you will return to the superuniverse to share your wisdom and perspective with, and offer encouragement to, ascenders and many others. As a Mortal Finaliter you have fully complied with the injunction of the ages, "Be you Perfect!" You have ascended the universal path of mortal attainment. You have found God.

Once you have thus fulfilled your first mission, what comes next? Will you become a 7th stage spirit? The answer is unknown. However, it is highly likely that you will be a creator or administrator of a wholly new kind of universe with perhaps a completely new race of God's children. In any event, you will be a confidant guide, knowing both Creator and creature as you do. And you will not be boasting in the least when you say to all you hail, "I know whereof I speak."